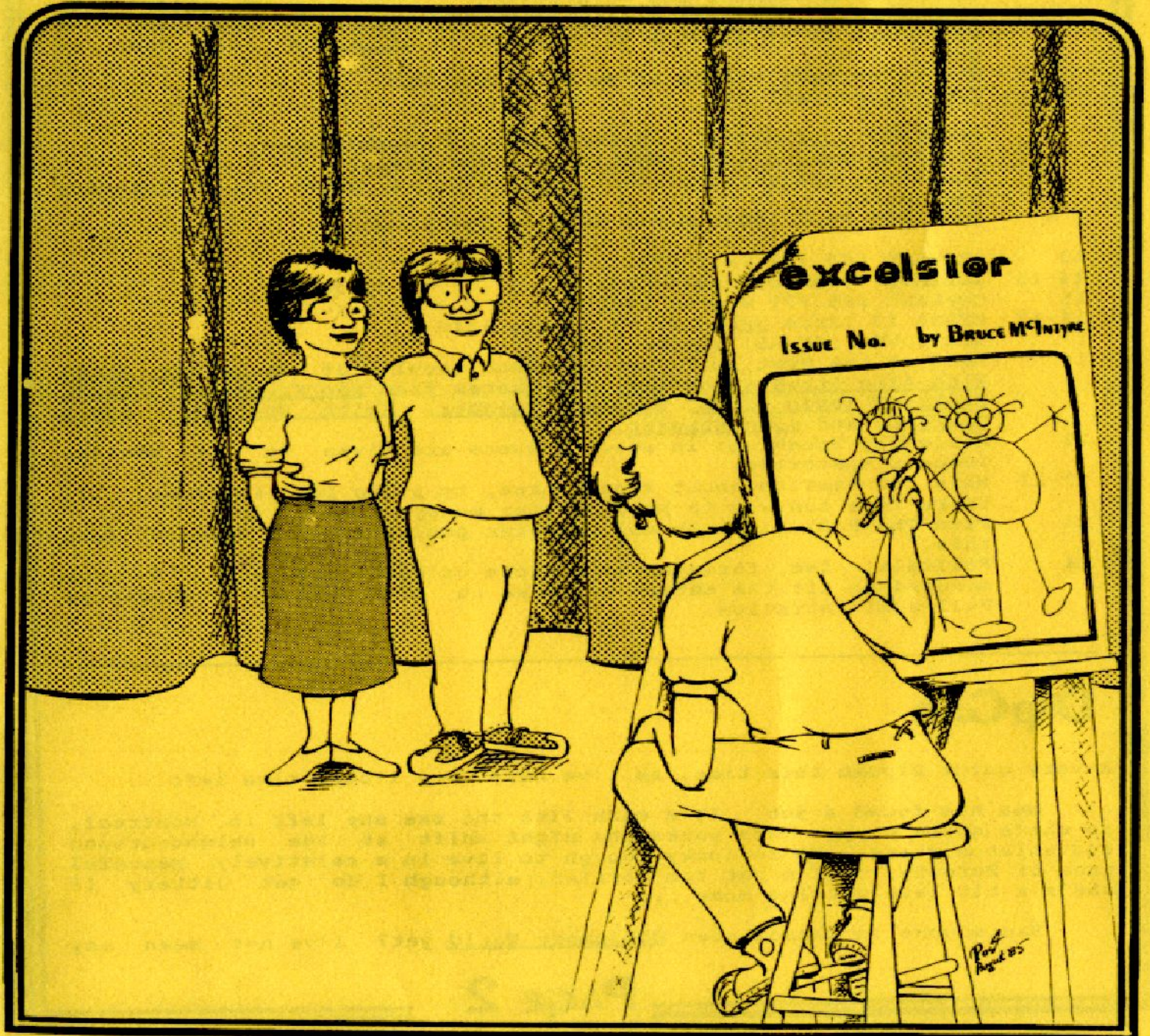


PT. ROBERTS, WA, PROUDLY PRESENTS....

# excelsior

AUGTEMBER 1985

ISSUE No. 7 by BRUCE MCINTYRE





## DIRECTORY

EXCELSIOR #7 by Bruce McIntyre with a whole heaven of a lot of support from Nancy Hurrell, printed September 3, 1985 in Vancouver, BC Canada.

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24	Polltalk! Yes, through the miracle of photo reduction, I have managed to fit the entire response to BRUX Linsey's Runestone Poll administration.

## DipGab

A very quick DipGab this time, as I've very very little time left...

Nan has found a job. It's much like the one she left in Montreal, so she's quite happy. She works the night shift at the neighbourhood convenience store. We're lucky enough to live in a relatively peaceful area of Burnaby, so I'm not too worried, although I do get jittery if she's a bit late getting home....

Has anyone in Canada seen Diplomacy World yet? I've not seen any



reviews in Canadian zines, nor heard from any Canadian who's received one yet. All the Canadian subscribers are sent their issues first class, so I'm beginning to wonder...

Most of you will have received mass-mailings from Steve Langley and Bruce Linsey. Despite the fact that Steve and Bruce are two people I respect very highly, I wish that they had kept their squabble to themselves, and I hope that those of you who are uninterested in hobby feuds saw the mailings for what they were early enough to not let it affect you as it did me. I don't think it's unreasonable of me to say that it saddens me to see two people I call freinds fighting one another like that, and I hope that my address list will not be used for that purpose in future.

The latest issue of Keith Sherwood's The Inner Light contained Diplomacy lyrics to all the songs of the second side of the Beatles' album Abbey Road, by Mark Larzelere. This was so well done that it took me half an hour to read--I refused to go any faster than the music would. Also, there were a couple of places where I had to stop because I was laughing hysterically. Definately the best thing I've read from the Hobby this month. The Inner Light comes from Keith Sherwood, whose new address is: "Le Pit", 4824 1/2 Muir, San Diego CA, USA 92107. Let him hear from you, and tell him I sent you!

Had a talk with Steve Hutton a few nights ago. Unfortunately, I was rather busy at work at the time, but apparently there will soon be another issue of No Fixed Address in the mails. Whether or not the average postman will be able to carry one remains to be seen...

And now I really must go, or else y'all will have to make do without My Move/Your Move for another month. Wouldn't want that now, would we?

\* \* \*

Well, I've got a bit more time now that I've decided to abort the Herculean attempt to get the zine out on time. What this probably means is that you will get a letter column you wouldn't normally have gotten, although the zine won't hit the mails until Wednesday Sept 4.

This is being written more as a space filling story than an excuse, but I suppose it could serve as either. I had a serious problem with my disk drive a few weeks ago. The thing refused to load things without giving me the most arcane error messages it could think of. After consulting a few books, I diagnosed the problem as being disk drive alignment. So I took the drive into AABEX electronics, waited a week, and then paid \$25 for a check-up: they told me nothing was wrong. Only one problem: they forgot to pack my power cord, and I couldn't get to it in time to have it for the weekend. So, Monday morning I was toured through AABEX's disk drive room. My cord was sticking out of what looked to be a very sick drive, opened up, electronic components bared for all to see, you get the picture. I only thought of that poor drive after a few days, when I discovered that I had been given someone else's disk drive (the serial number was different than the one on my original bill)! There was no way, after waiting two weeks to use the computer, that I was going to explain the problem to AABEX--with their record, this might well have taken another week! So sooner or later, I suppose, they will have to be told. They will not be amused. Neither will I if I have to pay for the difference between a check-up, and whatever they did to my drive. Too bad I can't keep this one--it's been giving no trouble at all....



I'm afraid I've gotten into a bad habit. I stay up until 5 or 6 AM, then sleep for 4 hours until Nan wakes me with the mail. Unfortunately, in the state I'm in at that ungodly hour, most of the mail is quickly forgotten in a pile beside my bed--one which had grown to about 6 inches high in some places when I sorted it to do this issue! I missed the new lyrics to the Beatles songs in TIL in this way, but the biggest shock was when I got around to looking at the latest issue of The Contract Bridge Bulletin, the monthly publication of the American Contract Bridge League. On the cover was a picture of the man who holds more rating points in Bridge than anyone in North America, Barry Crane. I assumed we were to be treated to a long discussion of life on the tournament trail (Crane travels the continent in search of the higher-paying (in terms of rating-points) tournaments). I couldn't have been more wrong. It seems Crane was brutally murdered on July 5. This is rather alarming--at a recent North American Championship Tournament, the wife of a player was kidnapped, now the ACBL's best is killed....I'm glad I switched to Diplomacy!!

In the middle of CC this time is something which may look familiar. It comes from The Voice Of Doom #93, and there is no prize for answering the questions right (after all, the answers have seen print already!) but Bruce Linsey tells me that he will try to compose some more for XL in the future.

And that's about all you get for DipGAB this time, so it's time to turn the page, settle back in your chair, and try not to throw up as you read about my DipCon successes.....

POKER continued  
(from page 10)

Thus the pot can grow in size, so that the excitement increases as you go along, though a limit is usually set on the pot's growth. The first time I played this game I paid \$9 when my good lunatic friend Gray McMullin gleefully dropped the ace-queen-jack of clubs after the king of clubs had turned up as the trump indicator. Aaaarrrrggggghhhhhhhhh!!!!!!!

Starting with next issue, I'd like to feature new games that work well in a Poker meeting. It's my feeling that the same games have been around for too long, and new games can only serve to make the weekly Poker game more fun. So send me your ideas, and we'll try them. Or tell me what you thought of some of the games we play that you'd not seen before. The emphasis is on NEW games--there are a lot of traditional Poker variants I've not discussed here: I don't want them. Poker players, let's hear from you.

A few of you are not going to like this, but I'm digging a grave for XL's baseball pool. There are two reasons, the major reason being lack of interest, and the minor reason being that it isn't as easy to run as I thought it would be. The complications arising from teams playing many more games than other teams, and the rule I devised to avoid this, would turn what I designed as a game of strategy and shrewdness into a lottery. So I will pay everyone \$3 (150% of the game fee) into their sub accounts. Meanwhile, let's try some hockey.... see p. 11



## DipCon '85

Last weekend was a weekend I had personally been looking forward to for quite a while, and as usual, my never ending quest for fun and games in foreign lands (witness LepreCon and MinnCon) forces me to devote at least a few pages to recounting the fun I had in Seattle.

