

# The Zine Register #12

CAROLINA COMMAND



COMMENTARY

COMRADES IN ARMS

FIAT BELLUM!

Who Lases VERTIGO

EXCELLENCE

HOUSE OF LORDS

Brought to you by:

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This is the summer 1988 edition of *The Zine Register*. Single issues cost 75¢ each. Yearly subscriptions are reduced from \$3 to the low, low rate of \$2.25! Why, you might wonder? Am I just a wonderful kind of guy, or am I in a race with Uncle Connie to see who can lose the most on publishing? Pshaw...it's simply that Simon was right after all and that I have come to my senses — meaning that the ZR will now be produced every four months instead of every three. But you get the same big savings off the regular newsstand price in addition to the convenience of home delivery! The ZR is also available on an all-for-all trade basis to amateur gaming publishers, and is free to all who purchase *Masters of Deceit*, *Supernova*, or *Diplomacy World Sampler*. Submission deadline for Issue #13:

September 30, 1988

## Okay, so listen up:

### Housekeeping

Some of you may notice that I have ceased to publish the separate game openings listing *Pontevedria*. This was always of marginal utility because I put it out only when I produced an issue of the *Zine Register*, and it contained only what was also listed in the ZR, and less! Originally I thought I would continually update the listings between issues, which would give it an added utility.

Also, I had expected more *Pontevedria* requests than I actually received. But since the requests were only coming in at a pace of one or two a month, I figured I would just send out a whole ZR and save myself the work of compiling the thing. Since I mentioned that I would stop production of *Pont*, Rod Walker (who founded the publication some years ago) has revived it, and does plan to keep it continually up-to-date. Also, Robert Sacks continues to publish *Known Game Openings* on a quarterly basis. So you might want to check out either or both publications, particularly if we're between issues of the ZR (I'll continue to include game opening info with each issue).

Ironically, just after I made the decision to stop publication of *Pontevedria*, Rex Martin plugged the listing in the recent issue of the *General* in which he related his own experience with postal Diplomacy. That led to about 30 requests for *Pont*, which I will fulfill with courtesy copies of this issue of the *Zine Register*. Figures, huh? I'll also send the list on to Rod Walker for him to send copies of *Pont* if he would like.

### Bad Moon Rising

With the continuing activities of the "Bad Boys of Dip"—Bruce Geryk, Steve Clark and Jeff Zarse—I am reprinting the following excerpt from a recent column in the *Washington Post* "Book World." The title of the column is "Future Shock."

Kim Stanley Robinson, one of the most highly regarded of the younger science-fiction writers, has mixed feelings when he goes to one of the dozens of sf conventions that are held each year. Sometimes he's thrilled, and sometimes he's horrified. "The field gives writers a unique opportunity to meet face-to-face with a portion of their audience," says the writer, who just had a story selected for the final Nebula Awards ballot. "The danger is, you can also meet the audience that is committed to sf to an unhealthy degree, as an escape from the real world. I don't approve of that. On the contrary, science fiction can be one of the great ways of engaging with the real world." In either case, he says, "in this age of televi-

sion, it's very neat to see 3,000 people who have gotten together because of books — even if a certain percentage have fallen over the edge, so to speak..."

Analogies, anyone? Sure, and getting back to the point, the Bad Boys really do have one. Any hobby such as postal Diplomacy or sf fandom will contain a fair number of individuals who become absorbed in the pastime to an unhealthy degree and who lose a sense of perspective on its relative (un)importance. Frequent lampoons and discussion have been devoted to this topic in the hobby "literature," and the topic will undoubtedly stay with us as long as this particular human foible continues to exist. So far, however, the Bad Boys have failed to make their point with style or consideration of human decency. In so doing, they have lost perspective on the treatment of others as they continue to pull the wings off injured dragonflies, drop them on ant mounds, and enjoy the show.

It would have been nice if Geryk had managed to pause, even momentarily, somewhere between his initial gloppy "gosh, I know I could never publish as good as the great Titans of this great institution" letters and editorials in the early days of *Blunt Instruments*, and his current attitude that everyone who disagrees with him is a "freak" with no (monetary = individual) worth, and who deserves the back of the hand and dismissal with some variation of "you're a <crude slur>, dude, drop by again when you get off the acid."

### A Zine by Another Name...

And now for something completely different. I noticed recently that the great confusion over the spelling and pronunciation of "zine" has finally been settled. This, from the first issue of the British dipzine *Springboard*:

If you *do* come into the wider Hobby, you will rapidly discover that, although I call them *magazines*, I am in a minority of 1; everyone but *everyone* else calls them 'zines. me, I *detest* the abomination, but if you're going to join the uncouth bunch, then remember 'zine rhymes with "been" and not "vine." — Danny Collman

So, I guess that settles the 'zine, zine, zeen, xyn, szine, zign, etc. debate. According to this British postal pubber authority, henceforth those items the listing of which is this publication's main purpose — however it is spelled — shall be pronounced "zen." In celebration, let us all contemplate our navels:

*hmmmmmmmmmm...*

## But wait, there's more!

No sooner do I dig into the Bad Boys (see previous page) for their lack of perspective, style and decent treatment of others, than the *KGO Zine Directory* hits my door, Bruce Geryk now in charge. The thrust of his message is unchanged (which, of course, always had a element of truth), but the thing is actually more than a slap-dash narcissistic grunt-fest. He clearly spent some time on it, and the thing is actually *funny* — sometimes in ways intended, sometimes not. It won't make much sense to novices, but veterans would do well to check it out.

I found Geryk's comments on the ZR, at least, to be reasonable and objective. He comments positively on the ZR's layout and comprehensiveness (in a tepid sort of way), but knocks it for unrealistically positive reviews. In making his point, he picks probably the most egregious example in the last issue: the pubber-submitted description of the *Vortex*, which gives this two-page warehouse 'zine pretensions of grandeur and flawless GMing. In actuality, it is essentially an overpriced and modest (though pretty) laser laid-out flyer with more GM errors than Olsen's worst nightmare. In fact, since last issue I received an alternative submission from a player (not Geryk) in the *Vortex*, who made essentially the same complaints.

I have always been dissatisfied by the 'zine descriptions contained in this publication. I have viewed them, whether written by pubbers or me, as little more than teasers to pique the interest of newcomers. I have tried to concentrate on comprehensiveness and accurate information (costs, frequency, game openings, etc.). I have never really tried to turn 'zine descriptions into 'zine reviews, because of the variance in people's tastes (after all, even crude and rude 'zines such as *Random Thought* have satisfied subbers and players). I have always assumed that anyone potentially interested in subscribing to or joining a game in a 'zine would send away for a few samples first and make his own decision.

That said, my own descriptions will continue in my hallowed milque-toast tradition, and I will also continue to print *verbatim* (current) submissions from a 'zine's publisher [although I reserve the right to kibitz, like this]. But with the next issue, I invite non-pubber and non-lazy-me submissions for 'zine descriptions. If pubber-offered 'zine descriptions get old, out the window they go and alternative ones go in. If not, I might include other descriptions as well just for variety's sake, particularly when they include a different perspective on a publication...although I don't promise to print anything if personal axes seem to be

involved (you know, the grinding kind). Confused? Good. I might even enlist a stable of regular pseudo-reviewers — anything to keep from expanding my own work.

## Don't do this, do that:

[Following is an achetypal 'zine entry. Do with it as you will, but be gentle...]

**The Zine's Name** (most recent issue I have seen, although not necessarily the most recent issue published.)

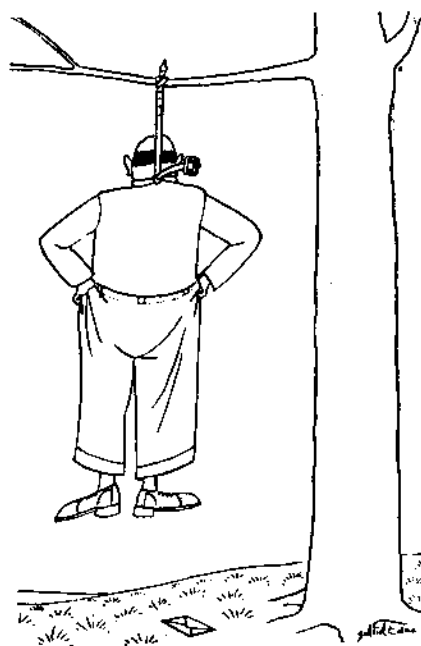
The publisher's name, address

**Info:** Price/issue(\$), format (open page or digest), method of printing (xerox, mimeo, etc.), average length of issue, frequency, circulation, and month/year the 'zine started.

