

THE FINAL TYPEWRITER ISSUE, Hopefully....

# excelgior

MAY 1985

ISSUE No.4

by BRUCE MCINTYRE





## DIRECTORY

EXCELSIOR #4 Printed, I hope, on May 11 1985 in Vancouver.

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- 1 Cover, as always, by Patricia Post. You'll be pleased to know that she's signed up for XL covers through number 10. As for this months cover, all I can say is that I'm glad the issue of what I look like is being set straight. The cover of #1 was very complimentary, making me look forty pounds lighter than I am. I hope this shoots down the barriers, and I receive some good fat jokes for print next time. I love fat jokes, but since I'm relatively new to the fat world, I don't know all that many. Send me some.
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## DipGab

Bad news first, so sit down and try to hold back the tears. The Canada Post corporation is raising the postal rates two cents in late June. (I know, I know: monkey see, monkey do.) I have asked at my postoffice at least three times what the postal rates for mailing XL will be, but they won't tell me. I've decided I shall swallow anything up to a five-cent increase; anything more, and sub rates for new subbers go up, though all present subbers shall receive the issues they've paid for as though nothing had happened. But it is hard to believe that the posties refuse to divulge the information about the increase more than a month after the announcement was made. If I were the type, I'd sue: unconstitutional, or against the Charter of Rights or something. But then I feel that the Constitution and Charter of Rights will do more to protect criminals than ordinary folk like me, so I know it's no use.

At the moment, sub fees for XL are \$2 for 3 issues in Canada, \$7 by cheque or \$6 by US cash for 10 issues in the US, and \$1 Canadian per issue elsewhere. Gamefees are \$3 except for COPELAND's overseas players, for which gamefees are waved so they can buy stamps.

The stand-by list for XL is as follows: Acheson, Arsenault, K. Brown, Gautron, Krukowski, Peery, Reges, Shirley, Stewart, Torkelson, and Touchette. I didn't get any sick letters or obscene phone calls so I'll assume this is O.K. Let me know if you want on or off.

Ali McDopy, a fellow I used to know in a fictitious time, never knew that his name was an anagram of a game invented by Allan B. Calhamer and copyrighted by Avalon Hill. Too bad!



By far this has been the most difficult of the XL's I've done so far simply because of the existence of a Commodore 64 and disk drive in my kitchen. Hopefully next time I shall be able to use it and borrow a printer to make putting out XL easier. As you will see, it is already helping somewhat with the baseball pool. Hopefully by the end of the summer I shall have a good printer. I am searching for a good word processing program as well. So XL#5 will be done on a printer, but the bulk of XL's future will be done on the printer I eventually save up enough money to buy.

The publisher of Conference Call, Bruce McIntyre, has asked me to inform CC subbers that CC will be out a week following XL. All games, I believe, have been held over until then. The problem was a severe cold which kept me in bed for an average of eight hours a day, and caused me to temporarily switch from Pepsi to Mission San Juan fruit juices, which I can recommend to those of you who have the physical strength to drink fruit juices regularly. All is nearly well now.

This is the final plug for COPELAND, the international game of regular Diplomacy, to be run here next time. If Jan Feringa will play in COPELAND, I shall play in the international game to be run in Brutus. I must admit, I love these international games. Meeting people from all over the world never ceases to be intriguing.

As for DEBUSSY, I found to my surprise that I didn't have as many entrants as I thought I had. In fact, I haven't yet got an official game fee from Pierre Touchette, nor a definite indication that he wants to play in another XL game. (I do have a somewhat vague indication of desire to do so, and that was what made me include him as the seventh.) Pierre, if you do not want to play in DEBUSSY, drop me a line and I'll play whatever country you get, though with Bruce Waddell in the game this will cause Bill Quinn, the BNC, to get all huffy-puffy. By the way, the game is being run by Mitch Wageler, whom I have the highest regard as a competent GM. Besides, having Mitch GM the game will prevent him from winning, one of the few methods of achieving that goal.

The Patterns II game will be reported on next time. One player has sent in final guesses already, but two players haven't sent in requests for information yet. Time's running out, guys....

Writing style of XL promises to change next month, after I rescue a lovely damsel in distress from the confines of Montréal, take her to MinnCon and then bring her home with me. So if you think XL#5 is the result of a six-pack of cider, let me correct you now: this time next month, I plan to be hopelessly in love again, so be prepared for an issue driven by the very best type of natural high. More next time.

MinnCon! Be there! I'll be there for most of the weekend, with my lady friend! Also in attendance will be Gary Coughlan, Mike Barno (whom I've challenged to a East vs. West game of Jump-21), and, I would assume, the Diplomacy players of the region. This is probably the furthest east I will be able to travel in the next few years, so if you want to meet me before the airlines make a rule forcing me to buy two seats, do try to get there. At this point possibilities include Alan Stewart, Jeff Richmond, Mark Frueh, Nancy Irwin, and John Michalski. The hosts are Scott Hansen & Frauke Peterson, 2626 Stevens Ave. S, Minneapolis MN, USA 55408. The phone number is 612-874-0082. Understandably, Frauke and Scott would like to hear from people who plan to attend before they make their final plans, and they have a guide that you will need to get there, though it doesn't look like too much of a traffic problem. Don't delay. As I found out a few weeks ago in Oregon, cons are much like sex: you can't knock it 'till you've tried it... (no, Joan, I already knew that about sex, while I was in Oregon I learned it applied to cons as well. You needn't worry...)

My old roommate Ron Gordon has asked if XL readers would be interested in Excelsior T-shirts: he's apparently involved in a business that can do that sort of thing. The T-shirts would have the XL logo, and the cost would be \$5 (\$4US), if I can sell 20. Let me know by next time.



## MIRACLE MILE

I think it was Wednesday, April 17, when Grant Fraser made The Challenge. "There's no way," he said confidently, "that you could run the mile in 7:30." I said bull, knowing full well that any blimp should be able to walk around the track in two minutes. So, a few trots here and there should do it.

Some of you still haven't met me (and now that it looks as though this article will go into XL and not Conference Call, perhaps I should say 'most' of you.), so I should point out that I am 6'1" and 215 lbs. When I ran the mile in 6:10 in high school, I was 6'0" and 170lbs, so you can see the trend I've set in six years since, regarding physical stature. So, what do you think, given that information?

Let me add the fact that I walk about a mile and a quarter home from work five nights a week, and have been clocked at 11½ minutes walking. So, now what do you think?

Within two days, the stakes were settled. (There was no way I was going to exert myself for nothing.) Grant agreed that the winner would receive the loser's Conference Call hockey pool team, for the bargain-basement price of one cent. Canadian, even. (There will be a full report on the CC hockey pool, which is a bit unusual-to say the least-next time.) My father also bet against me, putting up \$1 for every five seconds I beat the challenge time of 7:30, against a similar wager by myself. But the crunching blow came when Ron the roommate bet against me to the tune of \$5 and a ride home, vs. \$10 if I lost. My cries of "but Ron, my own room-mate!" were met by the brilliant response: "Your own roommate knows what you eat." I also heard that CC's Klaig Morton was going to make a bet at the site-presumably against me as well. Needless to say, I was a bit saddened at the lack of support. But now, who would you bet on?

Friday night, twelve short hours before the scheduled start (Saturday at 11AM), I got out my calculator, figured 4ft. per pace, and discovered I'd have to do 2.9 paces per second, a result which quite frankly astonished me. I lost quite a bit of important sleep as a result. So now who do you bet on?

Saturday morning saw the first attempt by Ron to protect his bet. "Morning," he said. "Are you going to have one of your four-egg omelettes?" I said no, thanx.

11:05 came and Klaig did not show up at the Burnaby Central High School track, so, off came the pants-yes, I did have my shorts on, and yes, it had been a fair amount of time since I'd last worn them, and yes, believe it or not, they did fit. Amazingly enough, they did fit.

GO!! As Grant and Ron went up to the top of the hill beside the track, ("we wanna be sure ya don't cut any corners."), I did the first half lap in the amazing time of 32 seconds. I was still strong enough to realize this was way too fast. So I slowed down. As I came out of the second turn, my watch said 1:00. Then I heard Ron, screaming out "YOU'RE IN PAIN YOU HURT LIKE HELL!! YOU'RE GOING TO FALL!!!" I also heard Grant laughing. I looked at my watch-1:15- and pretended not to hear.

Halfway around the first turn of lap#2 I began to hear voices. It wasn't coming from Ron's direction, it was closer somehow...Finally I pinpointed it as coming from inside my head. This voice had a simple message. In full stereo, it quietly said, "who do you think you're kidding; you'll never make it." As I came out of the turn, I had to agree, but decided to continue running anyway. ("Running" is here used in a very complimentary fashion.) Halfway around lap 2 the clock was at 2:20.

(I am told that it was here that Ron & Grant heaved a sigh of relief as they realized my 32 second pace for the first 220 was a fluke of the universe.)

Coming out of the second turn, onto the home straight for the second time, I had several excuses prepared. The plan at this point was to simply run as far as I could, and ask questions later. Questions like "Was



that four laps" or "How many years ago did I start?" seemed like genuine possibilities.

As I passed the halfway point-3:35-I heard some fool on the hill, screaming out comparisons involving my legs, and Jello. I pretended to ignore it, but the legs were saying "he's right, y'know."

