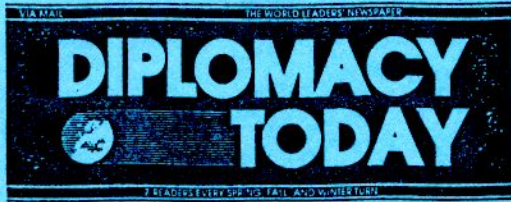


The Zine Register #14



upstart
Issue #11 November 15, 1988 Published in Brooklyn

PILOT LIGHT
the **MetaDiplomat** (n.a.)
Issue #1 (We started at 0) May 15, 1988. Next Deadline: June 19th

Dipadeedoodah!

NAME Clandestine
NOM Activities

News From Bree

Editor for this issue: Ken Peel, 8708 1st Ave. #T-2, Silver Spring, MD 20910 - (301) 495-2799
New editor: Tom Nash, 5512 Pilgrim Rd., Baltimore, MD 21214 - (301) 254-2836

This is the Summer 1989 Edition of the *Zine Register*. Single issues for this issue remain at 75¢. Starting next issue, however, costs will double to \$1.50 an issue, still a bargain considering what you get. The price rise is needed because the new editor will not have the same sweetheart deal on duplicating costs that I have had, and will have to actually charge close the the real cost of producing this thing. Tom intends to put this publication back on a reliable thrice-yearly schedule, with deadlines for submissions three months after mailing and distribution of the next issue one month after that. (This means, of course, that late submissions may get included depending on the zine's state of production at the time—oops, Tom, did I let a cat out of the bag?) So all pubbers remember to shift your ZR trades to The Honorable Mr. Nash immediately. I'll (a) either be wishing you a fond farewell on your sublist, (b) you'll find enclosed a sub check, or (c) I'll be proposing that we shift trades to my new mag (see listing for *Diplomatic Contraband* inside). I hope pubbers will be as supportive of Tom's efforts as they were of mine. This success of this zine really does rise or fall on the willingness of pubbers to support it through all-for-all trades. In cases where that simply is not possible, I'm sure Tom will be willing to work out other arrangements. Just don't make yourselves a(ny) stranger! Remember that your trades do double duty, as Tom will also be taking over the North American Zine Bank, for which I'm sure Tom would welcome a plug or two. The deadline for submissions for the next issue follows. —Ken

**** September 30, 1989 ****

Bring out your dead...

I hereby announce my pending retirement to the Home for Hobby Old Farts. Taking the *Zine Register* next issue will be the able, energetic, and relatively new (at least to me) hobbyist, Tom Nash. For those of you who might question my status as a certified Hobby Old Fart by pointing out that I have only been active in the postal hobby since 1983, I would point out that Old Fartdom, like California, is a state of mind. Trust me.

Tom is the right kind of guy for the job. He is active in both the postal and electronic mail sectors of the hobby, and has the ability to annoy get along with just about everybody. His biggest asset, though, is that he wants it. I was impressed when he hunted me down and volunteered just as I was beginning to put out subtle feelers. (People as lazy as me are really impressed by such things.) Another advantage is that he lives about a 30-minute drive away, so I can turn over the North American Zine Bank to him intact.

So starting immediately, all pubbers should send their ZR trades and inquiries and NAZB requests to: Tom Nash, 5512 Pilgrim Rd., Baltimore, MD 21214.

I regret to inform you, though, that I am not going to just disappear. I am already working on a new, more modest zine that runs games of Diplomacy for members of the U.S. Foreign Service. The purpose is to establish a new subgroup of the postal hobby, sort of like PBEM or the Mensa SIG. What a concept: Dip by dips! I already have the first all-diplomat game underway. For more information on this venture, see the listing for *Diplomatic Contraband*.

I am grateful to all the ZR (not TZR—this is the last time I'm warning you all...) subbers who put up with my delays and occasional bouts of moral indignation (see below). I had the pleasure to meet a lot of interesting people through sending out *Zine Registers* and Zine Bank packages. I also enjoyed looking over each month the huge number of zines I received for trades. I certainly got the better of the deal out of ZR trades and appreciate the support and assistance of so many North American pubbers. I hope that Tom gets the same level of support that I received. Hey, putting this thing out was fun. Which reminds me, how about them...

Knights Who Say NI

Sermon time on hobby projects and "custodians." If someone tells you how much sacrifice and selfless contributions they make to the postal Diplomacy hobby, it's time to start looking for the snake oil. The

only reason someone volunteers (no one's twisting anyone's arm to do this weird stuff) to work on hobby projects or publications is because it provides personal enjoyment. It's okay if part of the enjoyment is recognition for doing something that others find useful (anyone who denies the egoboo is being just as disingenuous). Let's just not spin off into saint-like martyrdom, eh? (...he says, doning his hairshirt...)

If anyone wants to disagree with me, fair warning: I might just form a committee on committees (there really is one by that name in the House of Representatives!) to report its findings and recommendations to the specially-appointed *ad hoc* task force established to resolve why I should always have the last say in everything (simple: 'cause I'm the editor) and why the world must remain penultimately under my control.

Your Mother was a Hamster and Your Father Smelt of Elderberry

To leave on a positive note, let me quote Randy Grigsby from his first *Alpha & Omega* since becoming Miller Number Custodian: "1988 was a record breaking year for variants. As a matter of fact, for the first time in North America, variant gamestarts outnumbered regular gamestarts. There were a total of 115 variant gamestarts, encompassing 21 different variants... Over 300 different players started in variant games under 34 GMs. For those of you who believe that the hobby is in serious trouble due to the lack of gamestarts check out the following table. Since 1985 (the year of the Great Feud [what, you never heard of it?...don't ask, you don't want to know. —Ken]) gamestarts have been on the increase. So much that the last two years have been banner years.

	'81	'82	'83	'84	'85	'86	'87	'88
Var starts	19	17	26	26	20	47	51	115
Reg starts	140	130	120	131	102	94	131	101
Total starts	159	147	146	157	122	141	182	216

I would add to Randy's comments that the credit for much of the progress of the past couple of years goes to newcomers since 1985. The growing number of energetic new publishers, begun about a year ago, continues to be impressive. If I hadn't been browning out myself, I would have been more aggressive in tracking them down through references in other zines and making sure all the new publications got listed herein. That job I leave to Tom, one of the best among them.

Finally, newcomers might want to check out the Glossary section at the end of this publication for definitions of some of the unusual terms contained in this publication used in wacky world of postal Dip.

— Ken Peel
May 29, 1988

Nobody expects the Spanish Inquisition:

[Or a typical zine entry, for that matter....]

The Zine's Name: (Most recent issue I have seen or have been informed about. Not necessarily the most recent issue existent in this universe.)

The publisher's name, address

Price/issue(s), format (open page or digest), method of printing (xerox, mimeo, etc.), average length of issue, frequency, circulation, month and year first issue published.

Runs: games currently running in zine.

Openings: games open for joining (with gamefee).

This is followed by a brief description of the zine, and will typically be written either by me or the zine's publisher. Even if I don't write the description, I will often have a few words of kibitzing [which I will write like this —Ken]. Some descriptions are written by suspicious third party, How to tell the difference? But ah, if I told you that it would not only reveal a complex secret code, but would rob y'all the fun of trying to figure out who it is behind those Foster Grants. KP

Ah, I see you have the machine that goes "bing":

Abattoir: (#10 March '88)

David McCrumb, Rt 1, Box 109, New Castle, VA 24127
50¢/issue, digest, xerox, 4 pages, 7 weeks, circ. 10, est. Dec. 1986.

Runs: International Diplomacy.

Openings: none.

Since international games take so long, I assume this zine is still a going concern. No openings that I know of, and available only to players and standbys. KP

Alpha and Omega: (#18 March)

Randy Grigsby, 93 St. Vincent St., R.R.#3, Barrie, Ont. L4M 4S5, CANADA

50¢/issue, open page, xerox, 8 pages, quarterly.

Alpha & Omega is the official publication of the Miller Number Custodian. The MNC provides numbers for postal Diplomacy games, and lists statistics on same. Randy, a Canadian, has just taken over as MNC (see listing in Project section) one of the most important services the postal play of Diplomacy. Support the unitary North American hobby! Start a variant today!! KP

The Appalachian General: (#58 April)

David McCrumb, Rt 1, Box 109, New Castle, VA 24127
\$10/15 issues, digest, xerox, 24 pages, monthly, circ. 45, est. Aug. 1983.

Runs: Diplomacy (3), Gunboat (2), 7x7 Round Robin Gunboat Tourney (3), Colonia VI.

Openings: Diplomacy, 7x7 Round Robin Gunboat, Colonia.

TAG is a boring warehouse zine which is a great place to play a game. Since there are no game openings and none planned for about a year, it would be hard to join. The zine's quality has gone down some, but GM accuracy has increased dramatically. DMC This was one of the first two zines I ever subbed to. This one concentrates on both variant and regular Dip, and occasionally runs non-Dip stuff like Civilization. Dave is a first-class GM, so I recommend TAG as a good place to play. Reading material varies from issue to issue; sometimes he has a lot, sometimes there is virtually nothing but the games. But of course, for players like me, there's nothing wrong with a little warehouse zine like this. DH

Aardvark Adventure Theater (???)

Terry Tallman, 3605 Oakes, Everett, WA 98210

Free to players & standbys, open page, xerox, 4 weeks.

Runs: None.

Openings: Diplomacy.

With games GMed by Avalon Hill's Diplomacy program for IBM PCs, AAT is the Flagship zine of "Toadfather, Duck, & Bob's Diplomacy Hobby." No covenants, intentionally silly polls, house cons, name calling and No custodians! (Just lots of Poobahs!) TT [I received this info directly from Terry the Toadfather himself a couple of months ago. Judging from Terry's enthralment with his new bank of PC clones (to go with his two STs and several Atari 8-bits), I am assuming this is a genuine venture. I never received the initial issue, though, and am not sure that the zine ever got off the ground. Check with the Sex Ghod to be sure. —Ken]

The Armchair Diplomat: (#305 December)

Ken Hill, 6199 Rockland Dr., Dublin, OH 43017

CompuServe online costs (electronic mail publication), 8-10 pages, weekly, circ. 60+, est. Feb. 1983.

Runs: Diplomacy (8), Gunboat (2), 7x7 Round Robin Gunboat.

Openings: Diplomacy, Gunboat.

TAD is the home of the Play-by-Electronic-Mail (PBEM) Diplomacy hobby on the CompuServe computer network. 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. TAD now has two subzines, *Blind Wars* by Jeff McKee and *Been There, Done That* by Tom Nash. The latter is the first ever bridge between the electronic players and the mainstream hobby. BTDT is also a subzine to *The Scribblerist* and has players from both CompuServe and the PBM hobby at large. Inquiries to the editor are welcome! KH

benzene: (#49 April)

Mark D. "Ig" Lew, 438 Vernon #103, Oakland, CA 94610
60¢/issue, open page, xerox, 8-12 pages, biweekly to
bimonthly, circ. 34, est. July 1985.

Runs: Scrabble.

Openings: Scrabble(?).

Benzene is an approximately monthly amateur newsletter, loosely associated with the postal Diplomacy hobby, which consists primarily of discussions of politics and whatever else interests the editor and the readership. I'm tired of being known as the e.e. cummings of dipdom, so I'm trying to reintroduce capital letters to my typing. Old habits die hard, though, so expect me to miss a few. [After this opening to the April issue of the talky, thirtysomething of chatzines, Mark then fails to capitalize everything else inside. —Ken] ml

This is not really a Dip zine at all; its focus is on political discussion between its editor, Mark Lew, and the rest of the known world. I find this to be an extremely thought-provoking zine, unlike many others which profess to have a political discussion section (including CCC). Lew and many of his contributors are very good writers—get this one if you are a serious political junkie like me! DH

Boast: (#287 May)

Herb Barents, 17187 Wildmere, Detroit, MI 48221
\$12/17 issues, open page, xerox, 10 pages, 3 weeks, est.
Sept. 1971.

Runs: Diplomacy (5).

Openings: Diplomacy (\$12, includes sub)

Back in the days when *Boast*, one of the longest continuous-running zines, was a diehard mimeo production, it more than earned its name—"bottom of a sewage tank." Now it is not only legible, but uses kibitzer maps to boot, which might leave snobbish old line British Hobbyists-with-a-capital-"H" standing aghast, but there hasn't exactly been upsurge of opposition from the players, *Boast* has hit its long stride as a small but reliable zine which concentrates on the play of the game. Besides games, each issue features 1 to 3 pages of news on the gaming industry and a 1-page review of a recent multi-player game release. This is one of those good-to-read-'em-if-you-play-in-'em zines, but not otherwise be called a general reader's zine by any stretch of the imagination. KP

Bushwacker: (#208 May)

Fred Davis, 3210-K Wheaton Way, Ellicott City, MD 21043.
\$6/12 issues for non-players, \$9 flat fee for players, \$5 flat
fee for standbys, open page, xerox, 10 pages, monthly, circ.
84, est. March 1972.

Runs: Vacation Dip III, Character Dip, Conquest of the
New World III, Atlantica III.

Openings: one (and only one) of the following games will
begin when enough players express an interest: Seeing is Be-
lieving, Ancient Empires III, Character Dip, Suicidal Dip,
Five Italies, Utrecht III, and Corner Dip.

Bushwacker is devoted exclusively to variant Diplomacy games. The remaining space is devoted to hobby news, astronomy, politics, science fiction and whatever else I feel like writing about. Rules and maps for new variants are printed from time to time, and readers get to vote on which ones they want to play. Players receive \$1

(*Bushwacker, cont.*)

discount on all subsequent games, and members of the Mensa Diplomacy SIG receive \$1 off on game/subscription fees. We [as in Fred and his typewriter —Ken] also encourage international games and trades. FCD,jr.

This is the granddaddy of all variant zines. Sometimes the zine has interesting reading material, but sometimes its frankly a little boring. But no matter. Fred publishes regularly [Can you say "never missed once since 1971?" —Ken], and is totally committed to variants, so his zine serves a useful function, DH

The Canadian Diplomat: (#27 May)

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

\$1 (Can. or U.S.)/issue, open page, xerox, 50-80 pages, 8
weeks, circ. 100, est. Dec. 1984.

Runs: Diplomacy (11), Gunboat (10), Colonia VI, Anarchy
(5), Stonehenge Dip (3), Econopolicy, Cline 9.

Openings: Diplomacy (\$2), Gunboat, Colonia VI, Anarchy,
Stonehenge Dip, Youngstown IV.

