
*The Zine
Register
Number 18*

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OK, well, here we are again, and damned well about time too, ain't it?

Welcome to another edition of the *Zine Register*, the listing/review of all the zines the editor knows about in the North American amateur postal gaming hobby, and a few overseas ones too. See, notice I didn't say "Diplomacy Hobby." Specifically and purposefully. It's an old argument, and one you probably don't want to hear, but my personal belief is that the "postal Diplomacy hobby" have evolved into the "postal games hobby," and the attempt at an exclusionary definition is self-defeating and limiting. Herein, at least for this final issue under my editorship, we list zines which run any games on an amateur basis, primarily but not limited to, Diplomacy and it's variants, rail games, including *Railway Rivals*, 1830, and the *Empire Builder* series, United soccer and it's variants, and an assortment of oddball others.

This is, as stated, the final issue of the *ZR* under my editorship. My life has simply evolved to the point where it is impossible to produce three zines on anything even vaguely resembling a regular basis. Actually, it's impossible to even do one, but I will stumble forward with *Been There, Done That* and *Trout Mask Replica*, since unlike this baby, nobody waits in the wings to take my place. Hey, it's been fun. Sort of. I guess.

This issue is about six months late. Simply, my life got complicated. Primarily things that I had no control over and which were more important to handle in a timely fashion than a zine listing. By the time I was three months late and no closer to that last burst to put me over the top than I'd been in January, I realized it wasn't going to work for me or the hobby anymore and agreed to pass it on, after getting my last issue out. And so, here it is. And that's all I'm going to say about that. Plenty of other people will only too gladly say a whole bunch more.

In particular I would like to express my apology to those who wrote in over the last 4 months or so after seeing this thing plugged in *The General*. I'm sorry it took so long for you to receive it. Don't judge the hobby harshly on this evidence of incompetence. Most pubbers/GMs will respond much more quickly to your inquiries, subs, or requests for samples (though I'm still waiting on a few I sent out when I got my first *ZR* in '87...). Do not let my lateness and burn-out spoil the hobby for you. But do remember that even though small amounts of money and large quantities of energy are transacted within this community, it IS, after all, a hobby, and nothing more. Many of us allow it to become more, and hard feelings or burn-out usually are the inevitable result of that.

As of receipt of this zine, the new editor/publisher is Garrett Schenck, 40 Third Pl., Basement Apt, Brooklyn, NY 11231. Garrett will, I am sure, do a fine job. He is currently the only pubber in the Dip hobby who is managing to put out a zine that is obsessively timely and a fat, fannish read simultaneously. *Upstart* won the Marco poll, big time, and is the odds on favorite to do the same thing in the Runestone. Those who believe my giving the *ZR* to him is part of a plot to ruin him and take the Runestone myself next year are simply silly. Heh. Really, Garrett. Honestly, elsewhere in this zine you will find a statement of purpose/pubber info form, or something like that from Garrett. It's in the mail as I type this so I'm not real sure what it will look like.

If you trade for the *ZR*, please take this as formal notice to switch your trade NOW to Garrett. If you trade two copies of your zine for both *ZR* and *BDT*, please continue to send me one for the latter, unless you have received notice that I'm cutting that trade.

Warning, here comes the part where I get to wax rhapsodic and act the part of hobby old fart and seasoned observer and make silly remarks about the "state of the hobby" and all that rot.

Well. The hobby has changed a bit since I took over the *ZR* a seemingly short time ago. A lot of zines have folded, and many have started. Why *Costaguana* has done both at least 17 times in that span! Seriously, there is no lack of new zines in the hobby, they seem to come along in a regular fashion and keep the energy and enthusiasm in the hobby high. Folds are a fact of life, and despite losing some old timers, I am personally disappointed by the early fold of so many of the zines that came along in the past 3 years or so. Still births, as it were. The *Brat Pack* is just about gone. The lesson appears to be one that is as old as the publishing hobby itself - don't bite off more than you can chew! So many editors keep opening games, and it's taken me 4 years to learn that lesson myself.

During the past two years plus, I have attempted to see at least a few issues of every zine out there. It reflected not only an attempt at completeness for this project which I felt was important, but also a way in which I wanted to participate in the hobby. I wanted to know everything about the hobby; hell, I wanted to swallow it whole. See every zine, read every lettercol, all the hobby news. My preferred method of involvement was all-inclusive: play in too many games and read every zine. Nothing happened in this hobby that I didn't know about. Give me name, and I'd tell you what zines he played in, and how he was doing!