Around the first turn again, I did all the calculations I'd done the night before, again. It was a kind of mathematical déjà vu. I could see myself there at the table, writing out how many of these, divided by such and such of theses, comes out to O-hell-here-we-go-around-this-turn-again.

I looked at my watch just before I got to the start-finish line for the final lap. 5:25. I would have two minutes to do the last lap. Great I can do that, I thought, and quickened the pace a bit. Four steps later, I returned to the old pace again.

It seemed to me that the whole race hinged on where I would start my final sprint. (It didn't occur to me that I might not have a 'sprint'; all that seemed to matter during that second last turn was when I should start it.) Finally I decided that I should be able to sprint the last 220. When I got to the start of the last 220, I decided that I could probably sprint from the start of the last turn. When I got to the last turn I felt it was a distinct possibility that I could sprint from the end of the turn home....

When I got out of the last turn, and began the sprint ("Sprint", too, is here used in a very very complimentary fashion.), I discovered that I wasn't completely certain as to whether this was indeed the last lap....

"Oh well, what the hell....."

Stride-stride-STRIDE-stride-finished-fall-ahhh...-gasp...spit...gasp...cough...grass...cool...spit...snooze.....

"HEY!?" I said finally. It was a question.

7:05.53 was the answer.

FROM THE PODIUM continued, rather reluctantly, from page 24 *Read p. 24 first!*

The things I presently like about XL, in comparison with the other zines I see, are Patricia's exceptional cover artwork, the attempts (which sometimes succeed) to organize the zine to fit the Directory, the inclusion of as wide a range of games as possible, and the upbeat tone I try to maintain. By far my favorite part of putting it all together is filling up the backs of mailing covers. This is an exhausting process that I will always love, for it allows me to answer questions, clarify things, make reminders, and do other more personal things that a 24 page zine just didn't have room for.

Of course XL is a lot of work. But it has, so far, been work that I have loved doing. I can think of but one circumstance that would change that: a subscription list riddled with non-participants. But as I look over my mailing list, I doubt that possibility very much. XL is here, and here to stay. So it's no use asking me to slow down. I don't feel I'm going fast enough yet.

One thing I forgot to mention in the DipGab section concerns XL#2. I have two copies lying around somewhere. This is amazing to me, as I thought the eighty copies I had printed were way too much, considering that at the time I only had sixteen subbers and a handful of traders booked. But the most popular line in the last six weeks has been "please start my sub with number two." Unfortunately I cannot do that any longer. I think Mark Berch got the last copy I am prepared to let go, but since I still have the originals, they could be reprinted at a bit higher than cost—say ninety cents to a dollar Canadian—if you really want it. I'll print, or reprint if necessary, when I hear from those of you who haven't yet received #2: I've adjusted your sub balances assuming you won't get it, so if you decide it's not worth it, that's no problem. Just tell me..



## GAMES FOR THE UNFIT

Recently, after a Sunday dinner at my parents place, my brother Jeff challenged me to a basketball game. The last time we played, I would guess that our combined weights were 100 lbs less, and the matches were traditionally best-of-seven. One hundred pounds later, the match was best-of-five (at my insistence), and since I account for at least 65% of the gained weight, I wasn't completely surprised to lose, 3 games to 1. But it was so much fun that I decided to share with XL readers the rules of an excellent game my brother and I invented five years ago. The rules presented here were written by myself a while back; the comments ((in double brackets)) are there to make things clearer where necessary.

### JUMP-21 OFFICIAL RULES

- |   |                               |
|---|-------------------------------|
| 1.0 Introduction                                    | 5.0 Ball IN and OUT, scoring. |
| 2.0 Equipment, players, officials                   | 6.0 Infractions               |
| 3.0 Shots from the line, limits                     | 7.0 Extra and optional rules  |
| 4.0 Shots following a missed free throw, dead ball. |                               |

#### 1.0 Introduction

Jump-21 is a half-court basketball game for two players designed to improve shooting skills in a more pressured situation than simple "21" or "Around-the World"-type games. Each shot must be taken while the player is in the air; the ball may not be touched by a player who is not jumping. Other basketball skills the player will acquire through the game include rebounding and foul shooting, as well as endurance if a five or seven-game series format is incorporated.

#### 2.0 Equipment, Players, Officials

##### 2.1 EQUIPMENT

The only equipment required is a basketball and a basket with the usual key outlined on the floor. ((Or ground-we've always played outside, on elementary school courts where the baskets are 8' high so you can dunk.))

##### 2.2 PLAYERS/OFFICIALS

Two players are required, but an official is not absolutely necessary. With three players, one can officiate, and challenge the winner in the next game. The duties of the official are keeping score, citing infractions, and judging balls IN or OUT. (See section 5.1,2) The two players can usually 'call' a game accurately and keep score, except for close calls, which, if there is no agreement and no official, the play should be replayed.

In games where there is an official, the official's decisions are final. No game should have more than one official.

#### 3.0 Shots from the line, limits

##### 3.1 FIRST SHOT OF MATCH

Since it is an advantage to start play by taking a free throw, a fair method agreed upon by the players shall decide who starts the first game. In a series, the loser of the last game starts the next.

##### 3.2 STARTING PLAY

The player shooting the free throw must stand in the semi circle behind the free throw line. The other player may stand anywhere outside the full circle at the edge of the key. He may stand inside the key, but must be outside the jump-ball circle. The shot must be taken while both players have both feet on the ground, and the non-shooter is not attempting to distract the shooter with speech or movement. A successful free throw counts one point for the shooter, and he gets the next shot. (See scoring, section 5.3, also following section for exception: limit rule.)

##### 3.3 LIMIT RULE

A player who scores two consecutive points from the line has reached his 'limit.' If his next shot is good, the non-shooter receives one



point, and gets the next free throw. (This point does not count towards his limit.) If his next shot is no good, but due to subsequent play, he gets the next free throw, he may start again, without limit rule restrictions, until he has hit two consecutive free throws again.

### 4.0 Shots following a missed free throw, dead ball

#### 4.1 AFTER A MISSED FREE THROW

When a free throw is missed, the non-shooter must decide whether the ball will be IN or OUT (section 5.1,2). If the ball is IN he must shoot, or forfeit the next free throw. If it is OUT, he may immediately claim the next free throw, or he may shoot.

((Usually the non-shooter either calls 'OUT', and picks up the ball after the first bounce, or waits for the second bounce, to claim the free throw. Obviously, if he feels he has a chance to make the OUT shot, he shuts up. If you play this way, any call by a PLAYER of 'OUT' precludes any shot by that player.))

If he shoots successfully, he gains two or five points (see section 5.3) and takes the next free throw. If unsuccessful, his opponent may or may not take the next shot. Play continues in this manner until a basket, infraction, or dead ball. (See section 4.2)

#### 4.2 DEAD BALL

If the ball bounces twice without any contact by either player, it is then dead, and no shot may be taken. If the ball was IN, the player whose turn it was to shoot forfeits the free throw to his opponent. If the ball was OUT, that player was under no obligation to shoot, and therefore takes the next free throw.

### 5.0 Ball IN and OUT, Scoring

#### 5.1 BALL IN

For a ball to be IN there are three requirements: 1) The last shot must hit the rim or the front side of the backboard, 2) If it hits the rim, it must rebound upwards or level-not downwards. If it hits the backboard, it must rebound towards the foul line, not towards the end line, 3) The first bounce must be within the key between the foul line and end line, or on any of the boundary lines.

If a player, in shooting, handles the ball before it bounces, the ball is IN no matter where it might have bounced.

#### 5.2 BALL OUT

Any ball not IN is OUT. ((One of my better rules, that.)) The official must indicate clearly all balls that are OUT the instant they break one of the IN requirements.

#### 5.3 SCORING, WINNING

Field goals that are successful are scored in the following manner; for any shot taken after the ball has bounced outside the key, five points are scored. For any other legal shot, two points are scored. In both cases, the successful shooter will take the next free throw. Free throws count one point.

(Note that all OUT shots do not necessarily score five points. If a player attempts a long shot, which is an 'air ball', it is OUT, but it may still bounce inside the key. If the other players now converts, he now scores only two points, since the bounce was not outside the key.)

The game ends when one player has 21 points and a two point lead at least. If the winning score is more than 21, the lead must be precisely two points-no more. If a player obtains a score that is higher than 21, and his lead (if any) is more than two points, he must immediately subtract six points from this score (this may force his opponent to do the same) and the game proceeds as before.

Example: X leads Y 19-18, when Y hits from outside, making the score 23-19. Oops! Y goes back to 17, but gets the next free throw.

((I know; this is crazy, but it certainly makes for a fun and sometimes hilarious game in which brains too are important. I know I've been hit in the head while opponents have quickly taken their shots when I was trying to figure my best strategy!!))



## 6.0 Infractions

((I've never played a game with an official; my intent here was to define some of the infractions, and create a guide to resolving them for officials. I must admit that some of this really baffles me. The most important parts are the obstruction rule, and the goaltending rule. The rest must have been written shortly after reading "Official Baseball Rules" or some other similarly pompous piece of literature.))