**Runs:** games currently running.

**Openings:** games open for joining (with gamefee).

This will be followed by a short paragraph describing the 'zine. Some are written by the pubber, some by me, a few by other mysterious individuals. I encourage pubbers to revise their listings frequently with that rare combination of humor and honesty, else they risk unleashing the evil spirits Hellbent on proving the primacy of "style before substance." And speaking of which... KP



*The Zine Register salutes probity at all cost!*

## And there was light!

### **Abattoir** (#10 March)

David McCrumb, Rt 1, Box 109, New Castle, VA 24127

Info: 50¢/issue, digest, xerox, 4 pages, 7 weeks, circ. 10, est. Dec. 1986.

Runs: International Diplomacy.

Openings: none.

Boring as hell unless you are a player. You can see the results in *Diplomacy World*, so why both. There will be some international Dip openings in late summer or early fall, so you might check back then. DMc

### **Alpha and Omega**: (#11 August)

Fred Hyatt, 60 Grandview Pl., Montclair, NJ 07043

Info: 5¢ per page + postage, open page, xerox, 6-7 pages, irregular.

*Alpha and Omega* is the publication of the Miller Number Custodian. The MNC provides numbers for postal Diplomacy gamestarts, and lists statistics on such gamestarts (and finishes) in *A&O*. Under Fred Hyatt, *A&O* hasn't been a particularly regular or active publication—pretty much an occasional listing of dry statistics on an irregular basis. Recently, Robert Sacks, who has had long-standing disagreements with past Miller Number Custodians (for their failure to sign a covenant he wrote up for the post), has, in his self-appointed capacity as hobby-wide Registrar of Projects, established the rival post of Miller Number Custodian Under the covenant (I kid you not!). Also see the listing for *Lord of Hosts*, the publication of the MNC/UC. KP

### **The Appalachian General**: (#49 March)

David McCrumb, Rt 1, Box 109, New Castle, VA 24127

Info: 75¢/issue or \$10/15 issues, digest, xerox, 24 pages, monthly, circ. 50, est. Aug. 1983.

Runs: Diplomacy (2), Gunboat (2), 7x7 Round Robin Gunboat Tournament (2), Final Conflict, Civilization, Woolworth II-D, Skinny Dip II.

Openings: Diplomacy, Colonia VI (\$10), 7x7 Gunboat Round Robin Tournament (\$10).

Why should I [say anything] when you praise me so much better? DMc

### **The Armchair Diplomat**: (#264 Feb. 23)

Ken Hill, 6199 Rockland Dr., Dublin, OH 43107

Info: CompuServe online costs (electronic mail publication), 8-10 pages, weekly, circ. 50, est. Sept. 1982.

Runs: Diplomacy (10), Revolution.

Openings: Diplomacy.

TAD is the home of the Play-by-Electronic-Mail (PBEM) Diplomacy hobby on the CompuServe Information Service Net

(*Armchair Diplomat, cont.*)

work. Turns are taken 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

### **benzene**: (#39 april)

mark "ignatz" "jerome" lew, 438 vernon #103, oakland, ca 94610.

info: 60¢/issue, open page, xerox, 6 pages, 5-7 weeks, (re)est. Jan. 1988.

*benzene* began life several years ago as the working man's intellectual/cultural/political/high-brow/personal/discussion/life-in-alaska 'zine. then mark, known for his eschewment of capital letters and for his engaging stream-of-consciousness style, disappeared for two years to wander the country. well, *benzene* is back, and currently runs no games. describing the 'zine is almost impossible, so i'll let it speak for itself: kp examples of teenage geographic ignorance have become sufficiently commonplace that i don't pay much attention to them when they pop up in the local newspaper, but i was particularly struck by the "final jeopardy" answer a few weeks ago on the jeopardy teen tournament. the clue was "the only country with a coast on both the atlantic and indian oceans," and all three got it wrong. is it an indication of my naivete that i was stunned? this isn't 75%-of-all-high-school-seniors-in-florida we're talking about—these kids are supposed to be our best and brightest. one said brazil and the other two russia... (although I think it's exaggerated these days) there are few things to which historians attach more relevance than the fact that russia *doesn't* have a coast on the indian ocean. ml [sort of reminds me of when in 1967, at the height of the vietnam war, how I was the only one in my 8th grade world geography class who could identify on a map vietnam's region of the world.]

### **Boast**: (#268 February)

Herb Barents, 17187 Wildmere, Detroit, MI 48221

Info: \$12/17 issues, open page, xerox, 8-10 pages, 3 weeks, #265 (December), est. Sept. 1971.

Runs: Diplomacy (5).

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

*Boast* is a small but reliable 'zine which concentrates on the play of the game. Besides games, each issue of *Boast* also features 1-3 pages of news in the gaming industry and a 1 page review of a recent multi-player game release. KP

### **The Boob Report**: (#56 May)

Jim-Bob Burgess, 100 Holden St., Providence, RI 02908-5731

Info: free to players and writers for *The Abassinian Prince* and selected others; open page, 10-12 pages, xerox, 4 weeks.

Runs: Diplomacy (2), Spy Diplomacy.

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

**(Boob Report, cont.)**

*The Boob Report* is a subzine [but which will continue to appear here for the time being] of the greatest publication in Dipdom, *North Sealh, West George*, published by the inestimable Sex Ghod himself, Terry Tallman. Owing to the irregular publication schedule of *NSWG*, *The Boob Report* is distributed free to players, standbys, traders, and a small group of selected individuals. It is no longer available by subscription or special request. Music and concert reviews always are appreciated and will be published (along with my own occasional reviews) in *The Abyssinian Prince*, our subsubzine for such stuff. JBB

**Bushwacker: (#197 May)**

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, circ. 76, est. March 1972.

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

**Openings:** Dip variant standbys (next game may be Conquest of the New World III).

*Bushwacker* is devoted exclusively to variant Diplomacy games—always has, and always will. This modest 'zine, which offers game openings rarely found elsewhere, concentrates mainly on running games on a regular schedule. Recent issues of *Bush* have also contained several pages Fred's views on hobby happenings, space faring nations, recent trips, favorite Olympic sports, and the North American Variant Bank (maintained by Fred), and other misc. topics. KP

**The Buzzard's Breath: (#88 August)**

Mark Matuschak, 44 Garden St., Boston, MA 02114

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

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

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

*The Buzzard's Breath* is Third Reich (and other Real Men's, multiplayer wargames). Not fast Third Reich, but 3R nonetheless. Some years ago, Mark actually ran a Diplomacy game or two, but found it too much trouble. Cardboard counters forever! KP

**The Canadian Diplomat: (#23 May)**

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

**Info:** \$1 (Can. or U.S.)/issue, open page, xerox, 50 pages, 8 weeks, circ. 50, est. Dec. 1984.

**Runs:** Diplomacy (11), Gunboat (9), Anarchy (4), Stonehenge Dip, Colonia VI, Econopolicy.

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

Comparing *TCD*'s last entry to this, (#21 Dec. to #23 May), it's clear that this is not the fastest moving of all 'zines. I

**(Canadian Diplomat, cont.)**

upped the frequency from 6-8 weeks, but occasionally that may even be a bit optimistic. There are basically two reasons to get *TCD*: for the impressive variety and number of games and for the interesting reading on hobby news, Canadian politics (both hobby and real world), the lettercol, and Bob's occasional articles. *TCD* remains one of my favorite self-styled "warehouse" 'zines, definitely not for someone who champs at the bit each month waiting for game results, though! KP

**Carolina Command & Commentary:**

(#8 June)

David Hood, 604 Tinkerbell Rd, Chapel Hill, NC 27514

**Info:** 50¢/issue, digest, xerox, 16 pages, monthly, circ. 41, est. Oct. 1987.

**Runs:** Diplomacy (6).

**Openings:** Skinny Dip (\$5).

*C<sup>3</sup>* is primarily a timely place to play Diplomacy games. Yes, I do a little bit of talking, but it is mostly just a warehouse. Features include names and addresses of players on each page, maps, and little to no errors in adjudication, [and a spiffy new Macintosh laserwritten layout]. We do run an article each issue on scoring systems [plus other articles and hobby news], using as the data base the '86 recorded games in our FTF circle. If you want somewhere to play Diplomacy and don't mind a little Southern flavor, then *C<sup>3</sup>* just may be your kind of 'zine... DH

**Cathy's Ramblings: (#35 April)**

Cathy Ozog, P.O. Box 5225, Munds Park, AZ 86017

**Info:** \$7/10 issues (\$1.20/issue to Europe), open page reduced, xerox, 10-12 pages, 6 week (irregular), est. Oct. 1983.

**Runs:** Diplomacy (3), Int'l Dip (2), Gunboat (2).

**Openings:** Paranoia.

*CR* is the quintessential personal dipzine. It is heavily imbued with Cathy Ozog's warm and friendly personality, and is one of the few North American 'zines with substantial participation by British hobbyists. *CR*, however, has never made any claims about winning a speed contest. *CR*'s casual pace is in part intentional, because the international games it runs require deadlines no earlier than 6 weeks, but those 6 weeks often slip into 8. *CR* also contains Dan Palter's subzine *At Your Service*, which chats about role-playing games in general, and Paranoia (which it runs) in particular. KP

**Cheesecake: (#89 October)**

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.

