An irregular publication of the US Orphan Service

Your Orphan Games Honcho is Jim Burgess, 100 Holden Street, Providence, RI 02908-5731, (401) 351-0287.

The USOS is committed to supporting the smooth operation to completion of PBM Diplomacy games and variants registered with the Boardman and Miller Number Custodians. This rag is published with the intent of facilitating the transference of games that have been turned over to the US Orphan Service to be rehoused and providing a forum for discussion of issues pertaining to the operation of the Service. My two assistants are:

Scott Hanson 3508 4th Avenue South Minneapolis, MN 55408 (612) 874-0082 Steve Langley 2296 Eden Roc Lane #1 Sacramento, CA 95825 (916) 927-4077

Current News Section

If any of you would like to receive all issues of YVSC that I publish, the cost will be \$0.25/issue. All players, GM's, and custodians who have an interest in particular issues will receive those issues free. I am willing to work out trades or other agreements on request, noting that the publication schedule of the szine will not be consistent. I also publish a "quasi-szine" called *The Boob Report* that I will throw in for free on any trade deals. The cost of trades is borne by me and causes no drain on US Orphan Service funds. A number of people have asked to receive only those issues that have substantive discussion and not those containing only game adjudications. Issues containing only game adjudications will bear a "1/2" label and go

out only to those with an interest in the particular problem involved.

Steve Heinowski is conducting a survey of all of the games in the hobby to determine their current status. Any games that he cannot find or that are reported to be in trouble will then be referred to me for action. All publishers should have received a form from Steve by now; if you haven't, please send a list of all games (with BN) that you are running to Steve Heinowski, 12034 Pyle South Amherst, Oberlin, OH 44074. Thank you for your assistance in this important task. A follow up report on all missing games will come next time.

USOS Standbies and GMs Willing to Take Games

The USOS keeps a public list of volunteers to standby for orphaned games. It is my opinion that GMs who take over games should not have to exhaust their own standbies to replace resigning players. As with all standby lists, anyone who wants on or off should let me know. USOS standbies (number of games willing to take on in parentheses) are: Dave Rice (1), Keith Sesler (1), Ken Gestiehr (1), Paul Gardner (2), Robert Acheson (1), Dan Gorham (1), Dave Ditter (1), Steve Wilcox (1), Mark Luedi (1), Melinda Holley (too many), and Dan Palter (1), I'm beginning to get a little short of standbies. Please volunteer or spread the word. The standby list can be dissipated pretty fast when many games are being placed. Anyone looking for more standbies or who wants to be on a general standby list should contact Elmer Hinton at 20 Almont Street, Nashua, NH 03060.

Another need is for GMs willing to take on orphaned games. I always need volunteers for this essential task. Please let me know if you are willing to take variants as well. The USOS GM list is (# willing to take on in parentheses): Andy Lischett (2), Russ Rusnak (2), Greg Ellis (2), Paul Gardner (1), Geoffrey Richard (1 + variants), John Walker (1), Don Del Grande (variants only), Pete Gaughan (1 + variants), Mark Luedi (2), Conrad von Metzke (1, reg. or var.), Dick Martin (3), John Caruso (1), Elmer Hinton (2 + 2 variant), and Melinda Holley (3 + gunboats). Response has been excellent here. Thanks to all of you! Some of you may be worried about how miscommunication among the USOS custodians might cause three games to drop on you at once (one from each of us). Never fear, I've already thought of that. As coordinator, all requests will go through me first!

BN OLDSZINE (old GM)
1984HD (Derwood Bowen) transferred to

NEWSZINE (new GM)
Retaliation (Dick Martin)

Editorial

This is a "1/2" issue, going out to selected individuals without affecting subs for two reasons. The first problem is that the Orphan Service is broke. I am not opposed to subsidizing this szine and other Orphan Service work to some extent (in fact, I expect to), but I'm a little short of cash this month and I thought a smaller audience was called for anyway because of the subject of this editorial. What do we do about Robert Sacks?