### 6.1 INFRACTIONS REQUIRING A REPLAY

These infractions require the play to be restarted with the same free throw shooter:

- a) illegally taken free throw
- b) shooter's opponent moving before a free throw is taken, or standing in an illegal position, or illegal distraction of free throw shooter. (If the free throw is good, no replay is necessary, and the shot counts.)
- c) disagreement by two players without an official present.

### 6.2 OPTIONAL INFRACTIONS

These infractions are optional. The player who did not commit the infraction may decide to play the ball, or take the free throw. If no decision is made before the ball is dead, the free throw is awarded to the non-offender. If the non-offender touches the ball voluntarily, play proceeds as normal and the infraction is voided. If the non-offender touches the ball involuntarily, he takes the next free throw on the infraction. Optional infractions include:

- a) touching the ball on the other players turn to shoot accidentally. (If there is any doubt as to whether the non-shooter could have avoided contact whatsoever, section 6.3 (a) applies.)
- b) Obstruction. This occurs when the non-shooter finds himself between the shooter and the ball, then moves into the path the shooter has taken. There must be two instances where the shooter is obstructed, the original obstruction, and an obstruction caused accidentally or deliberately, by the movement of the non-shooter. ((If you don't move you can't be called for obstruction))
- c) Accidental touch by the official. If the shooter decides to play the ball, the shot is worth two points. The official should declare the ball OUT immediately when he accidentally touches the ball.

### 6.3 INFRACTIONS REQUIRING OFFICIAL JUDGEMENT

Players who attempt to take advantage of the rules may be penalized according to the judgement of the official. The minimum penalty for infractions of this kind is the next free throw. Added to this may be from one to three penalty points, each of which are optional for the player receiving them. Infractions requiring such official judgement, with a guide to official 'settlements', include:

- a) Possible deliberate touch of the ball by the non-shooter. If the action is judged as non-deliberate, award the shooter two points for a certain basket but for the touch, or one point for a probable basket. If the action is judged to be deliberate, award one extra point to the shooter in addition to the earlier judgement. In all cases award the next free throw to the shooter. ((It is at this point that I edit quite a lot out that I confess I find hard to understand even after rereading it.))
- b) Goaltending. The non-shooter may not touch the ball until the shot is travelling downwards, and the whole of the ball is below the whole of the rim width. Any prior touch constitutes goaltending, which results in the shooter receiving the normal points for the shot, plus penalty points, starting at zero, but increasing by one with each subsequent infraction.
- c) Deliberate obstruction. This occurs when the non-shooter moves from a non-obstructive position into an obstructing one, and, in doing so, prevents a shot from being taken, or makes a shot positionally more difficult. Two penalty points should be awarded, unless a shot was made despite the adverse conditions; in such a case, the shot points and one penalty point are awarded.
- d) Violent fouls. Heavy body contact is penalized by the loss of the next free throw and zero to three penalty points, at the discretion of the



official. However, a player illegally obstructed by a deliberate movement of the non-shooter may take any reasonable action to reach the ball. He is not immune to a foul for violence, but may take action otherwise regarded as illegal to offset the disadvantage presented. ((Put more simply, if A is trying to get the ball and B is in the way, if B moved there, A may knock him upside the head to play the ball. But if B was just there naturally, A must go around him.)))

e) Misconduct points may be awarded by the official, up to three at a time, at his discretion. If a player receives five or more penalty points in one game, he forfeits that game.

## 7.0 Extra and Optional Rules

### 7.1 HANDICAPPING

Players of unequal calibre can play Jump-21 by altering some or all of the rules. Some suggestions follow:

a) Scoring changes. The weaker player might, for example, receive 3 and 7 points for field goals instead of 2 and 5.

b) Altering waiving the free throw limit. Completely waiving the FT limit is not recommended, as this slows down the game and causes much of it to be decided at the line. But giving one player an extended limit works well.

c) Altering shooting rules. A player may thus not be required to jump in order to shoot, he might be required to shoot within one second of his first touch of the ball. ((If you are the competitive type, do NOT play this variation without a good official!))

d) Point spotting. The stronger player starts the game with the score x-0 against him. ((With the crazy scoring rules, a better idea might be to give the weaker player x points that he can take at any time during the game that he has the ball. Otherwise you might get the weaker player subtracting 6 because his handicap gave him too much.))

### 7.2 EXTRA EQUIPMENT

Excitement is added to the game if the basket is lower than normal, and dunk shots are possible. ((I most emphatically agree. The one time we tried at the real-height baskets, the game moved so slowly it was unbearable. After all, everyone wants to make Dr. J dunks!))

I hope you'll give our little game a try this summer. Let me know how it went or if you have any questions. I'd challenge Barno to a game at Minn Con but I fear I'm about as good at Jump-21 as I am at Dip-which isn't very.

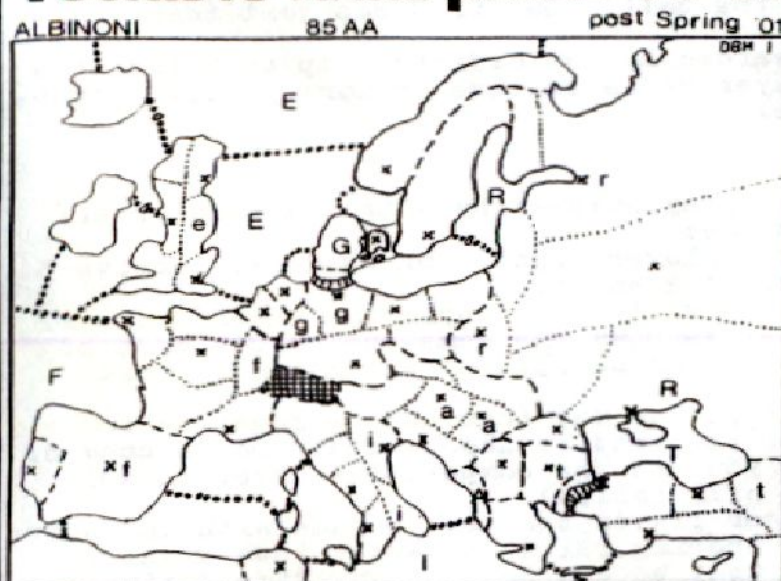
## BEETHOVEN continued from page 15

Festival,"he wrote, "I was crossing a meadow, when I chanced to look up and saw several fiery red balls in the southern sky. They descended at a great rate of speed and began chasing me. I screamed that I was a genius and consequently could not run very fast, but my words were wasted. I became enraged and shouted imprecations at them, whereupon they flew away frightened. I related this story to Beethoven, not realizing he had already gone deaf, and he smiled and nodded and said, 'Right!'"

Having completed the Baseball Pool Program, I am now seriously considering putting Marvin through a real endurance test. This month's computer project is a C-64 program for United. If this goes well I shall start a league this summer. United is a soccer game invented by Alan Parr. The only North American game at present is a 14-team league (including my own 13th-place team Flying Circus United) in Bill Becker's K-Zine. The K-League is just winding down the first season and it is certainly possible to get in for the second. Contact Bill Becker, 310 Turwill, Kalamazoo Michigan, USA 49007, if you'd like to know more about the way the game is played. And inform me if you're at all interested. I'd say United is a close second to Dip in European zines these days.



## RUSSIAN RESORTS PROVING POPULAR TOURISTS MAKE PLANS TO STAY THE WINTER



ALBINONI players

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

GER: Charles Arsenault, 4490 St.  
Kevin#7, Montréal, PQ, Canada H3T 1M9

RUS: Kevin Brown, 100 Patton Dr.  
Warner Robbins GA, USA 31093

TUR: Melinda Holley, PO Box 2793  
Huntington WV, USA 25727

AUS: Michael Ditz, 5785 Danube  
Way#C, Orlando FL, USA 32807

ITA: Steve Dycus, 3450 Koring Rd  
Evansville IN, USA 47712

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

FALL '01 DEADLINE IS JUNE 7TH.

Allow about 5-8 days for delivery.

### ALBINONI (85AA) SPRING 1901 ORDERS

ENGLAND: F Lon-Nth, A Lpl-Yor, F Edi-Nrg  
GERMANY: F Kie-Den, A Ber-Kie, A Mun-Ruh  
RUSSIA: A Mos-StP, A War-Gal, F StP-GoB, F Sev-Rum  
TURKEY: A Con-Bul, A Smy-Arm, F Ank-Bla  
AUSTRIA: A Vie-Gal, A Bud-Rum, F Tri-Alb  
ITALY: F Nap-Ion, A Rom-Apu, A Ven H  
FRANCE: F Bre-MAO, A Par-Bur, A Mar-Spa

### PRESS:

GM: There is a simple way to avoid being NMRed by the unfortunate aspects of geography: send in orders before you negotiate. Sure, they may not be what you want to do later, but at least you have something in. I must remind you of XL houserule 2.16: Penalty for missed deadlines (NMR's) is that you must buy every other player a copy of XL. I do not take kindly to NMRs; my idea is the best way to avoid them is to make the culprits pay for them. So send me orders, today!

Vienna: Mickey Mouse, Minnie Mouse, Donald Duck, Goofey and the rest of the gang would like to say hello from their summer resort in Vienna.

Vienna: The ArchDuke has proclaimed a ration plan for peanut butter.

Maestro: Obviously there is a peanut butter factory in Rumania that I don't know about: it's not often you see Austria and Russia bounce there!

