

The Zine Register #11

PARLVIS

T R A V E L

cheesecake

The Kansas Register

DISEASE CITY

REBEL

Editor and Publisher (& all around good guy):

Kenneth Pool
8708 First Ave., #T-2
Silver Spring, MD 20910
(301) 495-2799

This is the Winter 1988 edition of *The Zine Register*, which costs 75¢ for a single issue, or \$3/year to ensure that you don't miss even one exciting quarterly issue! The ZR is also available on an all-for-all trade basis to amateur gaming publishers everywhere, and is free to all who purchase *Masters of Deceit*, *Supernova*, or *Diplomacy World Sampler*. Such a deal!

Submission deadline for Issue #12:

March 31, 1988

A quick word to our sponsors...

Well, from here it looks like 1988 will be quite a year for postal dipdomhood...a year of happenings and new possibilities. In the works is the first ever international Diplomacy convention in England: Diplomacy Worldcon or World Dipcon — take your pick. I have also heard from Rex Martin (editor of Avalon Hill's *The General*) that he plans to put out soon an issue focusing primarily on Diplomacy. In fact, he plans to write the centerpiece article himself describing his experiences in a postal Dip game he recently completed. It may already be too late for that issue (knowing the long lead lines necessary for professional publications), but Rex could always use good original articles on Diplomacy and on other Avalon Hill games we run in amateur postal gaming 'zines. And let's not forget about postal Dip articles in other magazines as well — Larry Peery, I know, is working on a couple for magazines that beat the bushes to fin *him*. Articles in the professional press are probably the best possible promotion for our peculiar institution. And best of all, it's free (and may even pay a little something)!

There was quite a debate a few years ago in the British hobby on whether it was a postal *Diplomacy* hobby or a postal *gaming* hobby. This debate was sparked by the fact that Railway Rivals and United Soccer League gamestarts had come to rival Diplomacy gamestarts. Looking over the games that are running in North American 'zines and the game openings available, I hope that the same debate may soon occur over here. The growth of variant and non-Diplomacy offerings is startling. Taking a quick look at the game openings in this ZR, I note that there are 28 openings for regular Diplomacy, 32 openings for Dip variants, and 37 openings for other multiplayer games.

Now, I am sure that the regular Diplomacy openings will fill at a higher velocity keeping Dip the king of postal games actually running. But the variety of offerings shows a much greater experimentation by GMs and players alike. A few years ago, *Bushwacker* was almost alone in offering a broad selection of variant openings, and Gunboat Dip was about the only variant you ran into anywhere outside of two or three 'zines. And other games? You just didn't find them. Now, we see interesting variants such as Downfall of the Lord of the Rings being offered in a number of 'zines, and a veritable bloom of offerings of Fred Hyatt's monster variant Colonia IV. We also now have our own United leagues in North America, Railway Rivals is starting to pop up here and there (plus other railroad games such as Empire Builder, British Rails, and 1830), and, well, just take a look at what's out there...



Finally, let's be frank. I'd like to trade the ZR with all amateur postal pubbers in North America. But in preparing this issue, I looked deeply into my own soul and realized that I would send it (the 'zine, not the soul) to everyone listed in this publication in any case. Therefore, I would appreciate it if you would at least fill out and return the enclosed postage-paid information sheet, as well as send me a current issue of your 'zine. But really, let's trade okay? It will sure help me not only keep this publication current, but it will also keep the North American Zine Bank well stocked.

— Ken

How an entry works:

The Zine's Name: the publisher's name
His/her/its address

Info: Price/issue(s), format (open page or digest), the method of printing (xerox, mimeo, ditto, laserprinted, fingerpained, etc.), average length of issue, # of the most recent issue I have personally seen (with the month published), circulation, and the month and year the 'zine started.

Runs: games currently running.

Openings: games which are open for joining (with one-time gamefee in parenthesis).

This will be followed by a short paragraph describing the 'zine. Most are written by the 'zine's publisher. Others I wrote either because I had no description available from the pubber or because the old description was getting stale and moldy. This is more than just a dry 'zine listing, fans; it's a quarterly publication where accuracy is second only to panache. So while I like pubbers to fill in all that tekkie stuff on the info sheet, what I am really after are those 100 descriptive words (make them ~~runchy~~ punchy, and I promise not to count, eh, buckeroo?). There's a secret to deciphering who is to blame for the descriptions, but I leave that for you to figure out <insert maniacal laughter here>... KP

Now, the pause that refreshes...



"What do I think? I think you don't have to worry about being plagiarized."

On with the show!

Abattoir: David McCrumb

Route 1, Box 109, New Castle, VA 24127

Info: 50¢/issue, digest, xerox, 4 pages, 7 weeks, #8 (November), circ. 10, est. Dec. 1986.

Runs: Diplomacy.

Openings: none

Abattoir runs international Diplomacy games. Only Diplomacy is planned for the next year, but some variants will eventually appear. A discussion of the relative merits of the North American and European systems for PBM Diplomacy began with issue #8. This is very interesting, as the discussion is world-wide. Any subscriber is welcome to participate. DMc

The Abyssinian Prince: Jim-Bob Burgess

100 Holden St., Providence, RI 02909-5731

Info: 25¢/issue (free to players in *The Boob Report*), open page, xerox, 12 pages, bi-monthly (quarterly at editor's whim), #9 (October), circ. 60, est. Dec. 1986.

This largely lettercol szine is named for the curious wandering prince of Samuel Johnson's classic 18th century inquiry into the nature of life. *[Well, La Ti Dah!]* As a result, the szine has a tendency to get intellectually stuffy, tempered *[heavily]* by the author's insatiable curiosity. *TAP's* discussions are often only tangentially connected to Dip or games in general, although the continuing insidious threat presented by Sludge Olsen is a perennial favorite. A primary focus of *TAP* is on the infinite spectrum of music. We discuss everything from Bach to The The, Dietrich Fischer-Dieskau to local rock bands *[and maybe even a few the rest of us have heard of]*, with emphasis on hidden gems, sounds discussed *[read: appreciated]* nowhere else. JBB [& KP]

Alpha and Omega: Fred Hyatt

60 Grandview Pl., Montclair, NJ 07043

Info: 5¢ per page + postage, open page, xerox, 6-7 pages, irregular, #11 (August).

Alpha and Omega is the publication of record of the Miller Number Custodian. The MNC lists Diplomacy variant gamestarts and finishes in *A&O* as well as providing statistics and news about the service itself. KP

The Appalachian General:

David K. McCrumb

Route 1, Box 109, New Castle, VA 24127

Info: 75¢/issue or \$10/15 issues, digest, xerox, 16 pages, monthly, #47 (December), circ. 40, est. Aug. 1983.**Runs:** Diplomacy (2), Gunboat (2), Round Robin Gunboat Tournament [which means the same 7 players playing a different position in 7 games] (2), Final Conflict, Civilization, Woolworth II-D.**Openings:** Colonia VI (\$10), Gunboat Round Robin Tournament (\$10)—guest GM also needed.

Okay, I'll admit it. I'm tired of reading David's understated description of TAG. He calls it a warehouse 'zine, but I'll be a striped polecat if I'll sit still for that. TAG runs the most interesting collection of games this side of *Pontevedia*. And does he mention that his wife writes mystery and sf novels that parody us all? Hell, even though TAG is undoubtedly a project of the McCrumb's joint dissertation at Virginia Tech on abnormal psychology, I still wouldn't miss a single issue. Oh yeah, David specializes in Dip. variants (as if you hadn't already guessed), not surprising for the *Diplomacy World* variants editor. Maps are provided with all games currently running. KP

Appalling Greed: Mark Larzelere

7607 Fontainebleau #2352, New Carrollton, MD 20784

Info: not taking new subbers, open page, ditto, 1 page, 2 weeks, #199 (November), circ. 11.**Runs:** Intimate Diplomacy (1).**Openings:** none.

Bye, bye. ML

The Armchair Diplomat: Ken Hill

6199 Rockland Dr., Dublin, OH 43107

Info: CompuServe online costs (electronic mail publication), 4-6 pages, weekly, #196 (November), circ. 50+.**Runs:** Diplomacy (6).**Openings:** Diplomacy.

TAD is the home of the Play-by-Electronic-Mail (PBEM) Diplomacy hobby on the CompuServe Information Service Network. Games are played via electronic mail and public message service on the CompuServe network. Game turns are usually every two weeks and the average game lasts about six months. Correspondence between players is transmitted instantly (no more waiting on the mailman) and is absolutely confidential. Orders are transmitted directly to the GM and are posted in TAD within 72 hours of the adjudication. Many players feel, as I do, that PBEM is the ideal way to play Dip. Inquiries to the editor are welcome! KH

At Your Service: Daniel Scott Palter

254 Lafayette Blvd., Long Beach, NY 11561

Info: Free, QuazaiZine of indeterminate format, 1-10 pages, very roughly monthlyish, Vol. III, No. 1, circ. 5.**Runs:** Paranoia (1).**Openings:** Paranoia.

AYS is also, some would claim mainly, a subzine to *Cathy's Ramblings*. The game run is a highly modified Paranoia adventure. The QuazaiZine's most frequent feature is adventure game industry news. Also fairly heavy on politics, international affairs, economics and SF. Very pretentious, and far too expensive. DSP

Barbed Wire Canoe: Carl Anderson

323 Locust, Winnetka, IL 60093-3610

Info: 55¢/issue (for sample send a 22¢ stamp), digest, xerox, 16 pages, quarterly, #2 (September), circ. 10 (but growing!), est. July 1987.**Runs:** Hey, we're working on it...**Openings:** Twixt, Civilization, Stellar Conquest, Globbo.

BWC is predominantly a publication of art, poetry, editorial, discussion, comedy, viewpoint, cynicism, spleens, etc. Deep thought and effort is put in every issue, with hopes that readers (if any) will contribute something (although it isn't mandatory). BWC also supports such projects as Alterior Facial Mandala and Little Free Press. Since this is only the second issue, we are expanding rapidly and new readers of (nearly) any sort or stability are welcome! QA

Big Hits of Mid-America: Scott Hanson

3508 4th Ave. S., Minneapolis, MN 55408

Info: 35-55¢/issue, reduced open page, xerox, 6 pages, 4 weeks, Vol. 3, #87:10 (December), circ. 80, est. Aug. 1981.**Runs:** Diplomacy (4), United Hockey.**Openings:** None.

Scott's not so sure what the Hell he's doing. He's still trying to decide what kind of 'zine he wants to print—c'mon, Scott, you've only been publishing six years! Get your shit together, man! For now he's got Dip games interspersed with hurriedly-typed, badly-written columns on topics he comes up with on the spur of the moment. SH

Boast: Herb Barents

17187 Wildmere, Detroit, MI 48221

Info: \$12/17 issues, open page, xerox, 6 pages, 3 weeks, #265 (December), est. Sept. 1971.

Runs: Diplomacy (5).

Openings: Diplomacy (\$12, includes sub).