I know I'm late with the *Zine Register* when I actually have three issues of the *Canadian Diplomat* has piled up during the review period. The current issue even prints my letter sent last November in response to someone else's letter printed in heat of Canada's super nationalist (and hilariously funny) election campaign. Not that any of it makes much sense anymore. As you can guess, *TCD* is not about speed. What it is about is running the widest variety of games anywhere north or south of the border (depending on which side you're looking at it from). *TCD*, which took 8th place in last year's Runestone Poll, is kind of a warehouse zine, but contains more chat and letters than most readers zines. It's slow (sometimes annoyingly so), but friendly; a bit out in the ozone, but comfortable. I know, it's sort of like Bob Acheson! KP

Robert is one of the deans of the hobby, his involvement dating back to almost the very dawn of time. Come to think of it, he's lived out west for just about as long, ever since he and buddy Mike Dominskyj headed out for Thunder Bay. Unfortunately, Bob got so pissing drunk that he slept his way through only to fall off the train somewhere amidst the great tundra. *TCD* is priced at a full buck per issue, but redeemingly a yearly sub will only typically cost \$5-6. This is because the zine is very leisurely paced—nothing intrinsically wrong with this, of course, but just be aware that you'll be signing up for 7-8 years when you cough up that cheap; \$1 game fee. The zine has frequently been described as warehouse. This is not too close to the truth, actually, as every bulging issue contains enough jokes, sports, articles, quizzes, and "Canadian Content" to make this a short-lived but entertaining read. Few people are aware of this, but Robert is my faithful toady. Frequently enough he will reprint material directly from *Passchendaele*, nodding vigorously in agreement as he types up every word. And he's got the right attitude towards women, too, although if he was as smart as me he would have realized a long time ago that intrinsic female inferiority is so obvious as to not warrant comment. Give the broads a break, Bob, they've put in a lot of practice at being so dumb. FC

Carolina Command & Commentary:

(#15 March)

David Hood, 15-F Estes Park, Carrboro, NC 27510
75¢/issue, digest, xerox/laser, 16 pages, monthly, circ. 50,
est. Oct. 1987.

Runs: Diplomacy (5), Skinny Dip, Gunboat.**Openings:** none.

C³ tries to combine well-run Diplomacy games with a dose of political commentary and hobby-related articles. The focus of the zine is foreign policy. Also included each time are articles on Diplomacy scoring systems and other topics. *Carolina Command & Commentary* is a joint project of the Carolina Amateur Diplomats, a local FIF club. The zine is also one of the few published in the old South—and one of the few intelligent enough to use “y’all” as a contraction for “you all” or “youse guys”... DH

Cheesecake: (#100 November)

Andy Lischett, 2402 Ridgeland Ave., Berwyn, IL 60402

Free to players, standbys, and a few choice others, generally unavailable until current players bite the big one, open page, xerox, 6-8 pages, 5 weeks, circ. 50, est. March 1979.

Runs: Diplomacy (7), Gunboat.**Openings:** none.

Don't want to describe this thing. [But then he goes on to say... —Ken] Ken, just though I'd let you know that I enjoy the ZR and that I apologize for the ugly crayons. All the pretty colors got sent to the regular subbers. AL

To make the above understandable, Andy put out one of the most impressive special issues I've seen to celebrate *Cheesecake's* 100th issue. It was a collection of the best of the zine in the past 10 years. It reminds you that *Cheesecake* was once a shining readers zine that contained some of the best and funniest Dip material ever printed. (The 100th issue contained a Allan Calhmer Coloring Book with crayons provided, though all I got was two ugly shades of brown.) Now, *Cheesecake* is “merely” an excellent place to play the game. The distribution is tightly controlled (keep bugging Andy, and eventually he'll break down and let you in), but if you're not playing there it probably won't mean much to you anyway. Ah, but that 100th issue...I'm passing mine on to Tom Nash for the Zine Bank. Maybe he should run a contest to see who gets it. KP

Believe it or not, this newsletter is actually free to all players and standbys! What's more, don't bother looking for a game-fee or NMR deposit: there's none. Andrew's efforts are strictly a labor of love. You know full well that I'm not exactly fond of warehousian zines, of which this is one. Still, *Cheesecake* will occasionally feature sparse comments, and it's always nice to keep in touch with an old pal to begin with. Andy and I go right back to 1979 [a legendary year for zine starts—see comments by mark lew in listing for The Scribblerist. —Ken], and in 1981 he let me stay at his place. At that time, I duly proceeded to ransack his apartment in search of a minor competitive edge (the orders of other players in my games), only to discover that he had cleverly taken the wise precaution of stacking all relevant documents in the trunk of his car. I assure you: this is the only time that anyone in the hobby ever had one up on me [ah, humble as ever, eh, François? —Ken], and this incident earned him my eternal respect. Be nice to Andy: it's handy to have free board and lodge when you're in Chicago. FC

Cathy's Ramblings: (#41 April)

Cathy Ozog, P.O. Box 17457, Munds Park, AZ 86017

\$7/10 issues (\$1.20/issue in Europe), open page, reduced, xerox, 10-12 issues, 6-8 weeks, est. Oct. 1983.

Runs: Diplomacy, Downfall of the Lord of Rings, Gunboat.**Openings:** none.

CR is one of the two top international zines in North America (the other being *Excitement City Unlimited*). To accommodate international—primarily British—participation, CR has strict 6-week deadlines, with not-so-strict two week production periods. Cathy is thinking of winding this zine down, though, so you might check with her before subbing. KP

CR was the first dipzine I ever subbed to, and in those days I thought it was the greatest thing handled by the USPS (mishandled would be a better word...) It features a letter column and occasional articles about other things. Another important feature of the zine is the presence of a lot of international subbers, who sometimes make the letter column very interesting. While I like getting this zine, I feel that the quality has gone down. My guess is that the Ozogs have been partially overcome by Real World pressures and spend less time on the zine. However, I don't want to make it sound like CR isn't worth getting. It is, just for the letter column. Also, if one is a fantasy fan (which I am not) Cathy often includes material along that vein, and the cover art is truly extraordinary. Playing in the zine is another matter. I played my first PBM game there, and did not enjoy it as much as I have in other zines. The problem is the turnover—it was not uncommon to have turns adjudicated about 8-9 weeks apart! If one likes to play in *Canadian Diplomat*, then CR is probably okay, since both take forever to get results back. However, if one likes *Rebel* or *Frodo* type deadlines, then you had better not play in CR. DH

Comrades in Arms: (#26 April)

Tom Swider, 75 Maple Ave, Apt. A, Collingwood, NJ 08108

\$5/10 issues, open page (proud to use an IBM clone and not a Mac [some folks have pride in gross eating habits as well]), xerox, 18 pages, 3-4 weeks, circ. 52, est. Aug. 1986.

Runs: Railway Rivals, dune, Kremlin, Sea of Despair, Runestone Poll Diplomacy, Final Conflict, Vandals, Northern Ireland, Vacation Diplomacy, Gunboat.**Openings:** Pax Britannica, Gunboat Final Conflict, Intimate Diplomacy, Machiavelli, Pax Britanica.

Comrades in Arms is a gentler, kinder xyn. TS [That's kinder, gentler, Tom, can't you get any thing right? CIA runs only Dip variant and other multiplayer games, and is one of the anchors of the recent growth in the variant sector of the hobby. —Ken]

Tom Swider publishes this zany “xyn” which purports to be the “foundation of the variant renaissance.” I don't know about that, but it certainly makes interesting reading. His cover art is very creative each issue, and his reading material is probably superior to either *Bush* or *The Appalachian General*. Tom offers a great variety of games, including non-Dip wargames. It's better when he stays away from feud-related topics, but all-in-all this zine is worth getting just to see the wide variety of games that can be suited to play-by-mail. DH

Clandestine Activities (#5 May)

Douglas W. Acheson, 95 Dundonald St., Barrie, Ont. L4M 3T4 Canada

\$10/12 issues (no trades or mutual subs!!!), open page, xerox, circ. 25, est. Nov. 1988.

Runs: Diplomacy, Gunboat, Colonia VI, Gunboat Colonia VI (2), Stonehenge Diplomacy.

Openings: Diplomacy, Gunboat Dip, Colonia VI, Gunboat Colonia VI (all \$5).

CA's purpose is to subjugate and integrate the American hobby to the word "ch" and the "Loonie." To sell the Canadian identity, or at least peddle the musings of a qualified straight-jacket nationalist. What is wrong with the idea of Canada taking over Maine [I thought the French Canadians were already doing that. —Ken], Alaska and Washington states. They're ours anyway or they were, or they should have been, or something like that... (Isn't Florida part of Canada now?). Anyway, CA will also fill a need for the Canadian Diplomacy Organization coordinator, for within the very pages of it will be found the straight 'n' narrow dictates of "From the Chair," the voice of the CDO. Rumour has it that Mark Weidmark will jump ship from *Praxis* and submit material. Cal White has also indicated that if this whipping boy, Easton, gets hitched and stops publishing his sub-zine, he'll (Cal) will fold *Northern Flame* into CA. I tell you the potential is incredible. If you need anything more for your description, read it and find out for yourself. Subscribe because I need the money to pay for my wife's next CAN-CON '89 outing in Toronto. DWmA

The Continuing Crisis (continued)

(#7 January)

Tony Doussette, 530-A Bruton Bends, Richardson, TX 75081

\$6/12 issues (or SASE + 10¢/issue), open page, xerox, 2 pages, circ. 7, est. June 1988.

Runs: Diplomacy.

Openings: none.

CC(C) is more of a flyer for my own entertainment than anything else. TD [This may be a nothing little flyer (as opposed to *No Name Flyer*), but ah, what a terrific name (terrific). —Ken]

Dark Mirror: (#5 April)

Audrey SF Jaxon, 405 Fair Dr #101, Costa Mesa, CA 92626
50\$/issue, digest, xerox, 24 pages, monthly, est. Nov. 1988.

Runs: Diplomacy (3), Gunboat.

Openings: Diplomacy (\$5), Gunboat (\$5), Kingmaker, Civilization, Anarchy.

Dark Mirror is one of the best of the "Brat Pack" surge of new zines by relatively new dipdomites over the past year. What is more, *DM* is published by another growing breed of hobbyists (or is it just wistful thinking?), a woman, no less. So far, *DM* has come out regularly, has become a good reading zine (the April issue contains 18 pages of non-game letters, articles, puzzles and ramblings), is well composed and laid out (a member of yet another growing breed of Macintosh laserprinted productions), and contains a new breed subzine by roomie Timothy Moore (who we are told we can blame for Audrey's entrance into pubbing). As with the Army/Navy/Air Force/Marines, this looks like a good place to start. KP

Desperado Train: (#13 February)

Ken Eklund, 526 Fuller Ave., San Jose, CA 95125

50¢/issue, open page, xerox, 4-6 pages, 3 weeks, circ. 12, est. Feb. 1988.

Runs: "Squinty's Saloon" (Desperado Train scenario)

Openings: standbys (1 or 2 new games may open in 1989, \$15 game fee).

Imagine this: Diplomacy Clint Eastwood-style, with game system by Sam Peckinpah. Each "Squinty's" scenario features a roomful of gunslingers with reason to shoot each other. Moves are plotted in "pulses," each of which is just about as long as it takes to pull a trigger; three pulses per game turn. Players construct their own desperados, complete with a shady past, and bid for weapons. Unlimited diplomacy. Game has been designed so that an occasional NMR doesn't ruin things. If you think a good stab is satisfying, try both barrels at point-blank range. KE [Sort of like a *Magnum Force* version of *Snowball Fighting*, looks like a game that could really make your day! —Ken]

Dipadeedoodah!: (#5 May)

Phil Reynolds, 2896 Oak St., Sarasota, FL 34237

\$9/12 issues (75¢/issue), open page, xerox (laser), 10 pages, monthly, circ. 30, est. Jan. 1989.

Runs: Diplomacy (6), Fog of War.

Openings: Asian Diplomacy II (\$5), Illuminati (\$5).

Dipadeedoodah! was created to meet the needs of a particular kind of Diplomacy player, those like me. I spent some time looking at other zines for attractive places to play. For the most part, I was disappointed. *Dip* features those qualities that I would like in a zine as a player: quick and prompt deadlines no longer than a month, friendly games free of politics and backstabbing that weren't generated from the game at hand, quality writing, and general efficiency. I am always open to suggestion, though, including requests for variants. Interested and active players are what I want. There are also regular contests and columns on sports, music, and social issues. Gee, I wish I could be a player in *Dipadeedoodah!* PR

Phil had been musing about starting a zine for about half a year before he finally took the plunge. I can't remember the original name he floated, though, but it wasn't *Dipadeedoodah!*. Hey, that would be a great trivia question, eh? To emphasize the role of this, one of the oldest of the Brat Pack zines, Phil took on at his creation the orphans of another RP zine that recently folded (*Cross Rifles*). Nice to see the kids taking care of themselves. *Dip* augments the growing number of Macintosh-produced, laserprinted, two-columned zines (sound familiar?), but the important point is the content. This guy may be really into throwing rabbits into briar patches, but he's a rad animal rights activist. Along this vein, I have a question for Phil. Last year in DC a ferret (the latest rage in yuppy pets) bit a neighbor child. When health officials sought out the ferret to determine whether the animal had rabies, local animal rights moonies took the animal to an underground "shelter." You see, to check whether the ferret had rabies would have required a lab to inspect the animal's brain, thus killing the animal. The end result was to require the small child to go through a painful and costly series of rabies shots. Was this the right thing to do? You might guess my view on this. As I always say, moderation or die! KP

Diplomacy Digest: (#118 February)

Mark Berch, 11713 Stonington Pl., Silver Spring, MD 20902
\$5.50/10 issues (£2/5 issues to Europe), digest, offset, 12 pages, 6 issues (sometimes double issues, meaning actual publications on the average spaced more than two months apart) per year, circ. 74, est. July 1977.

For many years, *Diplomacy Digest* was one of the highest circulation zines in the North American hobby. But over the last couple of years Mark has slowed down his rate of output from monthly to bimonthly (or fewer) issues, and his sublist continues to ease downward. *DD* continues to chug along, however, as a unique publication reprinting play-of-the-game articles (as well as other topics) from older *Diplomacy* publications, many of them British, along with his own commentary. Each issue concentrates on a particular topic such as Italy, personalities, stabs, etc. Most issues also contain 2-3 pages of Mark's personal views on *Diplomacy* hobby happenings and controversies. With the qualification that much of what is said in *DD* is Mark's own unique views, Mark makes available, at very modest prices, nearly all past issues going back more than a decade to his subbers. That collection contains many issues containing a vast variety of play-of-the-game articles, plus materials giving background on the history of postal dipdom. KP

Diplomacy Today: (#5 April)

Darrel Plant, Reed College Box 1068, 3203 SE Woodstock, Portland, OR 97202

Digest, xerox, 3 pages, monthly, circ. 10, est. Oct. 1988.