Berlin-Moscow: You won't get Sweden...at least, not this year!

Charly to Steve: Good luck, I wish you'll succeed. Maybe later we'll be able to help each other.

Maestro: This next bit of press is being printed despite the fact that the player who submitted it (not necessarily Turkey by the rules of Gray press) changed orders on me, with no directions for the original press. Obviously I'd not have printed the press item if I felt it was dependant on the orders... on second thought I'll print it next time—no room here!



# OH SAY CAN YOU CDO

## no. 1

Welcome to OH SAY CAN YOU CDO #1, the official publication of the Canadian Diplomacy Organization. What, you didn't know there was one? Well, since you're a part of it (anyone who subs to a Canadian zine is a CDO member) perhaps you should be aware of what it's all about.

### CDO BRASS

Co-Ordinator: Steve Hutton, 704 Brant St, London ON, N5Y 3N1 519-434-7596

The Co-ordinators job is to assure that there are no serious problems that need looking after in the Canadian hobby, and if there are, to organize ways to combat the problem. This doesn't take much doing. Here in Canada we have a lot of dedicated people who make things run smoothly.

Executive Committee: Claude Gautron, 150 rue Masson, Winnipeg MN, R2H 0H2, ph. 237-6373 after you look up the areacode for Manitoba.

Bruce McIntyre, 6191 Winch St., Burnaby BC V5B 2L4, 299-2382 areacode 604.

The two Committee members are supposed to act as a check on the Co-Ordinator, as together they can overrule any decisions he makes. The Co-ordinator can get revenge by overruling any decision one of the Committee men make, but these landmark decisions happen seldomly, as we really haven't found much yet to do.

The various services the CDO sponsors are the following:

Orphans Officer: Dave Carter, 118 Horsham Ave., Willowdale ON M2N 1Z9

Novice Services, and, apparently, Liason to Waddingtons, the Canadian company that makes Diplomacy sets in Canada: Ron Brown, 70F Chesterton Dr. Nepean ON, K2B 5S9, 613-727-1454

Ombudsman: Randolph Smyth, 212 Aberdeen St, SE, Medicine Hat AB, T1A 0R1, 403-526-7963

North American Variant Bank-North: Ron Brown, address above. I'm not certain, but I would guess that Ron would send you rules and maps of Dip variants for sufficient postage.

The CDO also considers these hobby wide services as being affiliated:

BNC: Bill Quinn, 301 Conroe Dr., Conroe TX, USA 77301

MNC: Lee Kendter, 4347 Benner St., Philadelphia PA, USA 19135, 215-333-9729

I originally had intended to print a copy of the CDO constitution somewhere, but decided that it would give the wrong impression. The constitution's main purpose, I feel, is in setting out definitions (like, for example, who is the CDO? Answer: anyone who subscribes to a Canadian zine) and providing ground rules in case a three-way feud develops among the elected officers, a situation that seems quite close to impossible in the near future. (Also, the only copy I have is already reduced, and would resemble the song lyrics I printed last issue for size if I reproduced that here.)

As you will see in the next two pages, I have some ideas for the CDO to consider. I would appreciate feedback on any or all of these suggestions. For the record, I should state that...well, perhaps I should just print a partial transcript of my conversation with the Co-ordinator:

BM: Steve, I have some CDO stuff I'm printing, and I wanted to be sure that the ideas were O.K. with you first. This is what I plan to—

SH: Go ahead.

You get the idea. So, on we go.

According to Ron Brown's last census, CDO membership is 51% American. Thus the title of this.....



## Expanding the I.S.E.

The second DipZine I subbed to (after Dave Carter's Sleepless Knights) was Richard Sharp's Dolchstoss—an excellent choice you all should consider. (27 Elm Close, Amersham Bucks, UK HP6 5DD) There were initial problems. I sent Richard a \$10 money order, and when the next issue came in the mail I found to my dismay that an English bank had decided its worth was minimal after deducting as many service charges as they could get their grubby little hands on.

Because of this, my sub ran out quite quickly (though perhaps it was also due to the fact that Richard puts out so many entertaining issues in what seems like such little time!), and this time, I decided to try the new International Subscription Exchange. I sent a \$20 U.S. bill to Steve Knight, and soon my sub was extended well into the future. (I should say here that Richard is one of very few whom I would honour with such good faith, even though the large amount I sent was largely due to the fact that I didn't want to send small amounts of my money overseas too frequently.)

Now I begin to wonder whether this excellent service should not be extended to Canada. Pretending that there are no problems with foreign exchange is becoming more of a contortionists act each day. Let's face the facts—a dollar is no longer a dollar to our American freinds, and an exchange service of some kind would be extremely useful.

Now I hate to give you the "all words and no action" bit, but I'm afraid the custodianship of such a project would be too much for me, with the six games I'm trying to juggle, plus XL and Conference Call. So, in my official position as CDO Executive Officer, I am attempting to find a suitable Canadian resident, and, if Steve Knight is uninterested in ISE expansion, an American resident as well. For the Canadian, I have a few potential candidates in mind; I would assume that Steve Knight (and or Doug Rowling) would be interested in this project, so I haven't yet made any inquiries south of the border. (Up here in Canada, that means you American gringos!!!) I assume that I don't have to tell you that Canadian zines on the whole have a history of doing quite well, with the probable exception of a few I don't know about, since I can still count my years in this hobby on one finger. The fact that the CDO is over 60% American at last count can only support my claims that such a service is indeed sorely needed!

I can't even claim this idea for myself. The farewell issue of Ron Brown's Snafu! contains the following passage:

"...The International Subscription Exchange may be just what you need....(Now, if only we had a Canada-USA exchange service!)" (Snafu! #45, page 6)

Before I get into a discussion of what is involved in the job, let me inform you on how the ISE works, from the information sent to me by Steve Knight. Once a month Steve sends a letter to Doug Rowling in Scotland. Up until that time, Steve collects dollars and orders from North Americans for British zines. Meanwhile, Doug collects pounds (no, not the type I'm collecting above the belt...) and orders from Britons for North American zines. The letters contain the orders received in the last month, and eventually, the pounds Doug collects are used to buy British zines for Americans, and the dollars Steve collects are used to buy American zines for Britons. Steve and Doug periodically correct any imbalances in the accounts, meaning that there is only one overseas payment actually made, for potentially hundreds of international subscribers.

To illustrate both what is involved in the job, and what the ISE's role in your overseas subscriptions would be, let's follow my \$20 through the ISE's highly efficient bureaucracy:

Act I: I send my \$20 to Steve Knight, with a note stating name, address, and the zines I would like to receive for the money enclosed. I am careful not to forget to include the name and address of the editor(s),



since this is as important an enclosure as my money. (I am uncertain, but I do not believe Steve or Doug can get cash for cheques made out to ISE, so if you send a cheque, use their names please.)

Act II: Steve converts my \$20 U.S. to pound sterling: £16.54 by today's rates. I don't remember whether there exists any sort of fee; there may well be one, as Steve and Doug deserve better than to spend time, effort, and most importantly, postage and stationery costs for nothing.

Act III: My order is sent, along with the other orders Steve has received, to Doug.

Act IV: Doug, seeing my order among the rest, sends off a cheque for £16.54 or so to Richard Sharp.

Act V: Richard applies the money to my sub balance, and curses the heavens, knowing that anyone who can listen to the Beatles and Beethoven in the same evening can only cause trouble.

Act VI: I receive the latest Dolchettoss and note with great pleasure that my sub has been extended! Note the immense amount of slavery I have to endure to achieve this end result. I mean, this is taking millions of dollars in service charges away from banks and post offices every year, to be sure! How sinister! How immoral! Do wonders ever cease?!?

And, as they say on the Chevron commercial, that's it. That's it.

What to do, then? Drop me (not Steve or Doug, yet) a line stating that you'd like to be the ISE's Canadian rep. Steve, I'd like to hear from you on this, especially if I've made any errors somewhere, or if you really don't want to involve yourself. I'd also appreciate hearing from Doug on these matters. If you'd like to be considered a candidate for the post of American rep for the ISE (Canada-US service), sure, let me know, but remember that Steve Knight will have first crack at this part of the job.

And, in conclusion, I would like to take this opportunity to officially nominate Doug Rowling and Steve Knight for the 1986 Don Miller Memorial Award for Hobby Service. The service they provide is efficient, impartial, and extremely useful—as well as being a brilliant concept to solve an age-old hobby problem. I think the ISE will be a major factor in finally bridging the gap between the North American and European Postal Diplomacy hobbies. Well done, gentlemen!!

(Steve Knight's address is 11905 Winterthur Ln. Apt. 103, Reston VA 22091)

As a bit of space filler then, I'd like to talk about soccer. Canada has qualified for the final round of World Cup qualification play in the CONCACAF zone, meaning North and Central America. This is how they did it:

TEAM	W	L	T	F	A	PTS	Scores of games played in the round:		
CAN	3	0	1	7	2	7	Haiti 0 at Canada 2	Guatemala 1 at Haiti 0	
GUA	1	1	1	3	3	3	Guatemala 1 at Canada 2	Canada 2 at Haiti 0	
HAI	0	3	0	0	5	0	Canada 1 at Guatemala 1	Haiti at Guatemala May 15	

(The May 15 match between Haiti and Guatemala is meaningless, obviously.)