This is one of the better and more reliable gaming-only

*(Cheesecake, cont.)*

'zines around. I haven't seen a recent issue, and would appreciate any update on *Cheesecake* different from the above. In the words of the inestimable Andy, "Can't be too bad—Brad Wilson likes it." Yeah, sure...and that's supposed to be a ringing endorsement? Have you seen his 'zine lately? KP

**The Communist Diner:** (#4 October)

David Berk, P.O. Box 754, Wilmette, IL 60091  
Info: \$1/issue, digest, xerox, 16 pages, monthly (extremely irregular), circ. 32, est. July 1986.

Runs: Diplomacy ???.

Openings: ???.

This is described as an "art, poetry, political discussion, humor and gaming" 'zine. *CD* never really seemed to get off the ground (as far as I can tell), and appears to no longer be with us. Other info anyone? KP

**Comrades in Arms:** (#15 June)

Torn Swider, 262-D Garfield Ave, Collingswood, NJ 08108

Info: Free to players, traders, and contributors, open page, xerox, 10 pages, 4 weeks, circ. 29, est. Aug. 1986.

Runs: Final Conflict, Dune, Railway Rivals, Vacation Dip III, VANDALS!

Openings: Runestone Poll Dip, Northern Ireland, Sea of Despair.

*CIA* is a xyn which comes with a commie-pinko cover each issue, and is 3-hole punched for easy storage. No straight *Diplomacy* is allowed, but we talk about other games, the environment, cockroaches and anything else under the sun. VANDALS! and Northern Ireland are two new variants under playtest (two stamps gets you both games). *Standard Deviation* is a subxyn by Paul Kenny (same address as Tommy) and is a forum for him to complain about his game performance throughout the hobby. *CIA*: the xyn where happiness is mandatory. TS

**Costaguana:** (Vol. XI, No. 18 May)

Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117

Info: \$1/3 issues, digest, xerox, 12 pages, monthly, Vol. XI, est. April 1965.

Runs: Diplomacy, Gunboat (2).

Openings: Diplomacy.

Conrad has scaled *Costa* back considerably from its former major hobby presence (Runestone Poll winner the past two years) to a small, personal dipzine. Among its other changes, *Costa* now has a sublist numbering in the lower 10s rather than the lower 100s. It has turned into a small, personal 'zine similar to what it was in the first year I subscribed to it upon its revival in 1984. Conrad is uncertain whether *Costa* will wind down with the completion of the games he is currently GMing—partially it depends, he says, on whether or when he fills his current game offering (hint, hint). KP

**Cross Rifles:** (Vol. 1, No. 5 April)

Joseph Santella, Old Route 6, Brewster, NY 10509  
Info: \$8/year, open page, xerox, 7 pages, monthly, est. Nov. 1987.

Runs: Diplomacy (3).

Openings: Kingmaker possible.

*CR* is a regular, modest gamezine. It's pubber concentrates on running the games with only a minimum of chat. The Diplomacy games are full for now, although a guest GMed game of Kingmaker has been discussed. KP

**Diplomacy Digest:** (#113 April)

Mark Berch, 11713 Stonington Pl, Silver Spring, MD 20902

Info: \$5/10 issues, £2/5 to Europe, digest, offset, 12-16 pages, approx. 8 per year, circ. 76, est. July 1977.

For 11 year now, as 'zines rise and crash, as issues and controversies are born, swirl about and seep away, *DD* has continued steadily, if not always modestly, in providing a regular flow of reprints (many from the British hobby) on a great variety of issues relating to postal Diplomacy. Along with the reprinted articles, Mark includes his own views on the topics discussed in the reprints and on current hobby affairs. Most issues of *DD* will focus on one particular topic, such as Italy, hobby history, GMing, stabs, etc., and most back issues are still available for purchase. KP

**Diplomacy World:** (#50 Spring 1988)

Larry Peery, P.O. Box 8416, San Diego, CA 92102

Info: \$15/year in North America (Overseas \$20 surface mail, \$40 airmail), \$4 for a single issue, digest, xerox, 60-70 pages, quarterly, est. 1974.

*DW* continues to reign as the highest-circulation dipzine, serving as the postal Diplomacy hobby's main contact with Avalon Hill and with the larger Diplomacy community. It serves as a flagship clearing house for the hobby, providing statistics and general information, as well as publishing a large number of original articles on topics such as play of the game, humor, fiction, con reports, etc. *DW* tries to have something for everyone, so check it out and see if it is for you, too! KP

**Diplomag:** (#81 May-June)

Fred Davis, 3210K Wheaton Way, Ellicott City, MD 21043

Info: \$3/6 issues, open page, xerox/rumeo, 6 pages, bi-monthly, 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:** (#44 April)

Kate Robison, 26513, 233rd S.E., Maple Valley, WA 98038

Info: 50¢/issue, open page, xerox, 2 pages, monthly, circ. 15, est. Sept. 1985.

Runs: Mensa Diplomacy, 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 money assessed for really long games, although we do not expect openings anytime soon. KR

**Dippy:** (Vol. 16, No. 7, May 29)

Jim Benes, 417 S. Stough St., Hinsdale, IL 60521

Info: \$1/3 issues, open page, mimeo, 2 pages, 3 weeks, circ. 25, est. July 1972.

Runs: Diplomacy (4).

Openings: Diplomacy (\$5).

*Dippy*, one of longest running fast players 'zine around, is a "supplement" to the weekly *Sunday Western Star-Post-Free Press*, and is published by the Great Western Publishing Co & Whalebone Corset Works Inc. Beyond that, you expect me to get explicit or something and blow the lid of this illuminatish secret society? KP

**Disease City:** (#33 May)

James Goode, 211 Maplemere, Clarksville, TN 37040

Info: \$7/year, open page, xerox, 8-10 pages, monthly, circ. 28, est. Oct. 1985.

Runs: United Soccer League.

Openings: United.

An infectious publication, *DC* is generally prompt and orderly [although *March* is the most recent issue I've seen]. 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:** (#11 Spring '87)

Stephen Wilcox, 5033 Libbey, Houston, TX 77092

Info: 75¢/issue, open page, xerox, 10-13 pages, quarterly, circ. 25.

*TDL* houses the DragonsTooth Rating System; the Gold Crown Rating System (a system for standbys only), and the Enamel Toad Rating System [this is serious, folks!] combining the two: a total of over 700 listings. Each issue features a chart showing the number of wins, draws, survivals and eliminations by country showing their relative strengths; a list of the tip 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 [Anyone know if *TDL* is still in publication?]

**Dystopia:** (#4 September)

Tom Engelhardt, 254 Lang, Ft. Sam Houston, TX 78234

Info: Cost of publication (may change to 50¢/issue), open page, xerox, 8 pages, monthly?

Runs: Diplomacy.

Openings: Diplomacy?

*Dystopia* is a relatively new 'zine, but I haven't seen any issues since last September. Last I knew, *Dysto* had one game running with another open. Any more recent info would be appreciated. KP

**Empire:** (#231 September '86)

John Boardman, 234 E. 19th St., Brooklyn, NY 11226

Info: \$10/12 issues, open page, mimeo, 16 pages, monthly, circ. 35.

Runs: Empires of the Middle Ages (2), A Mighty Fortress, Pax Britannica (3).

Openings: must be something by now...

*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

[Now here's an oldie & moldy entry if I ever saw one, but I know that *Empire* is still going strong. Now, if I can only remember to send away for one of those suckers! —Ken]

**Everything:** (#74 Winter)

Steve Heinowski, 51500 Portman Rd., RD 2, Amherst, OH 44001

Info: 75¢/issue, digest, xerox, 14 pages, quarterly.

*Everything You Always Wanted to Know About Diplomacy, but were Afraid to Ask* is the official publication of the Boardman Number Custodian. The BNC began recording games in 1963 with a game run by John Boardman in his 'zine *Graustark*. Records have been kept from that time forward. The listing consists of who started the game, who played in the game, and how the game ended; and they are recorded for...posterity. The BNC is responsible for recording game starts, game finishes, and reporting them quarterly in the 'zine *Everything*. SH

**Excelsior (XL):** (#22 June)

Bruce McIntyre, 6636 Dow Ave., Burnaby, B.C., CAN-ADA, V5H 39

Info: 1.5¢/page US, 2.5¢/page CAN (with non-Americans holding CAN\$accounts), digest, xerox, 28 pages, monthly, circ. 80, est. Feb. 1985.

Runs: Diplomacy (3), International Dip (2), Clue.

Openings: Dip (\$3), International Dip (\$3 in NA, elsewhere free), Seismic Dip (\$3).