I was not terribly well prepared for a long bus-trip south. After work on the 22nd (actually the morning of the 23rd), I had won a Rail Baron game at about 5AM, giving me just enough time to shower and pack before I had to leave for the bus depot. Nancy couldn't make it to DipCon; having found a part-time job, she felt it wouldn't be smart to take a weekend off after just one week on the job. So 9AM saw a Greyhound bus pull out of the depot, and a pretty lady trying to hold back the tears as she made her way home.

Four hours later, I arrived at the site of DipCon'85, Seattle University. Registration for the host Con, Dragonflight, was not for a few hours yet, so I sat around until somebody needed a fourth for Bridge. Two cards after the opening lead, Terry Tallman appeared in the doorway, and with the somewhat quick end of the Bridge game (obviously, my play of the ace-king of trumps at tricks one and two was enough evidence to the opponents that the game would have to be stopped immediately), I hightailed it into the ballroom, and began shaking hands.

There were so many people I hadn't met before that I spent more time gabbing than doing anything else. Arriving in the ballroom I met Pete Gaughan, Greg Ellis, Daf & Steve Langley, and of course Terry Tallman. People I met in the tournament included Michael Lee, Mike Ehli, Joan Extrom, Ken and Samantha (who also signed up for the Diplomacy tournament, but refused to play with such inferior players) Corbin, Don Tinker, Jay Shufeldt, Russ Rusnak, J.R. Baker, Ron Spitzer, Bob O'Donnell, and a few others whose names I don't remember but will certainly be added to this report electronically at the last moment if I can.

After gabbing for awhile, I decided to try to get some shopping in before the first round of the tournament at 7:00. Terry told me that he knew of a large new computer store on 1st Avenue, which he explained was right down near the waterfront. So after I got to the Madison & Broadway bus stop 30 seconds too late to catch a bus, I started walking west towards the water. Soon I came upon Seventh Avenue, and decided to walk the whole way. It was about 25 degrees, and all of a sudden, just after walking over Interstate 5, I realized that it was going to take up most of my energy just to avoid falling into Puget Sound, for Madison St., at least the part between I-5 and the water, would fit in well with what I've heard of San Francisco.

Finally I got onto level ground, and walked south on First for a block before I saw a Computerland store. Unfortunately, they didn't keep C-64 software in stock. Why not? The frank answer I got was that pirates have basically made software for the 64 a bad business venture. I then walked between Pike St, and the Kingdome on First Avenue, finding nothing. A grocery store where I purchased a well-needed drink (while making certain not to insult anyone by passing Canadian coinage) informed me that I might have better luck with the big department stores up near Fourth and Pine. (Pine is one block on the other side of Pike. I had stopped my tour on Pike because the grocery stores had by that time turned to strip joints, and I doubted the existence of a computer place around there, along with feeling somewhat uncomfortable. Unfortunately, it hadn't occurred to me to check out anything past Third Avenue.)

The department stores had next to nothing. Everyone who shops in downtown Seattle, apparently, has an Atari, Apple, or IBM. I threw a



bit of a tantrum in The Bon, and the salesman advised me to try Toys R Us and Jafco. Where was the nearest such place? Only three miles away.

Returning back to the Con was no problem with Seattle's excellent bus system. All the major bus stops have schedules for all the buses that stop there, and a map of where to catch almost any bus in the downtown "ride-free" zone. I didn't dare get back late--Terry had threatened to load me into his disk drive if I abandoned his novice round.

I got back late. But it didn't really matter; the novices just weren't there. Finally, Terry, Russ Rusnak, Ken Corbin, Daf Langley, Bob O'Donnell, our one novice, a young fellow named Brad Street, and myself, sat down to play in a game. The game ended in a two way draw between Rusnak's England and Corbin's France, but Bob O'Donnell and I had had our share of the early glory before fading in the end (I was Austria and Bob was Turkey). Brad did very well in his first game, playing Russia, and I believe he survived to the end.

I decided not to play the midnight round for a few reasons. First, I was tired. Second, there was talk of a Saturday morning 5AM round, and Terry's view on this was "whoever is still up shall GM." As I was already intending to play three consecutive rounds of Dip the next afternoon (possibly fifteen hours straight) I decided this would not be good for me.

I had a bit of a problem with the fact that Nan couldn't make it. Finally this was solved by my being assigned a roommate at random to replace Nan. Well, 12:30 AM rolled around (I hadn't gone to bed yet) and nobody had checked in. I asked Terry what could be done about the situation. I mean, what if the guy comes in at 5AM with six freinds and seventy dice? Terry tried to calm me down a little--but it didn't quite work. "Think positive," he said. "It might even be a girl."

My only response to that statement here is that if it were, I certainly wouldn't be making that information public in a zine I know that Nan will read!!!

Before going to bed, I read a little of the copy of Masters of Deceit which I had purchased at the DipDesk. I haven't yet given it a good perusal, but what I have seen I liked very much. I think every novice should try to get a copy of both MoD and Supernova.

9:30 Saturday morning found me heading west, towards downtown Seattle. I had decided, upon advice from Terry and perusal of the phone book, that the most likely place for acquiring C-64 software was the Southcentre mall, which I supposed was in South Seattle. I was told to catch bus number 150. Bus number 150 went south past the Kingdome for about two miles, and then, while I was lost in one of the excellent articles in Masters of Deceit, snuck on to Interstate 5! Suddenly we were going 60 MPH past the Boeing center, and I was beginning to wonder if I hadn't made a mistake and boarded the express to Portland! So I fretted for a while, then noticed that the exit we took off I-5 was twelve miles from Madison St., and that there was nothing even resembling the Southcenter I'd seen on the commercials from American TV stations. Finally, it appeared, and after a bit of searching I found the Toys R Us store (which amazed me, as BC has nothing even remotely like it), where I bought about \$120 worth of software that would cost over \$250 in Canada. The bus back was easier on my nerves than the first trip, and at 2PM I made my way into the ballroom for round 4. (It turned out there had been a game at 5:30AM, which had lasted until 8:30AM, but that was called round 2A or something. In round four I played Germany against Don Tinker's France, allied with somebody I don't remember a name for as England. Don was allied to him, not me. Behind me in the east were four unknowns doing their best: I made certain that they understood the threat the E/F alliance proposed, and since they agreed I was allowed to form a German Maginot line while Austria, Italy, Russia, and Turkey fought amongst themselves. There was no breakthrough until I decided to start talking with Don and his ally, and they stabbed



me as soon as I was persuaded to drop my guns. Chalk up one elimination, but for awhile it had really looked like a seven-way draw, and it might have been if I had decided to continue to blockade the E/F offensive. I was not happy with the elimination, of course, but was happy at having been in such an exciting game. It's so much fun to have everyone play well, as opposed to letting the game be decided by the countries drawn by the novices, or drop-outs.

My best result of the tournament came that night in the 7:00 round. I drew Turkey, and it became apparent that quite a few players were novices. The first clue was the insistence that I sit beside the Turkish corner of the board. However, the next bit of guiding information I got was that Austria and Russia had driven to Seattle together. This of course was ominous, and I didn't value my chances of ever getting out of Bulgaria, if I even got that far. Luckily my attempts to influence Germany and England this way payed off--Germany (Jay Shufeldt) opened to Silesia in Spring '01, and England kept Russia to four centres in 1901 by putting a stranglehold on Scandinavia in cohorts with Germany. Austria made a pact with me to split the Balkans where I would get Greece and Bulgaria. I did not say "How are you going to wrest Rumania from Russia," because he was so sure of it that I thought it best not to dissappoint him. Sure enough, he got Rum, and with his friend dying quickly in Russia, I convinced him to put pressure on Italy, and ally with me. Finally the time came to stab Austria. I had convinced him to fight Italy and Germany, and that the rapid deployment of Turkish armies in the Balkans were to be used against Russia. He believed it, and of course I walked into Austria quite easily. And it was when Russia and Austria were down to one unit each (and I up to nine) that I found out courtesy of Terry Tallman, that they both were Canadians from Vancouver. "Yeah, they were wondering if there were any games they could get into with a local GM," said Terry as my face alternated between the colours of the units I had eliminated....

The drawback to a seven-round (eight actually, if you count the "graveyard" round) system is that people signed up to play in another round have to leave their boards at inopportune times. In our case, we had agreed to play till midnight. At 11:30 I was invading Italy, had good position to wrest Austria from the grips of Germany, and was trying to push fleets into the Western Med. Germany was the other strong power, with England a good third and France a scattered fourth. Since time was running out, we decided to eliminate France and take a three-way draw instead of a four way or a survival. Unfortunately, on the last move of the game, I tried to dislodge the helpless French army in Marseilles by way of F Spa(sc) S F GLy-Mar, F GLy-Mar. The problem was that England went dot-grabbing to improve his score, and attacked Spain, cutting the support! So we had to settle for a four-way draw, just because England neglected to tell me that he was taking Spain. (In that case I'd probably have given it to him, but he never even mentioned it.) Of course, France would not agree to a mere survival with one centre and time up; we had to give him a part in the draw.

I'm afraid that was about it: the midnight round saw me eliminated in 1904, I think, and the final round on Sunday saw me survive with one centre because everyone forgot to eliminate me. The reason everyone forgot to eliminate me was that I started reading a paper two tables away, and feigned civil disorder. Finally I gave up, went into CD officially, and they gave up too and called it a four-way draw. So I survived as Russia with one unit in Berlin.

The controversy over the secret vs. open scoring was in my view overblown. We were all told in advance that in general, a win would beat a 2-way which would in turn beat a 3-way, etc., with supply centre counts being of a slightly secondary importance. The scoring system was revealed after the awards to be as follows:

Score = result + centres bonus + games played bonus (qualifying rounds only)



Result: Win = 120, Draws = 120/x, x being the number of people in the draw. A seven-way draw or a survival counted 15 points, and an elimination got a goose egg.

Centres bonus: The sum of the yearly supply centre count over the last ten years in the game, or if 1910 was not played, the sum based on position projected to Fall 1910.

Games played bonus: 10 for three, 30 for four, 60 for five, and 100 for six. No one played more than six. I played five and I can't imagine how anyone could play six and stay awake!

50% of your final score was from the qualifying round, and 50% was from the final round. I ended up 19th, which means third last, as there were only 3 boards in the final round.