Canada now advances to the final round of qualification to be held this fall. Again it is a three team round robin. Honduras qualified earlier this year for one of the other two positions, and the other group has in it the U.S., Trinidad, and Costa Rica. The U.S. team has not played any of their games yet, but the other two have had their home-and home series already, Costa Rica winning at home and getting a tie in Trinidad. What this means is that if the US team loses a game to Costa Rica, or doesn't win both or at least get three points from their two games against Trinidad, that they shall be in deep poop. But I expect the US team to come through, and if the Canada-US game is played on the west coast, I'd consider seeing the game if it were held in Frisco or Portland, so...



## The CDO Canadian Championship Game

In the next issue of OH SAY CAN YOU CDO (August) another of my ideas will be implemented: a Canadian championship game. This is how it shall work: any CDO member may nominate any number (maximum seven) of people for this game. On July 1st I shall send out letters to the top ten in this poll, asking if they will consent to play in this championship game. The top seven who give their consent to play shall be included in the lineup, the others will be used as standbys. All nominees must be Canadian residents, though non-Canadian members of the CDO may certainly make nominations.

The game will run in XL on 6-7 week deadlines, to allow lots of time for negotiations, and to allow two game seasons to appear in each edition of OH SAY CAN YOU CDO. The name of the game? Hmmm. I've just phoned the Canadian Music Centre and asked for the name of Canada's most famous composer of classical music whose surname starts with an E. After much laughter, they gave me the name of Sophie Carmen Eckhardt-Gramatté, whose name is now attached to a prominent music competition for Canadian musicians. I'll do some research on this for next time.

Meanwhile, send in your nominations for best seven. They must reach me by July 1st. Here are mine:

- 1) Dave Carter
- 2) Ron "Snafu!" Brown
- 3) Randolph Smyth
- 4) Claude Gautron
- 5) Robert Acheson
- 6) Alan Stewart
- 7) Blair Cusack

I couldn't help but notice how many I've missed; perhaps there should be another game for the 8th through 14th place finishers on the list. I have no doubt that the list will be at least that long. Send your votes in today!

One more thing. Do not vote for me. I am the best possible person for the role of GM of this game, because I am a publisher, a Canadian, and a rotten Dip player that nobody in their right mind would vote for anyhow. Since I'm going to be the GM, it makes no sense to vote for me, even if you are under the absurd impression that I should be included.

An open letter to Dave Carter

May 10 1985.

Dear Dave:

Bruce McIntyre  
6191 Winch St.  
Burnaby BC  
V5B 2L4

I'm impressed! Your knowledge of geography never ceases to amaze me! How did you know that Burnaby is a "fishing village?" Could it be that you have Western roots? Or is it simply a bit of ESP? Hearing that someone from T.O. knows that Burnaby is a fishing village really warmed my heart. Excuse me a second while I turn over my fillet that I caught off the back of a speeding Trans-Am on the Trans-Canada highway (a prime source of fishing here in Burnaby) just this morning.

You aren't the first to make reference to Burnaby's astonishingly small and cozy size. Sure, it's the biggest municipality in Canada policed by the RCMP, but that's nothing. Come out some day and I'll show you some real Fishing!



## The BEETHOVEN Report

The BEETHOVEN game has been delayed, as I expected. Players, it's not your fault, the problem is that I simply live too far away. I mean, I've not even received orders from Mitch yet! I do, however, have orders from three of you, and I should have reminded you on the back of the mailing cover that you've probably by now thrown out that your orders are still not here.

The players and their addresses once again, then:

ENG: Mitch Wageler, 665 E29th Ave. Vancouver BC CANADA V5V 2S1  
 GER: Mike Barno, 2811 Robins St. Endwehl NY USA 13760  
 RUS: Pierre Touchette, 1 rue Georges, Masson PQ CANADA JOX 2H0  
 TUR: Alan Stewart, 702-25 St. Mary St., Toronto ON, CANADA M4Y 1R2  
 AUS: Robert Acheson, c/o Echo Bay Mines, Lupin NWT, CANADA XOE 1M0  
 ITA: Melinda Holley, P.O. Box 2793, Huntington WV USA 25727  
 FRA: Steve Cooley, 3551 Cassamia Ave., Palmdale CA, USA 93550  
 GM: Bruce McIntyre 6191 Winch St., Burnaby BC CANADA V5B 2L4 604-299-2382  
 New deadline is June 7 1985, a day earlier if phoned in.

Do you get the feeling that I'm stalling for space here? You're right. I kindly ask the Hobby Beethoven Custodian, Larry Peery, to do a piece on The Master for me, and he shucks out of it, leaving me in the lurch. So here I sit, not nearly enough time left until publishing day to get to the biblioth que and research the subject, so we're left with what do I have in my room that can possibly be used: other than Grout, the standard music history bible all music students come to hate, not bloody much.

Of all the composers who ever lived, sighs the typical music history student, and considering that there is only one composer who takes up a full chapter of Grout (the above mentioned musical-history version of the Hitch Hiker's Guide To The Galaxy without the words 'Don't Panic' on the cover.), why oh why oh why did it have to be Beethoven? I mean, what was so great about the guy? Huh?

Music history teachers love time lines. Big thick ones. They label them with the important composers of the time periods being studied. The bigger the lettering, the more important the composer. Around the years of 1800-1825 there's no point. It's just Beethoven. Nobody else seemed to matter too much. Before him is the period they call 'Classic.' After him is the one they appoint the name 'Romantic.' The clear implication is that Beethoven singlehandedly closed the switch to make that colossal change. It's not far off.

By the time of his death in 1827 he was known throughout Europe. In France they called him Louis Beethoven. In Italy his works were published under the name of Luigi. God only knows what they called him in England. Other than his music, he is known for being the most famous musician ever to work under the increasing burden of deafness. From Grout (A History of Western Music): "This most dreadful of all afflictions for a musician began to manifest itself as early as 1798, until by 1820 it was practically total." A letter Beethoven wrote in 1802 intended to be read after his death gives some insight:

"I must live alone like one who has been banished, I can mix with society only as much as true necessity demands.... What a humiliation for me when someone standing next to me heard a flute in the distance and I heard nothing, or someone heard a Shepherd singing and again I heard nothing."

I sometimes wonder if Beethoven didn't in fact have an advantage: I myself need near or absolute silence to have any reasonable chance of writing music that is not riddled with errors. The only other quote about Beethoven is an indirect one: <sup>that I have</sup>

(From The UFO Menace, Woody Allen): In 1822 Goethe himself notes a strange celestial phenomenon. "En route home from the Leipzig Anxiety



## My Move/Your Move

Welcome to the 4:30 AM edition of My Move/Your Move, also known as My Blunder/Your Checkmate.

### CHESSE

White (me)	Black (you)
1 P-K4	P-K4
2 N-KB3	N-QB3
3 B-B4	N-B3
4 N-B3	???

Moving the old knight out got three out of six votes, as Krukowski, Lorber, and Minshall improved their scores. Now that we've developed the knights, it promises to be a jumpy sort of contest, eh wot?

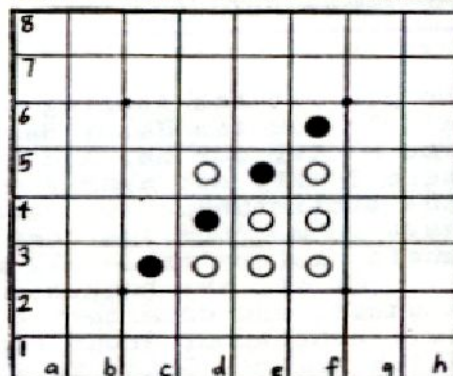


Leader: Conrad Minshall (3), followed closely by Brian Lorber (2) and a cast of thousands—well, six anyhow, tied with one.

### OTHELLO

Black (me)	White (you)
1 f4	f3
2 e3	f5
3 f6	d3
4 c3	???

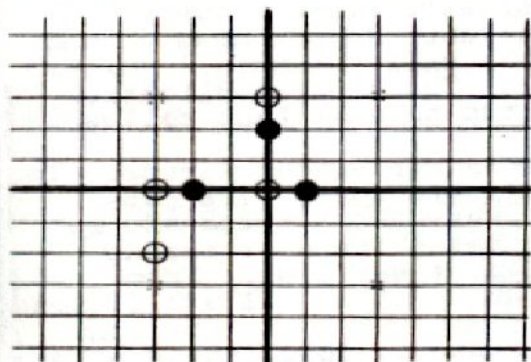
Five votes on the e4 affair, and although 'flip it' won 3-2, I now know who my friends are! This is about the only game of the four that I feel entirely comfortable with at this stage, but Othello has a tendency to



change a lot, so it is by no means over. And don't despair, you've got Ken Corbin's computer on your side! Corbin and Bill Becker sent in the only doubled move, so they each add one.

Leader: Bill Becker (3), with Conrad Minshall in a tie for second with Ken "HP" Corbin (2).

With this space I've created for myself in the middle of this page, I'd like to try once more to get more people to send in moves. What would you do in these positions? There's still lots of time left. Get in the game!



### PENTE

White (me)	Black (you)
1 O	R1
2 L3	L2
3 U3	U2
4 L3D2	???