Runs: Diplomacy.

Openings: none (possible openings by mid-summer).

Diplomacy Today offers the best graphics [now things get a little difficult, as the USP"S" decided to do some serious chomping on the information sheet—which is why, by the way, that I don't provide any cost information above. But bear with me and I'll do the best I can. —Ken] combined with today's news technology. Short, concise words [read: no more than two syllable each] mixed with incisive [read: short] political commentary. In-depth views on the current political scene with an incredibly easy-to-understand conflict map of Europe make *DT* the only newszine for players in this particular game. It may not be any better than insanely great, but it's all that \$10,000 worth of Reed College computer [read: Macintosh] equipment can do. *DP* [*Diplomacy Today* is a blatant knock-off of *USA Today* all electronically produced and laser-printed. The map is beyond anything I have ever seen for a postal *Diplomacy* game. In fact, as a Macofile—what, you never guessed? —I plan to write Darrel for a copy of his map files. *DT* started as a private PBM effort, that happened to trip across our humble little community. I wonder how many times postal *Dip* has been invented since or even before John Boardman originally got his own effort underway? I know that I was a part of a similar small private postal *Dip* effort for several years before knowing of *Dipdom-at-large*. All this said, and waxing endlessly at the graphically stunning presentation of *DT*, as present it is still essentially a one-game flyer. But watch out if Darrel ever expands his effort. —Ken]

The Diplomacy Tribune (#2 May)

Gerald Todd, 8047 High Point Rd., Baltimore, MD 21226
\$1/12 issues.

Runs: Diplomacy.

Openings: Diplomacy (\$3), World Diplomacy (\$5).

There is now another *Diplomacy* zine coming out of Baltimore. *The Diplomacy Tribune* is the product of one Gerald Todd. The *Trib* is offering to run up to four games of regular *Dip*, plus one section of a new World Diplomacy game. There are currently six Marks of World Diplomacy [One of which was designed by an old high school smear buddy of mine, Mark Segeman. —Ken] on record, some for 7 and some for 8 players. Until I see a copy, I don't know whether this version of World *Dip* is an old or new one. Providing they are kept within a reasonable size, global variants can be very interesting, since there are no corners or edges to hide in. You may want to give this a try. FCD,jr

[I have a copy of the first two issues of the *Trib*, and the following is from the introduction of #1. —Ken] I have been debating publishing a dipzine ever since Roy Flemming's *PBM Newsletter* went "deep-six." [a Baltimore-based, warehouse zine that folded a year or two ago]. I wanted to do it, but not until I could do it right! The *Trib's* content, besides *Diplomacy* games, will consist of hot air from me or the readers, a classified section where readers may place "Opponents Wanted" ads as well as ads for game-related items for sale, game openings, other newsletter listings, and whatever else we can come up with. GT

Diplomacy World: (#54 Spring)

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

\$15/4 issues in North America (overseas \$20 surface & \$40 airmail), \$4/single issue, digest, xerox, 55-65 pages, quarterly, circ. 300+, est 1974.

This is the self-professed flagship zine for the PBM *Diplomacy* hobby, and is a primary way for novices to enter the activity. It features articles on strategy/tactics, Con reviews, variants, and a whole multitude of other subjects. Much of it is written by its publisher, Larry Peery, although half or more of any given issue will be articles by other writers. I think that *DW* is a must for the PBM player, to keep up on what is happening in the hobby. While I do there there are some articles that at times are intended for very limited audiences, the majority of the zine is focused on the basic run-of-the-mill PBMer or even novice. I know that this was the way I myself entered the hobby—having a flagship zine is particularly useful in that respect. DH

DW tries to have something for every segment of the hobby. This means that there may be some issues, as David alludes to above, of limited interest to some. Like David, I also was introduced to the larger postal hobby through an old copy of *DW* that happened to float my way. When I was just getting oriented to the hobby, it served as a valuable, probably indispensable, resource. I find much less in it of use these days (not necessarily surprising with a brown-out case like me), preferring to spend my time with working zines out there on the front lines. *DW* continues as the highest-circulation (by far) dipzine around. KP

Diplomag: (#86 March-April)

Fred Davis, 3210K Wheaton Way, Ellicott City, MD 21043
\$3/6 issues, open page, xerox, mimeo, 6 pages, bimonthly, circ. 52, est. July 1976.

This service and gazette for the Mensa Postal Diplomacy SIG sets 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. FD

Diplomatic Contraband: (#3 April)

Ken Peel, 8708 First Ave. #T-2, Silver Spring, MD 20910
\$3.50/10 issues, open page, xerox, 8 pages, bimonthly, circ. 15, est. Nov. 1988.

Runs: Diplomacy.

Openings: Diplomacy.

DC is the first organized effort to promote the postal play of Diplomacy in the professional diplomatic service. Games are open (at least at this point) only to diplomatic professionals, although there are no occupational restrictions on standbys. Issues are mailed domestic postage via diplomatic pouch or military mail (APO/FPO). International subs for those without access to these services run about \$1/issue. Subs for non-dips are available on a case-by-case basis (preference to standbys and those interested in discussions of political and foreign policy issues). Due to the sensitive work environment of career diplomats, subbers are requested to respect the private nature of comments made in DC. The first two issues were flyers mailed to all U.S. diplomatic and consular posts abroad. The first all-dip game of Dip got underway in the third issue, so the zine is still very new and under development. I hope to get diplomats of allied countries involved as well. Anyone have contacts in the British, Canadian or Australian foreign services? KP

Dippy: (Vol. 17, #6 May)

Jim Benes, 417 S. Stough St., Hinsdale, IL 60521
\$1/3 issues, open page, mimeo, 6 pages, 3 weeks, circ. 25, est. July 1972.

Runs: Diplomacy (4).

Openings: Diplomacy (\$5).

Dippy is one of the oldest zines running, and Jim continues to be regarded as one of the best GM's in player polls. The thing is reliable like clockwork, and one of the few remaining places to play a fast-paced game of Dip. But Great Western Publishing Co & Whalebone Corset Works Unc or no, Dippy's pretty much player-only publication. KP

Disease City: (#43 March)

James Goode, APSU-Box 4607, Clarksville, TN 37044
\$8/12 issues, open page, xerox, 6-10 pages, monthly, circ. 27, est. Oct. 1985.

Runs: United Soccer League.

Openings: none (standbys needed, though).

An infectious publication, DC is generally prompt and orderly. It is a mutant of Bill Bicker's old K-Zine, but with a pathogenic theme and an Americanized league schedule. JG

Dyslexia: (#0 December)

James Cox, 1256 Pocket Rd., Sugar Valley, GA 30746
\$8/12 issues, open page, xerox.

Openings: United Soccer League.

A tentative set of United Soccer rules were published in late December. Here is your chance to start your own club in a new league. JG

Electronic Protocol: (#4 November)

Eric Klien, 1 Sinai Circle #B10, Chelmsford, MA 01824
Free, electronic mail publication (Portal system), weekly, circ. 8, est. Oct. 1988.

Runs: Diplomacy.

Opening: Diplomacy.

In EP, no NMRs allowed! Unlike all other zines, we don't allow NMRs. We don't believe that Diplomacy is about ganging up on people who have NMRed; we believe that Diplomacy is about negotiating on a level playing field. Games are moderated with Electronic Diplomacy by Avalon Hill to reduce GM errors. For more information, write or call. Houserules are available. EK

Empire: (#266 June)

John Boardman, 234 E. 19th St., Brooklyn, NY 11226
\$10/12 issues, open page, mimeo, 10 pages, 4 weeks, circ. 40, est. Nov. 1974.

Runs: En Garde, Pax Britannica (2).

Openings: En Garde (\$20/yr.), Pax Britannica (\$30).

Empire [John's companion zine to his dipzine Graustark —Ken] carries postal games other than Diplomacy, and has in the past carried games of A Mighty Fortress, Conquistador, Frigate, The Crusades, Dreadnought, Sorcerer, Empires of the Middle Ages, and SPI's Prestages series. (Attempts to run World War II and Civilization were not successful.) An Empire series, "Dungeons & Christians," keeps readers posted on Christian campaigns to ban the play of Dungeons & Dragons and other games and toys. JB

Everything: (#79 Spring)

Don Williams, 1521 West Ave. J-8, Apt. #163, Lancaster, CA 93534

75¢/issue, digest, xerox, 18-30 pages, quarterly.

Everything is the publication of the Boardman Number Custodian, who maintains statistics on regular Diplomacy game starts and finishes. Steve tries to trade Everything for all zines running regular Diplomacy games. This zine, however, is probably only of interest to GMs, ratings keepers, and (gasp!) rules lawyers everywhere. Note that with the next issue the BNCship will be passed on from Steve Heinowski to Don Williams (see address above). Everything wants to trade all-for-all with every zine that runs regular PBM Diplomacy games. KP

Excelsior (XL): (#27 May)

Bruce McIntyre, 6636 Dow Ave., #203, Burnaby, B.C., V5H 3C9, CANADA

1.5¢/page (U.S.), 2.5¢/page (Canada), digest, xerox, 28 pages, 10/year (actual publication schedule has been bi

(Excelsior, cont.)

monthly since November), circ. 50, est. Feb. 1985.

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

Openings: Diplomacy, International Dip, Seismic Diplomacy, Silent Seven Diplomacy.

Over the past couple of years, *XL* has had an on-again off-again publishing schedule. At last check it's on, and as usual reports of the zine's imminent demise have been vastly overstated. Bruce has an engaging writing style and is particularly interested in international contacts, soccer, and what the ignorant masses (like me) call "classical music." *XL* is well laid out, and is a generally snazzy operation. Might not be the best place to play, though, if you expect some regularity in your games. If you like them slow, better to go with a zine like *The Canadian Diplomat* that never claims to publish any more frequently than every other month. KP

Excitement City Unlimited: (#17 February)

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

75¢/issue (\$1 outside N. America), digest, xerox, 12 pages, 5 weeks, circ. 84, est. July 1987.

Runs: Cline 9 Diplomacy, International Cline 9, International Railway Rivals, International Downfall of the Lord of the Rings.

Openings: Stab, International Dip, International Railway Rivals, International Railway Rushes (RR variant).

Without a doubt, this is the official organ zine of the bleeding heart lib left greenpeace establishment. An immigrant card carrying Liberal from Britain, Simon fits right in with the New England radical crowd. Amongst other things, he's an avowed environmentalist, an animal rights activist, and a stubborn vegetarian. So nobody's perfect. *Excitement City Unlimited* is a regular zine. Games appear to be well run, but judge for yourselves. When Simon doesn't have too much spare time, he cuts back on the size of the issue. Otherwise, the subscriber is treated to a fair amount of entertaining reading—though Simon doesn't believe in going overboard, ever, and therefore even the largest issue will only be so long. FC

Fiat Bellum!: (#71 April)

Don Williams, 1521 West Ave. J-8, #163, Lancaster, CA 93534

75¢/issue (\$7.50/12 issues), digest, xerox, 40 pages, monthly, circ. 47, est. Oct. 1982.

Runs: Diplomacy (12), Snowball Fighting.

Openings: none.

Can an Overworked urban planner with a bullshit English degree find peace in the world, order in the cosmos, karma in his morning coffee, and/or (preferably) an out of body experience with Sigourney Weaver [I don't know about you, Duckster, but I'd want to be in my body for an experience with Sigourney Weaver—Ken], by publishing a monthly Diplomacy zine? Probably not, but I try to have fun anyway. *FB* runs just about everything, but mostly Diplomacy (straight up, no twist) and a hugely profitless bookie operation. Press and letters are encouraged—sort of, if you know what I mean—and has a standby list (The Burn Ward) where the listees take turns telling each other how badly the GM screwed up. *FB*

(Fiat Bellum!, cont.)

used to be a subzine to the glorious *Magus* (by Steve and Daf Langley), but was cast adrift last year when the Harmonic Convergence called Steve home...to Renton, Oregon, if my channeller is to be believed. Instead of folding, *FB* transmogrified (yes, it is a REAL WORD) and now carries *Magus* as a subzine to itself, itself still a subzine to *Magus*. (Or something like that, ask my lawyer.) The zine also carries subzines (or subsubzines, depending on which limb of the family tree you care to swing from) by Bob Iron Fist Olsen ("Atrocity Exhibition"), Bob Slossar ("The New Utopia"), and Pete Gaughan ("The Melniborne Herald"). Finally, *FB* is the politically correct publication of the Kommissar of PDO Zone #8, me, and is committed to debunking the myth that Iron Fist Olsen is a spineless wimp, whose only mission in this hobby is to be crushed like a rotten egg. No, ole Iron Fist is a WINNER! We're also engaged in the ongoing effort to disprove the existence of such hobby subversives as Terry Tallman and...well...Terry Tallman. Is *Fiat Bellum* a Wigadoo Publication? Yeah it is... (There, Ken, is that enough, or do I have to keep describin' my own zine?) DW

[Don, you're doing just fine stalling away there. I mean, we want to give folks an accurate view of your hopelessly-overwritten fine zine, don't we? All hail the new BNC!—gasp! what has this hobby come to? And I hear that *FB* even won the Marco Poll as well... —Ken]

Firebrands: (#30 January)

Bill "Spike van Robart" Salvatore, 19985 Wild Cherry Ln., Waters' Landing, MD 20874

60¢/issue, open page, xerox, 2 pages, irregular, circ. 60, est. Aug. 1985.

Runs: none.

Openings: Titanon (\$1/turn + #10 anti-double NMR deposit; send SASE for rules).

This is the newsletter of the World in Flames League. "World in Flames" is a WWII Diplomacy variant for the hexa-gone. Titanon is an anonymous, simultaneous-movement variant of Titan. The GM, "Tight Ann" Ominous, intends to complete twelve 6-player turns per year—mailing between issues of *Firebrands* will be carried in the flyer *Stella(r)zine*. BS

Fol Si Fie: (#193 January)

Randolph Smyth, 1023-555 St. Mary Ave., Winnipeg, Manitoba, R3C 3X4, CANADA

75¢/issue, open page, computer printed, 8 pages, 6 weeks, circ. 25, ext 1974.