TOP 10 REASONS WHY DAVID LETTERMAN DOESN'T GET XL (in reverse order for dramatic effect):

*(Excelsior, cont.)*

10. Far too flashy for Viewer Mail Segment.
9. Pending lawsuit with Bruce Linsey over use of the phrase "Top Ten" in Runestone Poll results.
8. No dumb ads.
7. Bored by length of monologue in most issues.
6. Music-excerpt spacefillers no substitute for live band.
5. Postal Clue rivaling Stupid Pet Tricks in Neilsen Ratings.
4. Cue-card format unavailable.
3. McBruce not mentioned in will. (Opps—that's from a related list: Top Ten reasons why David Niven doesn't get XL)
2. Refuses to believe Pt. Roberts WA is part of USA.
1. Editors refuse to allow wagering on letter column. BMC

**Excitement City Unlimited:** (#9 May)

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, 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 an American/British/international 'zine by the only pubber known for having been a prominent figure in both the British and American hobbies (in that order, so I guess Billie only keeps getting better!). In Britain, Simon's politics would be considered middle of the road, but on the American spectrum he's about as far left as they get—and a veggie tool *ECU* is best known for its variety of game offerings, its international flavor and participation, its comments on hobby happenings, its discussions of American politics, and for its constantly failed vow to start ignoring Bruce Geryk. KP

**Feuilletonist's Forum:** (#41 March)

Greg Ellis, 700 Rio Grande, #211, Austin, TX 78701  
Info: \$5/10 issues, digest, xerox, 16 pages, monthly, circ. 75, est. Sept. 1984.

Runs: Diplomacy (5), Gunboat.

Openings: none.

IN FF we discuss politics, both real world and hobby. We have prognostications on election outcomes, discussion of current events, and debates on public policy. To punctuate our interest in things political, we occasionally run a game of Presidential Politics, a game invented by Jake Halverstadt. Copies of the rules are available from Jake for \$10 at 1106 Castlerock Rd, Ft. Collins, CO 80521. The game simulates an entire political campaign from the primary through to the general election, and there should be a new game opening soon. Our mainstay, of course, is computer adjudicated Diplomacy! Samples are 50¢, but a joke about lawyers or law school will get you a free sample. GE

[Greg mentioned his #41 March issue in his info sheet, but I've not seen it, even though we trade 'zines. Any problems?]

**Fiat Bellum!:** (#61 June)

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

Info: 75¢/issue, digest, xerox, 32 pages, monthly.

Runs: Diplomacy (8), Bourse.

Openings: standbys.

*Fiat Bellum* began life as a subzine to *Magus*, that once-great 'zine of Steve & Daf Langley (hey, it's still pretty good, but it has folded). Actually, Don still calls *FB* a *Magus* subzine (it's right there under his masthead) hoping the Langley's will come to their senses and bail him out, even though *FB* carries *Magus* inside as one of its own subzines (along with Bob "Iron Fist" Olsen's *Atrocity Exhibition*—another former *Magus* subzine, and a little ditty by Bob Slossar, *The New Utopia*). Allegedly, Pete Gaughan will also revive his *Magus* subzine in *FB* "real soon now." A thoroughly confusing situation, yes, but what would you expect from this bunch? All the pundits have been shocked and amazed, because the new *Fiat Bellum* so far has been running on a regular schedule, something Don never achieved with his old subzinny and his "freebie" orphan 'zine, *Flick of the Wrist* (which has been absorbed into the new *FB*). But then, I'm more than a little ~~biased~~ biased: Williams is one of the funniest writers around in an off the wall sort of way, and ditto with Olsen in a morose, grouchy sort of way. Gaughan's a good writer too, but in a classy, not goofy way. Will these guys really get this thing together? Check in and find out. KP

**Fol Si Fie:** (#178 February '87)

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

Info: \$3/4 issues, open page, computer, 8 pages, 6 weeks, 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 [I've actually never seen a copy of this 'zine, having inherited the info from Billie. By the calculation above, Fol Si Fie should be hitting its big #200 pretty soon and slipping away silently in the night. Anyone know it's status? —Ken]

**Frobazz:** (#54 May)

Jeff Richmond, 27 Glenbridge Ct, Ann Arbor, MI 48104

Info: \$3.50/10 issues, open page, xerox/laser, 4 pages, 4 weeks, circ. 40, est. April 1984.

Runs: Diplomacy (3).

Openings: none.

*Frobazz* is devoted to the game themselves, though puzzles are featured regularly. Emphasis is placed on accurate GMing and timely publishing: *Frobazz* is always mailed within two



*(Frobozz, cont.)*

days after the deadline for orders. Two games have just ended, which means I'm down to just three games. This is just the thing I need to deal with my burnout problem. I'll see how I feel about pubbing after a few months of having a light workload. By then I should know if I'm ready to open any more games or just call it quits. JR

**The Gamer's Zine:** (#119 May)

Earl Whiskeyman, 27 Mark St., Milford, CT 06460  
Info: \$11/12 issues, open page, mimeo, 24 pages, monthly, 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: Gunboat (\$6), Puzzle Palace, (accepting names for waiting list for next regular Dip opening).

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

**Gehenna:** (#24 January)

Rod Walker, 1273 Crest Dr, Encinitas, CA 92024

Info: open page, xerox, 2 pages, irregular schedule (as needed), est. Aug. 1970 (recently revived).

*Gehenna* is the official publication of the U.S. Orphan Service [Rod Walker Janitor-in-Chief]. It is produced only to facilitate USOS business, place orphan games, etc., and will trade all-for-all with pubbers who don't expect much in return. Completists may sub—\$5 minimum deposit, issues sent and cost subtracted from deposit. Will send in batches of about 1 oz. each. RW

**Graustark:** (#549 April)

John Boardman, 234 E. 19th St., Brooklyn, NY 11226

Info: \$10/12 issues, open page, mimeo, 12 pages, 4 weeks, est. May 1963.

Runs: Diplomacy (17).

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

*Graustark*, now celebrating its 25th anniversary of continuous publication, 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 one of the best

*(Graustark, cont.)*

playing 'zine (with serious-minded players, many of whom play nowhere else), where Men are Men and Draws (still) Include All Survivors. John continues to write biting satire (or is it?) on the hobby and the world of politics. KP

**Hagalil Hamaarvi:** (#10 May)

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

Info: 10 issues/\$7Can. or \$6U.S. (single issue 75¢), digest, xerox, 22 pages, 5 weeks, 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 (\$3, \$5). [The \$3 games are in HH, the \$5 games in BS]

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

And speaking of *BS*, if you're looking for a 'zine with horses racing at the top of each page, then ~~*Hagalil Hamaarvi*~~, *BackStretch* is for you. The 'zine hasn't any theme (well, maybe a few horsies here and there), except for the front section run by Ran Ben-Israel (with all those weird words). 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 ~~bettered~~ slandered. DWA

**Hai! Jakai!:** (#38 May)

Mark Keller, 2 Seaside Court, Sacramento, CA 95831

Info: free to players (traders also welcome), digest/open page, xerox, 4 pages, 2-9 issues/yr. (ideally 6 wk. deadlines), circ. 25, est. Jan. 1983.

Runs: Diplomacy (3), Bourse.

Openings: none.

Will I stay on schedule? Who knows? I'll be trying and we'll just have to wait and see. MK

[Over the past year HJ! has had an irregular publishing schedule, but the issues have become more regular over the past few months.]

**Hansard:** (#40 October)

Robert Sacks, 4861 Broadway 5-V, New York, NY 10034

Info: 12 issues for \$6, digest, xerox, 4-6 pages, monthly, circ. 22, est. July 1984.

Runs: Pax Britannica, Empires of the Middle Ages.

Openings: Blood Royale (\$20), Britannia, Parlement, Pax Britannica, Slobbovia Britannia.

*Hansard* is a monthly 'zine for postal diplomatic games. RS

**The Home Office:** (#24 April)

Fred Hyatt, 60 Grandview Pl., Montclair, NJ 07043  
 Info: \$9/12 issues, open page, xerox, 12 pages, monthly, circ. 57, est. March 1986.

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

Openings: Youngstown IV, Woolworth IID.

The Home Office is a Diplomacy variant 'zine, with little or no chat. Fred is the Miller Number Custodian. KP

**House of Lords:** (#15 May)

Julie Martin, 17601 Lisa Dr., Rockville, MD 20855  
 Info: \$1/issue, open page, xerox/laser, 25-35 pages, 4-8 weeks, circ. 40, est. Sept. 1986 (restart).

Bowing to public demand, instead of folding *HoL* this time around in the midst of my current brownout, I passed it on to the highest-qualified candidate, Julie Martin (same address). Congratulations, to our Grand Prize Winner! DM

[Here's a good question that has never been answered: how did *HoL* get it's name, and what does it mean? Well, there are two ways that *HoL* is like its British namesake: (1) it is an institution for the elite to sit around in a room and chat, and (2) it doesn't really do anything.]