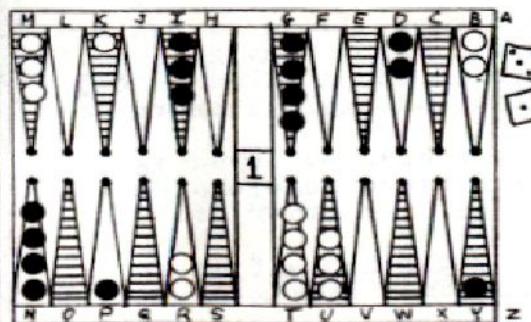
Still a two man war here, as Pente is obviously a bit less popular than it deserves to be. I'm sure both Bill and Conrad are excellent players, but with them fighting to get their moves here before the other (Bill won round 3) it would be easy if I hadn't played so poor a second move. I expect to lose this game.

Leaders: Conrad Minshall, 2-1 over B.Becker.

### BACHGAMMON

White (me)	Black (you)		
roll	move	roll	move
1 6-3	MP MS	3-2	N-I
2 3-2	RU SU	6-3	Y-P'
3 1-1	A-D TU	5-3	ID' GD
4 6-4	A-K	3-1	???

No comment. Oh yes, one: doubling will get you nowhere. I still think PK NK was slightly better, but six votes for ID' GD say I'm wrong. Becker, Minshall, Lorber, Corbin, Krukowski, and Richmond all made the pounce. Minshall leads with 3.





## TRIVIA & EXCERPTS: ANSWERS

There were three entrants to the title of TriviaMaster this time. Yes, only three. One was by phone, Mitch Wageler gave up when I told him what Ron Krukowski's score was, after he got question number one wrong. So once again Ron Krukowski gets five issues added to his sub, with a perfect score of 28. Bill Becker sent in a brave attempt, and took second place with a score of 3. Unfortunately, second place doesn't get ya nuthin' here. Ah well...

The answers, then.

1 & 2) It was Schubert who was born in a supply center, and that supply center was Vienna. Mozart was born in nearby Salzburg, and Beethoven was born in Bonn. Now can you believe this? Here's a guy who's just cranking out free issues as though he were rolling up the score on a pinball machine, but that's not good enough, he's got to brag about what must be an encyclopedic mind. I mean, listen to this guy Krukowski: "I didn't know Himmelpfortgrund was a supply center. It is however a suburb of Vienna."

3) The former lead singers of Supertramp and Steely Dan were, respectively, Roger Hodgson, and Donald Fagen. If I had known what the titles of these albums were, I'd have asked about that too. However I don't take too kindly to defecting lead singers, so I'm afraid I don't own either album.

4) How many sittings did it take Mozart to write Don Giovanni? Well, the insipid little deck of music trivia cards I got for Xmas says one. I don't normally use these cards as my prime source of information, but this apparently is in keeping with what they say about Mozart. There are many stories about being in Mozart's company while he was composing: apparently he could simultaneously do other things such as eat, converse, joke, and do other things one wouldn't expect from somebody in the act of creating great art.

5) The extremely remote key of B-sharp minor would have nine sharps. Ron is right in saying that musicians everywhere would hate you for it, too. And if you wrote a part for clarinet or tenor saxophone to go with such a piece, that individual part would, in theory, have to have eleven sharps, whereupon clarinet players would simply get out a hacksaw and chip away at their instrument until they could play the thing in a decent key.

6) Harvey & Sheila was written to the tune of Hava Nagila. Both Ron and myself are unsure of the spelling, but, if we're wrong, we're both wrong.

7) Hansel and Gretel was written in 1893 by a composer who was for some unfortunate reason given the name Engelbert Humperdinck. Believe it...or not.

Nobody seems to want to take a guess at the musical excerpts I fill up XI with. They are each worth five free issues, so it's well worth your stamp if your hunch works out. Last issue, the excerpt presented on page 21 was not as hard as you think. I would hazard a guess that 90% of you have heard this tune more than once. It is the theme played in the final scene of Star Wars, as Luke Skywalker and Han Solo are presented with the their medals from the Princess. The composer is of course John Williams.





## Most of the Post

Good evening. What you are reading here is the first ever thorough-composed XL letter column. This issue I actually took the time to sort the letters and my responses into sonata form, with all of my usual contrapuntal responses prepared in advance of the typing session. Here then, is the Sonata #1 for Zine Editor and Correspondents:

PIERRE TOUCHETTE: It is not the law speaking. Why don't the other Canadian pubbers have one then? The other Canadian pubbers have received in the same time a pamphlet like the one ((I now have two!)) you received. The ISSN((International Standard Serial Number)) is a very new thing in Canada. It is a service for your country. If you think it is unnecessary for XL, it is your right.

BM: Ah, that's what I like to see. Rereading my rebuke of ISSN last issue, I thought "Oh shit, what've I done here." But I see that you're better at reconciliation than feuding, Pierre, so in tribute to your excellent attitude, I shall do my patriotic duty and get the first ever official Dip zine ISSN. If I remember.

And, on the subject of things I shouldn't have said:

MR. L. (Of Patterns II): You can't use Canadian stamps? Odd thing for you to say.

BM: Certainly I can use Canadian stamps. But I can't use American stamps, so if you're in Patterns II, send a buck or so for the return postage.

I knew this would get some response.....

PETE GAUGHAN: Strauss was no fool and...would arrange it for German, where the word for 'Y' is pronounced "upsilon" (3 syllables, not one as in English). Besides, it's more likely to be Das Alfabeten Singspiel if you've ever studied German.

BM: .....but I didn't know German was studied in Texas.

MELINDA HOLLEY: Thanks for the gamestart. By the way, please send me a copy of the maps you're using. Woody sent me his version. Do you know Woody (Steve Arnawoodian)? If so, you can imagine his maps!

BM: I have never met, spoken via telephone with, received a letter from, or received a copy of Coat of Arms from Woody. In short, I can easily imagine his maps! The Hobby spreads the word about Woody very well.

MELINDA HOLLEY (Cont.): I just hope the mimic of me at LepreCon didn't massacre the accent too badly! Wish I could've heard it.

BM: You probably can—I hear Michael Lee is into the cassette letter game. (Whether or not I become an official enemy for divulging that information remains to be seen, but I'm unconcerned: after all, I am a védy védy powerful man.)

RON KRUKOWSKI: I noticed you bumped me from BEETHOVEN. Probably because you hadn't heard from me and must have thought me to be an unreliable S.O.B. I'm not....REALLY! I trust (since you have my gamefee) that you will include me in the next game?

BM: I didn't bump you from anything. My first priority was and is getting as many different people into games as possible. You needn't worry. Music lovers are by nature neither unreliable nor S.O.B.'s. See DEBUSSY for your latest gamestart—I'm sure you're included.

MARK BERCH: I can't recall anyone getting 2 zines listed in the same issue of DD.

BM: Wow! I made history. Nobody has ever gotten two new zines into the 'New Zines' listing in the same issue of Diplomacy Digest before! Bring in the fanfares! Bring in the timbales! Bring in the Carribbean steel drum!



**BERNARD FERNANDES:** You must have thought I had forgotten you. ((On the contrary, it takes me twice as long to get most mail off!!)) You must have faith that you are quite unforgettable. Looking through my phone book, I chanced upon your name and address and felt the urge to remit you your pittance ((\$25 generously donated for what Bernard for some reason feels are 'musical' services)). Please use it to buy something musical. (Sorry, I cost \$50)

**BM:** HEY, mon! I play de saxophone for you anytime, anyplace! Yes, fans, Bernard (accent on the first syllable) was the fellow referred to, who was going to teach me all sorts of Carriibbean rhythms. What he ended up doing was convincing me that I still can play reasonably well.

**RANDOLPH SMYTH:** As is customary with me, I've delayed acknowledgement of your zine mailings until now. Why now? My car was totalled by a drunk stoned driver last night, and while I was unhurt, it was a convenient excuse to take the day off. After conferring with police, insurance, wreckers, and lawyers, I'm surprised to find myself with a couple of hours off. And I can't drive anywhere to entertain myself....perhaps a nice quiet walk? But no—I'll write Diplomacy letters!

Both Excelsiors have been most enjoyable. If you still have game openings, apply \$3 of the enclosed ten towards one for me; put the rest (or if no games available, the whole thing) into a subscription account.

The last bit of snow is just vanishing from my backyard as I watch. There are also ants crawling around my kitchen sink. My cat seems to keep the rodents away without any problems, but shows no interest in the ants. How much do anteaters cost? Do they make good pets?

I'm doing what I can with my income tax, but think I might get audited this year. Somehow, what I did last year doesn't seem to make a good connection with what I'm doing now; but they passed last year's return with no comment at all. Am I screwing up? Or have a lot of rules changed this time?

Monday was April Fool's. Nobody did anything to me. I guess this drunk guy just took an extra day to find me. That's what impairment does to people.

**BM:** Geez, I thought I had problems....Oh oh, here's more trouble:

**STEVE LANGLEY:** As the only remaining member of Bipdom to not yet receive a copy of your new zine, I decided to swallow my pride and forget the hurt and anguish caused by once more being the very last chosen (Déja Vu of my days in school) to participate, and to humbly beg that I too might be allowed to have a copy of Excelsior so that I can be one of the "in" group.