Steve Langley did an excellent job as tournament GM, Terry provided his usual charismatic leadership, and Pete Gaughan worked hard to make everything come together smoothly. One of the things that was clear at the DipCon society meeting was that people elected to the DipCon committee ought to be at the damned Con. It certainly worked like a charm this year, and I hope next year's MaryCon/DipCon committee of Ed Wrobel, Ken Peel, and Greg Ellis will try to make it a priority.

The politics of the DipCon society meeting went like this. We passed the resolution requiring a proposal to be passed and ratified (at the next DipCon) before it becomes part of the DipCon charter. After this, it was explained by chairman Gaughan that we could pass proposals into the charter directly, but succeeding DipCons would have to have the proposals they passed ratified by the members of the next DipCon Society meeting. The proposal to allow proxy voting on sites was shot down, without malice towards anyone in particular, but simply because it has a large stumbling block. No DipCon society is going to take the time to certify proxy votes, and without that, there is, of course, a potential problem with ballot stuffing. The various zone proposals were debated on for some time, until the cool voice of Steve Langley stated that this would be better left to two geographically-distant Societies, rather than letting the Pacific Northwest have its say on the matter, with all future possible DipCon sites hanging in the balance. The motion passed--ever so barely, and we got to the awards. (Small editorial comment: I like Roberts' Rules Of Order. What I do not like is people who know more about Roberts' Rules Of Order than what they are using them to try to decide.)

The tournament was won by J.R. Baker, mostly by virtue of two games for which he won best-country awards. The first through third place awards were giant toads! The other prizes were toads of a smaller size, with the best-country toads being painted in the colour of the country! There was also a T-Bone award for the player who had the most Austrias, and a small toad for the smallest player that signed up for the tournament (won by Samantha Corbin.) There were also a few certificates. Brad Street, who started as a novice on Friday night and ended up on the second board for the final round, got the 'Best Newcomer' award. Russ Rusnak got the 'Bad Sport' award, for leaving a country that under a stand-by finished as part of a three-way draw! There was also a 'Dip 'till you Drop' award, for which I got honourable mention; unfortunately, the winners name eludes me at the moment.

I was not left out. As part of my ultimate humiliation for bugging them as much as I could, the staff decided to bestow upon me the 'Won't Dip' award, given to the player who does the least diplomatizing. They had forgotten that I did a lot of talking in the first few rounds, but starting with my big game, I did less and less. I don't feel I have to be told anything more than once in ten minutes, and I usually extend the same courtesy to my opponents. On the other hand, if Germany asks me if we're still allies five times in two minutes (as happened once), I'll nod each time and stab as brutally as I can!! Mostly it was just reluctance to get out of the chair. Midnight games will do that to you.



## POKER FORUM

All XL readers are welcome to what will probably be a weekly poker game at my place (most of the time, sometimes they'll be at somebody else's place), or, if you'd like, call us up. I don't do enough folding, so your long-distance call may save me some money. In any case, I'd certainly let you know if your call (and my early fold) cost me a pot!

The plan is this. We meet at 8PM Saturdays at my place. The game goes until 10:50, at which time we drive Nan to work, and pick up Grant Fraser from my place of work. The game then continues until 7 or so, and when Nan gets home at 7:30, I assure her that the game was over at 3:30... It's foolproof!

In case you are thinking of attending, these are our house rules--which are quite open to new ideas. The stakes are 50 cents maximum raise, one dollar on the last round (except in 7-27, where pots are usually large enough), with no more than three raises each round. This of course makes for a lot of strategic betting by the players who are "hanging on"; small raises are common in order to keep costs down when it looks as though two players will be raising each other to the limit. The chips (white, red, blue, and green) are worth 10, 50 cents, one and five dollars (Canadian) respectively. The dealer of each game pays an ante of 10 cents/player, except in certain games where the initial pot must start at a certain amount: in these games the pot is contributed to evenly by all the players, with the proviso that the dealer has to pay at least the normal ante. Generally we play "cards speak", meaning that if somebody spies a better hand you can make with your cards than the one you declared, you may claim the pot if that hand now makes you the winner. Check raising is O.K. by us. Betting locks in high-low games is not, unless it is your turn to bet by simple rotation. On most of the high-low games, we declare (one chip=high, no chip=low, two chips=both), which gives a guy a chance of outguessing his opponent with a weak hand.

As you might have guessed by now, ours is a friendly game in which it is quite difficult to lose a large amount, and thus the play is quite loose. Seven out of ten hands are split pots, and perhaps two or three hands a night are completely new games, usually based on one of the regular games, with subtle twists. My goal is to write a poker column each issue, describing new games and how last issues new ones have fared. So after you read the short descriptions of our regular games, send me some of the ones I've missed. And if you're ever in Vancouver on a Saturday night with money to burn, give us a call!

Many of the games played here are based on seven-card stud, so I'll explain that first, then follow with the variants we play.

**SEVEN-CARD STUD:** Each player receives seven cards, three at first (two down, one up), then one at a time, with either the seventh or, occasionally, the fourth card being the third hole (face-down) card. Naturally, a round of betting occurs after each card. We usually play this with a hi-low split pot, and often have designated wild cards, as in "pregnant threes" (3's 6's and 9's).

**CHICAGO:** In Chicago the pot is split between the highest Poker hand and the player who has the highest spade (or lowest; if it's Low Chicago, high Poker hand and lowest spade) in the hole. Often we designate fourth card down to keep people in with a poor hand, and just as often it is played with designated wild cards.

**ROLL YOUR OWN:** Each player gets three cards, from which he secretly chooses two hole cards. He then gets another card, and decides which two of the three hole cards to keep concealed. This continues until seven cards have been dealt to each player. Often there will be four-card straight flushes showing, or the ominous two pair (is it or



isn't it a full house). This can be played hi-low as well.

Another class of games played is "twist" games, in which players may pay to exchange one or more cards in their hands at the conclusion of a round of five card stud.

**TAKE IT OR LEAVE IT:** In this five card stud variant, if you match your hole card, both become wild (even if you're going for low). Each player is offered a card by the dealer. If he refuses, the next player is offered the same card. When all players have accepted or declined a card, cards are dealt to those who declined the card offered to them. After the fifth card is dealt, and the betting is over, players have two chances to improve their hands with a twist. Usually this one is played high-low.

**SUICIDE:** This is five-card stud with three twists at the end, each twist costing double the last, and the first costing fifty cents. It's tragic to be going for low and paying \$3.50 to get three picture cards.

We play a lot of "live and die" variants, as well, possibly because of the fact that they are so easy to alter slightly to produce a completely new game.

**LIVE AND DIE (also called DEALER LOSES):** Dealer places twelve cards face down in two rows of six. Each player gets five cards, and each round, a card from each row is turned up, one row being designated as "live", and one being designated as "die". Live cards can be added to your hand to increase its value. Die cards, and all others of the same denomination, cannot be counted, and must be thrown in immediately. Thus if the following cards appeared in the live pile: AH, 10D, QH, 10S, 10H, and QS, and your hand included the king-jack of hearts, you would have a royal flush. If, however, a ten, jack, queen, king, or ace turned up in the die row, your royal flush would die too.

**FIERY CROSS:** Five cards are turned up one by one to make a cross. You may add any of the cards in a three-card row to your hand. There are no die cards in this game.

**TIC-TAC-TOE:** Nine cards are turned up two at a time (the centre card is turned up last), and any three-in-a-row may be added to your hand.

There are even a few non-Poker games played from time to time. By non-Poker game I mean one which does not use the Poker rankings of hands to decide who gets the pot. The most popular is 7-27, but I'll first explain one that ties into the "Live and die" group.

**MOLOTOV:** Cards count as in Blackjack, and players are originally dealt five (sometimes seven, from which two are discarded). The object is to be the highest or lowest (or if you have lots of aces, both!) after six die cards. The catch is that if a player loses all his cards to the die cards, he immediately wins the whole pot!

**7-27:** In 7-27, by far our most expensive game, you are dealt two cards, one up and one down. The game is basically the same as Blackjack, except for a few catches: 1) The hands closest to 7 (low) and 27 (high) without going over split the pot. 2) Tens and picture cards are worth one-half a point. 3) There is a betting round until everybody either folds, busts, or stays in without taking a card. Despite the high stakes, this game is played extremely loosely. Often, there will be two hands left--a low hand and a high hand, and the low man will come up after the high man to win the whole pot. For myself, I avoid it unless I get a 6 1/2 or 7. Then I stay put.

**WHIST:** In this game, each player must contribute to the pot to make it divisible by 3. Three cards are dealt each player, and all decide who is going to play simultaneously. After the lineup is established, the deck is cut for trump suit, and the first player to the left of the dealer who is in leads as in bridge. Each trick nets you one third of the pot. But if you fail to take any tricks, you must match the pot.



## The Excelsior Hockey League (Interested?)

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(EHLI for short)

Following are the rules for the proposed XL hockey league. If you are interested, don't wait too long: write today!

- 1) The EHLI Standings are based on success in handicapping NHL (National Hockey League) games played on weekends. Players, in order to be eligible for the main prizes, must participate in at least 15 weekends of games. Scores are added from one week to the next, the only exception as noted in Rule 5, and the total score for each weekend is tabulated as follows: For each participating handicapper you outdo, two points. For each participating handicapper you tie, one point. For the calculation of raw scores, see Rule 4.
  - 2) Each week, all the games played on Saturday or Sunday (according to the official schedule and not counting cancellations or postponements) will be the games handicappers shall concern themselves with. The lists will be pre-published in XL, and are available upon request.
  - 3) To handicap a game, you must:
    - a) Tell me which team you think will win (if any).
    - b) Tell me how many goals (divisible by 0.5) you think they will win by.
    - c) Tell me if you think the game will go into overtime.If you leave out a game, the answers given will be assumed to be a) Neither, b) 0, and c) Yes.
  - 4) The scoring is as follows: Each player gets one point per goal difference in his handicap score; the total score is the sum of these differences. Thus lower scores are higher ranked. In addition, five points are subtracted from the player who has the best record with respect to question c) in Rule 3 above.
  - 5) Players who compete in more than 20 weekends will have their worst scores discarded until they have 20 left. To avoid NMRing, I suggest you get in early guesses, and change them as you see fit later.
  - 6) Prizes are as follows:

First place.....	40%	of the prize pool.
Second place.....	20%	
Third place.....	10%	
Best week.....	15%	
Second best week..	10%	
Third best week...	5%	
- The prize pool is made up of 80% of the participating fees.
- 7) The participating fee is \$5.00, of which \$1.00 is a gamefee, and \$4.00 is paid to the prize pool. **IMPORTANT:** If there are not at least five participants active (50% or better response rate) by week ten, all fees will be returned and the game voided.