Now I actively look forward to a diminution of sensory input. I'll cut trades, reduce my gameload, drop off standby lists, get this dinosaur off my back, and become just another hobbyist who passes on most of the offered trades and samples. And.... buy a hot new computer and get crazed and obsessive about learning the ins and outs of Windows memory management, or overcommit to APAs, or buy that boat I've been lusting after and do some serious fishing.

Feuding appears to be at an almost non-existent level. A good thing, although, at times, geez, I miss those too hot to handle issues of *Praxis* and *House of Lords*. There is a safe, homogenous sameness to the hobby today, epitomized perhaps by the re-emergence of a "Flagship," which is stunningly professional and which I'd trade 4 issues of in a second for one meaty *HoL*.

Big lettercol zines are on a decline. Too many folds and "hiatuses," the latest craze. This is bad news. For me. While the timely warehouse has it's value and it's place, the big, rambling zine with an extensive lettercol and solid hobby news and opinions has always been the thing that focused the hobby and kept it communicating, about more than who gets Bel in 1901. We need *House of Lords*, or something very much like it, now more than ever. The unspeakably loathsome *Gunboat* craze continues unabated.

The silly *Downfall* craze abated.

Colonia's in it's seventh version. And no, I won't GM it, or play for that matter.

Guest reviews this issue and many thanks to Garrett Schenck (GS), Phil Reynolds (PR), Brad Wilson (BW), and Steve Nicewarner (SN), and Eric Ozog (EO). Special thanks to Steve, who drove down from North Carolina for the weekend to do a bunch of data entry to help get this thing out the door.

In the interest of getting the issue OUT, I do not guarantee 100% accuracy in current issue number or game openings. Issue number are (mostly) current as of June 1, 1991. Rather than hold the issue up another week or two updating things, I am enclosing the latest copy of Phil Reynolds' *Pontevedria* as a cross reference on game openings.

Have fun! That's what a hobby's for, after all. TEN

If there's something we forgot, it's Tom's fault. If you say "Gee, I'm glad they put that in", well, I'll take the credit. SN

PS - I thought the fake was wonderful. I really did. And I'd be very suprised if Pete Gaughan didn't have a whole lot to do with it. Though he denies it. TEN

Anyway, here's how we do it here. A typical zine listing looks thusly:

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).

And so, without further ado:

The Abyssinian Prince: (#100, May)

Jim Burgess, 100 Holden Street, Providence RI 02908-5731
Circ. 80, est. March 1984, you can look it up!
Runs: Diplomacy (4), Spy Diplomacy, Black Hole Dip, Gunboat
Openings: Spy Dip (\$5 NMR insurance)

The Abyssinian Prince features letters on all types of music, ranging from the recorder master Frans Bruggen, to Nektar to Cheryl Lane to Wynton Marsalis to Tackhead to the Mekons (!!!) to the Raindogs to Lindisfarne and back again. JB

OK, here's the scoop. Burgess started this thing as a subzine to run some games for a pubber who was a lousy GM. He called it *The Boob Report*. For years, the parent zine did not exist, and *TBR* went out as a zine to players, standbys, correspondents etc. In it, he frequently published a "subsubzine" called *The Abyssinian Prince* to cover music. It ran an excellent range of essays and musings on music by Burgess himself, and long, quite literate letters covering an astonishingly broad range of music, from von Metzke on the little known piano concert of Mozart, to Marc Gascoigne on the history of Manchester House Music in its sampling glory, to mark lew on community opera, to Jeff McKee on the disillusionment of a college music performance major. Mostly it's been the Boob though, waxing passionate and intense of his latest discoveries, such as Tackhead, 808 State, and of course, Negativand's "Helter Stupid." Then in May, *TBR* #100 came out, featuring not the customary long, thick, intense issue, but rather a 3 page notice that he was folding. I was still in shock and mourning when the following week, *TAP* #100 arrived announcing it was replacing *TBR*, essentially, and becoming an "official" zine. Whew. If you're a serious music fan and you want more than the common place hobby lettercol stuff (i.e. "is rap good?" or "is Jethro Tull's new album decent?"), see if you can weasel a copy out of Boob. Good games, relatively regular (though not obsessively so), usually has good press as the GM encourages it, rather, I should say, berates and humiliates the players if they fail to submit it. Where else in the hobby can you see Olsen playing these days, or even more astonishingly, von Metzke playing a Dip variant? TEN