**BM:** Done. The initial problem, which I repeated before strightening things out with a quick phone call, was that I didn't have Steve's new address. Steve, don't you dare send a sub cheque until I see a copy of Magus. When it comes to trades, I'm easy.

**JEFF RICHMOND:** Perhaps I will go to MinnCon. I've never been much of one for cons, because I don't like to travel that much. But it's about time I met some of my fellow hobbyists, and I could do a lot worse than spend a few days with you and Gary Coughlan, et.al. We'll see...

**BM:** Oh please oh please oh please oh please....

**DEREK DANIELS:** I am interested in a subscription to Excelsior. Here is my \$7. Please start my sub with issue #2. Also, I would be interested in the first six issues of Conference Call (so I could see how those games progressed). Thank you!

**BM:** You may have to press me a bit for those CC issues. I'm extremely pressed for time these days, as you might imagine. The problem with starting your sub with #2 is that I have no more of them left. The way this interesting situation came about should be included in the DipGab bit on page three.\* CC is up to issue #12 now, and averages 8 pages; still for just 10 cents if you live in Vancouver.

\* But I forgot, and it's on page five instead.



**LARRY PEERY:** Got your letter of April 16th and your check. I took the liberty of adding the U.S. to your \$20.00 donation ((to the various hobby services and awards committees Larry runs so well. Adding the U.S. was, as you see, Larry's idea, proving that he is destined for some Ministry Of Finance job somewhere.)). When you send a check to a pubber (or whomever) in the US you must specify whether it is Canadian or US dollars. Otherwise the banks bounce them back and forth forever and eventually you get it back (or I would) marked as unacceptable, unpayable as written, etc. So, watch out for that.

**BM:** All I can say is that this further emphasizes my arguments for expanding the ISE. I'll probably write something on that subject in the CDO newsletter (pages 11-14), so take a peek if you're interested.

**FRED DAVIS:** Here's some Mensa material for you, including the "Madcap History of Mensa" which I first printed in BUSHWACKER. Also, the address of the Mensa Canada recruiting office. I hope you'll decide to join. 50% of all DipZine pubbers could qualify.

**BM:** Hmm. Does that mean that 1 out of 2 pubbers could, or that each of us has a Jekyll-Hyde complex, one intelligent enough, the other not? "Yes, I'm a Mensa member, at least the left side of me is" sort of thing, wot? When I have time, I shall do some local investigating on this matter. Unfortunately, I'm not exactly blessed with time at the moment, so...

One facet of the Mensa material I noted with interest was that if you don't hit the top two percentile on your first try for entry, you can take another crack at it. I'm by no means knocking it, but this policy may mean that some Mensa-ites are below the 98%ile mark. Taking the best of however many tests you pay for doesn't seem too scientific to me, but since this policy may indeed be my only way in, I shan't knock it!!

**BEN SCHILLING:** You should also be aware that Diplomacy was never intended to be played postally or even to a conclusion. (Allan B. Calhamer at DipCon XVI in Detroit, July 1983).

**BM:** Right. Unfortunately, I see no clues in your letter as to why you chose to divulge this piece of information, Ben. Probably it was in response to some scribbling I quickly forgot on the back of your mailing blank, but I don't see any query in XL that this information could answer. What was the question?

**ALAN STEWART:** You are a great looking zine, Rather Tall, but I am worried that you will get too fancy and cause your pubber to burn out. Don't put too many games into yourself, as we would like you around for a long time.

**BM:** See back page for my comments on this trend in incoming messages.

**ALAN STEWART (Cont.):** I'm disappointed that you prefer Rail Baron to Empire Builder, and Pepsi to Coke. Both issues are very dear to my heart, and I'm going to give you lots of chances to catch up, as you're 0 for 2 in the judgement book:

**BM:** I'm disappointed that you send a six-page entertaining letter that's marked NFP for 80% of the contents. Gar blimey. But here's something I can print, the first of many (I hope!) "Do You Agree With Alan Stewart" Contests. I have 25 comparison items, and since Alan has meant for me to guess them, he's concealed the correct responses. I shall leak five of these each time, and let readers of XL take pot shots. So, for next time, which do you prefer? Or, for the prize of five free issues, after I figure the final standings after all 25 are done, Which do you think Alan Stewart, the Quintessential Canadian Diplomacy Enthusiast (after all, he does live in Toronto) prefers? Start with these:

- |                               |                                     |
|-------------------------------|-------------------------------------|
| 1) Tom Brokaw, or Dan Rather? | 4) Royal Bank, or Bank of Montreal? |
| 2) Cameo, or Kools?           | 5) Big Mac, or Whopper?             |
| 3) Greyhound, or Trailways?   |                                     |

Answers, and standings, next time.

I'm voting for Rather, Cameo, Greyhound,  
Big Mac, and Whopper. How bout you?



This marks XL's third game and its first one run by a guest GM.

GAME: DEBUSSY      GM: Mitchell Wageler      665 E. 29th Ave. Vancouver, BC V5V 2S1  
Phone: (604) 874-3605

Player	Preference	Country	Address
Ron Krukowski	TFIAGER	TURKEY	5339 W. Eddy, Chicago, IL, USA 60641 Phone: (312) 282-2257
Kevin Brown	RFIATEG	ITALY	100 Patton Dr, Warner Robbins, GA, USA 31093 Phone: (912) 923-5477
Bruce Waddell	FRITEAG	FRANCE	4247 Winnifred, Burnaby, BC, V5J 2S5 Phone: (604) 434-6523
Pierre Touchette	RGEFATI	GERMANY	1 Georges, Masson PQ, JOX 2H0 Phone: (819) 986-6270
Alan Stewart	RTAFGEI	RUSSIA	702-25 St. Mary St, Toronto Ont Phone: (416) 961-8095
Randolph Smyth	FAEGRIT	AUSTRIA	212 Aberdeen St SE, Medicine Hat, Alta T1A 0R1 Phone: (403) 526-7963
Dennis Quine	XXXXXX	ENGLAND	55 Rosemoor Dr, Little Rock, ARK, 72209 Phone: (501) 370-6683

DEADLINE - 11:00 WEDNESDAY JUNE 5, 1985

Four of the players are already known to the pages of XL. Ron Krukowski and Kevin Brown are in ALBINIONI, while Pierre Touchette and Alan Stewart are in BEETHOVEN. Randolph Smyth did not include a personal introduction but he hardly needs one, he is publisher of FOL SI FIE, a zine with a great rep and an eleven year history. Such dedication and sacrifice speaks for itself. Dennis Quine is a 41 year old employee of the V.A. and of course a Diplomacy player. Bruce Waddell left his introduction to me. He is a long-time friend of mine and has been playing Diplomacy for years and started into postal play a couple of years ago.

The rules of conduct for this game are EXACTLY as those in the other XL games. The deadlines will be the Wednesday before the deadlines for the other XL games. Press is encouraged and will be printed to the limit of the one page dedicated to this game.

NMR's are a concern to me. It is my experience that it can take ten days for a letter from the USA to reach Canada's West Coast and up to seven days for a letter from central Canada to get here. While it can take the letters much less time to arrive I would not bet on it. I advise all players to make their moves with the above parameters in mind. I also accept moves by phone; try during the day or evening up to midnight (west coast time). I expect to be doing shiftwork so I cannot guarantee to be in at any specific time, for this I apologize, but my wife will take moves over the phone if I'm not home.

If for any reason a player wishes to leave the game it would be appreciated if that player would inform me of this desire. This way we can avoid the disruption that normally accompanies a player leaving a game. With the amount of time each of you will be devoting to the game it is a small courtesy to send a letter of resignation when you want to or have to leave.

Good luck and good health to all players.

Mitch asked me to add that this first deadline will be extended if any of the players requests so. I'll just remind him of my latest thoughts on the subject of Spring '01 NMR's: I will always from now on double the negotiation time, and appoint a stand-by if no orders are recieved by the next issue of XL, halfway through the negotiation period. So, DEBUSSY players, get your orders in, quickly and early. You can always change 'em



# excelsior

## The Excelsior Baseball League

No. 4

Here are the latest standings in the XL Baseball Pool: as of May 8 1985.