If you plan to participate, send me a note so I can send you a form you can easily fill out and send back before week #1. Probably what I will do will be to make out the forms ten weeks ahead, and send them out as an insert to XL.



## My Move/Your Move

Quickie report again; really, this isn't as easy to put together as it looks...

### CHESSE

	White (me)	Black (you)
1.	P-K4	P-K4
2.	N-KB3	N-QB3
3.	B-B4	N-B3
4.	N-B3	B-B4
5.	O-O	O-O
6.	P-Q3	???

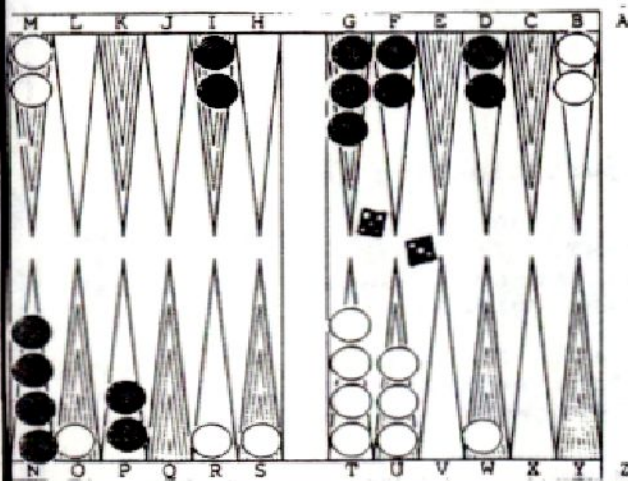
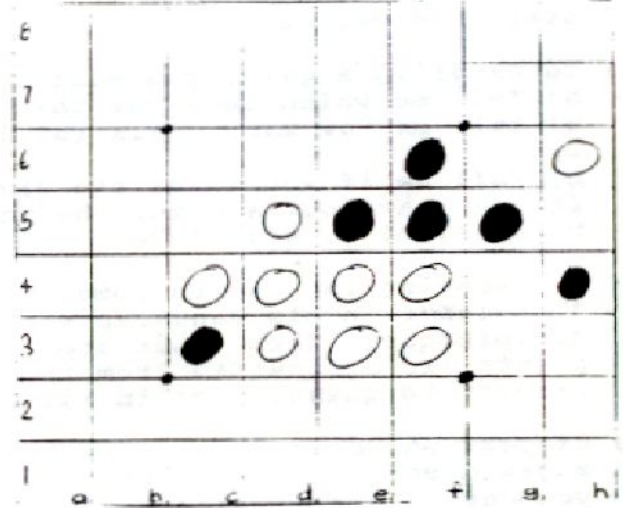
### OTHELLO

	Black (me)	White (you)
1.	f4	f3
2.	e3	f5
3.	f6	d3
4.	c3	c4
5.	g5	h6
6.	h4	???

### BACHGAMMON

	White (me) roll	move	Black (you) 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	IF GF
5.	6-2	KQ MO	6-3	Y-P
6.	6-1	QW RS	5-3	???

R		B	Q		R	K	
P	P	P	P		P	P	P
		N			N		
		B		P			
		B		P			
		N	P		N		
P	P	P			P	P	P
R		B	Q		R	K	



Lento



Vancouver's finest PhoneZine

# conference call

Issue no. 17

by Bruce McIntyre

CORDLESS

## I am STRONG...

## I am invincible...

## I am NANCY!

CORDLESS crazies

GM :Bruce McIntyre 299-2382  
253-6388

ENG:Nancy Hurrell 299-2382  
GER:Tor Abrahamsen 872-3777  
RUS:Simon Matthews 929-3708  
AUS:Mitch Wageler \*435-3299  
ITA:Don Clancy 876-6200  
FRA:Charles Becker 684-0534

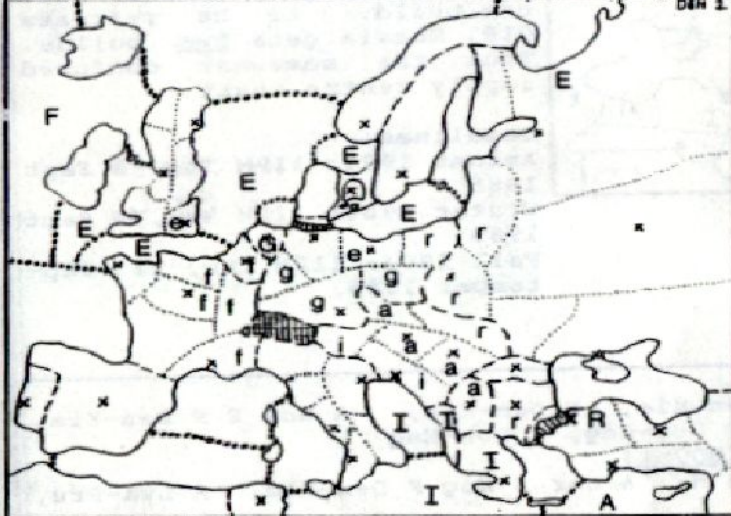
Autumn 1905 Retreat:  
AUSTRIA: A Bud r Rum

Winter 1905 Adjustments:  
ENGLAND: +F Lpl, F Edi, A Lon  
GERMANY: -A Bud, A Pru  
ITALY : +F Nap

There should have been an army in Serbia on the last map. Hope you all phoned Nan while I was away so you could get this correction. Next deadline is 11PM Thursday 12 September.

CORDLESS

post Spring 1906



CORDLESS Spring 1906 Orders:

ENGLAND F StP H, F Nwy-Ska, F Edi-Nth, F Den-BaS, F Lpl-IrS, F Wal-Eng, A Lon H, A Kie-Ber  
GERMANY NMR! F Wol H, A Ruh H, A Sil H, A Mun H  
RUSSIA A Bul-Gre, F Con-Aeg, A Ukr-Gal, A Lva-Pru, A War-Sil, A Mos-LVA  
AUSTRIA A Ser S A Rum-Bud, A Rum-Bud, A Boh S A Gal-Vie, A Gal-Vie, F Aeg-EME  
ITALY A Tyr-Vie, A Tri-Bud, F Gre-Aeg, F Alb S Rus A Bul-Gre(SDP), F Ion-Adr, F Nap-Ion  
FRANCE F MAO-NAO, A Bel H, A Bur H, A Par H, A Pic S A Bel, A Gas-Mar

PRESS:

GM: I know, you're all going to ask what SDP means. It's Self-Dislodgement Prohibited. Italy's fleet in Alb had its support for the Russian order A Bul-Gre cut because if it hadn't been cut, the Italian army in Greece would have been dislodged. The irony of it is that Russia's order F Con-Aeg forced Italy back into Gre, which in turn zilched any Russian chances of taking Greece.



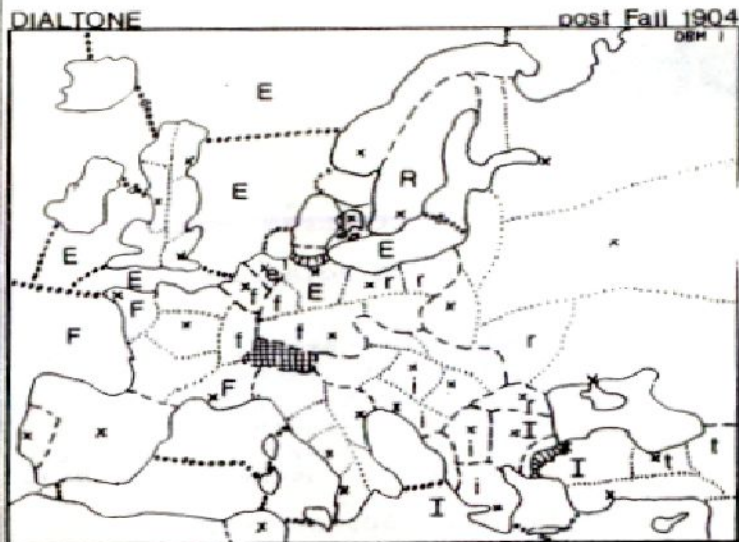
DIALTONE

# Green Machine rolls on

## Russians fail to allow for vital retreat

DIALTONE Dramatis Personae

GM :Bruce McIntyre	299-2382
	253-6388
ENG:Klaig Morton	524-3368
RUS:Laurie McIlvena	522-9132
TUR:Civil Disorder	
AUS:Randy Davis	581-6964
ITA:Bruce Waddell	434-6523
FRA:John Cooper	876-8396



Retreats for next time:  
 TURKEY : A Ser r (Alb, OTB)  
 AUSTRIA: A Rum r (Sev, OTB)  
 Note here that if Austria retreats to Sev, Russia gets one build. If he retreats OTB, Russia gets two builds. Thus the somewhat confused supply centre chart.

Deadlines:  
 Autumn 1904: 11PM ~~Thu~~, 5<sup>th</sup> Sept 1985  
 Winter 1904: 11PM <sup>Sat</sup> ~~Thu~~, 7<sup>th</sup> Sept 1985  
 Fall 1904: 11PM Thu, 12 September 1985.

DIALTONE Spring 1904 Orders:

ENGLAND F Nwy-Nrg, F BaS S F Den-Kie, F Den-Kie, A Hol S F Den-Kie, F Nth S A Hol, F IrS S F Lon-Eng, F Lon-Eng  
 GERMANY Civil Disorder. A Kie\*S[BOOM]  
 RUSSIA A Ukr S A Sev-Rum, F Swe H, A Ber S Eng F Den-Kie, A Lva-Pru, A Sev-Rum  
 TURKEY NMR! A Ser\*S, A Gre\*S[BOOM], A Arm S, A Ank S  
 AUSTRIA A Rum\*Bud  
 ITALY A Gal-Bud, A Bud-Ser, A Tri S A Bud-Ser, A Alb-Gre, F Ion S A Alb-Gre, F Aeg-Bul, F Con-Ank, F Smy H, A Tyr-Vie  
 FRANCE NMR! F MAO S, F Mar S, F Bre S, A Bur S, A Ruh S, A Bel S, A Mun S

PRESS:

GM: Well, it appears I really screwed up the map this time. (Thanks a lot for returning my wooden blocks Mitch, although I which they hadn't pointed out so many mistakes to me!) Here are the corrections: Units which did not appear on the map last time because of a secret invisible ink substitution (and if you believe that, you'll believe anything!) were a Russian A Swe, and an Italian A Gal. Also, Germany's lone wolf was in Kiel, not Berlin.