A music fanzine masquerading as a dipzine. Jim-Bob may be the penultimate music snob, but he can still crank out some interesting stuff ((Ed's question - if he's the penultimate, then who, pray tell, is the ultimate?)). But after nine pages of back and forth between him and Mr. Gascoigne, I still haven't the faintest idea what house music is. GS Finished ninth in the Runestone Poll and deservingly so. Mostly it's just a handful of games, but good ones at that. Hey, I'm having more fun in one game since being eliminated (at the hands of a treacherous Nash - see what I have to put up with??) than in most of my games elsewhere! PR

Open face laser format and around a long time, *TAP* features the most intense music column I've ever seen with lots of contributors and top ten lists. The discussion ranges across all styles of music. EO

Alpha and Omega: (#21 Winter/Spring)

Lee Kendter, Sr. 4347 Benner St. Philadelphia, PA 19135

Alpha and Omega is the official zine of the Miller Number Custodian, who issues game numbers to all Dip variants being run postally or electronically. The zine lists variant game starts, finishes, some statistics, and a bit of chat on the general topic of variants. The last MNC, Randy Grigsby, burned out and left the MNCs, as well as *A&O*, in a state of some disrepair. The new MNC, Lee Kendter, Sr., is also an admirable job according to those who have been around. Unfortunately, it's taken him some not inconsiderable time to straighten out the records, and therefore, his first issue has just come out, and therein he bemoans the lack of the raw data, not forthcoming from Randy, with which to really do the job adequately at this point. Once he gets things going, his track record is such that this should be a timely and reliable zine once again. His games zine has a turnaround time of less than 3 hours from deadline to mailbox. TEN

Acropolis (#19 May)

Jim Green, 108 S. Walnut St., Apt 2, Macungie, PA 18062
Karl Hoffman, 1070 Cold Stream Circle, Apt. M, Emmaus, PA 18049
\$0.50 per issue, 2 pp., monthly.
Runs: Dip (2), RRG (2), Asian Dip, Deviant Dip.
Openings: Dip, Gunboat, RRG.

Many pubbers take on the character and style of the zines they first subbed to and/or played in until they "find their own voice." It would come as no surprise to the astute reader who chanced on *Acropolis*, then, that it started life as a *KX* subzine. The attempt is to recreate the freewheeling, slap-happy, take no quarter nor ask it when dishing out abuse, ambiance of the great Flushing zine transplanted to Norristown. Need I add that the attempt doesn't quite make it? There is only one *KX*, but *Acropolis* is rounding into a decent place to play variants, and "joining the crowd" is a lot less daunting than it is for many when confronted with the clubby atmosphere of the original. GMing still shows inexperience and novice type boo-boos that should straighten out with time. TEN

One of the subzines from *KX* which got away. Seems to have some turnaround problems - which may well have to do with having two editors/publishers. And they keep opening up RRGs, which will only slow them down even further. Seems pretty cheap to play in, however. GS

Against the Odds (#13, Jan)

Craig Reges, 13 Cedar Lane, Succasunna, NJ, 07876
\$5/10 issues. 4 pp., open page, xerox. 5-6 weeks. Circ. 17. Est. 4/89.
Runs: Dip.
Openings: Dip

Currently running one of those omnipresent Mensa Dip SIG games, and looking to add another. Switched from "the Newsroom" publishing software to standard type, and looks MUCH better! Thin and a bit bare, but it's new. Phil Reynolds even does his obligatory "Tyrolean Tattler" schtick here, too. TEN

ATO has become a little more regular of late, particularly now that Craig has promised \$5 to each player if the next issue isn't postmarked by a certain date. This means that we get more frequent updates on the remarkable progress of yours truly as Austria in "Mensa #31", the only game being run. And about this "Tyrolean Tattler" business, it's not me doing it, but some fanatical tortured soul that keeps following me from game to game and zine to zine, subverting my reputation, kind of like someone with the initials TEN. Hmmm....PR

The Appalachian General: (#75 Mar)

David McCrumb, Rt 1, Box 10, Shawesville, VA 24162
\$1/issue (free to players), digest, xerox, 20 pages, monthly, circ. 50, est. Aug. 1983.