Boast is a small but exceptionally reliable 'zine. Many would call *Boast* a warehouse 'zine, but I am loath to use the term on such a long-standing, reliable 'zine, which also contains regular news and reviews of new game releases. Still, this is one of the best playing 'zines around. KP

The Boob Report: Jim-Bob Burgess

100 Holden St., Providence, RI 02908-5731

Info: 25¢/issue (free to players and writers for *The Abyssinian Prince*—heck, no one really pays...), open page, xerox, 5 pages, twice every 5 weeks, circ. 60.

Runs: Diplomacy (2), Spy Diplomacy.

Openings: Spy Diplomacy (\$5), Bourse.

No one is quite sure just how, whether, or if *The Boob Report*, Jim-Bob's gaming szine, relates to *The Abyssinian Prince*, his discussion/lettercol szine. All players and standbys in *TBR* get *TAP* "free" (which normally costs 25¢/issue, though Jim-Bob never pays attention to sub balances), but *TBR* itself contains no information on costs. Like *TAP*, *TBR* seems to have annoyance of Sludge Olsen as one of its main purposes for existing, so at least something makes sense. Plenty here for press fiends, novices, lovers of variants, and other misc. sorts (heavy on the latter). KP

Bushwacker: Fred C. Davis

3210K Wheaton Way, Ellicott City, MD 21043

Info: \$6/12 issues for non-players, \$9 flat fee for players, \$5 flat fee for standbys, open page, xerox/mimeo, 10 pages, monthly, #192 (December), circ. 78, est. March 1972.

Runs: Vacation Dip III, Turnabout, Balkan Wars III, Character Dip.

Openings: Dip variant standbys.

Published by the North American Variant Bank custodian (which catalogues hundreds of Diplomacy variant designs), *Bushwacker* is devoted exclusively to variant Dip. games. *Bush* is in its 15th year of continuous publication. Rules and maps for new variants are sometimes printed and readers get to vote on which ones they want to play. *Bush* also prints items on hobby news, astronomy, politics, science fiction, and extraterritorials and national space programs (or lack thereof), plus whatever. Players receive \$1 discount for all subsequent games, and members of the Mensa Diplomacy SIG receive \$1 off game/subscription fees. FCD

The Buzzard's Breath: Mark Matuschak

44 Garden St., Boston, MA 02114

Info: \$8.50/ 10 issues (50¢/sample), open page, xerox, 24 pages, 5 weeks (irregular), #88 (August), est. Jan. 1977.

Runs: War & Peace (9), En Garde, Source of the Nile.

Openings: Third Reich, War & Peace, En Garde, Source of the Nile.

The Buzzard's Breath is Third Reich. All those other game offerings are, well, interesting, but *TBB* postal 3R personified. And now (drum roll please), *TBB* is out of world of mimeo and into the brave new world of the computer age! So be there or be you-know-what. KP

The Canadian Diplomat: Bob Acheson

P.O. Box 4622, Station SE, Edmonton, Alberta, CANADA, T6E 2A0

Info: \$1 (Can. or U.S.)/issue, open page, xerox, 34 pages, 6 weeks, #21 (December), circ. 50, est. Dec. 1984.

Runs: Diplomacy (10), Gunboat (8), Anarchy (4), Stonehenge Dip, Colonia VI.

Openings: Diplomacy, Gunboat, Anarchy, Stonehenge Dip, Cline 9, Youngstown, Colonia VI.

TCD is not for the player who expects a fast-moving 'zine. But with an impressive variety of games, volumes of commentary on a wide and eclectic range of issues, hobby news, and occasional articles, *TCD* is the chattiest of all self-proclaimed "warehouse" 'zines. For the laid back player who likes a wide variety of games, moderate chat, and a lettercol entitled "Letters From My Adoring Public." KP

Carolina Command Commentary:

David Hood

604 Tinkerbell Rd., Chapel Hill, NC 27514

Info: ain't got none, actually.

I hear that David Hood, the force behind DixieCon and the Diplomacy club at the University of North Carolina at Chapel Hill, started up this new 'zine a couple of months ago. I haven't seen a copy of it yet, and hope to have more info next month. But knowing of David's playing skill, I expect the *Carolina Command Commentary* to be a 'zine for the serious player. KP

Cathy's Ramblings: Cathy Ozog
P.O. Box 5225, Munds Park, AZ 86017
Info: \$7/10 issues (\$1.20/issue to Europe), open page reduced, xerox, 14 pages, 6 weeks, #32 (November), est. Oct. 1983.
Runs: Sopwith (2), Diplomacy (3), International Dip (2), Gunboat (2).
Openings: Sopwith, standbys.

CR is a fun 'zine from the pleasant and outgoing Cathy Ozog. It's very much a "personal 'zine," from the American pubber who discovered the British hobby first while on vacation in England. There, while attending a sf/role playing con, she bought a booklet from this cute little chap who was talking up some silly postal game. Well, the booklet was *20 Years On*, then the British equivalent of the *Zine Register* put out by Simon Billinness, and the chap was Billie himself! Well, I guess the rest is, as they say, history. Eventually, Cathy discovered our own home-grown hobby, hunted down a home-grown elf from Chicago, and then burst on the scene as one of the best known international pubbers in North America. And as a special treat, Eric Ozog (the afore mentioned elf and former fab pubber of *Diplomacy by Moonlight*) also puts in his two silver pieces worth now and then. KP

Cheesecake: Andy Lischett
2402 Ridgeland Ave., Berwyn, IL 60402
Info: Free to players/standbys (generally unavailable otherwise), open page, xerox, 6 pages, 5 weeks, #89 (October), circ. about 40, est. March 1979.
Runs: Diplomacy (7), Battleship (1).
Openings: Diplomacy.

Can't be too bad. Brad Wilson likes it. AL

The Communist Diner: David Berk
P.O. Box 754, Wilmette, IL 60091
Info: \$1/issue, digest, xerox, 16 pages, monthly (or decadelly, whichever comes first or last), #4 (October), circ. 32, est. July 1986.
Runs: Diplomacy.
Openings: none.

TCD is very loosely (if at all) related to the PBM Diplomacy scene. In fact it's only purpose is to entertain, enlighten, and astound everyone. TCD contains art, poetry, political discussion, humor, gaming stuff (very rare) and just an outlook that no other piece of written work can give the human mind. Look for our offering in the PDO auction: all *Communist Diner* issues birth to present (2¢ minimum). So if ya don't like, you can just go eat lizard s****. DB

Comrades in Arms: Tom Swider
262-D Garfield Ave., Collingswood, NJ 08108
Info: Free to players, traders, and contributors, open page, xerox, 10 pages, 4-5 weeks, #9 (December), circ. 29, est. Aug. 1986.
Runs: Final Conflict.
Openings: Dune, Vacation Diplomacy, Treachery, Railway Rivals.

CIA used to deal mainly with Paranoia—Orwellian role-playing centering around a fun loving computer and the short term affects of napalm on the player character. But, as prophesied in the last ZR, CIA has now slipped into a mainstream non-mainstream variant 'zine. Got that? All Paranoia games have been placed on ice, and now the sky's the limit. "Standard Deviation" is a recent addition to the pages (edited by Paul Kenny—same address), which just runs "variance." If you are interested in *Paranoia* or *Diplomacy* variants, CIA is the xyn to get. CIA: the xyn where happiness is mandatory. TS & KP

Costaguana:
Conrad "Uncle Connie" von Metzke
4374 Donald Ave., San Diego, CA 92117-3813
Info: Cost of printing & mailing, about \$1.25 (send sub checks to Doug Brown, P.O. Box 584, Pennngrove, CA 94951), digest, photocopy (not "Xerox"™ ®), 40-48 pages, 4-5 weeks, Vol. XI, No. 13 (November), circ. 111, est. April 1965.
Runs: Diplomacy (5), Gunboat (2), WWIIIb, Rather Silly Dip, Railway Rivals (8).
Openings: Railway Rivals (\$2).

Nothing is forever, but some things *seem* to last that long, however much we may wish them to go away, like Reagan and Don Rickles. *Costa* is a lot like that; it just rambles on and on until you beg it to stop. But somebody must like the thing, because it keeps winning awards and people keep sending money [what is this, a comment on the continued decline of the American nation?]. And so I keep on here at this stupid typewriter, frittering my life away just to put another ray of golden sunshine into Melinda Holley's heart, occasionally breaking off to smile at my bank balance... [and, no doubt also breaking Daf's heart by failing to mention Magus this ZR—you bad boy!] CFvM [&KP]

Cross Rifles: Joseph A. Santella
 Old Route 6, RD #8, Brewster, NY 10509
 Info: \$8/year, open page, xerox, 4 pages, monthly, #2 (December), est. Nov. 1987.
 Runs: Diplomacy (2).
 Openings: Diplomacy

CR has begun publishing on a regular basis. It is a 'zine that, for the moment, concentrates exclusively on Diplomacy games and related issues. However, as the 'zine develops, I hope to use the suggestions of my subscribers and any creative ideas to branch out into other areas. JAS

Diplomacy Digest: Mark Berch
 11713 Stonington Pl., Silver Spring, MD 20902
 Info: \$5/10 issues, £2/5 to Europe, digest, offset, 12-16 pages, 8 per year, #111 (December), circ. 76, est. July 1977.

With no games, DD is the 'zine for the reader. Articles, mostly reprints, appear on all aspects of the game and hobby. Most are grouped as theme issues: Italy, ethics, hobby history, press, cross game considerations, personalities, publishing, variants, GMing in Great Britain, draw-vs-strong-second, NMR/dropout, stabbing, large-scale alliances, and many more. All back issues are kept in stock so subbers may zero in on what interests them. Also included is my personal commentary on hobby affairs. MB

Diplomacy World: Larry Peery
 P.O. Box 8416, San Diego, CA 92102-0416
 Info: \$15 U.S./year in North America (Overseas \$20 surface mail, \$40 airmail), \$4 for a single issue, digest, xerox, 60 pages, quarterly, #48 (Fall), est. in 1974 by Walt Buchanan.
 Runs: Demonstration postal Diplomacy games: veteran, novice, international, variant.
 Openings: none.

DW, the phoenix of the Diplomacy hobby, proved (with metaphors heavily mixed) that life can indeed begin all over again at 40. That's when Larry Peery, with a lot of help from the rest of the hobby, rescued this venerable hobby flagship publication from a fate worse than solvency. DW now continues its voyage as the hobby's flagship publication. #48 features an End Game theme, along with hobby news, cartoons, variants, and more. #47 is a special variant issue, that also contains a group of articles written by novices on their initial experiences in the hobby, plus, as always, lots more. DW has long been the hobby's main journal of record, covering every aspect of the game and hobby. No hobby member should be without it. LP & KP

Diplomacy World News: Larry Peery
 Box 8416, San Diego, CA 92102-0416
 Info: Two 22¢ stamps or an International Reply Coupon (IRC), legal size, open page, xerox, 4 pages, quarterly, #1 (January), circ. 100.

DWN brings the latest hobby news to all the hobby's publishers and editors. Basically, DWN offers the entire hobby a news service though we will need contributions from other publishers and editors to make this publication a success. LP

Diplomag: Fred C. Davis
 3210K Wheaton Way, Ellicott City, MD 21043
 Info: \$3/6 issues, open page, xerox/mimeo, 6 pages, bi-monthly, #78 (November-December), circ. 53, est. July 1976.