**Intervention:** (#9 April)

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

Info: \$5/6 issues (varies depending on size of issue), open page, xerox, 10-32 pages, quarterly, 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! Issue #9 (The Companion's Guide to Survival) is available for \$3; it's 32 pages long and crammed full of stuff. Future issues will be cheaper and smaller. MH

**Kaissa:** (#158 March)

Elmer Hinton, 20 Almont St., Nashua, NH 03060  
 Info: \$6/4 issues or \$10/8 issues, digest, xerox, 5 pages, 3 issues/yr. (irregular).

Runs: Diplomacy, Cline 9, Civilization.

Openings: none known.

Apparently, *Kaissa's* irregular publication schedule will continue for at least the remainder of this year (during which Elmer says to expect "at least three issues"), although Elmer emphasizes that he continues to run his games by flyer, with delays "never over three months." The Civilization game runs in *Sylvania*, a companion flyer to the flyers running *Kaissa's* Diplomacy games. KP

**The Kangaroo Kicker:** (#7 March)

Bruce Geryk, 5528 S. Everett, # 3-D, Chicago, IL 60637  
 Info: 50¢/issue, digest, xerox/laser, 8-12 pages, 4 weeks, est. Aug. 1987.

Runs: United Soccer League.

Openings: none.

The \$5 gamefee in *KK* includes a sub for the season. BG  
 [*Kangaroo Kicker* is a United Soccer League-only 'zine.]

**Kathy's Korner/Whitesonia:** (#132 Feb.)

Kathy and John Caruso, 29-10 164th Street, Flushing, NY 11358

Info: \$1/issue, digest, xerox, 22-32 pages, monthly, est. Jan. 1979.

Runs: Diplomacy (6).

Openings: ???

*KK/W:* an amorphous mass of gossipy silliness nailed down by a couple of subzines, is not recommended for those without a self-abusive sense of humor. *KK* is a stream-of-consciousness lettercol punctuated by abuse contests, nickname contests, GMing discussions, Mets talk, and any misc. what-not submitted by readers. Also "gracing" the pages of *KK/W* is *Shadowplay*, another Bob Olsen production, *Whitesonia*, John's thing (whatever it is), and some *Upstart* something or other by Garret Schenck. But make no mistake about it: *KK* is where the ~~insanity action~~ insanity is. KP

**The Last Resort:** (#3 May)

Charles Fargo, 76 Traveler Ln, Marshfield, MA 02050

Info: \$4/10 issues, open page, xerox, 4-6 pages, 4 weeks, est. March 1988.

Runs: Diplomacy.

Openings: Diplomacy, Gunboat.

*The Last Resort* is a brand new 'zine which will concentrate on the games being played and on the strategy and tactics of Diplomacy in general. The intention is to strictly follow the 4 week deadlines and provide well-run games. Hobby news and other topics will be covered in greater detail as the 'zine grows. The first two games will be played with Mark Berch's War by Automatic Pilot (WAP) rule for NMRs. Under WAP, the GM follows the last orders submitted by the player and repeats these orders for the units rather than having all units hold. Novices and experienced gamers are encouraged to sign up for games and contribute material. CF

[Hey, great to have another MacPubber in these here parts!]

**Life of Monty:** (#82 May)

Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904

Info: 60¢/issue, digest, xerox, 20 pages, 5 weeks, circ. 45, est. June 1980.

Runs: Presidential Politics, Diplomacy (2), Kingmaker (2), 1830.

Openings: Diplomacy, Nuclear Holocaust: WWII, Kingmaker, Talisman, Stab of the Century.

*(Life of Monty, cont.)*

Only LOM would be INSANE enough to BRING BACK Dave Grabar's infamous NUCLEAR HOLOCAUST: WORLD WAR III, made famous in the early days of *Whitesonia* (before KK took over) and *Italiano Pribe*. BUT, at NO EXTRA COST, there's STAB OF THE CENTURY, which puts three couples and an added seventh player into a "regular" Dip game. There's also regular Dip for the sane folks, plus the DIP WARZ and DIPRISONER sagas (whenever I'm inspired enough to write a decent story). Order NOW before Earth is invaded by HUGE THINGS with SEVEN or even EIGHT (opps, sorry out of space)... DDG

**Lord of Hosts:**

Julie Martin, 17601 Lisa Dr., Rockville, MD 20855  
Info: Cost + postage, open page, xerox, 8 pages, #2 (May), circ. 50.

*Lord of Hosts* is the publication of the Miller Number Custodian Under the Covalent (recognized and partially funded by the New York Game Board, Robert Sacks, Chairman). Julie was recently appointed to this office by Robert Sacks, a previous MNC/UC. This 'zine is devoted to reporting statistics and other information on Diplomacy variant games and game starts. *LoH* is associated with Robert Sacks' *Known Game Openings* (with which it is distributed), and, coincidentally is the only variant game numbering service officially-sanctioned by the Registrar of Projects (Robert Sacks, Registrar-at-Large). This is the rival publication to Fred Hyatt's *Alpha & Omega* (see earlier listing), the publication of the plain vanilla Miller Number Custodian (sorry, no Covenants, Registrars or Game Boards). But all kidding aside (not an easy task considering the general hilarity of the situation), Julie has done a nice job with *LoH*, which is well laid out, comes out regularly, and contains a variety of information and articles. You might check it out if you're into this sort of thing. KP

**Lord of the Boards: (#4 March)**

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

Info: \$2/5 issues, open page, xerox, 2-3 pages, 6 weeks, circ. 15, est. Nov. 1987.

**Runs:** Diplomacy

**Openings:** none.

After starting a second game in issue #5, this 'zine will speed up its cycle, although I will probably stick with two games, at least until I find an interesting variant (not too difficult a task) with irregular articles (in more ways than one) from the guy who dumped this 'zine on my shoulders (Ian Kralt), dumb limericks and other ponderabilities. I try to make the world brighter for everyone, though I don't really care as long as it's fun. IM

**The Messenger: (#29 March)**

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

Info: 50¢/issue, open page, computer printed, 14 pages, 6 weeks.

*(Messenger, cont.)*

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

**Openings:** Diplomacy, Gunboat, Source (may join ongoing game). Gamefees for all games are 10¢ add'l/issue.

This 'zine started out as a monthly results letter running a Dip game to keep friends in touch who went off to different colleges etc., and it expanded from there. It's more of a games results 'zine than anything else. GR

**No Name Flyer: (#12 June)**

John Barnes, 444 Lora Ave., Youngstown, OH 44504

Info: Cost included in game fee for 87AZ, others send stamp for sample, open page, computer printing, 3 pages, 5 weeks, circ. 10, est. June 1987.

**Runs:** Diplomacy.

**Openings:** none.

Contents are still limited to results and press of 1987AZ, plus a few personal comments. Really just a no-name flyer, but if KP wants to call it a 'zine and trade for it, why not? JB

[A-HA, JB, then how do you explain the following excerpt from your April issue—you think I don't read these things, or what? —Ken]

I seem to be slowly convincing myself that this is going to be a regular 'zine. Some of you know that Scott Hanson has decided to fold B\*I\*G H\*I\*T\*S, and is placing three games. I have already sent Rod a card offering to take at least one game, and Fred [Davis] already has be down for GMing the next Mensa game. I am considering contacting the Editor/Publisher of one of the major novice packets about focusing on new players. JB

**North Shore Newsletter: (Vol. 3, No. 5**

May)

Alan R. Moon, 11 Broadway, #1, Beverly, MA 01915

Info: Corresponding membership (newsletter sub) #6/year, full (local) membership \$25/year, open page, computer printed/xerox, 8 pages, monthly, circ. 50+, est. Oct. 1985.

**Runs:** Nuclear Destruction.

**Openings:** none.

The full name is really the *North Shore Game Club Newsletter*, but I ran out of room so made a sudden command decision and brutally exercised my editorial license. While this is essentially a Boston-area game club newsletter (well, so is *Politesse*, but that's another story), it is unusually outward-looking. Alan has some of the best sources and contacts in the boardgaming industry (used to work for Avalon Hill, I think), and always has the latest news and rumors. In the eight pages of the May issue, one page contained local gaming business (when and where upcoming gamemeets will be held, etc.), one page contained the column "Industry News," two pages were made up with capsule game reviews in a column ironically called "Game Reviews," one page contained comments on gaming materials received "In the Mail" (with, ehem, *Politesse* once more prominently mentioned), half a page containing Nuclear Destruction moves and the column

*(North Shore, cont.)*

"Games for Sale," and two pages-worth of a spring training report from Tampa on the Toronto Blue Jays. So, is this for you? A definite yes if you live in the Boston area, and an uncertain look-and-see if you think you might find the above reading material interesting. KP

**Northern Flame:** (#5 May)

Cal White, 63 Oakwood Ave., Toronto, Ont., M6H 2V7, CANADA

**Info:** variable costs based on 'zine size (approx. 75¢/issue), open page, xerox, 16 pages, 6 weeks, circ. 40, est. Dec. 1987.