Runs: Diplomacy (2).

Openings: none.

FSF is in its last year of publication, and will be folding at issue #200. Subscribers are still welcome, but there are no game openings left. Apart from reporting and commentary on the two remaining games, the zine presently contains letters, personal news, and articles on hobby and other subjects. RS

Fol Si Fie used to be one of the all-time best zines, a certainly a best seller in its prime. Randolph has announced that a fold is to take place with issue #200, which is really no surprise seeing as how he's been making noises about folding for the better part of the last decade. Only time will really tell, and it is my suspicion that Randolph will continue to kick around for quite some time yet, zine

(Pol Si Fic, cont.)

or no. This announcement seems real, though, if only because *FSF* is now a mere shadow of its former self. It now runs at about 5-8 pages; contrast this with the typical 20+ of the early 1980s. The prose is still there to a large extent, as good as ever, though from what I've seen he's become considerably more crabby over the years. Randolph Smyth has very clearly earned his claim to fame as one of the greatest publishers, one who played a crucial role in shaping the hobby. His zine will undoubtedly be remembered as one of the rare classics. FC

The Gamer's Zine: (#129 March)

Earl Whiskeyman, 27 Mark St., Milford, CT 06460

\$11/12 issues, open page, mimeo, 16 pages, monthly, circ. 70, est. July 1981.

Runs: Diplomacy (2), Gunboat (2), En Garde (2).

Openings: Diplomacy (\$3), Gunboat (\$3).

TGZ was on the cusp of folding late last year, but now appears to be back on track, albeit a more modest track. In years past *TGZ* was a Goliath of a warehouse zine running offbeat games efficiently like *Source of the Nile*, *En Garde*, *Collegiate Crew*, *Conquistador* and *Oregon Trail* (plus, of course, *Dip*). Now the zine is a more standard warehouse zine, affiliated with a local gaming group (the Connecticut Game Club). Just the games, thank you, ma'am. KP

Get Them Dots Now!: (#7 April)

Lee Kendler, Jr., 264 Spruce Ct., Bensalem, PA 19020

\$7.50/10 issues, open page, xerox, 6 pages, 4 weeks, est. Oct. 1988.

Runs: Diplomacy (2), Gunboat (2), Land Bridge Dip, Youngstown, Get Them Dots Now! Dip.

Openings: Diplomacy (\$2), Colonia VI (\$2), 7x7 Gunboat Round Robin Tourney (\$2).

GTDNI is dedicated primarily to variants. Future plans include more new variants, a variants rating system, variant news and anything else variant related. [...and Spam? —Ken] LKJr

Gonzo Rails: (#13 December)

Doug Brown, P.O. Box 584, Penngrove, CA 94951

\$100/issue [no typo, that's what he said!] (free with game fee...samples free with appropriate groveling), open page, computer output, 2 pages, 3 weeks, circ. 4, est. June 1988.

Runs: Railway Rivals.

Openings: Railway Rivals (\$3).

Gonzo Rails is a rag! It's little. It's printed on a crummy dot matrix printer. It only carries one (max two) games of little known Railway Rivals. At \$100 per issue, I'm sure it's out of your price range (sorry, no refunds). But if you want to trade a Rivals gamestart...or simply play in a regular Railway Rival game—I'd still recommend someone else. But I guess I will accept new players if you insist. Actually, I could use a couple more players willing to hand out in a rag like *GR*. But why, oh why, Ken, do you think they haven't been knocking down my door? DB [Doug is another old high school smear buddy that was a part of our private World Diplomacy PBM group before larger involvement in postal gaming. Your price structure reminds me a little like a Dennis the Menace cartoon I

(Gonzo Rails, cont.)

saw a few years ago. Dennis and Joey had a lemonade stand with a sign that said "Lemonade: \$100 per glass." Joey was sitting with his head in his hands obviously discouraged, and Dennis is saying, "But Joey, all we have to do is sell one!" —Ken]

Graustark: (#551 May)

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

\$10/12 issues for non-players (\$25 game fee includes sub for life of game), open page, mimeo, 12 pages, 4 weeks, circ. 140, est. May 1963.

Runs: Diplomacy (14).

Openings: Diplomacy (\$25—covers sub to end of game).

Graustark began the postal Diplomacy hobby in 1963, and if an older amateur gaming publication is in existence I haven't heard of it. It carries regular Diplomacy games only, with deadlines four weeks apart. It also has game reviews, readers' articles on strategy, and the publisher's opinions, usually on the topic of why war should remain confined to gaming boards. JB

Hagalil Hamaarvi: (#20 May)

Ran "Randy Grigsby" Ben-Israel, 93 St. Vincent St., R.R.#3, Barrie, Ont., L4M 4S5, CANADA

\$7US or \$8Can/10 issues, digest, xerox, 20-24 pages, 5 weeks, circ. 54, est. May 1987.

Runs: Diplomacy (3), Gunboat (2), Downfall of the Lord of the Rings.

Openings: Diplomacy (\$3), Downfall of the Lord of the Rings (\$3), Intimate Dip (\$3).

HH, now on its own with the decision of horsie-loving Douglas "Wms." Acheson, former editor of the *HH* subzine "Backstretch," to move his subzine to his own new zine, *Clandestine Activities*, is leaner, meaner, and still a medium-sized zine that runs its games efficiently. As you might guess from trying to pronounce the zine's name, Ran is particularly interested in topics with a Judaic/Israeli theme. In the meantime, Douglas, former *HH* collaborator, continues to wander in the wilderness under the illusion that he has taken control of the entire Canadian Diplomacy hobby in his new role as CDO Coordinator. KP

Hansard: (#54 December)

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

\$6/12 issues, digest, xerox, 8 pages, monthly, circ. 39, est. July 1984.

Runs: Pax Britannica (2), Kremlin, En Garde!

Openings: Blood Royale (\$20), Britannia (\$15), Axis & Allies (\$15), Pax Britannica, En Garde! (\$6/yr), Kremlin (\$10), Parlement (\$15), Skinny Dip (\$15)).

Hansard is a monthly zine for postal diplomatic games. The name is taken from the debates of the House of Commons; *Hansard* was originally intended for the play of *Parlement*, but I've never gotten near enough players. (Where are all the hobby's master politicians when you need them?) Instead, the zine has had to settle for being the premier zine for the play of *Pax Britannica*. The *En Garde!* campaign just started and is relatively low level. RS

The Home Office: (#30 December)

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

\$9/12 issues, open page, xerox, 14 pages, monthly, circ. 57, March 1986.

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

Openings: Diplomacy, Colonia VI.

The Home Office is a Diplomacy variant warehouse zine with little or no chat. When Fred revived *THO* a few years ago, he also revived interest in his monster variant Colonia. Now it has become one of the most popular variants around with several zines running Colonia games or offering Colonia game openings. KP

House of Lords: (#19 May)

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

\$1/issue (or all-for-all trade), open page, xerox/laser, 24-36 pages, 2-3 months, circ. 40, est. Sept. 1986.

HOL is a zeen by, for and about publishing and publishers, GMing and GMs. It runs no games, and is available to just about anybody. It's composed primarily of the thoughts of its publisher, and an array of letters on topics relevant to publishing and dipzeen in the modern world. Hopefully, this is a forum for those with experience to share the wealth. DM The most outstanding American zine I see. MN The Ten Favorite Zines of Overseas Hobbyists...*HOL*'s high finish on this list startles me; non-North Americans generally tend to dislike feud zines. BL I still get (and read) about nine zines. The top five, based on a totally subjective rating scheme are: *House of Lords* (the only one that I immediately read cover to cover);... SL I'm letting my sub to *HOL* lapse, because I haven't had time to read or respond to it, and it's definitely a zine that demands and deserves that. PG Julie is caustic enough to put several good zingers in every issue; I just wish she had some balls and really told these freaks what she thinks. BG *HOL* is an excellent place for discussing problems and differences of opinions on relatively important hobby matters, as well as a place for expressing one's point of view. It is what all discussion zines strive to be. JC [Yes, this is a zine that breeds opinions and conversation. It might not always be calm, cool and collected, but dull it never is. —Ken]

Intervention: (#9 April '88)

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

\$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 role playing game. 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. Issue #9, "The Companion's Guide to Survival" is available for \$3. It's 32 pages long and crammed full of good stuff. Future issues will be cheaper and smaller. MH

Kathy's Korner: (#146 May)

Kathy Caruso, 636 Astor St., Norristown, PA 19401

\$1/issue, digest, xerox, 20-30 pages, monthly, est. Jan. 1979.

Runs: Diplomacy (5).

Openings: Diplomacy (\$4.19).

Mark Berch called it right when he accused *KK* as being nothing but "gossip alliness." This crowd took the charge as a great compliment, and the incomprehensible nicknames, abuse contests, mutually-teasing Q's & A's, continues unabated. The only semi-serious thing about this unique, cliquish (but you can join too if you enjoy being made fun of) zine is the monthly GMing forum where Kathy and readers discuss real live GMing quandaries they have come across. Not recommended for the literal-minded or those with thin skin. Remember, Woody is a Simple-Minded Antelope! KP

The Last Resort: (#13 April)

Charles Fargo, 76 Traveler Ln., Marshfield, MA 02050

\$4/10 issues, open page, xerox, 12 pages, monthly, est. March 1988.

Runs: Diplomacy (4), Gunboat.

Openings: none currently (1 or 2 openings expected soon).

The Last Resort is a personal, small game-oriented zine that runs its games efficiently and still finds time for commentary and occasional articles. Note the rare game openings expected soon. KP

Life of Monty: (#92 April)

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

50¢/issue, digest, xerox, 16 pages, 5 weeks, circ. 40, est. June 1980.

Runs: Railway Rivals, Diplomacy, Kingmaker, 1830, Kremlin.

Openings: AREA-rated Diplomacy, Talisman.

Life of Monty (not to be confused with a certain Flying Circus [Don, you may have fallen out of the Monty Python habit, but I am picking it up with a vengeance in this issue.])—I'll probably change the name soon) includes "Meeting of Minds," covering International Diplomacy Tournament Ratings (for face-to-face tournaments), plus the Dip Warz and Diprisoner serials, and the usual publisher's rantings and ravings that make this zine the mediocre mess that it is. I do suggest that you hurry and subscribe before that runaway asteroid collides with Earth, causing its orbit to decay just enough to hurl it into the fiery heat of the sun (oppa, that was supposed to be a secret—don't tell anybody, OK?) DDG

I like to give Don a review every now and then because I think he is always overlooked and I truly like his zine. This zine has been around for a long time, and for some reason Don has never broken out of the mediocre class. I never could understand why. *LOM* is filled with chat and has one of the best hobby news sections around. He is always trying to run new and different games. You should really check this one out if you have heard of it but have thought "I don't know, sounds too mediocre for me." CO

[I might also add that Don is presently putting together the first Avalon Hill AREA rated postal Dip game. If you are into that sort of thing, you might check this one out, although AH prohibits the use of standbys for their multiplayer AREA ratings. Yech! —Ken]

Lord of Hosts: (#5 January)

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

Cost + postage, open page (reduced), xerox, 10 pages, circ. 155.

This is the zine put out by one of the two people who report variant gamestarts and assign them numbers. This Julie Martin product is well laid out (can't go wrong with a Macintosh) and has some worthwhile stuff to read, including Dave McCrumb's just started rating system for Gunboat games. *LOH* doesn't appear frequently—which is okay since its nature gives rise to a stretched-out schedule. I have never seen the other "Miller Number Custodian" publication, known as *Alpha & Omega*. DH [In the January issue, Julie says that *LOH* will be produced whenever there is sufficient material, but at least annually. —Ken]

Maniac's Paradise: (#3 May)

Douglas Kent, 54 W. Cherry St., #211, Rahway, NJ 07065

75¢/issue, open page, xerox, 10 pages, monthly, est. March 1989.

Runs: Diplomacy.

Openings: Diplomacy, Gunboat.

MP is a new zine not affiliated with my play-by-modem zine, *ZZDD*, which hasn't started yet. [So you were afraid we would get confused or something? —Ken] The main focus of the zine will be, of course, PBM Diplomacy. I hope to get two games each of regular Dip and Gunboat going to start us off. Then we can add more as the need arises, and branch out into other games such as Civilization, Dune, Kingmaker, and Kremlin. In addition to the games themselves, each issue will have some sort of strategy article on Dip or another game, a review of a new game if I happen to buy one, a letters section, and a profile of one of our subbers. DK

The MegaDiplomat: (#14 March)

Chris Carrier, 1215 P St. #12, Sacramento, CA 95814

75¢/issue (80¢ in Canada), open page, xerox, 8 pages, minimum 5 issues/yr. (irregular), est. Oct. 1985.

MD is the publication of the Feud Number Custodian, is primarily devoted to discussions and letters concerning The Hobby, The Real World, and relationships between. *MD* is also a place for bashing hypocrites, Moral Morons, pathetic whiners, and people who think that the Great Feud is a world-historical atrocity. WARNING! The Feudovian Surgeon General has determined that this publication may be hazardous to the well-being of spoiled party children! CC

The Messenger: (#36 March)

Geoffrey Richard, 306 West Carson, Bryan, TX 77801

50¢/issue (or SASE each), open page, computer printed, 10 pages, 6 weeks, circ. 25, est. Dec. 1983.

Runs: Diplomacy (3), Gunboat, Source of the Nile, Conquest of the Empire.

Openings: Diplomacy, Conquest of the Empire.

TM started as a monthly results flyer funning a Diplomacy game to keep old friends in touch who went off to different colleges, etc., and it has expanded from there. It's pretty much a simple game results zine than anything else. GR [Hey, that's how I started out, too, as well as a few other pubbers you'll notice herein. —Ken]

The MetaDiplomat: (#1 May)

Jeff McKee, 1674 S. Parkwood, Wichita, KS 67208

\$5/12 issues (50¢ single issue), digest, xerox, 16 pages, 5 weeks, est. May 1989.

Runs: Diplomacy, 7x7 Round Robin Gunboat Tournament.

Openings: Diplomacy (\$5), All-Women Diplomacy (free if you qualify), Gunboat (\$5), Gunboat w/ 2 1/2 week deadlines (\$5), Triple Gunboat (\$5), 7x7 Round Robin Gunboat Tournament (\$10).