This is a service and genzine for the Mensa Postal Diplomacy SIG. We set up postal games for Mensa members. Information on various hobby services and publications is provided for the high proportion of novices among its readers. It also includes a running account of the progress of several all-Mensa games. Anyone may subscribe, but only Mensans may vote on SIG business. FCD

The Diplomatic Rag: Kate Robinson
 26513, 233rd S.E., Maple Valley, WA 98038
 Info: \$50/issue, open page, xerox, 2 pages, monthly, #39 (October), circ. 15, est. Sept. 1985.
 Runs: Mensa Diplomacy [a truly bizarre variant!], Asian Diplomacy.
 Openings: none.

This is a very small and very regular newsletter devoted solely to the games published; press, moves, game announcements and the occasional cartoon. We have recently picked up a new Dip game for the Mensa Diplomacy SIG. The Asian Dip variant closely parallels the standard European game. Game fee is \$10 with extra postage money assessed for really long games. KR [& KP]

Dippy: Jim Benes
 417 S. Stough St., Hinsdale, IL 60521
 Info: \$1/3 issues, open page, mimeo, 2 pages, 3 weeks, Vol. 15, No. 17 (December), est. July 1972.
 Runs: Diplomacy (4).
 Openings: none currently (\$5).

It's different. It's the supplement to a weekly, instead of having supplements. JB
 [see The Sunday Western Star-Post-Free Press]

Disease City: James K. Goode
 APSU - Box 4607, Clarksville, TN 37044-4607
 Info: \$7/year, open page, xerox, 8-10 pages, monthly, #28
 (December), circ. 28, est. Oct. 1985.
 Runs: United Soccer League.
 Openings: Diplomacy (\$10), United (standbys).

An infectious publication, *DC* is generally prompt and orderly. It is a mutant of Bill Becker's *K-Zine* (may it rest in peace—looks like those designer viruses worked), but with a pathogenic theme and an Americanized league schedule. JKG

The Dragon's Lair: Stephen Wilcox
 5300 West Gulf Bank, #103, Houston, TX
 77088
 Info: 75¢/issue (send to publisher: Hugh Christie, 43 E.
 Houston Ave., Montgomery, PA 17752), open page, xerox,
 10-13 pages, quarterly, #11 (Spring), circ. 25.

TDL houses the DragonsTooth Rating System; the Gold Crown Rating System (a system for standbys only), and the Enamel Toad Rating System combining the two: a total of over 700 listings. Also in each issue appears a chart showing the number of wins, draws, survivals and eliminations by country showing their relative strengths; a list of the top five players for each country; and the Player Reliability Rating. Additional items appear from time to time related to ratings. A useful tool in sizing up your opponents. SW

Dystopia: Tom Engelhardt
 254 Lang, Ft. Sam Houston, TX 78234-1128
 Info: Cost of publication (may change to 50¢/issue), open
 page, xerox, 8 pages, monthly?, #4 (September).
 Runs: Diplomacy.
 Openings: Diplomacy.

Dystopia is a new 'zine that, last I knew had one game running with another open. Tom is trying to work up the ideal map reporting system, and is looking for comments and suggestions. Anyone still have any of those great old *Winsome Losesome* 'zines still? That was the absolute best map reporting system I have ever seen. KP

Empire: John Boardman
 234 East 19th St., Brooklyn, NY 11226
 Info: \$10/12 issues, open page, mimeo, 16 pages, monthly,
 #231 (September '86), circ. 35.
 Runs: Empires of the Middle Ages (2), A Mighty Fortress,
 Pax Britannica (3).
 Openings: standbys.

Empire has continuously published since 1974. It has run games of Chariot, Legion, Viking, Yeoman, Frigate, Dreadnought, Russian Civil War, Conquistador, and Origins of WWII and will again if interest should justify it. JB

Everything: Steve Heinowski
 c/o Nan Emerich, 51500 Portman Rd., RD 2,
 Amherst, OH 44001
 Info: 50¢-\$1/issue, digest, xerox, 16-18 pages, quarterly,
 #73 (Autumn).

Everything You Always Wanted to Know About Diplomacy, but were Afraid to Ask is the official publication of the Boardman Number Custodian, as well as the 'zine with the longest and least known name (in its fullness). But hey, Uncle Connie founded it lo, these many years ago, so what do you expect? The BNC, among other things, lists regular Diplomacy gamestarts and finishes and records them in *Everything*. KP

Excelsior (XL): Bruce McIntyre
 6191 Winch St., Burnaby, B.C., CANADA, V5B
 2L4
 Info: 2¢/page U.S., 3¢/page Can., plus postage. Overseas
 pay in Canadian \$, though I can convert, digest, xerox,
 26.44 pages, 6 weeks (irregular), #18 (July), circ. 70, est.
 Feb. 1985.
 Runs: Diplomacy (3), International Dip (2), Superbourse,
 Clue.
 Openings: Dip (\$3), International Dip (\$3 in NA, elsewhere
 free), Seismic Dip (\$3).

Excelsior is back. Back from where, you ask? Back from the dead, I respond happily, back from uncertainty. You see, after a long layoff, I have a full time job again. Better than that, I got my old job back...with interest! So, having avoided death, *XL* is back with a new look, smashing new maps, and a serialized report on what happened in the six months *XL* hibernated. Yes, there are game openings. Yes, we're about to reestablish the letter column. And yes, McBruce is a season ticket holder to the local soccer team, which makes for 12 pages/issue minimum of news about the world's most popular sport. BMC

Excitement City Unlimited:

Simon Billenness
630 Victory Blvd., Apt. 6F, Staten Island, NY
10301

Info: 50¢/issue (N. & S. America) 75¢/issue (rest of world airmail), digest, xerox, 16-20 pages, 5 weeks, #5 (December), circ. 50, est. July 1987.

Runs: Cline 9, International Cline 9, International Railway Rivals.

Openings: International Diplomacy, Downfall of the Lord of the Rings, International Railway Rivals, Stab (no fees).

ECU is the new international 'zine of the late 80's (and hopefully 90's too...). The 'zine runs to strict five week deadlines for better gaming. Apart from the reports, there is a letter column and occasional babbling on such subjects as internationalism, variants, Dr. Who, Star Trek, and American politics. SB

Feuilletonist's Forum: Greg Ellis

700 Rio Grande, Austin, TX 78701-2720

Info: \$5/10 issues, digest, xerox, 12-16 pages, monthly, #39 (October), circ. 60, est. Sept. 1984.

Runs: Diplomacy (5), Gunboat.

Openings: none.

FF discusses politics, both real world and hobby. It contains prognostications on election outcomes, discussion of current events, and debates on public policy. Besides Diplomatic offerings, the games of Jake Halverstadt—the Great American Gonzo Game Designer—are also featured. In the past we have run Presidential Politics, which is available from Jake for \$10 at 1106 Castlerock Road, Fort Collins, CO 80521. The game simulates an entire political campaign from primaries to the general election. On a seasonal basis, we run Gonzo Football and Baseball, also invented by Jake. (Waiting on that Gonzo Hockey, Jake!) Samples are 50¢ but a joke about lawyers or law school will get you one free. GE & KP

Flick of the Wrist: Don Williams

1325 East Citrus Ave., #2-C, Redlands, CA
92374

Info: 45¢/issue, digest, xerox, 20 pages, 10/year, #38 (November).

Runs: Diplomacy (3).

Openings: standbys.

F'otR began as a free flyer to run out an orphan game. After a few years, Don finally caught on that the third and fourth generation players were playing with his affections with their reams of press in a game that refused to end. So, to get back at them, he turned the thing into a real 'zine and started writing back at them. Well, the game finally died, but somehow the 'zine survived. Now *F'otR* concentrates on off-the-wall humor, especially the sort relating to fowl of the waddling persuasion (well, at least *Don* considers it humor). But on the dark side, *F'otR* attempts to perpetrate the insidious myth of the awesome game-playing prowess of Bob "Iron Fist" Olsen. Should you laugh or cry? Read it and find out. KP

Fol Si Fie: Randolph Smyth

#426-555 St. Mary Ave., Winnipeg, Manitoba,
CANADA R3C 3X4

Info: \$3/4 issues, open page, computer, 8 pages, 6 weeks, #178 (February), circ. 30, est. July 1974.

Runs: Diplomacy (3).

Openings: standbys.

Fol Si Fie has gone through several incarnations in printing methods, materials of interest, and game availability, but seems to have settled down now. I am aiming to fold with issue 200, so I am not taking any further Dip games. Most of the space is devoted to strategy and tactics articles. RS

Frobozz: Jeff Richmond

27 Glenbridge Ct., Ann Arbor, MI 48104

Info: \$3.50/10 issues, open page, xerox/laser, 4-6 pages, 4 weeks, #49 (December), circ. 40, est. April 1984.

Runs: Diplomacy (5), Puzzle Challenge.

Openings: none (normal game fee \$4).

Frobozz is devoted to the game themselves, though puzzles are featured regularly. Emphasis is placed on accurate GMing and timely publishing: *Frobozz* is always mailed within two days after the deadline for orders. JR

The Gamer's Zine: Earl Whiskeyman
27 Mark Street, Milford, CT 06460

Info: \$10/12 issues, open page, mimeo, 24-26 pages, monthly, #114 (December), circ. 70, est. July 1981.

Runs: En Garde (2), Diplomacy (2), Gunboat (3), Collegiate Crew, Conquistador, Source of the Nile, Oregon Trail, Puzzle Palace.

Openings: Diplomacy (\$6), Gunboat (\$6), Puzzle Palace.

TGZ attempts to live up to its name by continually searching for PBM multiplayer games to satisfy the diverse interests of its subscribers. The most recent addition is Collegiate Crew. This is a rowing game in which each player acts as coach of his 8-man crew. The game pits various colleges against each other and its is refereed by the game's designer, Jeff Cornett. Diplomacy is now computer adjudicated and error free. En Garde...with an English accent shifts the action from Paris to London. Game reviews, trivia, occasional letters and editorials round out the contents. EW

Graustark: John Boardman
234 East 19th Street, Brooklyn, NY 11226-5302
Info: \$10/12 issues, open page, mimeo, 12 pages, 4 weeks, #544 (December), est. May 1963.

Runs: Diplomacy (17).

Openings: Diplomacy (\$25-includes sub for life of game).

Graustark is the oldest bulletin for the postal play of Diplomacy in the world, not to mention the Great Big United States of America. John founded the postal Diplomacy hobby in 1963 with, of course, Boardman Number '63A. For many years, *Graustark* was the center of the postal Dip universe. It was the one indispensable 'zine for hobby news, and the *Grau* of that time is still legendary for its press and writing. Nowadays, John concentrates on putting out the best playing 'zine around, where Men are Men and Draws (still) Include All Survivors. John continues, however, to write biting satire on the hobby and the world of politics. The gamefee includes a subscription to *Grau* for as long as the game lasts. KP

Hagalil Hamaarvi: Ran Ben-Israel
571 Sunnidale Rd., R.R.#2, Barrie, Ont.,
CANADA, L4M 4S4

Info: 10 issues/\$7Can. or \$6U.S. (single issues 75¢), digest, xerox, 8-16 pages, 5 weeks, #6 (November), circ. 24, est. May 1987.