**Runs:** Diplomacy, 7x7 Gunboat round robin tourney.

**Openings:** Diplomacy (\$5), Novice-only Diplomacy (\$5), W '00 Dip (free).

*Northern Flame* is a throwback to the Diplomacy 'zines of the mid-70s, which isn't surprising since that's the era in which Ye Olde Editor took his first kick at the publishing cat. Zines back then placed their emphasis on well-run games and high entertainment value for non-players. *NF* is no exception. Regular features include columns from our regular writing staff, crosswords, puzzles & contests, hobby news, a serious column from the mysterious Larivée Fretless, and just general, good-natured banter. No feuds, hate mail or death threats. Just the fun that a *hobby* is supposed to be! CW

**Not New York:** (#30 March 30)

Paul Gardner, P.O. Box 97, Brattleboro, VT 05301

**Info:** \$6/10 issues, open page, reduced 2 col., xerox, 8-10 pages, 3 weeks, circ. 43, est. Nov. 1984.

**Runs:** Diplomacy (4), Empire Builder, Railway Rivals, Nuclear Destruction.

**Openings:** Nuclear Destruction (\$2), Railway Rivals (\$2), Diplomacy (\$5).

This is not a great 'zine of hobbydom and gossipiness about it's doings. On the other hand, it doesn't do to ignore the hobby altogether, but *NNY's* focus is on games. Other areas of interest is baseball (hey, what about those Red Sox?), rock 'n' Roll (The Who in particular), and politics. There is no great lettercol...yet, and yet, I would nevertheless like to start one, and will be glad to hear from anyone with an issue or several to talk about. PG

**Not Up to Modern Graphic Standards:** (#10 May)

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

**Info:** \$6/10 issues, digest, xerox, 12-16 pages, 5 weeks, circ. 45, est. March 1987.

**Runs:** Diplomacy (2), Gunboat, Superdippers.

**Openings:** Superdippers (no fees).

Is the hobby ready for Michael Hopcroft on a computer? Hard to say. *NUTMEGS* tries to be a pleasant place to play games and discuss relevant topics ("relevance" determined by the

*(NUTMGS, cont.)*

overburdened editor, who is well-known throughout the hobby for his keen judgement[*argh, argh...humor, right?*] like political and economic theory, sports (real life or death issues), games, and whatever else comes to mind [*like long sentence contests?*]. I'm trying to get the feuding out of the letter column and into other more suitable forums [*to be soon in your local neighborhood Post Office*]. No danger of a laserprinter yet, though. *NUTMGS*: a little smorgasbord in a can... MH [*Actually, with your recent advances in the computer field, I like the suggestion of Cal White of Northern Flame fame. How about getting that "e" in and calling it Not up to Modern Electronic Graphic Standards!*]

**North Sealth, West George:** (#101 May)

Terry Tallman, 36 Oakes Ave., Everett, WA 98210

**Info:** free, trade, or by special selection, open page, xerox, 10-14 pages, 6-8 weeks (irregular), est. Feb. 1988 (restart).

*NSWG*, a chat szine in the tradition of those wonderful szines from way back in the golden age of west coast szines (and szines that felt at home there)—the early 80s. Subs are essentially free, however, and if you want to you can send me a copy of yours whenever you have recently been sent a copy of this. I reserve the right to quit sending you this if: (a) you sell your copy or reproduce a copy for a dark sider!!!, (b) I don't hear from you once in a while, or (c) you don't send me a one-for-one of yours if you pub. However, if you just want to check in now and then that's ok too. But it's hard for me to be relevant if I don't know what is going on in the rest of the Titan hobby. I know, a few of your are thinking "I'm a dipster, not a Titanist." Well, that's ok... TT

**Ohio Acres:** (#16 May)

Robert Greier, 35171 Gromley Rd., Salem, OH 44460

**Info:** \$7.50/10 issues, digest, xerox, 12 pages, 4 weeks, circ. 32, est. Jan. 1987.

**Runs:** Diplomacy (5).

**Openings:** Illuminati (in Derwood's subzine).

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?" [*Your shirt, ninny!*] RWG

**Quinipique:** (#23 May)

Claude Gautron, 620 rue St-Jean-Baptiste, Winnipeg, Manitoba, CANADA, R2H 2Y1

**Info:** 50¢/issue, open page, xerox, 8 pages, 8 weeks, #20 (August), circ. 25, January 1983.

**Runs:** Diplomatie classique (2).

**Openings:** Diplomatie classique (\$3).

*Quinipique* est un des deux seuls zines francophones de Di-

**(Ouinipique, cont.)**

plomatie 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  
[If you hadn't guessed, this is a French-language 'zine.]

**Passchendaele: (#53 March)**

Francois Cuerrier, 2303 Eglinton E., #305, Scarborough, Ont., M1K 2N6, CANADA  
Info: \$7/10 issues, open page, xerox, 12 pages, monthly, circ. 35, est. Sept. 1978.  
Runs: Diplomacy.

**Openings: Diplomacy.**

Controversial. We cover a variety of topics, including politics, history, Diplomacy strategy & tactics, hobby events, etc. FC [...and, allegedly, in English to boot (although I haven't seen an actual issue yet)!]

**Penguin Dip: (#14 May)**

Stephen Dorneman, 95 Federal St., #2, Lynn, MA 01905  
Info: \$15/10 issues (\$20 outside of U.S.), open page, xerox, 18-20 pages, 5 weeks, circ. 85, est. Feb. 1987.  
Runs: Diplomacy (5).

**Openings: desperately seeking standbys!**

*Penguin Dip* is a science fiction and fantasy fanzine, an outlet for amateur artists, a general gaming and role playing fanzine, as well as a dipzine—if you have eclectic tastes, *PD* is the place for you. If you want to see your articles, artwork, reviews and letters in print, *PD's* also for you. But if you don't like aquatic antarctic avians, Macintosh output in a variety of fonts, or articulate gamers and sf fans, maybe you'd be better off elsewhere. SD

**Perelandra: (#60 June)**

Pete Gaughan, 3121 East Park Row, #165, Arlington, TX 76010  
Info: \$12/year (\$15 for Canada, \$18 overseas), open page, xerox, 14-18 pages, monthly, circ. 55, est. June 1982.

Runs: Literary Quiz, Diplomacy (4), Gunboat, Deviant Dip, Titan, Snowball Fighting.

Openings: Diplomacy (\$5), Scrabble, Snowball Fighting (free), Downfall of the Lord of the Rings (free), Literary Quiz (free), others on demand.

*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 [even Mark Lew!], and we're always looking for more unusual

**(Perelandra, cont.)**

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

**\*\*The New\*\* Politesse: (#56 May)**

Dick Martin, 17601 Lisa Dr., Rockville, MD 20855  
Info: 30¢/issue, open page, laser/xerox, 6-8 pages, monthly, circ. 80, est. Nov. 1982.

I have essentially passed this 'zine on to Dick Martin (although I stick around to do the friggin' duplicating and mailing). *Politesse* remains, however, the Journal of the Washington Area Retinue of (Tacitly) Highly Organized Gamesters, and proud of it! The new incarnation is shorter, more timely, and more focused on the mid-Atlantic FTF gaming community. Fortunately, our monthly fare continues to feature a hefty dose of (very) misc. bizarreness from Marc Hurwitz, *Politesse's* Swinence Advisor and head of Warhog Labs. If you're interested in local gaming in the Baltimore-Washington area (and anyone from Philly to North Carolina is most cordially invited), be there, or we'll sick the Great Babirusa on you. Not recommended, however, for those with even a hint of porcine aversion. KP

**Praxis: (#20 April)**

Alan Stewart, 702-25 St. Mary Street, Toronto, Ontario, CANADA, M4Y 1R2  
Info: \$8.50 Can. or \$6.50 U.S./10 issues (single issue prices higher), open page, xerox, 20-38 pages, 5 weeks, circ. 72.

Runs: Diplomacy (3), Advanced Diplomacy.

**Openings: Diplomacy (free).**

*Praxis* contains "Demystification," a section devoted to articles on play of the game (not that it gets any) [c'mon, hasn't Marc Hurwitz been sending you any of those great game opening articles for Germany lately? — what, did you finally catch on that they were all jokes?] and "The Party Line," a letter column devoted to politics, hobby life, and whatever someone writes in about. "Hooliganism," a new department, will milk the Bad Boy fad for all it's worth until they fade away in May [sure...] or June [fat chance...]. *Praxis* is the hobby's Teflon 'zine! [Hey, it's still my favorite!] AS

**The Prince: (#65 May)**

Jim Meinel, P.O. Box 240003, Anchorage, AK 99524  
Info: \$5/10 issues (that's 50¢/issue), open page, xerox, 4 pages, monthly, circ. 16, Sept. 1982.

Runs: Diplomacy (2).