Runs: 7x7 Round Robin Gunboat (3), 1499 - the Italian Wars.
Openings: Diplomacy (\$10), Conquest of the New World (\$5), Snowball Fighting (3).

The Appalachian General started out as a warehouse zine. Unfortunately, as it's scope expanded over the past year, it's reliability decreased. In an attempt to get all games back on track, TAG will be going back to a warehouse format with strict 3-week deadlines. These issues will go to players only. Every 3 or 4 months, I will be putting out special issues dealing with environmental and other interesting topics. This will be available to anybody, but a price has not been set yet. DMO That about says it all, I guess. TAG has undergone some permutations in the last year or two, as David has lost his doctoral advisor to a job change, wondered out of academia, adjusted to the working world, and found new demands on his time. It has gone from a big and solid variant cornucopia, to a bare bones variant warehouse with frequent and extensive delays, to an announced and just begun renaissance as a chat zine focused on environmental issues, back to a warehouse based on lack of time. I expect it'll evolve a few more times over the years, and wouldn't be all that surprised to see TAG still listed, in some form or another, and still running variants, in the 1993 and 1994 ZRs. TEN

A bit warehousey. One of the few and proud GMs to offer unusual, but good variants, rather than just Gunboat, Youngstown, and Anarchy games PR

ark: (#31, May)

Eric Brosius, 41 Hayward Street, Milford, MA 01757.
\$5/10 issues, laser printed and xerox, 3 weeks, 4-8 pp., circ. 11, est. Sept. 1989.

Runs: Empire Builder, "Speed British Rails".
Openings: Standbys only

ark was started to run an orphaned Empire Builder game. It was in some sense an experiment to see how clearly and attractively I could produce an Empire Builder game using computer graphics. For the most part it has worked out well, but the computer still can't draw those little pigs and so forth. One problem is that the games take a forever (the only game that has been finished took about four years!). I've come up with a way to shorten the game to about 18 months and my opening in British Rails will test this plan out. If it works as well as I expect, we'll probably switch the other game to this system sometime this year. EB

arc is one of those zines that shocks everyone by its high finish in the Poll. Shocks people because it is outside the mythical "mainstream" of the hobby, and has a small, special-interest subscriber list. But really, it makes sense. If you like PBM Empire Builder, you'll probably get ark, and you'll LOVE it. It's attractive, regular, apparently well-run, and with just enough chat to keep it interesting even to the non-player (although I'm probably the only one of those...). TEN

The Armchair Diplomat: (#438 July)

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 (10), Gunboat (3), 7x7 Round Robin Gunboat, Perestroika.
Openings: Diplomacy.

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. Inquiries to the editor are welcome! Or "Go PBMGAMES" at any CIS system prompt, and enter Sections 7 (regular Dip) and 8 (variants). KH

The place I played, and won, my very first game of Dip. TAD was founded in 1982 by Russel Sipe, and Ken Hill's been running the show since 1984. Over 80 regular Dip games have been played since then, and a slew of variants (25 I believe). Unlike Klen's empire, TAD and its readership maintains a fairly healthy connection to the wider PBM hobby, and currently 9-10 PBM publishers are active here. TEN

The Assassin's Blade: (#25 May)

John David Galt, 701 Welch Road, #1119, Palo Alto, CA 94304-1701
\$4/12 issues, free to players, will trade. Open page, xerox, 4 pp, 4-6 weeks, circ. 15, est. 1/13/89.
Runs: Dip (2), Character Dip.
Openings: None

I'm relatively new to publishing. The zine is long on clarity, short on chat (I'll print it if I get it...) and nonpolitical. JDG
Another Mensa Dip SIG warehouse style zine. TEN
Turning out to be a good place to play, as my phenomenal success as Turkey in "Bart Simpson" will testify. Looking to increase the fun with an opening of Character Dip II. Not much else besides the games, but that's OK. The Tyrolean Tattler hasn't shown up yet. Been too busy, Tom? PR

Been There, Done That: (#21 May)

Tom Nash, 202 Settler's Road, Saint Simon's Island, GA 31522
\$1.25/issue; .75 for standbys. Laser printed, then xeroxed. Usually open face, but digest as the mood hits. Every 6 weeks, 30-50 pages, circ. 125, est. late 1988.
Runs: Diplomacy (5), Gunboat (2), Colonia VI, Railway Rivals (6), RR Variant, Kremlin, Rotisserie Baseball, Poesiemeister, Runestone Poll Bourse, Speculate.
Openings: Speculate, Poesiemeister, RP Bourse (all free).