Runs: Diplomacy, Gunboat, Gunboat Colonia VI.

Openings: Diplomacy (\$3), Downfall of the Lord of the Rings (\$3), Colonia IV (\$5), Gunboat Colonia VI (\$5), Diplomacy (\$5), Gunboat (\$5). [*The \$3 games are in HH, the \$5 games in BS*]

If you are looking for a 'zine with a different slant, then *Hagalil Hamaarvi* is for you. The 'zine has a Judaic/Israeli theme which features Yiddish Proverbs, articles and chat. Press is encouraged in the games, and the subzine *BackStretch*, Produced by Douglas Wm. Acheson "aka Williams" lives up to its abbreviated title *BS*. RB-I

...and speaking of *BS*, if you're lookin' fer a 'zine wit' a different slant, then *Hagalil Hamaarvi*, *BackStretch* is fer you. the 'zine hasn't any theme, except for the front section run by Ran Ben-Israel. Armchair, fireside chats, black press (in some games) and general meanderings of the mind fill it full to the outside rail. The fields of discussion in the club house press gallery are wide open. Anything that my brother, Robert "*The Canadian Diplomat*" Acheson, puts out can be bet-~~ter~~ slandered. DWA

Hai! Jakai!: Mark Keller
2 Seaside Court, Sacramento, CA 95831-3775
Info: 35¢/issue, digest, xerox, 4 pages, 6 weeks, #34 (November '86), est. Jan. 1983.

Runs: Diplomacy (3).

Openings: Final Conflict, standbys.

I am uncertain of *Hai! Jakai!*'s publishing status, neither having seen his 'zine for quite some time (not surprising, since I haven't subbed in quite some time), nor having heard any word from Mark of late. I would appreciate any help in determining the status of this 'zine. KP

Hansard: Robert Sacks
4861 Broadway 5-V, New York, NY 10034
Info: 12 issues for \$6, digest, xerox, 4-6 pages, monthly, #40 (October), circ. 22, est. July 1984.
Runs: Pax Britannica, Empires of the Middle Ages.
Openings: Blood Royale (\$20), Britannia, Origins of World War II (\$6), Parlement, Pax Britannica, Slobbovia Britannia.

Hansard is a monthly magazine for postal diplomatic games. RS

The Home Office: Fred Hyatt
60 Grandview Pl., Montclair, NJ 07043

Info: \$9/12 issues, open page, xerox, 12 pages, monthly, #20 (December), circ. 57, est. March 1986.

Runs: Colonia (5), Diplomacy (6), Youngstown, Gunboat, Gunboat Colonia IV.

Openings: Youngstown IV, Woolworth IID, Colonia VI, Gunboat.

The Home Office is a player's 'zine, focusing on Diplomacy variants, with little or no chat. Many issues (which are dedicated to the proposition that "Old Age and Treachery Will Defeat Youth and Knowledge Every Time"), however, contain a Mini Bio written by Fred on former military greats and not-so-greats. Fred is the Miller Number Custodian. KP

House of Lords: Dick Martin
17601 Lisa Dr., Rockville, MD 20855

Info: \$1/issue, open page, xerox/laser, 20-35 pages, 4-8 weeks, #13 (August), circ. 40, est. Sept. 1986 (restart).

House of Lords is a 'zine for, by and about publishing and pubbers, GMs and GMing. It runs no games, and is available to just about anybody...even including Canadians. Organized as one humongous letter column, it's composed primarily of the thoughts of its publisher, with a vast array of letters on topics relevant to publishing and dipzines. This is a forum for those with experiences to share the wealth. DM

Intervention: Michael Hopcroft
2190 W. Burnside, #108, Portland, OR 97210

Info: \$5/6 issues, open page, xerox, 8-10 pages, bimonthly, #8 (September), circ. 25, est. March 1986.

Runs: Doctor Who RPG.

Openings: Doctor Who RPG.

Intervention is a newsletter, sourcebook, and 'zine devoted exclusively to the Doctor Who RPG. It runs articles of interest to both gamers and fans, and regularly features character stats from the long-running BBC series. The games are run individually for each player by the editor. Now taking adventure submissions! Inquire about upcoming specials, such as Intervention Adventure Annual and The Companion's Guide to Survival. MH

It's a Trap!: Steve Knight
1807 Ford Parkway #105, St. Paul, MN 55116

Info: 50¢/issue + postage in North America (flat \$1/issue airmail elsewhere), digest, xerox, 20-30 pages, monthly (has been irregular), #18 (November), circ. 102.

Runs: United (3).

Openings: United.

It's a Trap! is a pleasant and chatty 'zine which has been heavily influenced by the British Hobby. After a long hiatus (during which Steve rehoused his Diplomacy games), *IT!* has returned as a pure United Soccer League 'zine with a difference. That difference is Steve's erudite writing and editorial style. It infects his articles, editorials, lettercol and, well, just about everything. KP

Kaissa: W. Elmer J. Hinton, Jr.
20 Almont St., Nashua, NH 03060

Info: \$6/4 issues or \$10/8 issues, digest, xerox/offset, 4-20 pages, irregular, #113 (January '86) [*#113 was the last regular issue published—I have received a recent Kaissa players flyer #136*].

Runs: Diplomacy, Cline 9.

Openings: none known.

The future of *Kaissa* is uncertain. After nearly a year's absence, in November Elmer notified his subbers and traders that he would be resuming regular publication. In the interim, Elmer has continued to run his games by flyer. KP

The Kangaroo Kicker: Bruce Geryk
5528 S. Everett, Apt. 3-D, Chicago, IL 60637

Info: 50¢/issue, digest, xerox/laser, 8-12 pages, monthly, #3 (October), est. Aug. 1987.

Runs: United.

Openings: United.

Even in the latter stages of Bruce's burnout with the erstwhile *Blunt Instruments* (Bruce's now folded Diplomacy and general gaming 'zine), his interest stayed high in *The Kangaroo Kicker*, his small United Soccer League 'zine. As with anything Bruce does, *TKK* is well written, produced, and laid out. This one's a keeper. KP

Kathy's Korner/Whitesonia:

Kathy and John Caruso

29-10 164th Street, Flushing, NY 11358

Info: \$1/issue, digest, xerox, 22-32 pages, monthly, #129 (November), est. Jan. 1979.

Runs: Diplomacy (6).

Openings: Monstrosity (\$1 per turn).

KK/W: is it 'zine, or is it an amorphous mass of gossipy silliness nailed down by a couple of subzines? *KK* is the main portion of the 'zine and is not recommended for those without a self-abusive sense of humor. *KK* is a stream-of-consciousness lettercol punctuated by, abuse contests, GMing discussions, sports talk (esp. the Mets), and any useful or non-useful trash submitted by readers, and other misc. insanity. John's part of the 'zine, *W*, (once the main 'zine) has now been virtually consumed by *KK* (they have a close relationship, you know, like a host body and cancer). But for you lucky lovers of monstrosity WWII boardgames, *W* now has an opening in Monstrosity itself! Also gracing the pages of *KK/W* is *Shadowplay*, The Subzine by Bob Olsen That Woody Tried to Kill. Confused? It's all a part of this gang's insidious plot! Trust me. KP

Life of Monty: Don Del Grande

142 Eliseo Dr., Greenbrae, CA 94904-1339

Info: 60¢/issue, digest, xerox, 20 pages, 5 weeks, #78 (December), circ. 40, est. June 1980.

Runs: Presidential Politics, Diplomacy (2), Kingmaker (2), 1930.

Openings: standbys needed (esp. Kingmaker & Dip.).

I am sorry to announce that, owing to a misunderstanding over digital watches with 37 neat functions, none of which have anything to do with telling time, and the fact that some alien culture is speeding here to destroy us because we thought of it first, you have limited time to enjoy DIP WARZ/DIPRISONER and find out the latest INTERNATIONAL DIPLOMACY TOURNAMENT RATINGS in each issue of *LOM*. (Late News—the alien fleet miscalculated the location of Saturn and the resulting detour trapped it in the gravitational pull of the sun. Celebrate with an issue of *LOM* today!) DDG

Lord of Hosts: Robert Sacks

4861 Broadway 5-V, New York, NY 10034

Info: Cost + postage, open page, xerox, 8 pages, #2 (May), circ. 50.

Lord of Hosts is devoted to diplomatic wargaming. In these pages will be found recategorized Miller Numbers and designators, and Origins and other numbers and designators as the need for them may require, Known Game Openings, game starts and results, occasional articles and editorials, and other related material. RS

Lord of the Boards: Ian Mitchell

347 Benjamin Rd., Victoria, B.C., CANADA, V8Z 4W1

Info: \$2/5 issues, open page, xerox, 2-3 pages, 6 weeks, #1 (November), circ. 10, est. Nov. 1987.

Runs: Diplomacy

Openings: Diplomacy (regular, gunboat or Anarchy, depending on interest), Battletech.

Yes, finally, after many delays (including a listing in the *ZR* prior to its actual appearance), the first issue of long awaited *LOB* is out. There has been a slight change in staff even before it got started. Ian (Kralt) bowed out, stage left, and Ian (Mitchell), modest (well, not *too* modest) understudy took over sole editorship. However, I cannot do everything, so my slightly-gullible brother has agreed to gamesmaster. Heck, maybe someday I'll even give him some sort of billing. IM

Magus: Steve and Daf Langley

2296 Eden Roc Lane #1, Sacramento, CA 95825

Info: \$1/issue, digest, xerox, 36 pages, monthly, #77 (December), circ. 53, est. Aug. 1982.

Runs: Diplomacy (6), Bourse, Snowball Fighting.

Openings: none.

Magus [Uncle Connie's apparently former favorite 'zine—*Ken*] features articles, light fiction, humor, a continuous round table discussion, hobby news and four subzines [*Fiat Bellum* by the Sludge-hater, *Atrocity Exhibition* by the Pol-lard-phobiant, *The Melniborne Herald* by the Dot-snatcher and *Hare of the Dog* by the great Toad-mother]. Occasional puzzles and cartoons are used as filler. Subbers are encouraged to participate. SL, [&KP]

The Messenger: Geoffrey Richard
1501 Harvey Rd., #558, College Station, TX
77840-3764

Info: 50¢/issue, open page, computer printed, 14 pages, 6-8 weeks, #26 (November).

Runs: Diplomacy (4), Source of the Nile, Conquest of the Empire.

Openings: Diplomacy.

This 'zine started out as a "monthly" results letter to keep friends in touch who were headed to different parts of the country for college etc., and it expanded from there. It's more of a games results 'zine than anything else. GR

Microphage: Ernest S. Hakey III
63 Medford St., Medford, MA 02155

Info: 25¢/issue, decwriter printout, xerox, monthly, #17 (November '86), circ. 15-20, est. Nov. 1984.

Runs: Diplomacy (2), Stellar Conquest, Civilization, Kingmaker, Conquistador (2).

Openings: none until something ends.