### CANADIAN DIVISION

Team	W	L	Pct.	GBL	Owner	Groups owned
XL Galicians	10	5	.667	0	-----	tuv6n, wxyz5n, wxyz6a, wxyz6n
Saskatoon Wheat Frms	20	12	.625	-1½	Stewart	mn6a, mn9a, opq7a, rs7n
C.J.'s Raiders	24	20	.545	½	Falkiner	ab5a, ghi5a, rs5a, wxyz8a
Jervis St. Johns	13	13	.500	2½	C. Becker	ef7a, ghi7a, mn7a, rs7a
XL Piedmontians	5	9	.357	4½	-----	tuv7a, tuv7n, wxyz7a, wxyz7n
XL Swiss	2	4	.333	3½	-----	tuv9a, tuv9n, wxyz9a, wxyz9n

### AMERICAN DIVISION

Team	W	L	Pct.	GBL	Owner	Groups Owned
MidAmericans	15	6	.714	0	Hansen	ab5n, ef5a, opq6a, rs9a
XL Picardians	16	10	.615	1½	-----	cd6a, tuv8a, tuv8n, wxyz8n
Warner Robbins Wrens	22	21	.512	4	K. Brown	ghi5n, ghi9n, mn6n, opq6n
Benchwarmers	14	14	.500	4½	B. Becker	ghi6a, jkl6a, jkl7n, mn7n
Suburban Sewer Rats	17	20	.459	6	Loeber	ab7a, ab7n, cd7a, cd7n
Endwell Eurypterids	15	25	.375	9½	Barno	cd6n, jkl7a, rs6n, rs8n

### UNCLAIMED DIVISION NUMBER ONE

Team	W	L	Pct.	GBL	Owner	Groups Owned
XL Welshmen	9	3	.750	0	-----	ef8n, ef9a, ghi8n, ghi9a
XL Bohemians	19	10	.655	-1½	-----	ab6n, cd5a, cd5n, ef5n
XL Armenians	10	8	.556	2	-----	ab9a, ab9n, cd9a, cd9n
XL Prussians	17	16	.515	2½	-----	ab8a, ab8n, cd8a, cd8n
XL Apulians	12	13	.480	3½	-----	ef6a, ef6n, ghi6a, ghi6n
XL Livonians	12	19	.387	6½	-----	jkl5a, jkl5n, mn5a, mn5n
XL North Africans	3	6	.333	4½	-----	ef7n, ef8a, ghi7n, ghi8a

### THE OTHER UNCLAIMED DIVISION

Team	W	L	Pct.	GBL	Owner	Groups Owned
XL Tyrolians	10	4	.714	0	-----	ef9n, jkl9a, jkl9n, mn9n
XL Syrians	15	12	.556	1½	-----	jkl8a, jkl8n, mn8a, mn8n
XL Silesians	10	10	.500	3	-----	ab6a, opq9a, opq9n, rs9n
XL Albanians	4	6	.400	4	-----	opq7n, opq8a, opq8n, rs8a
XL Gasconians	21	33	.389	9	-----	opq5a, opq5n, rs5n, rs6a
XL Ukrainians	6	22	.214	11	-----	tuv5a, tuv5n, tuv6a, wxyz5a

I note with relief that there are 321 wins and 321 losses, which means the computer program I designed works all right. I refuse to spend as much time as is needed to check the accuracy of the computer's results, so if the computer fux up, I won't even notice, and if any of the players involved notice I shall be very surprised. I should mention, in case you're worried, that I did check the computer's results VERY closely for a week, to be sure the program was working. It is for that reason that I refuse to work it out by hand as well as by computer: I've not got the required hour daily to do so.

The program works like this, if anyone is interested. It reads in data up until now from a file called YESTERDAY. Then I get a menu. I can enter game results, check on the standings, enter a new player, make a trade, or store the entered results and end the program. When I am finished doing whatever needs doing, the program stores all the data into a new file called TODAY. Then it kills YESTERDAY, and copies TODAY into the updated version of YESTERDAY. Meanwhile, my disk drive causes much anxiety with its contented bumps, grinds, clacks and whirrs.

If you are interested in entering, see last issue for how the pool works—I'm tired of explaining it. One problem has become obvious: that of the difference in actual games played. At this rate, by the end of the season, C.J.'s Raiders will have played 289 games! Obviously, something has to be done to correct this problem. Here is the new edict from the league commissioner: Once a team plays their 162nd game, they immediately



## The XL Zine Poll Knockout Tournament

What's that, Larry? You thought it was a what? An April Fools Joke, eh?

Yes, you too can participate in this April Fools Joke, as I've figured out a whole new way to run it. The new deadline is July 1st, Canada Day.

And just what, you ask, is all this bull? O.K. Eight zines have been voted into the tournament by people who were actually crazy enough to respond to my call three months ago for votes. These are the following:

- |                                       |                                      |
|---------------------------------------|--------------------------------------|
| (1) Europa Express (Gary Coughlan)    | (8) Life of Monty (Don Del Grande)   |
| (2) 30 Miles of Bad Road (Mark Luedi) | (7) The Inner Light (Keith Sherwood) |
| (3) So I Lied (Marc Peters)           | (6) Xenogogic (Larry Peery)          |
| (4) No Fixed Address (Steve Hutton)   | (5) Diplomacy Digest (Mark Berch)    |

As you see, these eight have been seeded into four matchups. My original intention was to have you vote on these matchups, and then seed 'em for the next round. What I propose to now change is precisely that. I do not want votes for matchups, I want votes to take the form of an eight zine list, from most to least preferred. You must list all eight. From the listing you give me I shall determine who wins in all rounds, no matter who is eliminated. As with most silly XL contests, you can vote as many times as you like, each with separate postage. And now for the particularly looney part--the scoring:

For the purpose of explaining the scoring, let's assume the hypothetical voter prefers zine A over zine B on his list.

If the voter is a recipient of both zines and XL, Zine A gets 7 pts.

If the voter is a recipient of both zines but not XL, Zine A gets 3 pts. (Yes, you need not be a subscriber to XL to vote.)

If the voter receives either A or B but not both, Zine A gets 1 pt.

If the voter doesn't receive either, Zine A gets  $\frac{1}{2}$  of a point.

Unless I am informed by the voters, I shall assume you don't sub to any of the zines involved--so if you want your vote to count, TELL ME.

I have received some votes so far, and they shall count towards the final total, though if those guys want to vote in further rounds, they should send lists--I'll count them too.

Publishers are certainly welcome to plug this poll; now that the deadline has been extended, there should be enough time to do so. Publishers' votes in their own matchups shall not count.

BASEBALL continued from p.22

forfeit all of their groups to the team that at that point has played the least number of games.

Thank you, Mr. Commissioner. I now have about 3 months to program that feature into my program, or, if the Raiders continue on schedule, approximately 72 hrs.

Yes, you may trade groups. You may trade among yourselves, or with the unowned teams. If you trade with another live player in the game he must also contact me and tell me the exact details of the trade. No retroactive trades. If you wish to trade with an unowned team, you may. The rule is that you may only trade once, and on a one group for one group basis, with each unowned team. No, I will not give you the records for any individual group; not even your own. And the other thing you should be informed of is that the divisional alignment may yet be changed, but if a house team wins a pennant, it will not count.

Greetings to Scott Hansen, Kevin Brown, and Brian Lorber, who got up enough courage to enter. Entry fee is now \$2.50. The more information you get, the higher the initial stake. Let's have some more entries, eh?





# excelsior No. 4

## from the podium

The ever-increasing volume of subliminal messages contained in your letters (I read between the lines rather well, you know) tells me that a creature named Burnout is about to come and take me by force to the land of former sparkling new zines that died in infancy. I assure you, I'm watching out for him. Meanwhile, you might like the following quotes from zines I've seen in the past month:

"It goes without saying that I'm appalled whenever anyone at all—whether or not he's a novice—is treated badly. It often seems to me that there is a spectrum of zine editors, from those who basically say 'This is my hobby; I'll produce a zine when and as well as I can, but my own life comes first', to those whose attitude is 'I've taken your money and that commits me to provide a service to you, and I'll move mountains to ensure that I don't let you down.' Both these attitudes are perfectly understandable, and of course in fact we all lie somewhere between those extremes.....By now readers must be sick and tired of my view...that newcomers are best directed towards young zines and not old ones. Not only is the older zine more set in its ways and less open to new ideas, but its subscription and waiting lists are more likely to be full up. It's the younger zine that needs your support, and with fewer subscribers to care for its editor can give you better service. Of course, that doesn't help you find the right young zine—you've simply got to back your judgement and trust that you've backed a winner." Alan Parr in Hopscotch #49, replying to a query about some of the newer (and, unfortunately, slower) British zines. I can't tell you how much those views meant to me amidst the repeated drone of 'so when are ya folding?' Then there was an excellent issue of Diplomacy Digest on publishing, containing the following:

"We probably, as a group, tend to grant the fellow just starting out the benefit of the doubt quite readily....'This "honeymoon period", when it is considered to be in bad taste to say anything bad about a new zine unless there is something really drastically wrong with it, is a much more pronounced phenomenon here than in England. There it is apparently considered acceptable (though not the universal practice) to be critical of new zines if the editor doesn't feel the zine has gotten off to a good start. On the whole, I think the attitude in England, while harsher (the new pubber is much more anxious for approval than a well established one) is better for the hobby. Praise is essential, but constructive criticism is much more valuable."

Well! I hereby declare the XL "honeymoon period" officially over. I want to hear constructive criticism. In order that you won't feel queasy about doing this, let me kickoff with some self criticism. I feel XL can improve in three general areas:

1) Appearance. The biggest problem is my typewriter; most of you have been quite complimentary of the other graphics. Hopefully, the printer I use next time will make the zine look better.

2) Game participation. I am beginning to get the feeling that all of the games being run here are quite exclusive to the players in them. That is my fault, I feel. What I wouldn't do, for a game you all could (and would) play!

3) Writing quality. Too much of XL is still being hastily written. I can tell the difference between a well-prepared McBruce piece, and one that has been composed at the typewriter. And if I can see the difference it must stick out like a sore thumb to the many of you out there who are excellent writers.

There are some areas where XL would like to improve, but can't. I can't move Burnaby, for example, and I can't speed up the turtles at Canada Post. Soon there may prove to be too much material to fit in 24 pages. I don't think I can afford the time and money necessary to go to 28, but I would dislike a ton of inserts with each issue.