**Openings: Diplomacy (\$5).**

*The Prince* is a small, personal 'zine with a loyal following. Also now back is Kevin Tighe's enormously popular subzine *Humboldt* [not that I've seen hide nor hare of it!]. Content consists of Dip games, editor chit-chat and information about Alaska. Standbys receive the 'zine free for as long as they

*(Prince, cont.)*

play a standby position. SASE for a sample. The games are Draws Include All Survivors (DIAS), which is how God meant them to be. JM

**Protozoan:** (#43 May)

Scott Cameron, 4 Meadow Ln, Hicksville, NY 11801  
Info: Postage + game fee, open page (8 1/2" x 14"), xerox, 4-5 pages, 3 weeks, circ. 15, est. Aug. 1984.

Runs: Conquistador (3), Kingmaker (2), Civilization, Source of the Nile, Fur Traders, Buccaneers.

Openings: Conquistador Derby (\$3), Pax Britannica, open to suggestions.

After an hiatus of several months, *Proto* is once again in print. I run wargames only—no Diplomacy or Dip variants—and I prefer to send the 'zine only to players in my games, or publishers with whom I'm trading, though I will occasionally make exceptions and accept subscriptions. I emphasize low game fees and a quick turnaround. Currently, I need a couple of Pax Britannica standbys and am looking for entrants for a multiplayer game of the solitaire version of Conquistador. I also publish book and game reviews and various other articles from time to time. SC

**Random Thought:** (#12 May)

Jeff Zarse, Hinman Box 284, Hanover, NH 03755

Info: \$7.50/10 issues, xerox, 12 pages, 5 weeks, circ. 55, est. Jan. 1987.

Runs: Diplomacy (4), Gunboat, Empire Builder, Nuclear Destruction.

Openings: none.

BAD BOYS! Run, freaks, run. We be purging. "You have no life. Prepare to be slammed." Live a little. FREAK QUIZ! Here's some dumb quotes from freaks, and if you agree with them you are one too: "The Hobby is like 12 months of Christmas!" and "My life is drab and dull, even by the standards of most hobbyists." RT is \*\*fun\*\* and gets the Official Bad Boys Seal of Approval [i.e., *Bad Boys don't slam Bad Boys, no matter how "freeaky" they may get—hey, can't tell the players w/o a program after all, so get with it! (the program that is)*]. If you don't sub, you're societal refuse and can blow me hard! Well, enough about my 'zine, let me tell you about my penis... JZ

[For more on the Bad Boys, see opening editorial.]

**Rebel:** (#39 May)

Melinda Ann Holley, P.O. Box 2793, Huntington, WV 25727

Info: 50¢/issue, digest, xerox, 32 pages, 5 weeks, circ. 85, est. Nov. 1984.

Runs: Diplomacy (14), Gunboat (3).

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

*Rebel* is a gaming 'zine with continual openings in both regular and gunboat Dip. Maps are included and press is varied.

*(Rebel, cont.)*

*Rebel* comes out promptly every 5 weeks. Also included is *High Inertia*, Steve & Linda Courtemanche's subzine. MH [This indeed is one of the most bizarre mixtures of material in any dipzine. *Rebel* is the quintessential regular-as-rain warehouse serious gaming 'zine, and its subzine, High Inertia, defines an entire new category as a caszsh-talk ciao-ciao slumber-party, gosh-and-by-golly chatty subzine. Somehow, they work together. Now, if only Chocolate Factory wasn't a fake, we'd really have something to talk about!]

**Redwood Curtain:** (#36 March '86)

Kevin Tighe, 2351 Westwood C.t, #F-8, Arcata, CA 95521

Info: 30¢/issue, open page, xerox, 3-4 pages, 3 weeks, circ. 30.

Runs: Diplomacy (3).

Openings: none.

Though games are the central focus, *RC* is 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 [Frankly, I'm uncertain whether this 'zign is still running, never having seen a copy or heard anything from Kevin.]

**Retaliation:** (#121 April)

Dick Martin, 17601 Lisa Dr., Rockville, MD 20855

Info: \$2/3 issues, open page, laser/xerox, 36 pages, 5-6 weeks, circ. 95, est. June 1979.

Runs: Diplomacy (17), Gunboat (2).

Openings: none.

Over the past two years, *Retal* has undergone a rebirth. In the early '80s it was a massive high circulation zeen, with a heavy emphasis on personalities, press and silliness—and controversy. Then in the mid '80s *Retal* became a small (and controversial) low-circulation zeen on the eternal quest for the perfect (and most nearly incomprehensible) in-joke. The a couple of years ago something happened, and *Retal* grew again into a large circulation (and still controversial) playing 'zine concentrating on novices, personalities, press and silliness. Hmm...sounds familiar. KP

**Scipionibus:** (#37 March '86)

Eric Roberge, 216 Lazard, Ville Mont-Royal, Quebec, CANADA, H3R 1N9

Info: 90¢-\$167 Can./issue, digest, xerox, 10-28 pages, 2 weeks, circ. 60.

Runs: Diplomacy (7), Super Diplomacy (3), Apocalypse Super Dip, Dip Fantomas, Quebec Dip, Blitz Dip.

Openings: International Diplomacy.

*(Scipionibus, cont.)*

Actually, I doubt that much of the above information is particularly accurate—assuming, that is, that *Scipionibus* is still a going concern. I've never seen an issue, and this ZR entry is based on information from March '86. This is a French-language 'zine. KP

**Starwood:** (#5 January)

Melinda Holley, PO Box 2793, Huntington, WV 25727  
**Info:** cost included in gamefee of \$15, open page, xerox, 6 pages, 3 weeks, circ. 12, est. Oct. 1987.

**Runs:** Round Robin Gunboat Dip tournament (2).

**Openings:** Round Robin Gunboat tournament (\$15).

*Starwood* runs only gunboat tournaments. Seven players play each country under gunboat rules. There is no press or maps. Results are timely so the 3-week deadline can be maintained. *Starwood* will host as many tourneys as people are signed up for. MH

**The Scribblerist:** (#1 May)

Mark Lilleht, P.O. Box 3166, Charlottesville, VA 22903

**Info:** \$4.50/10 issues, open page (reduced two column), xerox, 4 pages, est. May 1988.

**Runs:** soon, soon...

**Openings:** Diplomacy (\$5).

I hope that this will become a chatty little 'zine. I'm not necessarily talking about a *cutesy* little 'zine where everyone pats everyone else on the back, nor do I purport to become a feud 'zine. I entered the hobby and now pubbing to have fun and God damn it, I'm going to have a hell of a time. What I would like to see is an *active* sub base. I plan to highlight games, maybe a touch of politics, any hobby news that comes my way (and very little does), reviews of books and music, general chat and just about anything that strikes my (and hopefully your) fancy at the moment. ML

**Ter-ran:** (#142 May)

Steve Heinowski, 51500 Portman Rd., RD #2, Amherst, OH 44001

**Info:** free to players, open page, ditto, 10 pages, 4 weeks, circ. 50, est. April 1976.

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

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

It's old. SH

**Thorazeen:** (#6 May)

Dick Martin, 17601 Lisa Dr., Rockville, MD 20855

**Info:** free to players, open page, xerox, 4 pages, monthly, circ. 441 [so he says...], est. Jan. 1988.

**Runs:** Round Robin Gunboat Tournament (2).

**Openings:** none.

Simply the most wonderful zeen in hobby history. DM

**Touché:** (#74 April)

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

**Info:** \$15 annual fee, open page, xerox, 18-21 pages, 8 weeks, circ. 25, est. Jan. 1979.

**Runs:** Afrika Korps, Civilization, Conquistador, Dune, Magic Realm, Rail Baron, Wooden Ships + Iron Men (2), Submarine (2), 1776 (2), Campaign Trail, B17, Napoleon's Last Battles..

**Openings:** Machiavelli (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 reports published in the main issue. 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. RL

**Trax:** (#53 January)

Bruce Linsey, 73 Ashuelot St, # 3, Dalton, MA 01226

**Info:** \$4/10 issues, open page, xerox, 6-10 pages, 2 weeks, circ. 15, 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 letters 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

**Two Bars in C-Sharp:** (#5 mid-March)

Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117-3813

**Info:** free to players, open page, xerox, 4-6 pages, circ. 10, 2 weeks, est. March 1988.

**Runs:** Railway Rivals (4), Empire Builder.

**Openings:** Railway Rivals, Empire Builder.

The 'zine with the transitory title is the genzine for the North American Railway Rivals hobby, just now beginning to germinate. Runs games—mainly to quick deadlines—and discusses aspects of same, plus data on new maps, map revisions, tournaments, etc. Empire Builder is also played to show them Brits that we Yanks like our own games too. All-for-all trades offered for any 'zine running Rivals or EB. The Editor's ambition is to win the Runestone Poll five years in a row without *once* mentioning the name Dipdom...*oops!* CvM

[If you ask me, this 'zine of fast-fast-fast Railway Rivals with a different musical score for it's title each month is nothing more than a bald effort to ensure first place in each ZR's alphabetized listing. Clever, Connie, clever...almost fell for your little trap.]