I lean toward cutting him off from any contact with the hobby services (i.e. refuse to trade hobby service szines with him and don't respond to letters in which he passes himself off as "Registrar of Projects"). I have been taking this course since I published some of a recent letter by Sacks to me. There just doesn't seem to be any point in wasting time feuding with him. His "New York Game Board" is a fiction as far as DIPDOM is concerned and he has no "toadies" that play in our hobby as far as I can tell. I could go on, but most of us know the facts.

The only problem with this course of action is the issue I mentioned at the top: money! Dipcon (for sensible reasons that I agree with) has decided to funnel profits into the preparations for next year's Dipcon. The PDO Auction apparently is dead. So the only available source of funds at the moment is one Robert Sacks. I will not refuse donations but, as a general method of raising funds, I don't think it is particularly fair. A small group of generous individuals (and I know you're out there) should not have to fund the hobby projects for the benefit of the rest. My suggestion would be to try to revive the PDO Auction or create a similar fund-raising venture. My hope is that this editorial will start the ball rolling.

I don't know for sure that Sacks will refuse to give me funds this year, but I suspect he will not. He has two "excuses" for not doing this, both laughable. My refusal to call this service the "Orphan Games Project" is his first complaint. I naturally refuse to call the Orphan Service by his name to in any way imply that he has control over me, Scott, or Steve. The second excuse is an all too typical feud tactic. Accuse the other guy of saying something he never said. In this case, Sacks accuses me of moving games over the objections of players by a majority vote. Of course, I've never done this nor have I advocated it. Instead, I have stated a policy requiring unanimous consent to move games, excepting abstensions, with a majority of players responding, quite a different concept altogether. I see no purpose in correcting Robert by wasting energy feuding with him since the issue is simply one of control anyway. The rest is a smokescreen.

Now we come back to the problem of Sacks' funding. If the NYGB (read Robert Sacks) decides to send me money this year, I will accept it, but only without preconditions. Sacks is beginning to realize that his power is dying and he may be left with little choice but to split his money between the usual services anyway. There is no one else to send the money to and, believe it or not, I think Robert is too "honest" in some warped sense to run off with it himself. I would suggest that all of the custodians remain adamant against implying that Sacks has any power over us. If that is interpreted as a power conspiracy, so be it, but that's the farthest thing from my mind. I believe if we stick together, Robert will relent.

Now, what about longer term solutions. First of all, Robert gets most of his money from Atlanticon. Does anyone know how he goes about doing that? Do any of you know anyone on the Atlanticon committee? One way of bypassing Sacks might be to request the money be distributed directly; however, I do not support the idea. In my opinion, FTF cons not heavily patronized by PBM Dippers should not be paying for our services in the first place. In sum, there is a good argument for ignoring that money anyway. The other thing we should be doing is to come up with a way to fund hobby projects on a continuing basis. Dare I bring up Larry's DIPTAX again....

I could quote from Sacks directly and bring up some of the equally absurd disagreements he has with the other custodians, but I would hate to bore you and then I might feel obligated to send Sacks a copy of this. I won't be doing that. Instead, I advocate ignoring Sacks and coming up with some solutions to the problems that make us consider talking to him in the first place, as I've outlined here. For those of you that don't know, Sacks' latest target is Simon Billenness, just about completing his round of attacks on every single custodian in DIPDOM. naturally, is threatening to revive a KGO Zine Directory and actually has the gall to claim there were aspects of ZD that were superior to Simon's Zine Register. It couldn't have been promptness... Isn't that about enough?

I invite comments on any of the issues I've raised here. My editorial on "irregularity of Dip games" is held to YVSC #9, which you can expect in five weeks. I also hope to have some letters on the issue of funding. Please note on your letters anything you would prefer not to be printed, but spare me the vitriolic outbursts of anger. If you must write such letters (and I have), do everyone a favor and don't send them. Feuding burns out custodians faster than anything else. These jobs are little enough fun as it is. Thanks for listening...