The *MetaDiplomat* is a new zine put out by a relatively new crossover from PBEM to the regular PBM hobby. Judging from the first issue, it will be an energetic major production. The letter column in #1 has several engaging letters, and Jeff, who also GMs games on the Compuserve Information Service, seems to have hauled some of his anarchic electronic cronies with him into his new effort. This is a definite one to watch, and comes highly recommended (despite Jeff's decision to include yet another subzine by CIS smear buddy, Tom Nash, and his unhealthy interest in Gunboat Diplomacy, i.e., Diplomacy with everything but diplomacy). This should be a particularly good place for novices to get in on the ground floor of what looks to be another major new Brat Pack production. KP

News From Bree: (#3 March)

Chris Gabel, P.O. Box 92, Madras, OR 97741

50¢/issue, open page, xerox, 12 pages, 5 weeks, est. Nov. 1988.

Runs: Downfall of the Lord of the Rings.

Openings: Diplomacy, Downfall, Run for the White House.

NFB is about Diplomacy, Tolkien and politics—in no particular order. I've only been in the PBM hobby for about a year, although I've played Dip for about nine years. It didn't take me long to make the decision to publish. I put a lot of emphasis on the letter column, Thrust and Parry, which discusses the issues of the day, or whatever the readers feel like talking about. A new game, "Race for the White House," the publisher's creation, is being offered. If you've ever wanted to try your hand at political candidacy or power brokering, this is the game for you! CG

No Name Flyer: (#20 April)

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

\$5/10 issues, open page, xerox/computer printed, 4 pages, 5 weeks, circ. 26, est. June 1987.

Runs: Diplomacy (2).

Openings: Diplomacy (\$8 gamefee includes sub for length of game).

I think of *NNF* mostly as a small game zine, but also try to run some articles on tactics and rules interpretations. Novices (and their questions!) are especially welcome. JB

North Shore Game Club Newsletter:

(#Vol. 4, No 4 April)

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

Corresponding membership (newsletter sub) \$10/year, full (local) membership \$30/year, open page, xerox, 8-10 pages (reduced), monthly, circ. 70+, est. Oct. 1985.

(North Shore Game Club Newsletter, cont.)

Runs: Nuclear Destruction.

Openings: none.

This zine with the ever-so-utilitarian name is essentially a Boston-area game club newsletter. Normally I don't list local game club zines (notice the removal of *Politesse* when it lost its last vestiges of postal orientation), but this one is distinctive. It is unusually outward looking, and Alan has impressive sources and contacts in the boardgaming industry (used to work for Avalon Hill, I think, and has some association with Parker Bros??). The stuff I read in the *Newsletter* usually finally gets owned up to in the professional press months later. Still, the main question for most of those reading this will be "should I sub?" The answer is a definite yes if you live in the Boston area, and an uncertain *hmm, could be but probably not* if otherwise. But if you think you might be interested, drop Alan a note and ask him if he knows anything about kidney stones. Have I ever got stories about them dang thangs... KP

North Sealth, West George: (#1037 August)

Terry Tallman, 3605 Oakes Ave., Everett, WA 98201

Free, trade, or by special selection, open page, xerox, 12-16 pages, 6-8 weeks (irregular), est. Feb. 1988 (restart).

Runs: Diplomacy (2), Spy Diplomacy.

Openings: Diplomacy (\$5).

North Sealth, West George: the zine without a hobby...yet. Postal Titan is still in its infant stages. [So when are you actually going to open a game of postal Titan, eh Mr. Ghod? —Ken] NSWG is a flat, rectangular publication. The concept for the pentagon papers came out of Massachusetts and was sent to my old Seattle address, which implies they don't know who we are. So until more is published about pentagon/pentagram stuff we'll stay with four-cournered paper. TT [I haven't seen an issue since last August, and am uncertain about NSWG's continued existence. Note the listing for the Aardvark Adventure Theater, though, which, knowing Terry's penchant to move in mysterious ways, might be his listing for NSWG. The zine supposedly incorporates Jim-Bob Burgess' excellent subzine, the "Boob Report" (with its discussion/lettercol subsubzine the "Abbyssinian Prince"). If it were up to me and Terry doesn't start pubbing again, I would start listing "Boob/Abbyssinian" as a separate zine once again. What Tom does, though, is up to him. So Jim-Bob, now hear this: unless you want to be eligible again next year for the Runestone Poll, you'd better get Tallman back on the stick and get him pubbing again. —Ken]

Northern Flame: (#13 April)

Cal White, 26 Emerson Ave., Toronto, Ont. M6H 3S8, Canada.

1¢/page plus postage (sub requests should go to Frank Easton on 2-73 Keele St., Toronto, Ont. M6P 2J8, Canada), digest, xerox, 30 pages, 6 weeks, circ. 55, est. Dec. 1987.

Runs: Diplomacy (3).

Openings: Diplomacy, International Diplomacy, Nuclear Diplomacy.

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

(Northern Flame, cont.)

value for non-players. Regular features include columns from our regular writing staff, crosswords, puzzles & contests, hobby news, and just general good-natured banter. No feuds, hate mail or death threats. Just the fun [tra-la!] that a hobby is supposed to be! CW

Not New York: (#41 January)

Paul Gardner, 20 Spruce St., Brattleboro, VT 05301

\$7/10 issues, open page (2-cols. reduced type), xerox, 8-10 pages, 3 weeks, circ. 49, est. Dec. 1984.

Runs: Diplomacy (4), Nuclear Destruction (2), Railway Rivals (3).

Openings: none.

NNY likes to focus on its games, all of which are highly recommended (by me). There also tends to be a "theme" of some sort, often expressed on the cover followed up inside. Recently we had the "Little Pink Issue"—my handwritten manifesto to subbers who decried my rampant liberalism. There's also been the "Rick Kohman" issue where Rick's artwork was displayed on the cover and also cut into "puzzle pieces" sprinkled through the zine. Latest was the results of a 2-page readers poll (30 out of 50 responded). Coming are two issues on the woys & joes (joys & woes, if you prefer) of playing Austria. Also someday: The Who—their history and discography discussed. Not to mention an ISE-related one. PG [So who friggin' cares, eh, Paul? I would think that the salient point would be that NNY runs fast, fast, fast, games of Dip, ND, and assorted choo-choo games. It may not always be pretty, you may have to put up with intermittent liberal whining about the stupidity of the American people for electing another Republican Administration, but there's always interesting comments by Paul and devoted NNY players, and most of all there's fast, fast, games that are hard to find anywhere else. NNY: the zine that started as a Kathy Caruso fake and that Paul was too embarrassed about not to keep going. —Ken]

Not Up To Modern Graphic Standards:

(#18 May)

Michael Hopcroft, 3936 N. Albina Ave., Portland, OR 97227

\$7.50/10 issues (\$8 Canada, \$12 overseas), digest, xerox, 16-20 pages, 5-6 weeks, circ. 41, est. March 1987.

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

Openings: Diplomacy (free, GMed by Kathy Caruso), Superdippers (SASE). (There's been some interest expressed in another Dip game GMed by me. Given all the players and former players who have begged me not to run more games, this is surprising. I wonder whether this could work after all...)

There are many zines dedicated to the proposition that "life is a communist plot." *NUTMGS* is not one of them. Instead, we offer games and game reviews in a decidedly different environment. We are a zine on a social security budget, but committed to being a nice piece of reading and a friendly place to play Dip, throw pigs, and catch up on the latest hobby activities. *Not up to Modern Graphic Standards:* the zine that dares to cry "Kumquat!" in the dead of the night...try it! MH

NUTMGS is a chatty kind of zine that is kind of a "portrait of a

(Not up to Modern Graphic Standards, cont.)

hobbyist as a young man." There is nothing really spectacular about this zine—poor reproduction, average writing—but there is something endearing about Mike's product nonetheless. His recount of the everyday trials and tribulations of a young average fellow is somehow bland and interesting at the same time. Every time I read the zine I find myself pulling for him, whether against the Bad Boys, or Robert Sacks, or just his environment in general. That much having been said, let me just say that *NUTMGS* is no place to play Diplomacy. His GMing has been very bad so far in the game I'm in, although he has been trying to improve. He should really think about making the zine all talk, like *benzene*. He is branching out into role-playing games, which I think he will be much better at than Dip. At any rate, don't play here unless you're like Melinda Holley and play *everywhere*. Send away for *NUTMGS* if you know or want to know Mike Hopcroft. He also reviews lot of games, so game enthusiasts may want to give *NUTMGS* a whirl also. DH

Ohio Acres: (#26 May)

Robert Greier, 35171 Gromley Rd., Salem, OH 44460
\$7.50/10 issues, digest, xerox, 16 pages, 5 weeks, circ. 32, est. Jan. 1987.

Runs: Diplomacy (5).

Openings: Diplomacy.

ladies and gentlemen, you've searched too and fro, high and low, near and far, tall and short for *that* special zine, the one that gets you waiting by the mailbox for your literary lunch. This damn sure ain't it! but we do attempt to keep things moving, fun, yes, dog gone it shucks golly you may enjoy this one. By the way, we also have the hobby's #3-rated subzine ("Out to Pasture"), that in itself makes *OA* worth it. [Worth what? A button?] Samples are a hundred bucks, but a nice word about the Cavs [what're you, a spelunker, or something?] and your freebie is on its way! RG

Bob Greier is responsible for this one. Bob just stabbed me in *NUTMGS*, so I think I would be perfectly within my rights to "slam" his zine in true Bad Boys fashion. But the truth is that *OA* is a very enjoyable zine to read. Bob is an inspired writer, although somewhat rough around the edges. I especially enjoyed a piece of fiction some issues back about life under a tobacco ban. He often includes real-life narratives that are actually fun to read, unlike the boring real-life stuff you might read elsewhere. Kathy Caruso often adds in press or articles about sports, although at points I get tired of reading paragraph after paragraph of abusive polemics. For those who like Kathy's writing style, this is another place to find it. *OA* is a pretty good place to play games, although the damn zine is copied so badly that it is often hard to read. The maps he includes are basically useless without a microscope, but otherwise you could do a lot worse in finding a place to play Diplomacy games, which are available both with DIAS rules and without. The subzine, "Out to Pasture," is actually better to play games in. It's more readable, although Derwood Bowen includes no maps. He and his wife also run trivia contests that are fun as well. The only negative thing I have to say about "OTIP" is that I think Derwood should be pubbing his own zine—I get the feeling that he gets cramped as a subzine. Bob puts out a decent zine with good, although sometimes inconsistent, reading material. If it were put together a little cleaner and was more readable, it would be one of the best zines I receive. His subzine is pretty good as well. DH

Ouinipique: (#30 avril)

Pierre Touchette, 1 rue Georges, Masson (Québec), J0X 2H0, CANADA

95¢/ issue (\$1.15 outside North America), digest, xerox, 12-18 pages, 10/yr., circ. 50, est. 1986.

Runs: Diplomacy, Gunboat.

Openings: Diplomacy (\$2).

Ouinipique est le seul zine Francophones de Diplomatie en Amérique du Nord. Une liste d'attente demeure toujours ouverte pour les joueurs, qu'ils soient d'Amérique ou d'Europe, qui veulent participer à une partie. *News Flash!* This zine is going in English for March 17, 1989. It will a game report, with few article in English for the beginning. Thanks! PT

Passchendaele: (#83 March)

François Cuerrier, 2303 Eglinton Ave. E. #305, Scarborough, Ont., M1K 2N6, CANADA

\$7/10 issues, open page, xerox, 18 pages, 2 weeks/monthly, circ. 25, est. Sept. 1978 (restarted after several year break).

Runs: Diplomacy (2).

Openings: Diplomacy.

You describe it. FC [François tries so hard to be controversial, to be Canada's answer to the big, bad boys, that it's glaringly obvious. Yes, he makes controversial statements, and annoys people he barely knows. Those he does know well, however, take his posturings with a certain grain of salt, recognizing the positive impact such throw-your-dice comments have in eliciting interesting comments and participation by readers. As a result, Passchendaele runs one of the most interesting letters anywhere in Dipdom, particularly considering the zine's relative small subscribership. Notice that I didn't say "readership," as the comments in the zine touch on so many different individuals (and François is anal-retentive regarding the sending of "courtesy copies" to anyone mentioned in any capacity) that ever since François kicked me out of his zine, it still seems to hit my mailbox on an occasional base. So Tom, here's a suggestion: all you need to do to get Pass on a regular basis is to send François occasional cards saying outrageous things, and he will not be able to restrain himself from printing it. That ought to be enough to keep comments from readers coming for several months. Once that dies down, do it again. Three postcards ought to get you every issue for the zine for a year. —Ken]

Penguin Dip: (#23 April)

Stephen Dorneman, 94 Eastern Ave. #1, Malden, MA 02148

\$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: Diplomacy (\$6).

Penguin Dip is unique in postal Dipdom. It is as much (if not more) a sf fan zine as it is a dipzine, and also contains original cartoons (i.e., penguins on parade), and discussions on role playing games, computers and computer gaming, and general gaming. If you like this stuff (I like most of it), then you will like this zine (it remains one of my favorites). If not, it's simply not your flightless aquatic avian. Reader submissions and feedback make up much of each issue, so I am sure that Stephen is always looking for new active

(Penguin Dip, cont.)

subbers (not deadwood like me). KP

I've only seen one issue of this Stephen Domeman product. From what I could tell, its major focus was science fiction, with Diplomacy being a kind of sideline. What I saw were excellent articles and artwork on a variety of Sci-Fi topics, so if you're interest in that sort of thing, this one may be fore you. DH

Perelandra: (#69 May)

Pete Gaughan, 3105 E Park Row #132, Arlington, TX 76010
\$15/12 issues, open page, xerox, 18 pages, monthly, circ. 60, est. June 1982.

Runs: Diplomacy (4), Literary Quiz, Titan, Gunboat, Deviant Dip, Downfall of the Lord of the Rings, British Rails, Snowball Fighting.

Openings: Diplomacy (\$5), Diplomacy—3-week deadlines for Texas and neighboring states (\$5), Literary Quiz (free), Snowball Fighting (free), Gunboat Snowball Fighting (free). Describe our zine? Hmm, tough one. *Pere* is part literary forum and part Diplomacy reports, with Snowball Fighting and other unusual games blended in. Fantasy fiction, environmentalism, jazz music, and folklore are just our most prominent specializations. we root for dragons, the Dogers and Irishmen everywhere. PG

Pilot Light: (#8 May)

Kevin Brown, 100 Patton Dr., Warner Robins, GA 31093
\$8/12 issues (free to United players), open page, xerox, 10 pages, monthly, circ. 20, est. Oct. 1988.