Microphage is slow and cheap, but features relatively accurate GMing. I do not trade, and prefer that a subber actually be at least signed up for a future game. I do not wish to be a "forum for _____", except for the playing of games, though I do like press and comments on games in progress. Future games will most likely be Diplomacy or some variant as well as conquistador, Kingmaker and Stellar Conquest require too much bookkeeping, but I might run another game of Civilization later. EH

Hey, I know *Microphage* is still going strong, but know little else. I met Ernie a couple of months ago, and hope some day to be able to talk him into trading, allowing me to sub, or at least sending in the *postage paid* ZR entry form. How's that, eh, Ernie? Take *that* and *that*. KP

No Name Flyer: John Barnes
444 Lora Ave., Youngstown, OH 44504-1547

Info: Free (and available only) to players in 87AZ, open page, xerox, 4 pages, six weeks, #6 (November), circ. 10, est. June 1987.

Runs: Diplomacy.

Openings: none.

I am not big enough to be a "warehouse" zine; I'm more of a "stockroom" for 87AZ only. I have no intention of expanding at this time. Contents are limited to game results, press, and brief personal comments. JB

Yea, yea, JB...and in a couple of years you'll be "von Metzke'ing" us all. Hey, I can just feel it in my bones. KP

North Shore Game Club Newsletter:

Alan R. Moon

11 Broadway, Apt. 1, Beverly, MA 01915

Info: Corresponding Membership (newsletter sub) #6/year, Regular (local) Membership \$25/year, open page, computer printed (Apple Imagewriter), 3-4 pages, monthly, Vol. 2 No. 12 (December), circ. 50+.

Runs: Nuclear Destruction.

Openings: none.

The North Shore Game Club Newsletter is more than just a local game club announcement sheet. The NSGCN reviews multiplayer game releases and provides breaking news on the industry often before it appears anywhere else. That Alan Moon—he must be a man with sources. This group is a must for those on the north side of Boston, and an interesting read for those into multiplayer gaming in general. KP

Not New York: Paul Gardner

NNY Corp. Headquarters, RR #1, Box 2338,
Newfane, VT 05345

Info: \$6/10 issues, open page, reduced 2 col., xerox, 6 pages, 3 weeks, #26 (December), circ. 62, est. Dec. 1984.

Runs: Diplomacy (3), Empire Builder, Railway Rivals.

Openings: Nuclear Destruction (\$2), R. R. (\$2), Dip (\$5).

Okay, crew, time from hyperdrive—the jump to 3-week deadlines! Fast, fast, we're talking movement here, folks, so get those cards and letters and make reservations for that voyage to that great beyond: 3-wk. Dip! And for you easily-bored types, we have Speed Rails—yes, 10-day deadlines (don't cut that postal budget now!!!) and Nuclear Destruction on 2-weekers. No more time for irrelevant chit-chat, boys and girls—games only...games—games—games—gaaa... PG

Not Up to Modern Graphic Standards:

Michael Hopcroft

2190 W. Burnside, #108, Portland, OR 97210

Info: \$6/10 issues, digest, xerox, 12-16 pages, #5 (October), circ. 30, est. March 1987.

Runs: Diplomacy, Gunboat, Superdippers.

Openings: Diplomacy, Superdippers (no fees).

What can I say? Well, I could say that *NUTMGS* is already getting a reputation as the 'zine most likely to cause readers to throw things out the window. Between the letter column, the reams of chat, the role-playing games, the game reviews, and the obligatory Dip games, there's enough to keep any editor occupied. Soon *NUTMGS* may have to change its name, however, as its ever-resourceful editor adds DPub to his repertoire. But no lasers. [Whew! I was afraid someone would let him near one of those things!] MH [& KP]

Ohio Acres: Robert W. Greier, Jr.
35171 Gromley Rd., Salem, OH 44460
Info: \$7.50/10 issues, digest, xerox, 12 pages, 4 weeks, #11 (December), circ. 32, est. Jan. 1987.
Runs: Diplomacy (5).
Openings: none.

The Eiffel Tower, Mona Lisa, *Ohio Acres*, Scab Football. These all required one important ingredient: a lunatic at the helm. In *Ohio Acres*, you get two lunatics for the price of one! You get the (yawn) works of myself, and the explosive power of the hobby's #3 subzine by Derwood Bowen (*Out to Pasture*). So come one, people, get the 'zine that answers that world-shaking question: "Where exactly does belly-button lint come from?" RWG

Ouinipique: Claude Gautron
620 rue St-Jean-Baptiste, Winnipeg, Manitoba,
CANADA, R2H 2Y1
Info: 50¢/issue, open page, xerox, 4 pages, 8 weeks, #20 (August), circ. 25, January 1983.
Runs: Diplomatie classique (2).
Openings: Diplomatie classique (\$3).

Ouinipique est un des deux seuls zines francophones de Diplomatie en Amérique du Nord. Une liste d'attente demeure toujours ouverte pour les joueurs, qu'ils soient Nord-Américains ou Européens, qui veulent participer à une partie de Diplomatie classique en français. Si vous aimez jouer dans une partie out le Maître-de-Jeu (MJ) fait très peu d'erreurs d'arbitrage (ahem), *Ouinipique* est pour vous! Les joueurs de remplacement (standbys) sont toujours les bienvenus! Essayez quelque chose d'exotique (et de rare): abonnez-vous à un zine canadien-français qui est publié au Manitoba! CG

Over There: Hugh Christie
43 East Houston Ave., Montgomery, PA 17752
Info: \$7.50/10 issues, open page, xerox, 28 pages, monthly, #9 (September), circ. 75, October 1986.
Runs: Diplomacy (6), Gunboat, seven-player/seven-game Gunboat round robin tournament.
Openings: Diplomacy (\$5).

The purpose of *OT* is to provide a format for the play of Diplomacy and its variants, an open forum for the discussion of educationally-related issues, and personal expression on the game and the hobby. The latest issue contains plenty of hobby news, some discussion of Dipcon and religion in public schools, plus lots of game reports. HC

Penguin Dip: Stephen Dorneman
95 Federal St., #2, Lynn, MA 01905
Info: \$6/10 issues, open page, xerox, 14-18 pages, 5 weeks, #10 (January), circ. 49, est. Feb. 1987.
Runs: Diplomacy (4).
Openings: none.

Penguin Dip is a science fiction and fantasy fanzine, an artzine, a general gaming and role playing fanzine as well as a Dipzine running only regular Dip games [and a partridge in a pear tree]. *PD* features book and game reviews, lots of articles and artwork by subscribers, and a borderline-psychotic fixation on aquatic antarctic avians. Generated on an Apple Macintosh (*right on, bro!*) computer, *PD* may soon be joining the ranks of laser-printed 'zines. Price is likely to be going up this year, so subscribing now is definitely cool. SD [& KP]

Perelandra: Pete and Cathy Gaughan
3121 East Park Row, #165, Arlington, TX 76010
Info: \$12/year (\$15 for Canada, \$18 overseas), open page, xerox, 16 pages, monthly, #56 (December), circ. 52, est. June 1982.
Runs: Literary Quiz, Diplomacy (5), Gunboat, Deviant Dip, Titan, Snowball Fighting.
Openings: Literary Quiz (free), Gunboat Snowball Fighting (\$3), Scrabble, Downfall of the Lord of the Rings (\$5).

Perelandra, the hobby's source for unique gaming. Okay, so other editors are now offering Snowball fighting—we imported it two years ago! *Nobody* else runs Deviant Diplomacy [where are you when we need you, Mark Lew?], and we're looking for even more unusual games! But we're also devoted to literature: classics humor, poetry, short stories, and especially fantasy and sf. We publish and discuss all the best writers, from Muir and Twain to Haldeman and Lem. PJG

Politesse:
Budd Haemer (editor) & Ken Peel (publisher)
8708 First Ave., #T-2, Silver Spring, MD 20910
Info: 57¢/issue, open page, laser/xerox, 22 pages, monthly, #54 (November), circ. 92, est. Nov. 1982.
Runs: Blind Diplomacy.
Openings: Godsfire.

Politesse: the Journal of the Washington Area Retinue of (Tacitly) Highly Organized Gamemasters. If you are interested in local gaming in the Baltimore-Washington area, be there, or we'll sick the Great Babirusa on you. KP

Praxis: Alan Stewart
702-25 St. Mary Street, Toronto, Ontario,
CANADA, M4Y 1R2

Info: \$8.50 Can. or \$6.50 U.S./10 issues, open page, xerox, 20-38 pages, 5 weeks, #18 (December), circ. 67.

Runs: Diplomacy (2), Advanced Diplomacy.

Openings: Diplomacy, standbys.

I'm not ashamed to admit that I prefer 'zines which generally adhere to my kind of left-wing politics. In fact, I out and out look down on 'zines whose editors espouse conservative views. *Praxis* is an exception to this. *Praxis* is a run of the mill 'zine when it comes to contents. It contains game reports, plenty of press, houserules debates, articles and letters. What lifts *Praxis* above the competent is Alan Stewart's writing. The man is articulate, intelligent and highly amusing. Sprinkled throughout each issue are veritable gems of wit. The letter column is a riot. I pride myself on being well read politically and up to date on current affairs, but Alan's breadth defeats me. I bet when the miserable bastard skipped tutorials, he was in the library reading up for an essay. SB (reprinted from *Excitement City Unlimited*)

The Prince: Jim Meinel

P.O. Box 240003, Anchorage, AK 99524-0003

Info: \$5/10 issues, open page, xerox, 6 pages, monthly, #59 (December), circ. 13, September 1982.

Runs: Diplomacy (1).

Openings: Diplomacy.

The Prince is a small, personal 'zine with a loyal following. Also now back is Kevin Tighe's enormously popular subzine *Humboldt*. Content consists of Dip games, editor chit-chat and information about Alaska. Standbys receive the 'zine free for as long as they play a standby position. SASE for a sample. Draws include all survivors. JM

Protozoan: Scott Cameron

4 Meadow Lane, Hicksville, NY 11801

Info: Postage, open page, xerox, 3 pages, 3 weeks, #21 (November '84), circ. 15, August 1984.

Runs: Conquistador (3), Kingmaker (2), Pax Britannica, Civilization, Source of the Nile.

Openings: Source of the Nile, Maybe also Kingmaker, Pax Britannica, En Garde, Monopoly, or any SPI negotiation game.

Subscribers to *Proto* receives a page or two of articles, satire, rules discussions etc., plus the reports of any games he's playing. Only by sending out game reports to players, can I keep my page count and costs down. *Protozoan* is guaranteed not to give you leprosy (or your money back). SC

Random Thought: Jeff Zarse

Hinman Box 284, Hanover, NH 03755

Info: \$6/10 issues, xerox, 12 pages, 4 weeks, #10 (October), est. Jan. 1987.

Runs: Diplomacy, Gunboat, Novelty Shop (or whatever).

Openings: ???