Murd'ring Ministers Insert

1983AY

headlines of the day:

GERMANS DISAPPEAR AND UNLESS THEY GET THE GET THEIR ACT TOGETHER, THE FATE OF THE WORLD COULD BE DECIDED

FRENCH FINALLY GET RID OF THE PESKY TURKS IN ROME. BUT THE TRADEOFF WITH VENICE ISN'T VERY ENCOURAGING

RUSSIANS CONTINUE TO ROLL IN THE NORTH . . . WILL ANYONE STOP THEM BEFORE IT'S TOO LATE . . . STAY TUNED AND FIND OUT

Summer 1909

FRANCE(Lucas):

R f hol-BEL.

Fall 1909

FRANCE(Lucas):

f bel-PIC, f LVP h, a BUR S GERMAN a ruh-bel (nso), a apu-ROM, f TUN-ion,

f TYH S a apu-rom, a TUS S GERMAN a ven, a PIE S GERMAN a ven.

f NAO-nwg.

GERMANY(Albrecht):

NMR, STANDBY CALLED, a ven h (d ann), a ruh h (d r:bel,otb).

ITALY(Gardner):

f NAP S FRENCH a apu-rom.

RUSSIA(Brown, CAN):

f HEL S a hol, a kie-RUH, a MUN S a kie-ruh, f nwg-EDI, a HOL S a kie-ruh,

f NTH C a den-lon, a den-LON, f wal-ENG, a SIL S a mun, a TYO-pie.

f NWY-nwg, a war-GAL, a gal-BOH, f AEG S TURKISH f ion.

TURKEY(Brown, USA):

a ser-TRI, f EAS S f ion, f GRE S f ion, f ION S ITALIAN f nap, a tri-VEN,

f ADR S a tri-ven, a rom-tus (d ann).

Supply Center Chart

FRANCE:

8 or 9 cntrs - bre,par,mar,spa,por,lvp,rom,

(has 9, rem 1 (GER. r:bel) or even (GER. r:otb))

tun.bel?

GERMANY: 0 or 1 cntr - bel?

(has 0 or 1, even)

(has 1, even)

ITALY: RUSSIA: 1 cntr - nap

16 cntrs - stp,mos,sev,war,rum,swe,bud,vie, (has 14, bld 2) ber, den, nwy, kie, mun, lon, hol, edi

TURKEY:

8 cntrs - ank,con,smy,bul,gre,tri,ser,

(has 6, bld 2)

ven

(total = 34 cntrs)

THE DUE DATE FOR WINTER 1909 AND SPRING 1910 IS AUGUST 14TH

Addresses of the Participants

FRANCE:

Jerry Lucas, 3902 Lakemead Way, Redwood City, CA 94062

GERMANY: Jeff Albrecht, P.O. Box 295, Doland, SD 57436-0295

GERMANY: Standby is Steve Heinowski, 12034 Pyle South Amherst, Oberlin, OH 44074

ITALY:

Paul Gardner, Rt. 1, Box 2338, Newfane, VT 05345

RUSSIA:

Ron Brown, 70 F Chesterton Drive, Nepean, Ontario, CANADA K2E 5S9

TURKEY:

Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304

GM:

Jim Burgess, 100 Holden Street, Providence, RI 02908, (401) 351-0287

Game Notes:

1) Germany has the only Autumn retreat. Winter builds and Spring orders may be made conditional on that retreat or the identity of the German player. Note the effect of the retreat on the Supply Center Chart. The changes are pretty complicated this time,

- so don't be afraid to ask for a separation. Two requests will be SUFFICIENT to separate seasons, but I will grant separation on a single request if you demand it.
- 2) Steve Heinowski is called as a standby for Germany.

(RUSSIA-GERMANY): It distresses me to see how shoddily France has protected your holdings. You can relax in the knowledge that the Russians will defend them properly--on your behalf, of course!

(ITALY-FRANCE): Hope that worked!

(RUSSIA-TURKEY): Any bets on which one of us France lets through his lines first?

(ITALY-TURKEY): Your neighbor's kinda big, isn't he?

Ways was lukewaring