Runs: United Soccer League

Openings: none (league may expand later this year).

Pilot Light is a zine which has simplified the game of United and, thus, some have said, removed the flavor of soccer from it by eliminating many of the trappings of soccer as it is played internationally such as money, auctions, and nonleagues and replacing them with a more American method of building teams. *PL* is also a place where runons run freely side by side with more normal sentences. If you want *PL* just to read, discussions can be had on the federal elections bureau, contemporary Christian music, or most anything else if you ask nicely enough. KB

Praxis: (#24 May)

Alan Stewart, 702-25 St. Mary St., Toronto, Ont., M4Y 1R2, CANADA

\$8.50CAN/10 issues (\$6.50US), open page, xerox, 20 pages, 5 weeks (very irregular).

Runs: Diplomacy (3), Advanced Diplomacy.

Openings: none.

Praxis must return. What else can stop the *Zine Register*? Can you do something about Carla—Hills is it, or Mills? She testified against Judge Bork. AS [*Praxis*, the winner of the 1988 Runestone Poll as best North American zine, has, in the past year run into severe publishing difficulties. When the zine's out, and when he's on, Alan still is the best writer and editor on complex topics in North America (the fact that his politics are right—literally—helps a lot, of course. Since last August, a period during which Alan only produced 2 1/2 issues, I have read a number of obituaries for

(Praxis, cont.)

Praxis. It may very well come to that...If he's lost the publishing bug, he shouldn't try to force it. Still, I hope the energy of days past return, if for no other reason than to annoy Simon Billenness and Paul Gardner, two of Alan's rad lib friends and jousting partners (see listings for Excitement City Unlimited and Not New York). —Ken]

The Prince: (#76 April)

Jim Meinel, 2801 Pelican Dr., Anchorage, AK 99515
50¢/issue, open page, xerox, 4 pages, monthly, circ. 20, est. Sept. 1982.

Runs: Diplomacy (3).

Openings: Diplomacy (\$5).

The Prince is a small warehouse-type zine devoted to running reliable games and including a bit about Alaska along the way. The games are Draws Include All Survivors (DIAS), which is how God meant them to be [not to mention the rulebook! —Ken]. JM

Protocol: (#???)

Eric Klien, 1 Sinai Circle #B10, Chelmsford, MA 01824
75¢/issue, laser printed, 4 weeks.

Runs: none.

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

I am not certain that this regular postal dipzine has started publication or not. I received notice of the zine along with Eric's listing for his electronic mail zine, ever-so-appropriately called *Electronic Protocol*. Eric asked me to send him another info sheet two weeks before the ZR deadline, but I never did. (Of course, the deadline supposedly was the end of January and every weekend since then. But hey, it is so much nicer to spend a weekend indoors at the end of May!) As with *EC*, *regP* hopes to start an anti-NMR trend (then Eric be sure that you never let me sign up for a game, okay?) using Avalon Hill's Electronic Diplomacy software to make moves for players if they don't send in orders. KP

Protozoan: (#47 September)

Scott Cameron, 4 Meadow Ln., Hicksville, NY 11801

Postage (usually 45¢)/issue, open page (legal sized), xerox, 5 pages, 3 weeks, circ. 20, est. Aug. 1984.

Runs: Conquistador, Fur Traders & Buccaneers, Pax Britannica (2), Kingmaker, Source of the Nile.

Openings: Conquistador (\$3), Pax Britannica (\$6), Belter, Imperium Romanum, Merchant of Venus, Conquistador Championship Derby.

Once upon a time there was a boy with a dream—a dream of a zine that would run no Dip or Dip variant games, but that would run just about anything else. A zine that, with few exceptions, would be sent only to players and that would feature occasional book and game reviews. A zine that cared, a zine with a heart! Sadly, that boy never realized his dream because I killed him and stole his idea. But the dream lives on...*Protozoan!* SC [I haven't received anything from Scott since last September, but assume that he's still plugging along. I'm sure that Tom would appreciate any news to the contrary. —Ken]

Q-Who?: (#7 January)

Russell Rowe, 411 Wells Mill Rd. #84, Oxford, OH 45056
\$5/10 issues, digest, xerox, 15 pages, monthly, circ. 21, est. July 1988.

Runs: Diplomacy (5).

Openings: Diplomacy, Dune.

Q-Who? has a strong historical content. Typical articles are on little known military events and campaigns. Example: The Allied intervention in Russia after WWI, the German Pacific Fleet in WWI, the Battle of Samina Pass, Texas during the Civil War, etc. *Q-Who?* also reviews games, books, movies, and anything else that I really liked or disliked recently. Dip strategy and tactics articles appear frequently but are typically novice oriented. I'm a novice to Dip. Most of my subbers are novices. The subbers have frequently praised my history articles (some sub just for them without playing). Personally, I have mixed feelings about my writing ability. Last comment: I'm not a great typist and the zine often has typos. If you're looking for perfection, look elsewhere. I don't spend much time correcting mistakes. RR

Rebel: (#47 May)

Melinda Holley, P.O. Box 2793, Huntington, WV 25727
75¢/issue, digest, xerox, 60 pages, 5 weeks, circ. 160, est. Nov. 1984.

Runs: Diplomacy (34), Gunboat (5).

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

If you like games, you'll love *Rebel*... because that's all I have. Maps included and press encouraged. Deadlines are very strict so I can have a fairly quick turnaround. Also included in *Rebel* is the subzine "High Inertia," by Steve and Linda Courtemanche, which handles the chit & chat and letters. MH

This is one of the better zines in the hobby. In fact, *Rebel* may just be the most pervasive zine out there—I have begun to use it to update my listing of names/addresses of hobby members. The big thing in this zine is GAMES, GAMES, GAMES. Melinda has continual openings in both Dip and Gunboat, and at last count is running about 38 games [sorry, Dave, it's now 39]. It is truly unbelievable. I cannot vouch for her GMing (I have never played in *Rebel*) but I will say that I have noticed a lot of game delays in past issues, and the latest one has the pages a little mixed up. But hey, what do you want when she's running 38 [39] games! And ah, the subzine. "High Inertia," being purely chat, is a compatible companion to the warehouse-style parent zine. Linda and Steve do a good job editing this, which features letters and opinion pieces by hobbyists on a variety of Dip and non-Dip related topics. "High Inertia" and *Rebel* make such a good pair that I predict Melinda may win the Runestone Poll this year. The best thing about this zine? Regularity. The worst? Reproduction. Overall I'd give it about an 8.5, and the subzine a 9. DH

Retaliation: (#126 March)

Dick Martin, 17601 Lisa Dr., Rockville, MD 20855
\$1/issue, open page, xerox, 36 pages, 6-8 weeks (irregular), circ. 101, est. June 1979.

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

Openings: Anarchy, Kingmaker, Civilization.

(Retaliation, cont.)

Since its first issue a decade ago as a scruffy, one page con handout (that never did get handed out), *Retaliation* has gone through numerous incarnations and has been just about every kind of zine except bland. The flip side is that Dick rarely shies from controversial issues. *Retal* currently is a large playing zine with an avid following and a special emphasis on press. Over past year, *Retal*'s publishing schedule has slowed considerably, and delays of up a month between deadline and publication are common. These delays will probably continue for another half year or so until some of the tons of games Dick started two years ago, when he re-exploded on the general scene, start finishing en masse. To take care of the continuing demand for gamestarts in *Retal*, Dick has started accepting guest GMs and a subzine or so, which are likely to be more reliable (assuming the games are run directly by flyer and are reprinted in *Retal*). That's where the Civ and Kingmaker openings are. KP

Starwood: (#17 October)

Melinda Holley, P.O. Box 2793, Huntington, WV 25727
Cost included in \$15 gamefee, open page, xerox, 12 pages, 3-4 weeks, circ. 20, est Oct. 1987.

Runs: 7x7 Round Robin Gunboat Dip tournament (4).

Openings: none until one of the current 7x7RRGDs ends.

Starwood runs only Round Robin Gunboat tournaments in which the same seven players play each country in seven games under gunboat rules. There are no maps or press. MH

The Scribblerist: (#8 April)

Mark Lilleht, P.O. Box 3166, Charlottesville, VA 22903
\$7/10 issues, open page (reduced), xerox, 14 pages, 5 weeks, circ. 46, est. May 1988.

Runs: Diplomacy (2), Gunboat, Snowball Fighting.

Openings: Diplomacy.

TS purports to be an amateur publication devoted to the play of Diplomacy, but which actually is nothing more than a soapbox so desperately sought by its editor so that he may bellow and bluster and act as if he actually knows something. There's a letter column (all made up, none of those people actually exist; in fact, I believe the entire hobby to be nothing more than a figment of the editor's imagination [ah yes, spread the word about Solipsism! —Ken]), editorial meanderings, hobby news, a subzine and anything else that the editor sees fit to spit up. Trades are welcome and actively solicited, as are overseas subbers (who get special rates since they're such special people [what's that, "special" as in special education?]). Feel free to call anytime, day or night, though be prepared to answer to a machine if: 1) I'm real tired, 2) I'm drunk, 3) I'm hung over, or 4) I'm getting lucky. Sigh. ML

the big news in the dip hobby, viewed from the broader perspective, is that just when we were beginning to worry that dipdom was turning into a hobby of old farts, there has been an exaltation of new zeen starts, almost exactly a decade after the bumper crop of '79, which brought us such greats as *volkerwanderung*, *retaliation*, *emhain macha*, *voice of doom*, *murd'ring ministers*, and *cheesecake*. the leader of this year's brat pack, by virtue of seniority is the *scribblerist*. around christmas-time mark bet me that he could postpone his next issue longer than i could postpone mine. i took the little upstart on it, and after only a few months he has

given in and *ts*#7 is out. *ts*, and especially its letter column, is suffused with a youthful spirit which infects all the contributors, not just the editor (who, truth to be told, isn't a whole lot younger than I am). If you're interested in discussions of broad, cosmic, vague, and largely irrelevant questions like the progress (or regress) of human civilization, and what it means to believe in God, you'll find what you like in this zine. To me, it's reminiscent of a high school student discovering Plato's cave allegory for the first time ("oh wow, and maybe the outside world is, like, just a shadow of another level of reality!" yeah, uh, huh). *ts* is like a slobbering, snotty-nosed baby: pretty disgusting, really, but so genuine that it's adorable nonetheless. *mi* [Mark, letting your caps drop again, I see. —Ken]

Son of Flip: (#7 May)

George Mann, 1701 NW 81st Way, Plantation, FL 33322
Eric Shaffer (co-pubber), 37 Brook St., Montgomery, PA 17752

75¢/issue, open page, xerox, 10 pages, 4 weeks, circ. 21, est. Sept. 1988.

Runs: IWAG Wrestling, Diplomacy, Gunboat.

Openings: IWAG Wrestling, Machiavelli.

Quoting Lloyd Bentsen after he reviewed *Son of Flip*, "George and Eric, you're no Conrad von Metzke!" Basically, our zine is trying to solve the mythical question: Did Allan B. Calhaver invent Diplomacy while watching wrestling? Reason to sub to this world renowned zine: 1) You can manage a wrestler to the IWAG World Title, 2) You can test your wrestling trivia knowledge, 3) you can match your wrestling prognosticator skills against the Omnipotent George Mann, 4) you can play regular Diplomacy, Gunboat, or Machiavelli, and 5) You can win a one way trip for two weeks to Ken Peel's home! [to be respectfully referred to Tom Nash] Samples are free upon request. GM

Ter-ran: (#156 May)

Steve Heinowski, 860 Colorado Ave. #2A, Lorain, OH 44052
Free to players, open page, ditto, 8 pages, 4 weeks, circ. 45, est. April 1976.

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

Openings: Diplomacy.

Old. SH [...and thread-bare. —Ken]

Thorazeen: (#7 May '88)

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

Runs: 7x7 Round Robin Gunboat Dip tournament (2).

Openings: none.

This is just like Melinda Holley's *Starwood*, but without openings expected. KP

Touché: (#79 February)

Ramon Lazaro, 1120 Cordova St., Coral Gables, FL 33134
\$12 annual fee, open page, xerox, 18-21 pages, 8 weeks, circ. 24, est. Jan. 1979.

Runs: Civilization, Diplomacy, Conquistador, Dune, Magic Realm, Machiavelli, 1776 (2), Submarine (2), Wooden Ships + Iron Men (2), Napoleon's Last Battles.

(*Touché*, cont.)

Openings: Diplomacy, Wooden Ships + Iron Men, Dune, Campaign Trail.

Touché is currently aiming to bring itself into the Diplomacy roster of zines. We plan to feature around three games of Dip along with our other varied titles. We are a small membership zine, but we've been doing nicely and are now beginning our 11th year of PBM gaming. Along with our gaming on occasion we feature quizzes, book lists, battle reports, and game reviews. *Touché* is a friendly zine; "Feudin' Fools" need not apply. No "readers only" either. You must play to stay in *Touché*. Interested parties should submit an SASE on inquiries or \$1 in postage for a sample issue. RL

Tyromania: (#3 April)

Cal White, 26 Emerson Ave., Toronto, Ont. M6H 3S8, Canada

Cost: postage.

Runs: none.

Openings: Diplomacy (\$3, novices only).

Tyromania is a zine for postal Diplomacy novices/newcomers. Cal still needs 3-4 players to start the first novice game (Anza has signed up). Steer anyone you know who is contemplating entering the hobby to Cal. Written contributions (articles on the play or some other aspect of Diplomacy) are needed and will be paid for at the rate of one free issue per half page. RG [I lifted this description of *Tyromania* out of Randy "Ran Ben" Grigsby "Israel"'s zine. For additional info, contact Cal. Gamefees are contributed to the needy offices of the Canadian Diplomacy Organization. —Ken]

Upstart: (#12 December)

Garret Schenck, 40 Third Pl., Basement Apt, Brooklyn, NY 11231

\$7.50/12 issues, digest, xerox, 8 pages, 4 weeks.

Runs: Gunboat.

Openings: Diplomacy, Gunboat, Secret-Spy Diplomacy.