**Vertigo: (#88 May)**

Brad Wilson, P.O. Box 126, Wayne, PA 19087  
 Info: \$3/10 issues, open page, xerox, 9-12 pages, 5-6 weeks, circ. 34, est. Aug. 1982.

**Runs:** Diplomacy (5).

**Openings:** Diplomacy, Gunboat Dip (no fees).

As we've just added Andy Lischett as a trader, the staff here at *Vertigo* headquarters is in a rare mood of rejoicing at having such a person of taste come aboard. If you join Andy, you'll find casual Diplomacy, some interesting reading on music, politics and sports, contributions from Alcohol Consultant Ted "Swizzle" stick and our European Editor Jim Neuger (in Frankfurt). Plus an increasingly lively letter column. All for an appallingly unprofitable (for me) low fee! BW  
*[You have one of the most interesting 'zines going right now, Brad, but it's so ugly its uglies have uglies.]*

**The Volcano City News: (#12 March)**

Rory Noble, 436 S. 10th St., St. Helens, OR 97051  
 Info: \$3.50/10 issues (single copy 50¢), open page, xerox, 6-10 pages, 5 weeks, circ. 20, est. Dec. 1986.

**Runs:** Diplomacy, Gunboat.

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

After a few late issues, I'm finally getting me feet back on the ground (or fingers on the typewriter, whichever you find appropriate). PBM Kingmaker is still on the drawing board and I hope to open another Dip variant of some type before the year's out. The winner of any Dip game in VCN receives a free game start, good for one year or 50,000 miles. You might use your game start to bribe Melinda Holley out of a game in another 'zine, but it's doubtful. Check it out, maybe I'll even get ahold of my friend's computer to start doing the silly 'zine. Naw...why waste good computer paper for something like VCN. RN

**The Vortex: (Vol. 2, No. 1 May)**

Dan Gorham, 806 So. Euclid St, Fullerton, CA 92632  
 Info: \$10/year, open page reduced, laser/xerox, 6 pages, 11 issues/year, circ. 24, est. Jan. 1987.

**Runs:** Diplomacy (2).

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

See my comments on P. 3 under "But wait, there's more!" KP

**Who Cares?: (#56 March)**

Russ Rusnak, 1551 High Ridge Pkwy., Westchester, IL 60153

Info: open page, xerox, 8 pages, 4 weeks.

**Runs:** Diplomacy (4), WWIIb.

**Openings:** Diplomacy (\$5), WWIIb (\$5).

The primary goal of *Who Cares?* is to have results in the mail within 36 hours of the deadline. Gamefees are \$5, which includes a free sub as long as you remain active in the game. you are eliminated from your game, you are eliminated from the mailing list. RR

## Hobby services, projects, and special publications:

Going through this section of the last ZR, I thought that the mish-mash of publications and positions could be better organized. For what it's worth, here is my attempt. What follows is a collection of just about everything published that's not exactly a regular gaming 'zine, and all sorts of projects that people are involved in. If you think of something you would like to do, just go ahead and do it...as long as you think it's interesting or worthwhile, that's all that matters. Wonderful thing, anarchy.

\*\*\*\*\* Record Keeping \*\*\*\*\*

**Boardman Number Custodian**

Steve Heinowski, 12034 Pyle, Oberlin, OH 44074

The Boardman Number Custodian is the oldest and most universally accepted of all the postal Diplomacy projects. It was founded by John Boardman 25 years ago to keep a record of all postal Diplomacy games. The BNC assigns (what else?) Boardman Numbers to new Diplomacy games and lists all gamestarts and finishes. This provides raw material for ratings keepers and statisticians. To find out more about this service, check out *Everything*, the BNC service 'zine (see listing in regular 'zine section).

**Miller Number Custodian**

Fred Hyatt, 60 Grandview Pl., Montclair, NJ 07043

The MNC lists Diplomacy variant gamestarts and finishes. The project is similar to that 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 project, send away for a copy of *Alpha and Omega* (see regular 'zine listings).

**Miller Number Custodian/Under the Covenant**

Julie Martin, 17601 Lisa Dr., Rockville, MD 20855

The MNC/UC also records Diplomacy variant gamestarts, numbers games, and publishes a 'zine with statistics and other information on the variant hobby. This is a rival project to the regular (no covenant) Miller Number Custodian (see previous listing). For more information, see the listing for *Lord of Hosts*, the MNC/UC publication, in the regular 'zine section.



## \*\*\*\*\* GM Problems \*\*\*\*\*

**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 *Gehenna* in regular 'zine listing. The USOS may also help to rehouse a game if irreconcilable differences develop between the players and the GM that affect the game's play and/or progress.

**Ombudsman Service System**

John Caruso, 29-10 164th St., Flushing, NY 11358

John 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 resolved, you can contact John Caruso for help.

## \*\*\*\*\* Help for Novices \*\*\*\*\*

**Masters of Deceit**

Steve Arnawoodian, 602 Hemlock Circle, Lansdale, PA 19446

This currently costs \$1 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., #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**

Elmer Hinton, 20 Almont St., Nashua, NH 03060

This is a 21-page novice handbook wholly written by Elmer Hinton.

**Pontevedria**

Rod Walker, 1273 Crest Dr., Encinitas, CA 92024

*Pontevedria*, available for an SASE, 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 Peel, then back to Rod.

**Known Game Openings**

Robt Sacks, 4861 Broadway 5-V, New York, NY 10034  
*KGO* is another list of game openings. It is an independent project founded by Robert and published continuously since 1974. It is available for an SASE.

**The North American Zine Bank**

Ken Peel, 8708 1st 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.

**The Zine Register**

Ken Peel, 8708 1st Ave, #T-2, Silver Spring, MD 20910

But you already know about this one, don't you?

## \*\*\*\*\* The Good the Bad &amp; the Ugly \*\*\*\*\*

**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 international dipzines, using the ISE is the easiest way to go. Here is how the service works. Let us suppose you want to subscribe to *Prisoners of War* (a highly-rated British 'zine). 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.

**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.

### 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 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.

### 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.

### The Cream Shall Rise

Bruce Linsey, 73 Ashuelot St., # 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*. Cost: \$1 if you voted in the last poll; \$2 otherwise. Issue #4 is expected out in August '88.

### 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.

### Special Traxmasters Edition

Bruce Linsey, 73 Ashuelot St., #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.

### Stabbing Gourmet Cookbook

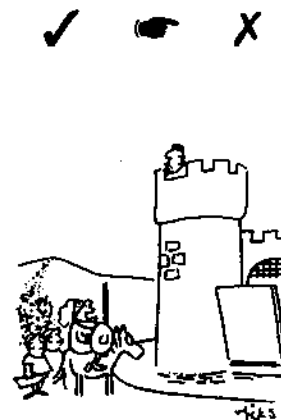
Larry Peery, Box 8416, San Diego, CA 92102

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.

### Mission From God

Pete Tulk, 76 Portland Rd., Edgvaston, Birmingham B16 9QU, England

*Mission From God* 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



"We're here to discuss issues."



*Ollie to committee: "trust me, I play Diplomacy..."*

## Where have all the flowers gone?

I know, long time passing. Regular readers of this august publication will notice that I have axed all of the international 'zines from this issue, save *Mission From God*. There are two reasons for this. First, the section doesn't seem to have been put to any tremendous use. The best way to explore the British hobby is to send away \$10-\$20 to Simon Billenness for the International Subscription Exchange (see projects & services listing). Simon will send you some good stuff, and you can decide what you want from what you see. The second reason is that I seem to have misplaced those few information sheet that I received from the ZRs that I sent abroad last issue. That would require me to plow through those 'zines that I do happen to have and try to figure out everything for myself. Not a pretty sight, particularly since my knowledge of foreign Diplomacy hobbies is negligible. Let me know if you miss the foreign section. I might decide to add back a few representative 'zines from the British, Aussie, and European hobbies. — Ken

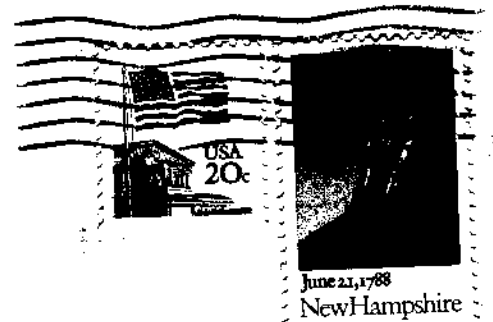
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### Play list:

*American Beauty*, The Grateful Dead  
*Cloud Nine*, George Harrison  
*Brothers in Arms*, Dire Straits  
*Never Die Young*, James Taylor  
*Crossroads*, Eric Clapton  
*City of Angels*, Jon Anderson

*Zine Register #12*  
c/o Kenneth Peel  
8708 First Ave., #T-2  
Silver Spring, MD 20910



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

To

**first class mail**