The rules of Diplomacy state that when a Power does not submit orders for two successive seasons, it is said to be in Civil Disorder, and though the original player can return at any time in a face-to-face game, I would not allow a player to return if a standby had been



## The Dippy Spaces Quiz

The following is from Voice of Doom #93, recently sent to me by BRUX Linsey. For CC readers only, there is a prize of three free XL's for the most correct by the time CC#19 goes to press. Good luck--you'll need it!

1. Which supply centre aside from Munich can never be captured by Turkey in 1902?
2. From which space can an army receive a legal order to move to the most other spaces?
3. Which space has never been and will never be mentioned in a legal order given to a fleet?
4. From which space can an army reach the home territory of any Great Power within three moves, provided no multi-fleet convoys are used?
5. From which land space is it impossible for an English army to retreat as the result of a Russian-supported Turkish attack in 1904?
6. In Spring 1902 a German unit bounced with an Austrian unit, leaving both of them adjacent to no supply centres. In which space did they bounce?
7. A unit on the board belongs to a power with one centre and no chance of growing. In exactly two and a half game years, a Russian unit will be adjacent to this unit. Where is the Russian unit now?
8. One season, an English army was attacked by five Russian armies, none of them in supply centres. The same season, a German army was attacked by five Austrian armies, none of them in supply centres. The next season, the English and German armies mentioned above moved so that they were adjacent to each other. An Italian army supported the English move and a Turkish fleet supported the German move. The season after that, the afore-mentioned Italian army and Turkish fleet bounced in a vacant space. Throughout all of this the French fleet WMe remained unordered. In which space did the Italian army bounce with the Turkish fleet?

9. There is a certain board position which, as it happens, can never legally occur in Spring 1920. In a certain game, however, this position did legally occur in Fall, 1920. After the Spring 1917 moves were played, Gascony, Moscow, and Albania were all empty, while the Ukraine was occupied by a French army. Which space (other than the Ukraine) was necessarily occupied at this time?

10. Which supply centre must England capture in order to receive three builds in 1901?

### Supplies OWNERSHIP OF CENTRES

GAME: DIALTONE

post-FALL 1904

ENGLAND 7	TURKEY (1)	NEUTRALS
Edi (E) E	Ank (T) T	Bel (F) F
Lpl (E) E	Con (I) I	Bul (T) I
Lon (E) E	Smy (T) I	Den (E) E
GERMANY (OUT)	AUSTRIA (OUT?)	Gre (T) I
Ber (R) R	Bud (I) I	Hol (E) E
Kie (G) E	Tri (I) I	Nwy (E) E
Mun (F) F	Vie (I) I	Por (F) F
RUSSIA 6-7? (B12)	TALY 12 (B3)	Rum (A) R
Mos (R) R	Nap (I) I	Ser (T) I
StP (R) R	Rom (I) I	Spa (F) F
Sev (R) R?	Ven (I) I	Swe (E) R
War (R) R	FRANCE 7	Tun (I) I
	Bre (F) F	
	Mar (F) F	
	Par (F) F	

appointed for the position. So Greg Jansen (594-9126) may still submit orders for Turkey, but only because I have no standbys for this game.

To Mussolini: That's Archduke.

Pope Leo XIII says: You who are about to battle the Troll let it be known that God is on your side and you shall be victorious and remove the evil from the land.

The Troll says: Troll eaters are a figment of some people's imaginations.

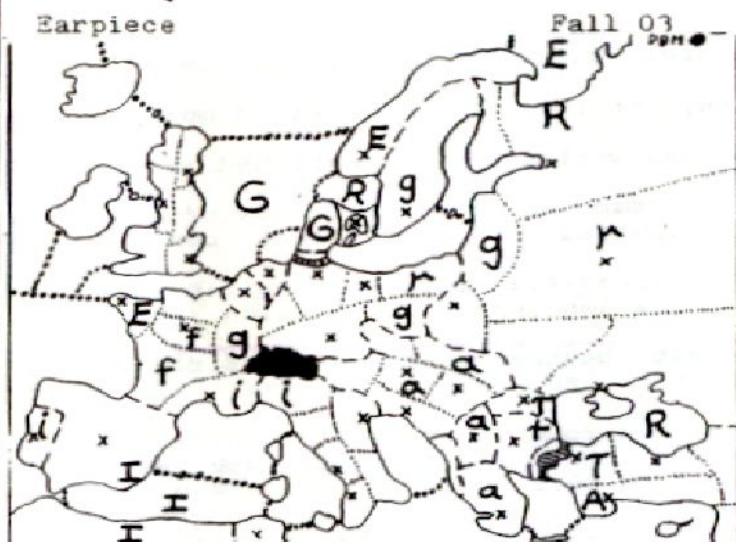


Earpiece

# Austria Leaves Munich Alone

Turkey Continues To Attack Russia But Ignores A-H

Earpiece



Row call

G.M.	
Bruce Waddell	434-6523
A-H	
Charles Becker	684-0534
England	
Nancy Hurrell	299-2382
France	
Randy Davis	581-6964
Germany	
Mitch Wageler	435-3299
Italy	
Laurie McIlvena	522-9132
Russia	
Don Clancy	876-6200
Turkey	
John Cooper	876-8396

Summer 03 Adjustments

- FRA: A Bur - Par
- ITA: A Spa - Por
- RUS: P SWE - Ska

Fall 03 Orders:

- A-H: F Aeg - Smy, A Ser - Gre, A Bud - Ser, A boh - Gal, A Tyr - Vie
- ENG: A StP - Mos, F Nwg - Bar ( F Nor Sup ), F Bre Hold
- FRA: A Par - Bre, A Gas - Mar ( F Spa Sup )
- GER: F Bel - Nth, A Bur - Par, A Mun - Sil, A Pru - Liv, F Bal - Den, A Swe Sup Eng F Norway
- ITA: F Tun - Naf, F TyS - WMO, F GoL - Spa ( aMar sup, A Por Sup ), A Pie Sup A Mar
- RUS: F Ska - Nor, F Bar - StP ( A Mos Sup ), A War - Pru, A Rum - Bul, F Sev - Bla
- TUR: F Ank - Con, F Bla - Rum ( A Bul Sup )

And Now To See Who's got What:

- A-H: Vie, Tri, Ser, Gre, Smy, (Bud ?), Even ( Build 1 )
- ENG: Lon, Lpl, Edi, Nor, Bre, Build 1
- FRA: Par, (lost Por, Bre) Remove 2
- GER: Ber, Mun, Kie, Hol, Bel, Den, Swe, Build 1
- ITA: Rom, Nap, Ven, Tun, Mar, Spa, Por, Build 1
- RUS: Mos, StP, War, Sev, ( Bud ? ) Remove 2 ( remove 1 )
- TUR: Ank, Con, Bul, Rum, ( Lost Smy ) Build 1

Retreats

- RUS: A Rum - Bud, Ukr, Sev, OTB
- FRA: F Spa - MAO, OTB
- ENG: A StP - Fin, OTB

PRESS:

- A-H - ITA: Take 2 Valium and England. (?)
- GM. Take note that if Russia should retreat A Rum to Budapest that it will effect the builds, The results in ( ) are for the country that Owns Budapest after the retreats.
- Retreats due Thur Sept. the 5th builds on sunday the 8th.



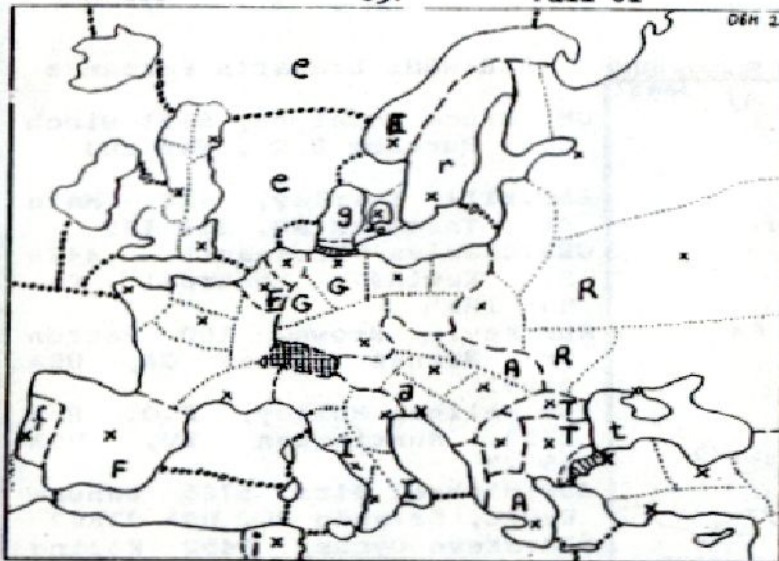
## It's.... SISTER WARS

DEBUSSY

85?

Fall 01

DEBUSSY - SPRING 01



- GM: Mitchell Wageler 3263 School Ave  
Vancouver, BC V5R 5N6
- E: Dennis Quine 55 Rosemoor Drive  
Little Rock, ARK, 72209
- G: Pierre Touchette 1 Rue Georges  
Mason, PQ, J0X 2H0
- R: Alan Stewart 702-25 St. Marry St.  
Toronto, ONT, M4Y 1R2
- T: Ron Krukowski 5339 W. Eddy  
Chicago, IL 60641
- A: Randolph Smyth 212 Aberdeen St SE  
Medicine Hat, AB, T1A 0R1
- I: Kevin Brown 100 Patton Dr.  
Warner Robbins, GA 31093
- F: Bruce Waddell 4247 Winnifred St.  
Burnaby, BC V5J 2S5

### FALL - 01 Orders

- FRA - F Mid - Por, A Mar - Spa, A Pic - Bel
- TUR - A Arm - Rum, A Bul S A Arm - Rum, F Bla C A Arm - Rum,
- AUS F Tri - Ven, A Gal - War, A Ser - Gre
- ENG - A Edi - Nwy, F Nrg C A Edi - Nwy, F Nth - Hol
- ITA - A Ven - Apu, A Rom - Ven, F Ion - Tun
- GER - F Den - Nth, A Kie - Hol, A Mun - Ruh
- RUS - A StP - Mos, F Bot - Swe, A Ukr - War, F Rum H

RETREATS: RUS F to Sev or Otb

Press - None

GM to World: I owe Germany an apology. France's offer of his sister was so flustering that I mistakenly recorded Berlin as the source of the offer instead of Paris.