Upstart appeared through issue #11 as a subzine in *Kathy's Korner*. [What, Kathy let you out on your own? I thought she was keeping you captive in that dark, dank basement in Brooklyn to ensure a steady and reliable source of mushrooms!?! —Ken] It's a desktop published zine with an emphasis on regular and variant Diplomacy games, naval trivia/history, political discussion, and with other topics as introduced by subbers. It's my sincere hope that anyone interested in naval history will especially consider subbing to *Upstart*, as well as writing for the zine. My main interest is the ironclad and Dreadnought periods (roughly 1860-1945), but if you're interested in other periods, well, share it and it will probably go over big. [What, as in "Big Guns?" —Ken] *Upstart* encourages press, and is reputed to have The Best Maps in the Business. GS This started as a subzine to *KK/W* and has now moved on to be a true zine in its own right. Garret is a desktop publisher in real life and it shows in his zine. But, let me quote him in a letter to me, "Upstart won't be like *Penguin Dip*. I have a different focus than Stephen, but I will be emulating his quality look, attention to detail, and consistent promptness in getting the zine out." It also has the look of David Hood's *Carolina Command & Commentary*. Looks like a good place to play. Garret hopes to expand his zine in the future. CO

Vertigo: (#94 April)

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

\$4/10 issues, open page, xerox, 20 pages, 5 weeks, circ. 57, est. Aug. 1982.

Runs: Diplomacy (5), Everybody Plays Dip.

Openings: Diplomacy, Balkan Wars, Everybody Plays Dip. Heading into the Age of Bush—as opposed to the age of *Bushwacker*—*Vertigo* continues to provide a forum for casual Diplomacy (run mostly in our game flyer, "Meet George Jetson"), a variant or two, music discussion, a rapidly-improving lettercol, hobby news, and, of course, Diplomacy's own version of David Letterman [with rables], D.D. Permuter (who has his own Mac, Ken). And it's still U-G-L-Y. Sub now and beat the price increase! [Too late—you know I delayed this issue just to get you, Brad... —Ken] BW Brad Wilson puts out this little rag, which has of late contained considerable feud material. Brad is a really a good writer if he would stay on stuff that interests the majority of the hobby's players (and I don't think that feuding does). He has an opening in Balkan Wars, which looks like a good variant to me. This zine isn't the easiest to read, either, but since I've never played in it I don't know how that might affect players. When Brad stays away from feuds, this is a good [I would say one of the best] reading zines. DH [While the feud material has lessened of late, I agree with David's view that Vertigo is at its best when that stuff is at a minimum. Brad made an interesting comment a few months back, though. He says that he does what he can to enlist reader participation, and while people cry and moan about not liking controversies, reader response to feud related comments top the list. —Ken]

The Volcano City News: (#11 November)

Rory Noble, 436 S. 10th St., St. Helens, OR 97051

\$3.50/10 issues (single issue 40¢), open page, xerox, 8-10 pages, 5 weeks (irregular), circ. 42, est. Dec. 1986.

Runs: Diplomacy (3), Gunboat.

Openings: Diplomacy, 7x7 Round Robin Gunboat Tourney. Are the Bad Boys still around? Will the price of gasoline drop? What is a "President Bush?" How much wood could a woodchuck chuck if a woodchuck could chuck wood? If you want the answers to these important questions, don't look in *VCN*! I try to run a humorous little rag and shy away from politics (real life and hobby), religion, and other such "heavy" topics. But if you want to talk music, movies, sports, and various other fun things, give it a look. Remember: a day without sunshine is like...night! RN [Over the past, *VCN* has had an irregular schedule. I haven't seen an issue since November, but I assume it's still a going publication since Rory returned my pubber info sheet. —Ken]

Victims Wanted: (#???)

Shawn Erikson, 6313 22nd Ave. NW, Seattle, WA 98107

Runs: Diplomacy, Gunboat, Fury of Dracula, Blind ASL.

Openings: there are some, but I don't know what.

I pulled this listing for *VW* from a plug for it in the new zine, *Maniac's Paradise*. I don't have any price or game opening info, but it looks like Shawn has available an interesting collection of games, including a variant of the hardest core of hard core war-games, Advance Squad Leader (you listening, Del Grande?). KP

Who Cares?: (#67 December)

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

No sub fee beyond game fee (and generally unavailable otherwise), open page, xerox, 4 pages, 4 weeks.

Runs: Diplomacy (3), WWIIb.

Openings: Diplomacy (\$10), WWIIb (\$10) (or both for \$12.50).

The primary goal of *Who Cares?* is to have the results in the mail within 36 hours of the deadline. 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

Wooing Miss Nellie: (#1 May)

Ken Eklund, 526 Fuller Ave., San Jose, CA 95125

50¢/issue, open page, xerox, 4-6 pages, 3 weeks, circ. 12, est. Feb. 1988.

Runs: "Mad Dog Saloon" (Desperado Train scenario)

Openings: standbys (another new game may open in 1989, \$15 game fee).

So here's the lineup. Such a well-scrubbed bunch of desperadoes as the West has never before seen. Not as many players as I wanted [what, only 11?... poor boy], but "oh, well." The gunmen obviously have a sort of tactical advantage—especially Ruiz and McKenna—if they can avoid being hung for murder and Disturbing the Peace after it's all over. Early betting is on the Shah of Afghanistan, with Hector La Torres as contender and Billy Bold the "long shot." KE [This is the second section of the rough-and-tumble game of *Desperado Train* designed and run by Ken Eklund. See also listing for, you guessed it, *Desperado Train*. I don't know why Ken is running the two games separately, when he could do them in the same zine and allow the players in one to follow the progress of the other, with kibitzing on the side. The point of this section of the game is not simply to be the last gunslinger alive in a free-for-all saloon gunfight, but to be the last one standing in a no-holds-barred barroom brawl, thus winning the only slightly-fickle eternal admiration of Miss Nellie who during the whole game is perched standing atop one of the tables simply aghast at the goings on, (but still fluttering her eyelashes shamelessly at the brawny hunks fighting for her affection). —Ken]

International Zines:

Notice that some of the information is pretty dated. That's because I know little about the international Diplomacy hobby, and Simon Billenness wasn't able to help me out with it this issue. —Ken

***** Great Britain *****

Greatest Hits: (#142 August)

Pete Birks, 38 Highland Ct., Highland Rd., London, SE19 1DS, ENGLAND

50p/issue, open page, xerox, 24 pages, five weeks.

Runs: Diplomacy

Pete is a born editor: after two folds he's back again. *GH* is currently undergoing a major resurgence, and is full of letters, articles on hobby history, cooking, computer games, politics and life in general. An excellent introduction to the Great British chatzine. SB

Imagine: (#20 August)

Paul Mason, 1st Floor Flat, 19 Rusholme Rd., London SW15 3JX, ENGLAND

80p, open page, glossy magazine style, 24 pages, quarterly.

Fantasy role-playing, while not mainstream, is certainly a significant strand of the British hobby. *Imagine* is simply the best-written and most intelligent zine in its class. A vital introduction to serious British FRP. SB

Mad Policy: (#143 September)

Richard Walkerdine, 13 Offley Rd., Hitchin, Herts, SG5 2AZ, ENGLAND

25p + postage/issue, open page, mimeo, 16 pages, 5 weeks.

Runs: Diplomacy (6), Abstraction, Railway Rivals, JOHO.

Openings: International Diplomacy.

Despite being slimmed down, *MP* is still one of the essential British zines. It's devastatingly regular, contains plenty of hobby news and doesn't take itself seriously at all. After hosting World Dipcon I, Richard is now opening up an international Dip game. So, if you want to pit your wits against Aussies and Brits, here's the place. SB

Mission From God: (#8 April)

Iain Bowen, 2 Elderberry Close, Norton, Stowbridge, West Midlands, OY8 3JN, ENGLAND

35p, open page, mimeo, 22 pages, quarterly.

MFG is a hard-hitting, fun-packed comprehensive listing of British zines and services. It is noted for being brutally frank about both the good and bad aspects of zines it reviews. I'd say it is essential for anyone who wants to know more about the British hobby. SB

Prisoners of War: (#26 July)

Doug Rowling, 228 Kinnell Ave., Cardonald, Glasgow, G52 3RU, SCOTLAND

£1/issue, digest, xerox, 48 pages, 7 weeks.

Runs: Sagittarius, Downfall of the Lord of the Rings, Gesta Darorum, Excaliber (2), En Garde, Railway Rivals (2), Touchdown!, Sopwith, Destroy, Sword & Shield.

Openings: En Garde, Touchdown!, Sagittarius, Railway Rivals, Destroy.

POW is one of the best zines to check out if you are investigating the British hobby for the first time. Since the zine runs to 7-week deadlines, North Americans can join any of the games and still have enough time to diplo. In addition, Doug and co-editor Wallace Nicoll provide plenty of chat and hobby news, which will help you find out more about the British hobby as a whole. SB

Will it Lead to Trouble: (#50 July)

Andy Mansfield, 14 Trinity Rd., Ware, Herts, SG12 7DB, ENGLAND

50p/issue, xerox, 32 pages, 4 weeks.

Runs: Diplomacy (10), Abstraction, Woolworth Dip, Lilltest, Stab, Intimate Dip, Railway Rivals, Fictionary Dictionary, Bar Room Brawl, Quadroscrabble.

Openings: Diplomacy, Original, Dow Jones, Bourse, Fictionary Dictionary, Jotto, Sopwith, Clue, Quadroscrabble. While not new, this zine is now receiving many favorable reviews over the pond. Apparently, it's "full of variety, life and anarchic style" containing reviews subzines, articles, letters and games. SB

***** Australia *****

Victoria: (#13 November)

John Cain, 76 Barool Rd., Balwyn, 3103, AUSTRALIA

\$1.50AU/issue, digest, xerox, 32 pages, 5 weeks.

Runs: Diplomacy (4), Coolbop Downfall, World War II, Napoleonic (2), U-Boat, Far East, The Conquerors.

Openings: Diplomacy, Final Conflict, Downfall, U-Boat, Railway Rivals, Deluge, Colonia.

With the fold of *Beowulf*, this is probably the most internationally-oriented zine in the resurgent Australian hobby. The latest contains plenty of news from Down Under plus an account of John's trip to World Dipcon in Britain. SB

The Envoy: (#25 April)

Mat Gibson, 4 Oxenbould St., Parkside, S.A. 5063, Australia

\$25/10 issues, digest, xerox, 36 pages, 6 weeks.

Runs: Diplomacy, (13), Bourse, Medieval Europe Dip.

Openings: Diplomacy, Bourse, Medieval Europe Dip. With the April issue, Mat resumed the helm from Marion Ashworth of Australia's largest, and oldest currently-running dipzine. For years, the *Envoy* has served as the Australian hobby's focus of information (dare one say flagship?). This zine has a crisp, professional appearance. It is laid out by a Macintosh computer and laser printed (seems to be a going trend). It also has a well-edited lettercol and good coverage of Australian hobby news. KP

Ministries of silly walks:

This final section contains a mishmash of projects and services found in the wacky world of postal Diplomacy. I have given up making any distinction between hallowed hobby services and marginal projects, mainly because there isn't any essential difference at all. The folks who work on the following projects do so because they enjoy what they're doing. As I mentioned at the outset, if folks come at you and go on about how much they "sacrifice" for the greater good of "The Hobby," that's the time to get a firm grip on your wallet. I'm also dubious about folks who want to organize the bageebies out of our motley little pastime and who claim to have some lock on deciding who should do what. Do you see some great need that isn't being met? Go ahead and do it yourself! See something that's being done but isn't listed below? Drop Tom a line so he can put it in the next issue. —Ken

***** Record Keeping *****

Boardman Number Custodian

Don Williams, 1521 West Ave. J-8, #163, Lancaster, CA 93534

The BNC is the oldest and most universally accepted of all postal Diplomacy projects. It was founded by John Boardman 25 years ago (who, incidentally, also founded the postal Diplomacy hobby and continues as one of the most reliable GMs) to keep a record of all games played. The BNC assigns (what else?) Boardman Numbers to track regular Diplomacy games and publishes statistics on gamestarts and finishes. This provides raw material for ratings keepers and statisticians. Based on BNC-compiled statistics, some interesting studies and articles have been written, for instance, on how different countries have fared in Diplomacy games over the years, and how playing styles have changed. For more information, check out an issue of *Everything*, the BNC service zine. KP

Miller Number Custodian

Randy Grigsby, 571 Sunnidale Rd., RR#2, Barrie, Ont., L4M 4S4, CANADA

The work of MNC is similar to that of the BNC, except it pertains only to postal play of Diplomacy variants. This post has somewhat less utility because of the general absence of variant ratings keepers or statisticians. For more information, see the listing for the MNC service zine *Alpha & Omega*. KP

Miller Number Custodian/under the Covenant

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

The MNC/C also provides designator numbers for Diplomacy vari-

(Miller Number Custodian/Covenant, cont.)

ant games and keeps statistics on variant gamestarts and finishes. The two rival projects are based on a disagreement Robert Sacks had a few years ago with the current MNC (Lee Kendler, Sr., I think), who refused to sign the covenant Robert developed for the office when he was MNC a few years earlier. In establishing this project, Robert considers it to be the true office because it adheres to the MNC's true principles. Many others, however, disagree, saying that Robert has no right to act as arbitrator after the fact on who is or is not conducting their project "appropriately." In any case, both Julie and Randy have put a great deal of work into their efforts. You decide for yourself which (or both) (or either) you "register" your variant games with. For more information, see the listing for the MNC/C service zine, *Lord of Hosts*. KP

Number Custodian for Machiavelli

George Mann, 1701 NW 81st Way, Plantation, FL 33322

I've talked to various hobby members and mentioned this topic in my zine (*Son of Flip*). I've heard only positive feedback. I therefore would like to make it official that an NCM position will begin immediately. The NCM will be run very similar to my understanding of the BNC and MNC. I will probably use the exact rules I have for the BNC. GM [Hmm... I had always considered Machiavelli a Diplomacy variant, albeit a commercially-produced variant. Hence, I thought record keeping for postal Machiavelli games were handled by the MNC. Not true? Well, you said that you checked with the MNC, and he (and she) should know. —Ken]

***** GM Problems *****

U.S. Orphan Service

Vacant (director),

Bob Olsen (assistant), 2550 S. Oliver #102, Wichita, KS 67210

Sometimes a North American 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. 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 or progress. As of late May, Rod Walker has resigned as USOS director, and Bob doesn't want the job as head honcho. KP

Orphan Games Project

Kathy Caruso (reg. Dip), 636 Astor St., Norristown, PA 19401

Robert Sacks (variants), 4861 Broadway 5-V, New York, NY

The Orphan Games Project of Robert Sacks' Registry of Projects also provides assistance in rehousing "orphaned" games. The Orphan Games Project is no longer officially associated with the USOS because of a policy difference on moving a game not actually abandoned by the GM. OGP will not participate in the rehousing of a game due to player objections to GM policies or procedures. This difference between the two orphan services is based on a philosophical difference of opinion on whether a game fundamentally "belongs" to the players or to the GM. KP