With the folding of Geryk's erstwhile *Blunt Instruments*, *Random Thought* is now the premier publication of the self-proclaimed Bad Boys of Dip: Bruce "It's All Your Fault I Didn't Like What I was Doing" Geryk, Jeff "Slamorama" Zarse and Steven "Reality Check" Clark. What, never heard of the Chicago mobsters of postal Dip? Where you been? Lost in haystack somewhere—or, gasp, *just playing games*? Enjoying this review so far? Then this is a 'zine for you! Heck, I figure that if I rag on Zarse long enough, maybe "Commander Z" will actually start sending me his 'zine regular-like and acknowledge my supreme hobby position. KP

Rebel: Melinda Ann Holley

P.O. Box 2793, Huntington, WV 25727

Info: 50¢/issue, digest, xerox, 28-36 pages, 5 weeks, #35 (December), circ. 80, est. Nov. 1984.

Runs: Diplomacy (13), Gunboat (5).

Openings: Diplomacy (\$5), Gunboat (\$5).

Rebel has continual openings in both regular and Gunboat Dip. Maps are included and press is black. Games are run on 5-week deadlines and so far have been on schedule. *Rebel* also hosts *High Inertia*, the subzine by Steve and Linda Courtemanche. MH

HI is the equivalent of a dorm rap session, where everyone is invited to lounge around in their pj's, munch popcorn and shoot the breeze. *HI* features a discussion forum, letter column, contests, cartoons, hobby news, and chatter from the only husband-and-wife pubbing team in King of Prussia. LC

Redwood Curtain: Kevin Tighe

2351 Westwood Ct., #F-8, Arcata, CA 95521

Info: 30¢/issue, open page, xerox, 3-4 pages, 3 weeks, #36 (March '86), circ. 30.

Runs: Diplomacy (3).

Openings: none.

Though games are the central focus, *RC* is slowly developing into a performance art 'zign. Subbers have received faded cartoons, junk mail, and containers for a required drug test. The 'zign has been colorized and fingerpainted, and the single sided xerox makes excellent scratch paper. Currently, we are working on multi-subber tape recordings for the PDO auction. And the recently hired Oliver North is using surplus sub fees to bring Sesler back to pubbing. *RC*, Dipdom's cutting edge. KT

Retaliation: Dick Martin
17601 Lisa Dr., Rockville, MD 20855
Info: \$2/3 issues, open page, laser/xerox, 36 pages, 5 weeks, #118 (October), circ. 99, est. June 1979.
Runs: Diplomacy (13), Gunboat.
Openings: Diplomacy, Gunboat, Round Robin Gunboat Tournament (same 7 players in 7 different games), Magic Realm.

There's no meat, only bone, and you can't get blood from a stone... DM

Scipionibus: Eric Roberge
216 Lazard, Ville Mont-Royal, Quebec,
CANADA, H3R 1N9
Info: 90¢-\$167 Can./issue, digest, xerox, 10-28 pages, 2 weeks, #37 (March '86), circ. 60.
Runs: Diplomacy (7), Super Diplomacy (3), Apocalypse Super Dip, Dip Fantomas, Quebec Dip, Blitz Dip.
Openings: International Diplomacy.

C'mon, Eric, let's get with the program. You send me an info sheet and 'zine, and you're in like Flint. Send me just the 'zine, and the odds are good, depending on the state of my fading college French. You send me nothin', and you get this stuff. (And to think: last week I worked to keep open the U.S. Consulate in Quebec City.) Eric puts out a French-speaking 'zine concentrating on players in the Montreal area. International games are also available. KP

Send Me a Postcard:
George and Lauri Graessle
800 West Ave., #420, Miami Beach, FL 33139
Info: \$3.50/10 issues, open page, xerox, 12 pages, 4 weeks, #8 (February '86), circ. 35.
Runs: Diplomacy (4).
Openings: standbys.

Anyone know if George is still in business? KP

Shrodinger's Cat: Mike Dominskyj
P.O. Box 702, Ignace, Ontario, CANADA,
P0T 1T0
Info: printing + postage (send \$10 to start account), open page, xerox, 8 pages, 6 weeks, #2 (December).
Runs: Econopolicy Diplomacy.
Openings: Hague Night Court Diplomacy.

This is a new 'zine which is devoted to experimental variants and other deviant pastimes. It specializes in variants with novel rules on a six-week publishing schedule. *Shrodinger's Cat*—the 'zine that flies in the face of entropy. MD

Starwood: Melinda Ann Holley
P.O. Box 2793, Huntington, WV 25727
Info: 25¢/issue (unless playing), open page, xerox, 2-5 pages, 3 weeks, #1 (October), est. Oct. 1987.
Runs: Round Robin Gunboat Dip tournament (same 7 players playing in 7 different games).
Openings: Round Robin Gunboat (\$15).

What can you say about these 7-player, 7-game round robin tourney's? Seems everyone is getting into them (or just Melinda and Dick Martin, whichever comes first). Bizarre, but they seem to work. KP

The Sunday Western Star-Post Free Press/
Dippy: Jim Benes
417 S. Stough St., Hinsdale, IL 60521
Info: \$1/3 issues, open page, mimeo, 8 pages, 3 weeks, Vol.17, Vol. 17 No. 51 (December), est. July 1972.
Runs: Diplomacy (3).
Openings: Diplomacy (\$5).

SWSPFP shares a staple with *Dippy*, a 'zine well known for its reliability and longevity. I realize that I have already listed *Dippy* separately, but what the hay...SWSPFP, a collection of amusing news snippets, photo captions and miscellaneous humor, is without doubt a unique 'zine. There are now two problems: (1) is it one 'zine or two? (Wait, make that three problems...) (2) are they really two 'zines are two in one? (3) Why has the *Western Star Free Press* now become the *Sunday Western Star Post Free Press*, requiring me to move this thing from the "W's" to the "S's"? KP

Tacky: Lu Henry
3601 Penbrook Ln., Apt. 18, Flint, MI 48507
Info: \$1/issue (free to players), digest, xerox, 20 pages, irregular, #39 (February '87).
Runs: Diplomacy (3), Stonehenge Dip, Machiavelli, Wooden Ships + Iron Men.
Openings: Diplomacy, Machiavelli, RAF, Flattop, Wooden Ships, Destroyer Captain.

Despite its name, *Tacky* is a neatly produced multigames 'zine. Beyond Diplomacy, the 'zine is specially devoted to naval simulations. SB
I wish I could add more, since this entry (and the info) is getting dated, but I have never seen the 'zine. Lu Henry has a good reputation as a GM, and maybe I can persuade him to trade or at least update his entry. KP

Ter-ran: Steve Heinowski
51500 Portman Rd., RD #2, Amherst, OH
44001

Info: Free to players, open page, ditto, 10 pages, 4 weeks,
#137 (November), circ. 50, est. April 1976.

Runs: Diplomacy (8), Wooden Ships + Iron Men.

Openings: Diplomacy (\$5, includes sub for life of game).

It's cheap, on time, and when read in the bathroom it can perform a dual purpose. SH

This Bud's For You: Matt Fleming
514 E. Washington, #1, Madison, WI 53703

Info: Free, open page, xerox, 5-6 pages, monthly, #9 (August '86), circ. 25, est. April 1985.

Runs: Diplomacy.

Openings: Diplomacy.

I have no idea if *TBFY* is still running. Any information would be appreciated. KP

Touché: Ramon Lazaro
1120 Cordova St., Coral Gables, FL 33134

Info: \$15 annual fee, open page, xerox, 18-21 pages, 8 weeks, #71 (December), circ. 25, est. Jan. 1979.

Runs: Wooden Ships + Iron Men (2), Conquistador, Civilization, Submarine (2), Afrika Corps, Magic Realm, Source of the Nile, 1776 (2), Rail Baron, Campaign Trail, B-17, Napoleon's Last Battles.

Openings: Machiavelli, Dune, Stock Market, Campaign Trail (no fees).

Touché runs about 50% of its games on a separate 5-week schedule. Most involve fog-of-war aspects. A few others are run by guest GMs on 4-5 week schedules with updated move reports published in the main issue. *Touché* has had closed membership in recent years, but anyone interested in your current offerings may join now and enter other games when openings occur. *Touché's* forte is its multi-player WS+IM and Submarine games. This is a player's 'zine, and members must play in at least one of its games. Interested parties should write (include SASE) for more information or send \$2 for a sample issue. RL

Trax: Bruce Linsey
73 Ashuelot St., Apt. 3, Dalton, MA 01226

Info: \$4/10 issues, open page, xerox, 6-10 pages, 2 weeks, #51 (December), circ. 20, est. Nov. 1985.

Runs: Empire Builder.

Openings: none.

Trax is the home of the first postal game of Empire Builder. The 'zine contains occasional articles or letter limited strictly to Empire Builder and British Rails, but the focus is definitely on the one game I'm running—some issues contain nothing more. If you're not playing, there's not really much of interest. BL

Vertigo: Brad Wilson
P.O. Box 126, Wayne, PA 19087

Info: \$2.20/10 issues (to \$2.50 with next postal increase), open page, xerox, 8-13 pages, 5-6 weeks, #85 (December), circ. 32, est. Aug. 1982.

Runs: Diplomacy (5).

Openings: Diplomacy, Gunboat Dip (no fees).

Possibly the hobby's ugliest-looking 'zine, *Vertigo* is a journal of casual Diplomacy, free-wheeling discussion and—every so often—political diatribes from the editor. We have Dip's resident alcohol expert, Ted "Swizzle" Stick, on board (certainly *not* on the wagon). Collection of cheapies— BW

The Volcano City News: Rory Noble
436 S. 10th Street, St. Helens, OR 97051

Info: \$3.50/10 issues (single copy 50¢), open page, xerox, 6-10 pages, 5 weeks, #10 (October), circ. 20, est. Dec. 1986.

Runs: Diplomacy, Gunboat.

Openings: Diplomacy (\$6), Gunboat (\$6).

VCN has gone through a few changes in the short time it has been around. The 'zine is now published every five weeks, it now includes maps with the games, and I'm still trying to get some articles included from the readers (with all the press they write, you would think they have something to say!) The possibility of a PBM Kingmaker game still looms in the future, while Circus Maximus has been set aside for now. The winner of any game in *VCN* still receives a free game start, if any of the games ever end. I'll be running a trivia game again of some sort, with possible prizes being a one year sub to *VCN*, a free game start, or a dream date with George "The Animal" Steel. [How about a poke in the eye with a blunt stick?] *VCN*, the 'zine that cured cancer in lab rats—by killing them with sick humor! RN [&KP]

The Vortex: Dan Gorham

806 So. Euclid St., Fullerton, CA 92632

Info: \$10/year, open page reduced, laser/xerox, 6 pages, 11 issues/year, Vol. 1, No. 10 (November) circ. 24, est. Jan. 1987.

Runs: Diplomacy (2).

Openings: Diplomacy (\$5), Gunboat (\$5).

The Vortex will be completely kept on record by computer, using a Tandy 1200 hard disk, and software entitled "Computer Diplomacy" published by Microcomputer Games, a division of Avalon Hill. All rules will be according to this software, and, accordingly, there should be no game master errors (assuming there's no "garbage in"), and a completely even handed reporting of the games. A complete print out of each game will be given at the conclusion of each game. Diplomacy only will be carried! DG

Who Cares?: Russ Rusnak

1551 High Ridge Pkwy., Westchester, IL 60153

Info: Open page, xerox, 6 pages, monthly, #38 (July '86).