GM - The next move will be Winter 01. The Russian retreat is due at the same time. The deadline is the Wednesday before the deadline for ALBINONI or on the same day if ALBINONI'S deadline is on a Wednesday.

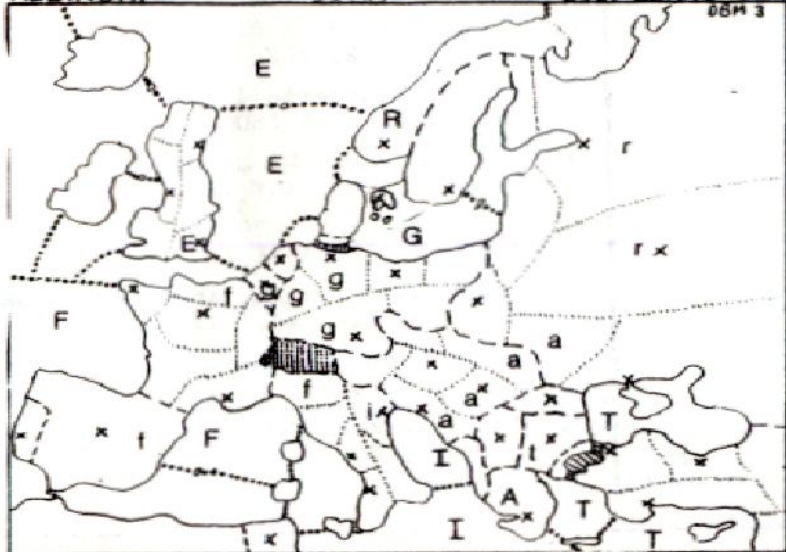
Builds: FRA: Builds 3	AUS: Builds 1	ITA: Builds 1
TUR: Builds 2	ENG: Builds 1	GER: Builds 1
RUS: Builds 1 (or 2)		



ALBINONI

## ENGLAND DOES EVERYTHING ASKED And Less....

ALBINONI 85AA post Spring 1902



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 Arsenaault, 4490 St. Kevin#7, Montreal PQ, H3Y 1H9

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

TUR: Melinda Holley, P.O. 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

NEXT DEADLINE (Fall 1902) is Friday, October 4, 1985--one day earlier if phoned in.

ALBINONI 1985AA Spring 1902 Orders

ENGLAND NMR! A Nwy\* S, F NAO S, F Nth S, F Lon S  
 GERMANY A Ber-Mun, A Hol-Ruh, A Bel S A Hol-Ruh, A Kie S A Ber-Mun, F Den-BaS  
 RUSSIA A Ukr\*-Gal, A Mos-Ukr, A StP S F Swe-Nwy, F Swe-Nwy  
 TURKEY A Bul H, A Sev S Aus A Rum-Ukr, F Bla S A Sev, F Con-Aeg, F Smy-EMe  
 AUSTRIA A Vie-Gal, A Bud S A Vie-Gal, A Rum-Ukr, F Gre S Tur F Con-Aeg  
 ITALY F Ion-Adr, F Nap-Ion, A Ven-Tyr, A Tun H  
 FRANCE A Mun\*-Tyr, F Bre-Bay of Biscay (MAO), A Mar-Pie, A Por-Spa, F Spa-GoL, A Par-Pic

**PRESS:**

GM: The error last time in the map was noticed by everybody except England, Germany, Turkey, Austria, Italy, and France. Remember, these map are simply a convenience for the players (they sure as hell aren't very convenient for my word processor) and are in no way official. If the adjudication conflicts with the map, the map loses. Every time.

The standby for England is Craig Reges/ 16W761 White Plains Rd./ Bensenville IL/ USA 60106

Retreats due next time:

ENGLAND A Nwy r (Fin, OTB)

RUSSIA A Ukr r (War, OTB)

FRANCE A Mun r (Bur, Boh, Sil, OTB)

Paris-Rome: Things are not always what they appear to be...

Paris-Berlin: Niemen Sie mich die Kartaufel Salat bitte.

Maestro: A vague recollection tells me that German nouns are capitalized. Unfortunately, I don't know which words of the preceding



press release are nouns, nor am I 100% certain it is German.

Turkey-Maestro: See? No pink paper!

Maestro: I guess I asked for it by letting Les Herman print #4 with a pink cover.

Turkey-Austria: Did it work? Or do I have a dagger in my back?

Warsaw-Moscow: I thought this army was supposed to be yours.

Maestro: It was.

Munich-London: I give you my entire agreement for a campaign against the French!

Munich: Hyster [??] has declared that the diplomatic methods of Turkey and Austria against Russia are disgusting!

Maestro: Well, at least they're writing!

COPLAND

## STRONG LIKELIHOOD BECOMES REALITY

Yes, fans, COPLAND, like every other game run here, has fallen victim to an initial delay. So, the new deadline will be October 4 1985, one day earlier if phoned in. So all I need do is type out the names again and tell y'all to tune in next time for the Spring 1901 results.

**ENGLAND**: Charles Arsenault, 4490 St. Kevin #7, Montreal PQ, H3T 1H9

**GERMANY**: Alan Stewart, 702-25 St Mary St. Toronto ON Canada M4Y 1R2

**RUSSIA**: Sean McGonigle, 44B Kelvin Rd., Papakura NEW ZEALAND

**TURKEY**: Travis Laster, 125 Garden Court, Winchester VA, USA 22601

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

**ITALY**: Jeff Albrecht, P.O. Box 295, Doland SD, USA 57044-0295

**FRANCE**: Ben Schilling, 24730 Roosevelt Ct., Apt 315, Farmington Hills MI, USA 48018

## MORE DipGAB

Just as we're about to go to press, guess what arrives?

You got it! The latest issue of Diplomacy World has arrived here at Winch St. Mysteriously, it was not mailed until August 23rd, and somehow arrived here despite having only 24 cents worth of postage affixed. (Yes, the postmark clearly stated 1985.) I thought the Canadian subbers were sent theirs by first-class postage. And why such a delay? I guess that's what happens when you change pubbers, and while the delay is a bit of a thorn in my side, I can certainly understand the minor problems that must go into a publication of that stature.

As I expected, the issue is well worth the unfortunate wait. The hobby's flagship zine has a new look, and a new style.

The new look is largely due to Rod Walker's new electronic typewriter. I counted about four different typefaces, all proportionally-spaced and typeset. I suspect DW and Frobozz will now slug it out for the Best Print Appearance title.

The new style is the responsibility of Kathy Byrne, DW's new General Editor. She plans to run DW with an emphasis toward what the people who submit articles want. Not only that, she is offering to play the role of coach for anyone who claims they "can't write." I've no doubt she'll put a little spice into the zine, and I look forward to the next one. But hopefully not too far forward...



MENSA 17

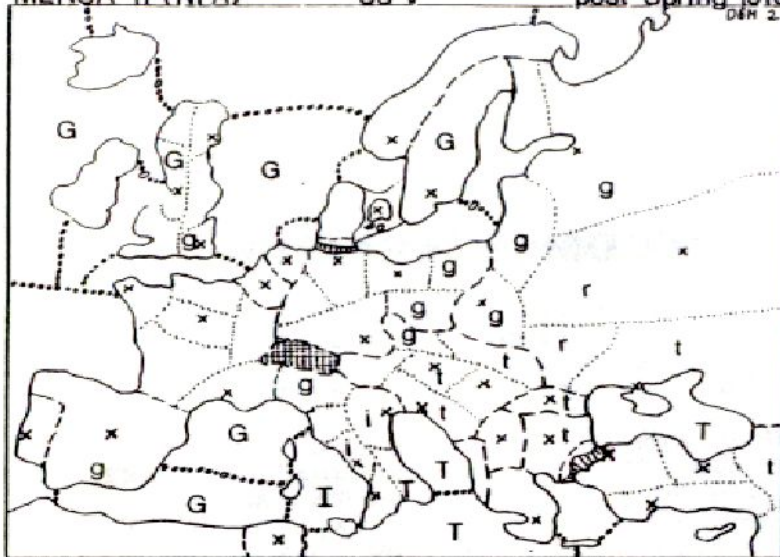
## MINOR POWERS RETURN

### JUST IN TIME, TOO....

#### Winter 1909 Adjustments:

GERMANY: +A Ber  
TURKEY: +F Con

MENSA 17 (NFA) 83 V post Spring 1910



The map last time showed a unit in Boh which should have been in Tyr. As usual, the game report was correct, and the map had decided to improvise a variation. Sorry for the inconvenience.

Thanks to Bob Acheson and Claude Gautron (surely the last of the unused NFA stand-bys) for submitting unnecessary stand-by orders.

The deadline for Fall 1910 is October 4th 1985. One day earlier if phoned in, as usual. I'll leave it to Steve Hutton to tell y'all when he wants this game back, but until he does, it might be just as well to run it here until he runs out of letters to print.

#### MENSA 17 (NFA) (1983 V) Spring 1910 Orders

ENGLAND (Kevin Brown) F Lpl\*H  
 GERMANY (Ron Brown) A Nwy-StP, F GoB S A Nwy-StP, A Ber-Pru, A Gal-War, A Lva S A Gal-War, A Sil S A Gal-War, A Tyr-Boh, A Pie-Tyr, F Spa-GoL, A Por-Spa, F MAO-WMe, F Cly-Lpl, F NAO S F Cly-Lpl, A Bel-Lon, F Nth C A Bel-Lon  
 RUSSIA (Dave Lincoln) A War \$ Tur A Bud-Gal[BOOM!], A Mos S A War, A Ukr \$ A War  
 TURKEY (Paul Milewski) A Rum-Sev, A Arm S A Rum-Sev, A Bul-Rum, A Bud-Gal, A Tri-Tyr, A Vie-Tyr, F Adr-Ven, F Tun-TyS, F Ion-Apu, F Aeg-Ion, F Con-Bla, A Sev-Ukr  
 FRANCE (John Ellis) A Rom S A Ven, A Ven \$ A Rom, F Nap S A Rom

#### PRESS:

GM: A concession to Germany has been proposed. Votes next time please. I haven't been able to deduce from Steve's houserules whether I'm supposed to designate who made the proposal, so I'll tell you that it wasn't Austria or Italy.