Yes. Well. *I* happen to think it's swell. The zine had some regularity problems over the summer and into the fall due to my move and a shocking series of electronic failures; but we are, in the immortal words of Richie McKey, "back, bigger and badder than ever." BTDT will NEVER run a Sea of Despair game! The emphasis is on chat, letters, and a wide variety of games. David Hood thinks my readers are wrong for putting up with a relaxed schedule, and that large government subsidies should be paid to regular zines since that is the only "right" way to publish and play, but hey, I let the guy play when he doesn't even sub, so we'll continue to ignore him! PS - the only place in North America you can play Poesiemeister, and the only place in the world you can play Runestone Poll Bourse. TEN
BTDT is probably one of the most laid back zines I have even seen. Despite the sometimes long turnaround, it is probably one of the best places in the hobby to simply talk, relax, and enjoy. Tom does run Dip and RR, but they don't get in the way of the strong letter column, and the "easier" games like Poesiemeister. Hopefully, the regularity will come back when Tom dumps the ZR, and we'll have the old BTDT back. SN

Maybe it should be retitled "Been Where, Done What?", since I haven't seen it lately. More that likely Tom will squeeze out an issue between this review and the publication of the ZR. Still, it's very informative, and a good place to play, as evidenced by my masterful campaign as Austria in "Jay Hook". Don't burn out just yet, Tom, OK? PR
It's not the same since Jimmy Williams left. ARI

Tom's second to very few in the hobby as a writer: funny, intelligent, usually has something to say. His humor stuff, along with Perlmutter's, is the best in the hobby. I don't know about the GMing, but a great read. BW

An interesting Runestone Poll Bourse in which one buys and sells stock in zines - if a zine folds, its stock becomes worthless, if it wins the poll, its stock is worth big bucks. Great editorial comments and great letter column. Tom doesn't sugarcoat anything he writes - he's sort of a John Michalski of the 90s, slamming the hobby's "turbo freaks" who take the hobby too seriously. BTDT is on an intermittent schedule as real life (rightfully) takes priority. One wonders where the last of the "brat pack" finds time and energy to crank out a huge zine with lots of games. EO

benzene: (#84 May)

Mark D. "Ig" Lew, 5390 Broadway #2; Oakland, CA 94618
.80/issue, open page, xerox, 10 pp., approximately every five weeks, circ. 35 or so, est. July 1985.
Runs: Kibbiter's Scrabble, Monopoly (2).
Open: Scrabble (free)

benzene is an amateur newsletter loosely associated with the postal diplomacy hobby, published primarily for the amusement of the editor and consisting mostly of a dialogue between the editors and the readers. It is *benzene's* explicit policy that all subscription money will be confiscated if and when the zine folds. Readers who are disturbed by that policy are advised to find another zine to subscribe to. *ml bz's* been slowing down quite a bit, settling into about a 4-5 week schedule of late. Nothing wrong with that in what is essentially a lettercol zine. Make no mistake, if you're looking for a Dip game or articles on stalemate lines and the hidden power of the A/T alliance, look elsewhere. But if you're looking for a perzine in the fandom tradition, an intensely personal zine which reflects the character of its pubber, that features his always intelligent and solid writing on range of subjects, that runs one of the better lettercols in the hobby, which has, to me, about a 80% "hit" rate (i.e. that many issues grab me, the rest don't), *bz's* the place. And it's about the only place to play postal Monopoly or Scrabble. Just don't send a big chunk of cash... (late note... I feel I must add two things: 1) *bz's* really been slowing down even more since the above was written. Becoming more and more infrequent. 2) Perhaps related, in terms of pubber loss of enthusiasm, *bz* seems to me to have lost a focus. It's floating. *bz* needs to get back to the gym, do some footwork, hit the bag, and get hungry again. Or take a vacation. Unlike most pubbers, he can't cut back and do just game reports for a few issues until the creative juices start flowing again. Well, I guess he *could*, but I wouldn't be too interested in a two Monopoly game warehouse. TEN