Runs: Diplomacy (2), Cosmic Diplomacy.

Openings: Diplomacy, Cosmic Dip, WW III.

The primary goal of *Who Cares?* is to have results in the mail within 36 hours of the deadline. This has been accomplished in 37 of the first 38 issues. Games are run on a double deadline with all spring and fall moves due on the 20th of the month. All summer and winter adjustments are due on the first of the following month. This keeps games at a rate of 6 game years per calendar year. Gamefees are \$10, which includes a free sub as long as you remain active in the game. Once you are eliminated from your game, you are eliminated from the mailing list. RR

Yes, Virginia, There is a Santa Claus:

Rod Walker

1273 Crest Dr., Encinitas, CA 92024

Info: 25¢/issue, open page, xerox, 8 pages, irregular, circ. 20-60.

Runs: orphan Diplomacy games.

Openings: standbys.

YVSC is the publication of the U.S. Orphans Service (Rod Walker Janitor-In-Chief), and temporarily houses orphaned games in transition to a new home. KP

Hobby Services:

Below are listed what I consider to be the three services most central to our anarchic amateur postal gaming community. Exactly what is and what isn't a hobby service has often been a matter of spirited discussion. Many postal gamers may find that they can get by easily without these three central services, but might find other "lesser" projects or services to be highly useful. Well, for what it is worth, here goes:

Boardman Number Custodian

Steve Heinowski

12034 Pyle, Oberlin, OH 44074

The job of the BNC is to assign Boardman Numbers to new Diplomacy games and list Diplomacy gamestarts and finishes. This keeps a history of all regular postal Dip games, and provides raw material for ratings keepers and others. To find out more about this service, you should get a copy of *Everything*, the BNC service 'zine (see listing in regular 'zine section).

Miller Number Custodian

Fred Hyatt

60 Grandview Pl., Montclair, NJ 07043

The job of the MNC is to list Diplomacy variant gamestarts and finishes. It is similar to the job of the BNC (see prior listing), but of somewhat less utility because of the general lack of variants ratings services or statisticians. If you want to find out more about this service, send away for a copy of *Alpha and Omega*, the MNC service 'zine.

U.S. Orphans Service

Rod Walker

1273 Crest Dr., Encinitas, CA 92024

Sometimes a 'zine in which you're playing will stop publishing without warning or suffer from excessive delays. If this happens, you can contact the USOS and arrange for your games to continue under another GM. For further information, see the entry for *Yes, Virginia, There is a Santa Claus*.



Other useful services, projects, publications, and what-have-you:

Masters of Deceit

Steve Arnawoodian

602 Hemlock Circle, Lansdale, PA 19446

This currently costs \$1 (prices may increase to \$2 soon) and contains a wide variety of articles intended to introduce newcomers to the postal Diplomacy hobby. There are articles by Tom Hurst on preventing stabs, Bob Olsen on variants and playing your first game, and Kathy Byrne on women in Diplomacy. An invaluable publication for anyone who wants to find out more about the hobby.

Supernova

Bruce Linsey

73 Ashuelot St., Apt. 3, Dalton, MA 01226

This also costs \$1 and contains many articles which novices would find both interesting and informative. Articles include a history of the hobby by Rod Walker, François Cuerrier on stabs and Mark Berch on tactics. This is another invaluable publication for anyone new to the hobby.

A Word to the Wise

W. Elmer Hinton, Jr.

20 Almont St., Nashua, NH 03060

This is a novice handbook and is best described by Lu Henry: "New (and old) Dip players would be well advised to invest \$3 for...a well done 21 page article...explaining many of the nuts and bolts matters relating to postal Dip that have nothing to do with strategy and tactics but which you have to know to play the game well."

Black & Blue Book

Larry Peery

Box 8416, San Diego, CA 92102

This is the hobby's own telephone book with a difference. Instead of just name listings, you can also find people by looking in its separate Area Cone and Zip Cone listings. The 1986-87 edition includes well over 1,000 names, as well as publications and service/organizations devoted to the hobby in North America. If it's fundamental to the hobby, it's in the *BBB*. It also costs \$6.

Diplomacy World Anthologies

Larry Peery

Box 8416, San Diego, CA 92102

Vols. I, II, III, & IV. These 200 page coffee table size volumes contain reprints from *Diplomacy World*, and are printed on book weight paper with comb binding. Volume I costs \$10 and features some 60 articles from the first 39 issues of *DW* as chosen by previous editors/publishers. Vol. II costs \$5 and features the writings of Mark Berch. Vol. III contains all the Diplomacy variants published in *DW*. Vol. IV reprints all *DW* demonstration games with commentary.

Diplomacy World Reprint Series

Larry Peery

Box 8416, San Diego, CA 92102

This is for the serious collector. The *DWRS* offers a complete reprinting of the first 44 issues of *DW*: all 1,700 pages reproduced from the originals at a cost of \$90 (USA), +\$45 overseas airmail. The price includes a copy of the *Index and Menu of Diplomacy World*, an index of *DW* by author, subject, and issue.

Stabbing Gourmet Cookbook

Larry Peery

Box 8416, San Diego, CA 92102

This is the unofficial hobby cookbook, and costs \$2. It contains a variety of real (and some not so real) recipes donated by hobby members. It also includes a variety of Dippy related and beverage lore, including a variant Diplomacy game.

Lexicon of Diplomacy

Mark Berch

11713 Stonington Pl., Silver Spring, MD 20902

This is a glossary of the hobby and its history, including tactical ploys, variants, organizations, openings, GMing and publishing jargon, strategic concepts, scoring and rating systems, various tricks, special projects, a wide variety of flotsam and jetsam, plus a few ringers. Alphabetized with over 450 entries plus and accompanying text. 35 pages for \$1.25. *Son of Lexicon* is an update with 150 new entries, corrections of old entries and a short subject index to *Diplomacy Digest* #1-57. Twelve pages for 50¢.

DipCon XV - Tales of the Dipimasters

Mark Berch

11713 Stonington Pl., Silver Spring, MD 20902

A unique publication, this gives a complete account of DipCon 1982—the biggest of all time. Included are the final standings, results of a player survey, the complete moves for the Top Board game, a description of the planning, statistics for countries at many other tournaments, and much much more. Twenty-three pages for \$1.

The North American Zine Bank

Ken Peel

8708 First Ave., #T-2, Silver Spring, MD 20910

Would you like to check out a large selection of 'zines listed in the *Zine Register*? If you do, then all you have to do is send me \$2.40 (to cover first class postage) and, in return, you will receive as many 'zines as I can cram into a large (and I mean *big!*) manila envelope. This is for newcomers or those interested in expanding their participation in the hobby. Let me know which 'zines you already receive, or if there are any 'zines in which you are particularly interested.

Pontevedria

Ken Peel

8708 First Ave., #T-2, Silver Spring, MD 20910

Pontevedria is a listing of amateur postal game openings for Diplomacy, Dip variants, and other offerings in North American 'zines. It was founded some years back by Rod Walker, was transferred to Simon Billenness, then to Scott Hansen, then to Ken. It is associated with the ZR for some reason or other, and if I figure out why, I'll let you know. *Pont* is available from Ken at no cost—just don't ask him why he always opens A Mos-St.Pete. as Russia.

Known Game Openings

Robert Sacks

4861 Broadway 5-V, New York, NY 10034

KGO is another list of game openings. It is an independent hobby service founded by Robert and published continuously since 1974. It is available for an SASE.

Once Upon a Deadline

Bruce Linsey

73 Ashuelot St., Apt. 3, Dalton, MA 01226

For \$3 you can receive *Once Upon a Deadline*, a 204 page novice editor's package. It contains articles on virtually every aspect of GMing games and publishing a 'zine. It is particularly useful for those who are considering starting their own 'zine.

The Cream Shall Rise

Bruce Linsey

73 Ashuelot St., Apt. 3, Dalton, MA 01226

The Cream Shall Rise [#3 July '87, 88 pp.] is the official publication of the Runestone Poll custodian. Each year, hundreds of Diplomacy players rate their 'zines, subzines and GMs. The poll results are summarized here, along with letters and articles about the hobby, and statistical analysis. See how the rest of the hobby views its own publications and GMs. Top 'zines in 1987 were *Costaguana*, *Blunt Instruments* [now folded], and *Praxis*. Can you guess the winner in '88?! Cost: \$1 if you voted in the last poll; \$2 otherwise.

Special Traxmasters Edition

Bruce Linsey

73 Ashuelot St., Apt. 3, Dalton, MA 01226

This 30-page special edition of *Trax* is designed to help people get started running Empire Builder and/ or British Rails games. The centerpiece is a long, detailed essay on how Bruce goes about running a game in his 'zine, which pioneered the PBM play of EB/BR, and which developed the postal rules for the game(s). Also included is a typical adjudication for a game turn, houserules, a letter column and more. Costs \$1.

North American Variant Bank

Fred Davis

3210K Wheaton Way, Ellicott City, MD 21043

The NAVB has maps and rules on hand for about 700 Diplomacy variants. Most are available for sale @10¢ per page. The Bank produces a Catalogue which lists games according to their various categories. The categories are explained in the introductory material. The 1986 Catalogue sells for \$3.00. There are variants for almost every time period and every part of the world, as well as games played on the regular board with all sorts of rule changes.

Ombudsman Service System

John Caruso

29-10 164th Street, Flushing, NY 11358

John Caruso holds a list of names of people who have volunteered to act as mediators or ombudsmen for disputes between GM/player as well as between hobbyists. If you have a problem you'd like to have resolved, contact John Caruso for help.

International Subscription Exchange

Simon Billenness

630 Victory Blvd., #6-F, Staten Island, NY 10301

Even though the major growth area of the hobby is in Europe, the transatlantic contact is still relatively small. This is a shame since there are always openings for international Diplomacy games. If you would like to subscribe to any of the 'zines listed from abroad, using the ISE is the easiest way to go. Here is how the service works. Let us suppose you want to subscribe to *Mission from God*. All you have to do is send Simon Billenness a check for (about) \$10. Make sure you tell him which 'zine the money is for and whether you would like to receive the 'zine by airmail for surface mail. Surface mail is much cheaper, but delivery may take a month or more. Simon then informs Doug Rowling (the British end of the ISE) of your request and Doug will send the editor concerned the equivalent sum in pounds sterling. The service is quick, and it certainly saves you from either the ridiculous fees banks charge you for exchanging foreign currencies or the excessive risk of sending cash by mail.

International Zines:

Beowulf: Andrew England
91 College Rd., Somerton Pk., S.A. 5044,
AUSTRALIA

Info: 95¢-\$1.25 Aust./issue, digest, xerox,
28 pages, monthly, #7 (November).

Runs: Diplomacy (3), Bourse, Conquerors, Medieval Dip.
Openings: 8-week International Diplomacy, Final Conflict
III, Aliens, Far East Diplomacy, Medieval Dip. II, Bourse.