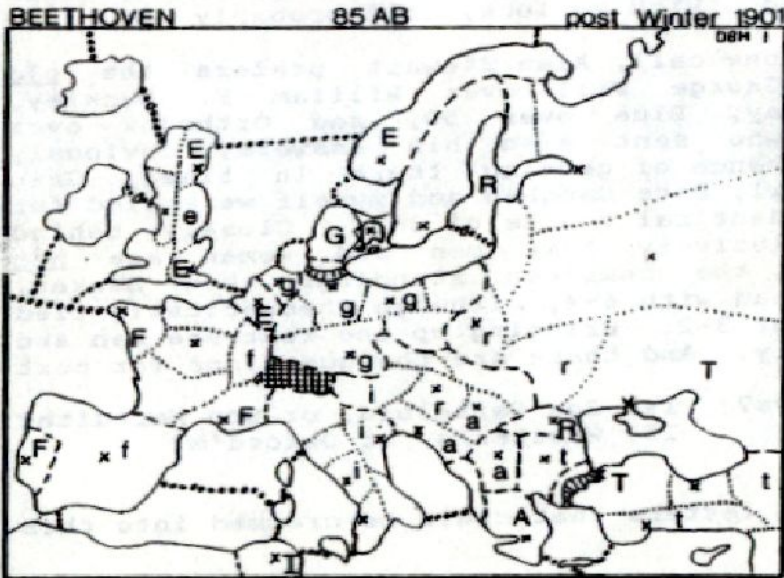
Retreat: ENGLAND: F Lpl r (IrS, Wal, OTB)

England-Germany: Oh, am I threatening you? I'm terribly sorry.

England-Substitute Head Maestro Anarchist: You mean Steve didn't tell you that this game is cursed? We couldn't possibly go more than two turns without an NMR.



## ITALY LOOKS BOTH WAYS.... And goes for \$18 win



### BEETHOVEN Dramatis Personae

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

ENG: Mitch Wageler, 665 E29th Ave, Vancouver BC, V5V 2S1

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

RUS: Pierre Touchette, 1 rue Georges, Masson PQ, J0X 2H0

TUR: Alan Stewart, 702-25 St. Mary St., Toronto ON, M4Y 1R2

AUS: Robert Acheson, c/o Echo Bay Mines, Lupin NWT, X0E 1M0

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

FRA: Steve Cooley, 3551 Casamia Ave, Palmsdale CA, USA 93550

NEXT DEADLINE (Spring 1902) is Friday, October 4, 1985--one day earlier if phoned in.

### BEETHOVEN 1985AB Winter 1901 Adjustments

- ENGLAND +F Lon, +F Edi
- GERMANY +A Kie, +A B. :
- RUSSIA +A War
- TURKEY +F Con, +A Smy
- AUSTRIA +A Bud
- ITALY +A Rom
- FRANCE +F Bre, +F Mar



### PRESS:

**Italy-Austria:** Why should you be paranoid of me? I told you where I was going and I have to protect Venice

**Italy-Maestro:** 9-1 odds? Get yer money down now!

**Maestro:** What's the problem? To say that a four-centre Italy after 1901 will win (not draw) one game in ten seems like a compliment to me. If you really want to bet, how about \$2 Canadian. Canadian two-dollar bills are pinkish.....

**Koln:** I'm not quite Rod Serling's kid, but you're close. Rod was a native of this community (Binghamton, NY and its suburbs). Picture, if you will, a German win.....

**Dieppe-Maestro:** You know we frogs love the water!

**Maestro:** Mais quelle mer???

MENSA 17 continued

**S.H. Maestro A.:** Steve was quite amused when I phoned him up to ask about the game before he left. I think he said something like "if my standby list runs out, use your own, or anybody else's". There was a strong implication that this might become necessary.....



## Most of the Post

I must be the only person who plugs away two days after the zine should have been at the printers just for a measly letter column whose policies most of you, it seems, don't agree with. More on that in a moment--it's time for the results of the Do You Agree With Alan Stewart? contest, because I'm damned if I'm going to wait until I've run out of letters and try to tack it on at the end. With my luck, it'd probably go 1/10 of a page extra....

As revealed in a recent phone call, Alan Stewart prefers the old version of California Girls, George Will over William F. Buckley, Barbara Frum over Mary Lou Finlay, Blue over 50, and Orthodox over Reform Judaism. Mike Barno (who sent Alan his answers, obviously thinking they'd have a better chance of getting there in time), Greg Ellis, Bill Becker, Ron Krukowski, Pete Gaughan and myself were tied for the lead for this round, with identical scores of 3-2. Closely behind was Nancy Hurrell, proving conclusively that men and women are not equal, with a score of 2-3. So, the combined standings show Becker, Gaughan, and Krukowski in the lead with 6-4, although theoretically tied with Mike Barno and Greg Ellis at 3-2. Bringing up the rear are Nan and I, with 2-3, and 4-6 respectively. And these are the questions for next month:

- |                                    |                                     |
|------------------------------------|-------------------------------------|
| 11) Mickey Mantle, or Willie Mays? | 14) Joe Garagiola, or Don Meredith? |
| 12) O.J. Simpson, or Jim Brown?    | 15) Webster's, or Oxford's?         |
| 13) Humpty Dumpty, or Hostess?     |                                     |

And now for the rest of the letters that could be crammed into this space.

RON KRUKOWSKI: Do You Agree With Alan: you can use my guesses from last time. In case you forget, here they are again:

BM: I didn't forget, but it appears you did--the second set was different from the first in two out of five questions. The joke's on Ron though--had I been mean and used the "repeat" instead of the original, he'd have gotten 2-3 instead of 3-2 as a score!!

PETE GAUGHAN: Are you quite sure Honduras has a Marxist government??

CLAUDE GAUTRON: I was quite interested in your article on the qualification series in soccer for next year's World Cup, as I didn't know when the games between Canada, Costa Rica, and Honduras were being played. Sounds like a lot of back-room politics is involved in picking the dates/places of the qualifying round, and that Honduras is the bad guy. But there's one thing--Honduras doesn't have a Marxist government; in fact it's run by a right-wing dictatorship heavily supported by the United States. The Honduran army is very anti-Communist politically--most of its officers are as eager as Ronald Reagan to get rid of the Sandinistas in Nicaragua. Calling them "Marxists" is the worst insult for them, an insult which would probably get you shot if you were ever in Honduras!

BM: Whew! Glad I decided to go to Seattle instead! I apologize to any Hondurans in the audience, but I do remember quite clearly reading somewhere that the Honduran soccer team was supported by their "Marxist" government. Probably the Vancouver press assumed Marxist from the information that their team was government supported.

Meanwhile, on the field, this is the latest. The scores up to last weekend's game, have been HON 2 at CRA 2, CRA 1 at CAN 1, CAN 1 at HON 0, and CAN 0 at CRA 0. So Canada will need a draw or better two weeks from now to advance to Mexico, unless Costa Rica wins in Honduras next



weekend, in which case Canada will have to defeat Honduras in St. John's Nfld on September 14. Despite the initial appearance, things have not been going well for Canada--two of our strikers (Canada's traditional weakness is up front) are out for the series with injuries. In the Canada-Costa Rica game in Toronto, the Costa Ricans scored on a twenty-yard fluke deflection to get their only goal early on, while in the return match, some idiot from El Salvador gave Mike Sweeney a red card for trying to play the ball through a Costa Rican player who was doing his best graceful dive. Sure enough, the Costa Rican player was up in seconds once Sweeney had gone to the showers....

**KEVIN BROWN:** I did something amazing yesterday (well, it amazed me). I was actually galled enough by this stupid feud to write to Bruce Linsey. You're not amazed. First, you must understand that I'm very, very hesitant to write to people I don't know (I did pick a funny hobby to be in, didn't I?). I almost never write to people that I don't currently have games with, and even with the ones that I do I talk almost exclusively about the games that we're in. Secondly, you might say that I'm uninvolved in most matters in the hobby. Yes, I voted in the Runestone poll, but only after Brux sent me a ballot in the mass mailing. Other than that, hobby politics are quite out of my life. Given all of that, I would not seem the most likely candidate to write to Brux and ask him to put a stop to this, but it happened nonetheless. You're probably still not amazed, but to you I guess communicating with him is an everyday event almost. To me, it's more like writing to my Congressman or to Santa, rare and probably pointless.

**STEPHEN SWIGGER:** I received my copy of The Not For Hire from Steve Langley by virtue of my sub to XL. Is this stuff for real? Do members of this noble hobby regularly air their dirty 'fruit-of-the-ooms' in public? My own opinion is that feuding is just Diplomacy played in real life for those who grow bored of the game. The game has become reality and other members of the hobby their legitimate opponents. What's worse is, there's no gamesmaster and no house rules so people get hurt. I say let's keep the posturing, deceiving and double-dealing on the board where it belongs. I don't know any of the people involved (except that Melinda is A-H in my game and I've only had one letter from her) except, in some cases, by reputation so I don't know who to believe. I'm sure they all genuinely 'see' themselves as the wronged parties. I'd have more respect if they collectively turned the other cheek and had done, but I guess some of the wounds run too deep.

**BM:** I have two comments to make on the above. One is to thank Kevin and Stephen for allowing me to print the views of what I perceive to be the "real majority" (as opposed to the imagined majorities both sides of the great feud claim to have as supporters). The other comment is that I hope Bruce Linsey, Steve Langley, and all of you who, for some reason, believe gamers are going to get up from the board game of the century to watch what amounts to postal mud-wrestling, will read the above testimonies, and settle differences privately instead of making us read dirty linen.

**KEITH SHERWOOD:** Your covers are the best in the hobby, you rat. Patricia is quite talented. I always wanted to know what national character you Canadians had to correspond to our image of Uncle Sam. Now I know. I'm not impressed.