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 mutually agreed-upon mediators or ombudsmen for game-related disputes between GMs and players as well as non-game disputes between hobbyists. If you have a problem you'd like resolved, contact John for some help. Also contact John if you would like to offer your services as an ombudsman. KP

***** Help for Novices *****

Masters of Deceit

Steve Arnawoodian, 602 Hemlock Cir., Lansdale, PA 19446

This introductory publication costs \$1.50 and provides a wide variety of articles useful for newcomers to postal Diplomacy. There are articles by Tom Hurst on preventing stabs, Bob Olsen on variants and playing your first game, and Kathy Caruso on women in Diplomacy. Most useful, perhaps, are the general information articles by Tom Swider, Brad Wilson and Steve Langley, and the annotated set of sample move results. An invaluable publication for anyone who wants to find out more about the hobby. KP

Supernova

Bruce Linsey, P.O. Box 1334, Albany, NY, 12201

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

North American Zine Bank

Tom Nash, 5512 Pilgrim Rd., Baltimore, MD 21214

Would you like to check out a large selection of zines listed in the *Zine Register*? If so, then send Tom \$2.50 (to cover first class postage) and, in return, you will receive as many zines as he can cram into a large (and I mean big!) manila envelope. This is useful both for newcomers and for those interested in expanding their participation in postal gaming. Let Tom know which zines you already receive, or if there are any zines in which you are particularly interested. If he has the zines you want (which he gets mainly from trades for the *ZR*), he'll serve them up to you. KP

Known Game Openings

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

KGO is list of current game openings. It is an independent project affiliated with the Robert Sacks' Registry of Projects and his New York Game Board, and is published monthly. *KGO* only includes game openings voluntarily submitted, and also contains editorials on hobby issues (often controversial), a Convention Notes section, and a Directory of Hobby Services. KP

Pontevedria

Larry Peery, Box 8416, San Diego, Ca 92102

This publication, available for a self-addressed stamped envelope, is another listing of postal game openings around the hobby for Diplomacy, Dip variants, and other mostly multiplayer games. KP

Kanuck Game Openings

Doug W. Acheson, 95 Dundonald St., Barrie, Ont. L4M 3T4
Canada

Subtitled "A Blatant Rip-Off of Another Source!", *KanuckGO* is a periodic listing published by the Coordinator of the Canadian Diplomacy Organization (CDO) of games open in all Canadian zines. Not so easy a task as it once was with the continued blossoming of the Canadian hobby. But what I want to know is why Doug keep calling himself a "chair" (everything that he puts out has a line stating "From The Chair")... Maybe he's doing so much work to revitalize the Canadian sector of the North American hobby that he's always so glued to the thing that he can no longer tell the difference. This is definitely something to check out if your looking for a game in a Canadian zine, if for no other reason than to harass "Williams the Chair." Also contact Doug for other information relating to the CDO, which provides a range of services to Canadian publishers and players. KP

The Zine Register

Tom Nash, 5512 Pilgrim Rd., Baltimore, MD 21214

I'll keep you in the dark on this one. KP

The KGO Zine Directory

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

This is a biannual publication founded by Robert Sacks as a rival to the *Zine Register*. It is affiliated with *Known Game Openings*, and the last edition (#7 January) was edited and compiled by Robert Sacks, with editorial input by Bruce Geryk, Kathy Caruso, and Sacks' alter-ego, Karel Alaric. Just as the *Zine Register* has been accurately criticized for over emphasizing the positive, the descriptions contained in the *KGO'ZD* tend to accentuate the negative and many of them include biting personal comments on pubbers and their zines. Robert has announced that he has appointed Brad Wilson and Michael Hopcroft to be co-editors for the next issue (Robert remains on as publisher). I understand that Brad is trying to put together a more balanced panel of reviewers, which may help the publication may develop better consistency and accuracy. KP

***** International Assistance *****

British Zine Bank

George North, 24 Wigton Rd., Romford, Essex, RM3 9HD,
ENGLAND

This is the first and original Zine Bank, and works just like the North American Zine Bank (see p. 16). Well, at least close enough for government work... If you are interested in sampling a large selection of British zines, then send about \$5 to the *ISE* (see next listing), and say that you want to use the British Zine Bank. You can specify types of zines (if you get any British zines already, list which ones), or leave it all up to George & Billie's discretion. KP

International Subscription Exchange

Paul Gardner, 20 Spruce St., Brattleboro, VT 05301

Even though the major growth area of the hobby is in Europe and Australia, international contacts remain relatively small. This is a shame since there are always openings for international Diplomacy

(International Subscription Exchange, cont.)

games. If you would like to subscribe to British or Australian zines, using the ISE is the easiest way to go. Here is how the service works. Let us suppose you want to subscribe to *Mad Policy*. All you have to do is send Paul a check for (about) \$10. Make sure to say which zine the money is for and whether you would like to receive it by airmail or surface mail. Surface mail is much cheaper, but delivery may take a month or more (not practical if you are interested in playing rather than just reading). Paul 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 for exchanging foreign currencies or the excessive risk of sending cash by mail. SB

***** But I Don't Like Spam! *****

Once Upon a Deadline

Bruce Linsey, P.O. Box 1334, Albany, NY 12201

For \$3 you can receive *OUAD*, a 204 page novice editor's package. It contains articles on virtually every aspect of GMing games and publishing a zine. BL

North American Variant Bank

Lee Kendler, Jr., 264 Spruce Ct., Bensalem, PA 19020

The NAVB has maps and rules on hand for about 700 Diplomacy variants. Most are available for sale at 10¢ per page. The bank produces a catalogue, which is available for \$5, listing games according to their various categories. The categories are explained in the introductory material. 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. LKjr

International Diplomacy Tournament Ratings

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

IDTR is a service developed to recognize the best players in the world's "major" Diplomacy tournaments and to name a "World Tournament Diplomacy Champion" (not to be confused with the World Diplomacy Champion crowned at World Dip Con) each year. In addition, through its subzine "Meeting of Minds" (currently only in *Life of Monty* but available to anyone who wants to publish it—just ask), IDTR advertises and reports on the major Diplomacy tournaments held throughout the world. DDG

North American Tournament Ratings

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

Originally started in 1986, NATR is similar to IDTR, except that it is limited to North American tournaments, and any tourney in North America with at least 14 players and two rounds of play is eligible to be rated. (Just send in the number of persons in the tournament, and the final results—no more than the top 15 finishers are needed unless more than 80 persons participated, in which case the top 20 will do.) If you have a tournament coming up somewhere in North America, send some information (and registration form, if you have one) and it will be published in "MOM." DDG

Diplomacy World Anthologies

Larry Peery, Box 8416, San Diego, Ca 92102

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

Stabbing Gourmet Cookbook

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

This unofficial hobby cookbook costs \$2 and contains a variety of real (and some not so real) recipes donated by hobbyists. It includes a variety of Dip-related lore, including a variant Dip game. LP

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. For overseas orders, add \$45 postage costs. The price includes a copy of the *Index & Menu of Diplomacy World*, an index of *DW* by author, subject and issue. LP

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 flopsam and jetsam, plus a few ringers. Alphabetized with over 450 entries and accompanying text. 35 pages for \$1.25. Also available is *Son of Lexicon*, an update [which itself is starting to get a little moldy, eh Mark? —Ken] with 150 new entries, correction of old entries and a short subject index to *Diplomacy Digest* issues #1-57. Twelve pages for 50¢. MB

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 '82—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 more. 23 pages for \$1. MB

The Cream Shall Rise

Bruce Linsey, P.O. Box 1334, Albany, NY 12201

The Cream Shall Rise is the official publication of the Runestone Poll pollster. Each year, hundreds of Diplomacy players rate their zines, subzines and GMs. The poll results are summarized in *TCSR*, along with extensive statistical analyses, letters, and articles about the hobby. The top three zines ranked by the 1988 Runestone Poll were *Praxis*, *The Zine Register*, and *Penguin Dip*. Issue #5 giving the 1988 poll results came out in September, and can be purchased for \$5. BL

Dinsdale!

...in which ZR readers nail each other's head to the floor and show how well they can treat a female impersonator...

Ken Eklund: What you've got is less a zine review and more an unabashed plug for my game [see listing for *Desperado Train*. —Ken]. That's really all *DTrain* is about...course, that may change. At last I've got a PBM game of my design that works! Out of 15 starters—most "non-PBMers"—the NMR rate has been real low. Course, by now (turn 11) five of them have been killed outright, including Mark Stegeman, shot in the side with a .44 Winchester. Here's a thought: take the hobby's worst feuders, give them each a big-bore Colt and put 'em in a barroom, as in "The shootist." Grudge-match "Squinty's" with rock'em sock'em blow-by-blow results in print. "GERYK TAKES SLUG IN SHOULDER! STILL BATTLING!" "LINSEY SHOT IN HEAD, PRESUMED DEAD!" Could be a real killer.

[Ken, it's good to be in touch again after all this time. I like your idea about the grudge-match approach to personality conflicts, but do you realize that your modest proposal could be construed as encouraging the sending of death threats through the mail? Do you really want postal investigators breathing down your neck? I mean, these guys play rough! —Ken]

Robert Sacks: I announced "Karel Alaric" is pseudonymous—that's not the same as fictitious. Courtemanche just told me that he ran across Charlie in 1980 (or was it something Charlie had written in 1980), long before Charlie entered the MNC controversy. Courtemanche also pointed out how different Charlie's writing is from mine, which I found quite perceptive. The Registry of Projects as an independent office was formed long after the Covenant, though I suppose it was originally created with the Covenant.

[C'mon, Robert, let's quit being coy. At *Pudgecon* you admitted that Karel Alaric was a fictitious amalgamation invented by you and several friends, that he was not purely a pseudonym for a separate individual. You also admitted that it has been more than two years since anyone other than you have attended a meeting of the New York Game Board. At this point, both are essentially pseudonyms for you. Nothing wrong with that, really. But continuing to pretend that "Karel" is a real live separate person, and that the name is a pseudonym for "cousin Charlie" (also a supposed cover), an active, experienced hobbyist who must be protected from the vicious attacks of your enemies, is starting to get a little silly. As for the Covenant and the Registry of Projects, I don't understand your point. Maybe the NYGB could appoint a committee to look into the matter. —Ken]

Glossary:

Adjudication: fancy name for move results.

Boardman Number: is the game designator applied to each regular amateur postal Diplomacy game. This number is patterned after systems for cataloging astronomical discoveries. Boardman Numbers (BNs) are provided by the Boardman Number Custodian (BNC), the first of which was John Boardman, who founded the postal Diplomacy hobby lo, these many years ago (in 1963 to be precise). The purpose of BNs and BNCs is to provide useful statistics on the play of the game.

DIAS: stands for "Draws Include All Survivors." This means that all surviving powers on the Diplomacy board share an equal part in the game-ending draw. This is the Diplomacy rulebook definition of any game that ends in anything less than an outright win or concession, although most postal gamesmasters (GMs) now provide for games ending in voted draw results excluding some surviving players.

Dipdom: this refers to the amateur postal gaming hobby, which started as the postal Diplomacy hobby (and is still dominated by the play of that classic negotiational multiplayer game). Another common name for it is simply The Hobby.

Feud: a vehement and long-running public argument between two or more hobbyists based on personality conflicts. Features vacuous argumentation, name calling, mass mailings, and innuendo. This activity is also known as megadiplomacy, or megadip.

FTF: this refers to "face-to-face" or across-the-board play, as opposed to play-by-mail (PBM) or postal play, of Diplomacy and other boardgames.

GM: stands for gamesmaster, the neutral party who receives and resolves orders, and mails out move results.

Miller Number: see Boardman Number. Whereas BNs apply only to regular Diplomacy games, MNs apply only to Diplomacy variant games.

NMR: stands for "No Moves Received." When a player NMRs his units hold in place that turn (unless dislodged by another player) and the gamesmaster generally will call for a standby to submit orders the next turn. If the player submits moves for the next turn he keeps his position in the game. Otherwise the standby will take over the position.

PBM: refers to "play-by-mail" of Diplomacy or other boardgames. There is also PMEM, for "play-by-electronic-mail," which is a sector of the hobby that plays postal Diplomacy via computer networks. An important distinction exists between "professional" PBM, which generally refers to horrendously-expen-

sive pseudo-corporation run multiplayer games, and modestly-priced amateur postal gaming sponsored by our humble and happy gaming community.

Press: refers to "press releases" supplied with each season's move results. Letters to other players are to "private diplomacy" as press releases are to "public diplomacy." Press submissions are printed publicly in zines along with each season's adjudication. Comes in three versions: white press, gray press, and black press. In a white press game the GM prohibits press submissions that parade themselves as having been written by another player. Gray press allows the submission of ambiguous press releases, but reserves certain datelines (usually a player's home centers) that can be used only by each player. Black press is no holds barred.

Pubber: refers to a zine's publisher/gamesmaster/editor.

Subzine: a section of a zine produced by someone other than the publisher of the parent publication.

Variants: refers to games that are variations on the game of Diplomacy as published by Avalon Hill. Most Dip variants played postally are designed by the hobbyists themselves, although a few are professionally designed, such Machiavelli (also Avalon Hill). The most popular variants now being played are Gunboat

Diplomacy (which is just like regular Dip but without any negotiations), 7x7 Round Robin Gunboat tourney (seven Gunboat games played with the same seven players in different positions), Colonia VI (a global variant designed by Fred Hyatt), and Downfall of the Lord of the Rings (a Tolkein variant). Other variants being played are too numerous to mention here. If you would like more info, contact the GM who is offering the game or check out the North American Variant Bank (see project listings).

Zine (also spelled 'zine, xyn, zeen and szine): a fannish term from postal Diplomacy's origin more than 25 years ago from science fiction fandom. Short for magazine (and pronounced like it), and generally refers to any amateur fannish publication (look up "fanzine" in your Funk & Wagnals). Postal gaming zines—also called dipzines—are typically published monthly, and contain the latest move results (or "adjudications") in addition to articles, letters, misc. ramblings, and whatever. Some zines do not run games, but are comprised totally of reading material relating in some way to the amateur postal gaming hobby. Gosh, if only someone would put out a publication that listed all of these things and provided useful information on exploring them further.

The Zine Register #14

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Note new editor
Ken



first class mail