Beowulf is produced for the purpose of sending me broke, keeping my fingers fit and mailbox full, to indulge my fantasies and, eventually, to drive me around the bend. Along the way it is hoped that some postal Diplomacy will get played. Currently there is an international Dip game open. This will give allow an eager Australian to get revenge for loss of the America's Cup and will allow North Americans to get a taste of life "Down Under." AE

Bohemian Rhapsody: Malcolm Smith
Melis Stokelaan 3, B-2050 Antwerpen, BELGIUM
Info: \$1.50, open page, xerox, 10-20 pages, monthly, Vol.
IV, No. 10 (October).

Runs: Diplomacy (2), Dragon Pass (2), En Garde.
Openings: Diplomacy, En Garde.

Malcolm is an internationally-oriented Britisher condemned to wander Europe throughout the ages, never quite making back to merry 'ole. Last year's winner of the Norwegian Zine Poll has now shifted operations (once again) to Belgium, and all the world waits in rapt anticipation for the return of his irreverent feature "Belgie Bits." A rival player at North American DipCon '86 was heard to accuse Malkie of being a "British Woody." Well, he showed his playing prowess by winning DipCon that year (first non-North American to do so), so at least there are *some* differences. KP

Dib Dib Dib: Tom Tweedy
29 Stanley Hill Ave., Amersham, Bucks, HP7
9BD, UNITED KINGDOM

Info: 28p + postage, open page, mimeo, 20-30 pages, 5
weeks, #68 (May).

Runs: Diplomacy (12), En Garde.
Openings: Diplomacy, En Garde, Machievelli.

Dib is still the solid, reliable and entertaining 'zine it has always been. It's most interesting feature must be its wide-ranging and highly amusing letter column, which has won several awards in Britain. *Dib* has never been a particularly important or deep 'zine but it has always been fun to read and play in. SB

The Envoy: Marion Ashworth
16/353A Old South Head Rd., Bondi Beach, NSW
2069, AUSTRALIA

Info: \$1.60 Aust. (\$1.10 U.S. plus postage)/issue, digest,
xerox, 60-70 pages, 6 weeks, #14 (November), circ. 100,
est. April 1986.

Runs: Diplomacy (19), WWII (2), Medieval, Dark Age,
Original Dip, Machiavelli (2), Cartels & Cutthroats (2),
Galaxy.

Openings: Diplomacy, Bourse, Anarchist.

The Envoy is Australia's largest 'zine, created by a merger of the eccentric *Rumplestiltskin* and the long running *Austral View*. Apart from games *TE* also features a variety of articles, quizzes, a lively lettercol—even a problem page by the world's most unsympathetic Agony Aunty, Dr. Goldilox. *The Envoy* is a focus for information on the Australian hobby and is involved in encouraging the formation of new 'zines and organizing and finding sponsors for cons. MA

Globetrotter: Derek Caws
The Old Kitchen, Bere Farm House, North
Boarhunt, nr Fareham, Hants, PO17 6JL,
UNITED KINGDOM

Info: Free on request, open page, mimeo, 6 pages, irregular,
#3 (October).

Globetrotter is dedicated to discussing and promoting Diplomacy Worldcon. [*Or is it World Dipcon?*] It contains news of the preparations for the first Diplomacy Worldcon (to be held with the British Manorcon in July 1988—see enclosure for more information) as well as a letter column full of constructive discussion about the continuation of Diplomacy Worldcon as a regular event. SB [& KP]

Mad Policy: Richard Walkerdine
13 Offley Rd., Hitchin, Herts, SG5 2AZ,
UNITED KINGDOM

Info: 25p + postage (U.S. airmail approx. \$1 per issue),
open page, mimeo, 14-22 pages, 4-5 weeks, #136 (December),
circ. 165, est. Aug. 1972.

Runs: Diplomacy (9), Bourse, Brum Wars, Abstraction II,
Multimind, Railway Rivals.

Openings: Diplomacy.

MP is one of the Founding Fathers of the British hobby (launched 1972, relaunched 1982) and is still a fairly "traditionalist" U.K. Diplomacy 'zine, though these days it also runs a few other games. It is noted for its lively (hobby-related) letter column, its very efficiently run games and its extremely modest editor! Winner of the U.K. Zine Poll in 1985, and possibly even since. RJW

Masters of the Prime: Bryan Betts
71B Eleanor Rd., Hackney, London, E8 1DN,
UNITED KINGDOM

Info: 25p + postage, digest, xerox, 28-36 pages,
5 weeks, #42 (April).

Runs: En Garde, Diplomacy (3), Downfall, Sand, Deluge,
Excalibur, Judge Dredd (3).

Openings: Dip, Gunboat, Downfall, Judge Dredd, En Garde.

This is primarily a chat and wordy games 'zine. It also includes a letter column and other features—reviews of music, films, books, 'zines, games or whatever, articles, news, rules for news games, etc.—as long as I (or anyone else) can find time or energy! Also included is the highly irreverent music and paganism subzine "Papal Bull." SB

Mission From God: Pete Tulk
76 Portland Rd., Edgavaston, Birmingham B16
9QU, UNITED KINGDOM

Info: 35p, open page, mimeo, 20 pages, quarterly, #2 (February).

MFG is the British equivalent of the *Zine Register*. It lists 'zines but after that all similarity ends. *MFG* is scruffy and rather disorganized but it is screamingly funny, highly opinionated and conveys perfectly the personality of the 'zines it lists. Without a doubt, this is the best 'zine listing I have ever read. It is highly recommended if you would like to find out more about the British hobby. It would probably set you back \$3, if you wanted to receive it by airmail. SB

Morrigan: Alan Kennedy
3 Drumglass Ave., Banfor, Co Down, BT20 3HA,
NORTHERN IRELAND

Info: 50p + postage, digest, xerox, 60-70 pages, bi-monthly, #26 (October), circ. 120.

Runs: Maze Games, Bonking Game, Touchdown!, Warlock, Diplomacy, Bourse, The Struggle for Hegemony in Europe, En Garde, Chronicles of Avalon, Elementary Watson, Parliament, Murder, Title Bout.

Openings: Diplomacy, Super Fluid, Holy Roman Empire, Abstraction, Vain Rats, Definitive Downfall, Struggle, MAD Dip, Davis Dip, Abstraction II, Deluge, Winter 1900, Winter 1986, parliament II, Snits Revenge, En Garde, Murder, Maze Games, Finchley Central, Footrace, Capitalist Fig, Title Bout, Touchdown!, Warlock, Chronicles, Bourse.

Morrigan is a very thick 'zine which offers one of the largest selections of games in the world. Due to its bulk it only comes out every two months, but a mid issue games results issue keeps the games attempts to keep the games moving. It is notable for its large rambling letter column which is impossible to take seriously. SB

NMR!: Brian Creese
256 Canbury Park Rd., Kingston upon Thames,
Surrey, KT2 6LG, UNITED KINGDOM

Info: 85p, open page, mimeo, 16-24 pages, 4-5 weeks, #88 (November), circ. 120.

Runs: Diplomacy (6), Railway Rivals (3), Vain Rats, King-maker.

Openings: Diplomacy, Railway Rivals, Speed Circuit.

NMR! used to be one of the British hobby's most trendy 'zines but now, due to the pressures of work, it has gradually turned into a modest little Diplomacy 'zine. However, the 'zine is still graced by Brian's perennially fresh way of looking at things and a sense of humor which is so polished and understated that people miss it. SB

The Numbers Game: Richard Walkerdine
13 Offley Rd., Hitchin, Herts, SG5 2AZ,
UNITED KINGDOM

Info: 25p + postage, open page, xerox, 6-8 pages, 4-5 per year, #4 (February).

This is the current British hobby stats 'zine. It is full of fascinating and (of course) totally useless information about the game of Diplomacy and the hobby as a whole. Past issues have included tables on the overall performance of each country, a complete listing of all British 'zines ever published, and the 1986 Zine Frequency Survey. This is easily the best statistics 'zine in the world and it is therefore a must for anyone who is interested in Diplomacy stats. SB

Ode: John Marsden
49 Queen Elizabeth Square, Maidston, ME15 9DQ,
UNITED KINGDOM

Info: 50p, digest, xerox, 28 pages, 5 weeks, #83 (February).

Runs: Diplomacy (11), Mercator, Seismic (2), Gesta Danorum, 1929 (2), Machiavelli.

Openings: Diplomacy, Railway Rivals, Origins of WWII, International Diplomacy.

Ode is now the oldest continually running 'zine in the entire British hobby. In fact, it has been said in some quarters that the 'zine will never fold, ever. It offers Diplomacy, its variants and a couple of other games to exceptionally reliable deadlines as well as including some game related articles. Samples are free on request. SB

Outposts: Action Pack - 27
LEO LTD. UNITED KINGDOM
 ...
 ...
 ...

Outposts: Day After ...
 ...
 ...

Outposts: gaming hobby. The latest issue carries con reports, game ...
 ...
 ...

Prisoners of War:
 Wallace Nicol and Doug Rowling
 ...
 ...

Outposts: POW is one of the best ...
 ...
 ...

Outposts: POW is one of the best ...
 ...
 ...

Outposts: Machiavelli ...
 ...
 ...

Outposts: Machiavelli ...
 ...
 ...

Machiavelli, Empires of the Middle Ages

Thing—the champagne of ...
 ...
 ...

War & Peace ...
 ...
 ...

Outposts: War & Peace ...
 ...
 ...

Outposts: War & Peace ...
 ...
 ...

Outposts: War & Peace ...
 ...
 ...

The Yorkshire Gallant: Mark Nelson
11 Lancaster Grove, Kirkstall, Leeds, West Riding
LS5 3DY, ENGLAND

Info: \$6/8 issues, digest, xerox/airmail, 24 pages, monthly,
#24 (December).

Runs: Song (2), Scotch Chess League (3), Diplomacy (3),
Railway Rivals (3), Merp, Sopwith, Fläckly Pass the Pigs,
Whitworth IID, Triumverate, Cool Bop Downfall, Third
Age, En Garde.

Organizes: Diplomacy, En Garde, Railway Rivals, Vain
Rats, Wotr LI, Cline 9.

TYG contains Diplomacy articles and news reviews from
UK and its colonies such as the U.S. and Australia. TYG
also runs undiscovered variants and I'm setting up a few in-
ternational leagues such as an Intimate Dip Tournament.
Players are required to keep their subs at a \$5 level, but can
enter as many games as possible. And hey, let's be careful,
because some UK 'zines are horrible. Sub to TYG and I'll
tell you who's nasty and who's nice. See you at WORLD
DIPCONI MN



British Hobby Service:

Zine Bank: George North
24 Wigton Road, Romford, Essex, RM3 9HD,
UNITED KINGDOM

This is the first and original Zine Bank, now carefully under
the stewardship of George North. If you are interested in
sampling a large selection of British 'zine, then send George
about \$5 via the International Subscription Exchange (see
listing under regular service/project section).

Inside This Issue:

A word to our sponsors	p. 2
Regular 'zine listings	p. 3
American hobby services	p. 18
Other projects, publications	p. 19
International 'zines	p. 21
British hobby service	p. 24

The Zine Register

c/o Ken Peel
8708 First Ave., #T-2
Silver Spring, MD 20910
U.S.A.



Steve Knight T
1807 Ford Pkwy, #105
St. Paul, MN. 55116

first class mail