**CHRIS CARRIER:** About the July cover - I know the American guy is Uncle Sam, does the Canadian have a name?

**BM:** For some reason I am tempted to say "Good day, eh?", but I don't think it would work. Actually, the only "Uncle Sam" image we have in Canada is HM The Queen. Now that we have our looney Constitution, with its "all animals, no matter how different, are equal" Charter of Rights,



the crowd at Buckingham Palace are really out of our political hair (even if they stayed out of it beforehand anyhow). It's an awful thing for a Westerner like myself to admit, but I suppose (reluctantly) that the one person the world will associate with Canada for quite some time now would be Pierre Trudeau--even though he's been out of politics for a while now.

ALAN STEWART: Something serious to discuss: "Not For Print" and "Off The Record" letters. First NFP. You say, "'NFP' seems to me to say 'since you're too stupid to realize that this is confidential, I thought I should spell it out for you.'" Wrong. NFP says "Since I don't want to cause either of us to be embarrassed by your printing something I would not have wished to be printed, and because I don't want you to have to decline to print interesting items out of scrupulousity or doubt about whether I would have agreed to print them, I will tell you that I don't want these items to be printed and you can assume that any unlabelled letter from me is printable." A compendious way to express such a complex norm, isn't it? Don't forget that the person that stands to get hurt if there is a misunderstanding is the letter-writer -- it is he who will be embarrassed or angered or made the object of obloquy or ridicule if something is wrongly printed, while the pubber will just shrug and say "Sorry. I thought it would be interesting."

BM: I've nothing against the NFP label as a label, although I'm dissapointed when it's overused, or used as a blanket over several parts of a letter so that the words become secondary to the label. Let's get on to your talk about OTR:

ALAN STEWART(Cont.): I do agree with you, however, about the unsuitability of the label "off the record". As you said, what record? The label would seem to mean "you are not to identify me as the source of this information, whether directly or indirectly, and you must not use this information in such a way as to allow others to identify me as its source." The implication of this would appear to be to that a recipient of an OTR letter would oblige himself to deny the letter's existence if questioned, under certain circumstances. The key question is yours: "Should I even read it?" Maybe not. Some reporters refuse to listen to OTR communications. The procedure is to say "I'll tell you OTR if you want." whereupon the reporter says "OK" or "No thanks." If you don't like the label, you you might adopt the policy of refusing to read OTR letters, sending them back, saying "The burden of secrecy you wish to impose upon me is so heavy, and the uses you leave me of the information in the letter are so few, that I do not think it worthwhile to read the undoubtedly interesting information contained therein." That would show them!

It seems to me that the NFP label would serve as a deterrent to feuding rather than a catalyst of it, as its use allows the settlement of grievances before they become public. Abusive NFP letters, as some people are reportedly in the habit of sending out, are highly offensive and evil, I would agree. I make it a point to make my letters for-print when I am criticizing a person's conduct, to avoid the temptation of concealing malice behind an NFP label.

BM: Thanks Alan, for an interesting discussion. Let's hear from some others. Here are some questions for you on this subject.

- 1) Should abusive NFP letters be exposed and printed anyhow?
- 2) Can you think up some shorter, more concise definitions of NFP and OTR?
- 3) Can you pose a situation in which an OTR letter would be advisable?
- 4) What record???????

Thanks to those who wrote but didn't see print in this axe-grinding lettercol, next time I'll try to type lots of letters up in advance. Yeah, surrre....







## MORE ABOUT SUPERBOURSE

There are presently four people signed up for the Superbourse game to be run here: Richard Sharp, Sean McGonigle, Rob Lowes, and Mike Barno. There is apparently some interest among the Conference Call crowd, so I expect we'll start next time. What I want to do is describe how I will run the game, to give those on the verge of signing up a better idea of what the hell we're doing here.

The first thing that happens is that the GM collects bids on the 100 shares up for sale in each country. When the bidding period is up, he distributes them as follows. Taking each country one at a time in random order, he scales the bids down so that bids of 17, 16, 14, 12 and 10 would become 14, 13, 12, 11, and 10. Bids below ten are not counted. The highest bidder gets all the shares he is willing to buy; the second highest gets as many as he wants limited by the number that are left, etc. If all shares in a country are not sold, they continue to be up for sale before each Bourse period until the GM has no shares left.

Once the initial divvying up of shares is done, the GM prints the number of shares held by each country, and players then submit Spring 1901 orders for countries in which they hold shares. Each share entitles you to write one order for one unit; thus if you had all 100 Turkish shares, your orders might well be 98F Ank-Bla, 1ACon-Bul, 1ASmy-Con.

Unlike regular Diplomacy, units move with different strengths. If Russia orders 97F Sev-Bla against the orders above, it fails, and Turkey gets into the Black Sea. The drawback to this, of course, is that a one-unit country cannot be easily eliminated. Thus I am incorporating a rule to solve this problem, which will be explained later.

Back to the strengths of units. Say I get the following orders for England, Spring 1901:

15F Lon-Nth, 10F Lon-Eng, 2FLon H, 18A Lpl-Yor, 18A Lpl-Edi, 20F Edi-Nth, 17F Edi-Nrg

This would be disastrous for England: the orders printed would be 5F Lon-Nth, A Lpl doubly ordered, 3FEdi-Nth. The strength of each unit is the most popular order minus the second most popular order. Third best or worse do not count. Stand-offs seldom occur, as units have less chance to meet with equal strengths.

The player who holds the most shares in each country makes the retreats and adjustments for that country. If there is a tie, the two (or more) players must agree on what they want or they don't get nuthin'. The next largest shareholders adjustments/ retreats will be accepted if the majority shareholders NMR, so of course he should send them in just in case. In any case, Winter builds are handled separately each year.

There are three Bourse periods per game year, one directly after the Winter adjustments, and two others after Spring and Fall moves but before retreats. The first thing that occurs once the Bourse is open is the selling off (if there are any bidders) of any shares the GM holds. Then the players may buy and sell from other players according to the bids and offers they have made. This works as follows:

The GM picks a random order for the countries, and with each country in turn he does the following: first, he lists the offers and bids received for shares in that country. Then the highest bidder buys as much as he wanted at the best prices he can get. In each case, the price is averaged out between the buyers maximum-willing price, and the sellers minimum-acceptable price, rounded up in favour of the seller. This is all very complicated, but that's my problem. The actual game reports are always very entertaining, and I shall expose all the transactions of each Bourse period, and list the shareholdings of all the players at the end of each Bourse period.



# excelsior No. 7 from the podium

I shall be very surprised if I get a disfavoured response to this editorial. But then, it seems that anything goes these days when you don't agree with something. So, I plunge ahead.

It is well past time American Publishers stopped treating their Canadian readers like second-class citizens. The outrage I refer to is quickly becoming common practice, and I think it should stop. I refer to the endless attempts to get zines to Canada for 39 cents.

In the past month alone, I have seen five zines that had 39 cents postage affixed. Two were marked "postage due", one had been returned to sender (who shall go nameless here), and two had come through unharmed. The ones marked "postage due" took 3-5 days more.

If you are an American publisher, I ask you to think about what you are doing by refusing to add that extra cent. You are, in effect, rolling dice with our chances of getting the issue you worked so hard upon in any reasonable time. Even if you had a 90% chance of sneaking it through it wouldn't be anywhere near worth the 10 cents saved if it caused a helpless Canadian to NMR in one season out of ten.

This issue, I have made a trip down to Point Roberts, USA, to try to ensure that Americans get their copies of XL as fast as possible. I have arranged that Chris Carrier's address be used as a return address should I misaddress any. Most Canadian publishers mail through Canada Post, where the difference is 5 cents. You don't ever get any of their zines without the correct postage, now, do you?

I'm not for a moment suggesting that you pay the extra postage out of your own pocket. If you have to charge me a bit extra, go ahead, within reason. But don't gamble. We Canadians await your zines with as much excitement as the Americans who also receive them.

## SUPERBOURSE continued

A few changes (suggested by Richard Sharp) and an addition of my own (though again based on a suggestion by Richard Sharp) should be noted. 1) If you NMR in any season, you forfeit not one share but 5% of your shares (rounded down) to the GM, who will sell them in the following season's Bourse period. 2) Majority shareholders are forced to offer for sale at least 5% (again rounded down) of their shares in that country at no less than the lowest price realized by that country's shares the last time they were traded. 3) The Magic Wand Rule. The player who has the smallest number of shares in the smallest country in Winter 1902 (and each Winter thereafter) forfeits all his shares in that country to the GM, who uses his magic wand to change them into shares of the largest country, for sale the following Spring. If there are two countries tied for smallest, the smallest shareholders each forfeit half their shares, etc. The purpose of this rule is to avoid having an unbeatable one-centre power.

We will definitely start this game with the initial divvying up of shares in the next issue of XL, so if you're interested, get involved now, you might make some money!!



## POLL TALK

The following letter was sent to me by Chris Carrier in response to my offer to carry the conversation about the Runestone Poll in XL. I assume Bruce Linsey's response will be seen in this space next issue.

Comment on the Runestone Poll ...

First of all, I liked the idea of a preference matrix for zines (and would like to see it extended to subzines and GMs) in the future. The reason for it is that it prevents "grade inflation". It is stated in the poll document that the average zine, on a 0 to 10 scale in which 5 is average, received a score of >6, and the average GM >7, which means that a 5, which is supposed to represent average, is really below average, and that a score of 7 which is supposed to be good, is merely average. This makes it harder to pick out the really good zines based on score alone.

With a preference matrix, though, the average is fixed at 5.000 on a scale of 0 to 10, which is where it belongs.

Also, I would like to see the Runestone return to anonymous ballots next year. Given the highly Feudish atmosphere in the hobby these days, the decision to vote/not vote in the Runestone has been seen by many on both sides of the Feud as a referendum on the Feud. In most votes, and certainly in my case, however, my vote in the Runestone Poll was just that -- a vote in the Runestone Poll -- and not a vote on the Feud. I therefore call upon the Runestone Custodian to go back to the procedure of secret ballots. This will prevent either side in the Great Feud from using the list as a Feud supporter list (which it ISN'T) and will help reduce the controversy that the Poll has generated this past year.

Chris Carrier

[Bruce's response will appear next issue. Gar blimey, I feel like Steve Hutton typing that.....]

Excelsior #7 has been brought to you by Canada Post and the US Postal Service, but the real work was done by the following people:

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