Doesn't run any games except occasional Monopoly or Scrabble turns, and not those on any kind of regular basis. It's essential point is to print reader letters and Mark's replies to same. Mark admits the 3 or 4 month lag in the publication of these letters is "probably the single most commented-on aspect" of the zine. It's certainly enough to convince this correspondent, at least, to send his thoughts elsewhere! Mark's intellect is a powerful one; he reads a lot of neat pubs from around the world. And he reads Arabic too. But with no games to leaven Mark's overwhelming presence in the mix, it's pretty overwhelming. GS

The hobby's version of a ward leader's club. Politics, politics everywhere. Mark supposedly wants to get away from politics, but that's like a fish getting out of the water. Intense reading, worth its price. BW

Blade Wars!! (#5, April)

Chuck Lietz, 1825 SE 146th Court, Vancouver WA 98684
\$8/season (includes game fee), FREE to standbys!, open page, xerox, 5 weeks. 12 pp., circ. 12. Est. 11/89.

Runs: United Hockey.

Openings: Standbys, but will be expanding.

Blade Wars is a United Soccer variant based on hockey. The game isn't too in-depth, and is easily learned, so please don't let that detract anyone. CL

Seems to have slowed to a crawl...TEN

According to Kevin Brown, and Chuck's chuckles, when asked about what is going on with this zine, the answer is: "not much." Maybe once Chuck settles in to his new address... PR

Boast: (#304 June)

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. \$7.50 for subsequent games).

A couple of people were unhappy that I gave BOAST a bad review last time over the terrible level of GMing, stating 1) that he comes out every 3 weeks, and 2) that's he's been around and publishing since 1973. Ergo, he should be forgiven his poor GMing. I find this a weird and terribly unconvincing argument. As must be abundantly clear by now with the emerging theme of this issue, I don't set a great deal of store by speediness alone. If a zine comes out every three weeks like absolute clockwork, as BOAST does, and has a 24 hour deadline to mailbox turnaround, as BOAST does, so what if the adjudications are consistently sloppy and mistake-riddled, as BOAST's have been? Are you all really saying that? As for longevity, I expect a GM to get better over time. Rather than make demeaning allowances for an old-timer, I would expect to see at the very least basic competence, especially when the game fee is one of the higher ones in the hobby (offset by getting the zine free for the duration, however). Yes, it is true, BOAST has been around longer than any other zine save *Graustark* and it is regular and speedy. But be forewarned... if you play here, check your adjudications VERY carefully and save old issues to check back to. Otherwise: it's ugly, the spelling and syntax are legendary in their, uh, eccentricity, and it carries lots of news of the Gaming (or as Herb says, "gamming") industry, i.e. who has a new Battletech module out, whatever that means. TEN

NEW

Boot Hill (#10, Apr)

Pete Clark; 7095 N. Fruit #143; Fresno, CA 93711
\$0.50 per issue, digest, 8pp.
Runs: Diplomacy (2), Gunboat
Openings: Diplomacy

Started as a subzine in *Moire*, and you knew it'd be a zine fast. First, he was mailing it separately to the players (always a tall tale sign). Second, although it and the parent zine were running on supposedly identical deadlines, he was doing two issues for every one Moore put out. Finally, when Moore went AWOL, he took the plunge. The "identifying themes" are twofold: 1) all things American Western. This gets a bit silly and cloying at times, but I guess it has its cute moments. All players have to have a western nickname (I'm "Two Gun Tommy," I admit it). 2) The first two games were invitationals, where Clark invited 14 of the players he admired/respected the most to duke it out big time with David Hood providing "guest commentary." Now allow me to say I like Pete and like the zine, but there have been two problems. Like many novice GMs, Pete rushed into it without a set of Houserules, causing myuch confusion and a nasty situation when Don Williams NMRed in Fall 1901. With no HRs, Pete wasn't sure how to handle a 1901 NMR, and ended up letting the players VOTE, knowing full well which player had NMRed. The players who stood to gain the most from an NMRing Austria voted for all units hold, and the game was, uh... well... you get the picture. Second, the commentary isn't working. It isn't adding anything, both because of its extreme brevity, and also the fact that, as in so many Demo games, the commentary comes a season or full year after the events. I don't understand this. We are running a PBEM demo game on Compuserve with real time commentary... the moves are published along with the commentary on

that season. It is my belief that good players lose nothing. There are really no possibilities the commentator raises that a truly good player would not have thought of already, without the commentary. Why are people afraid of simultaneous commentary? Do they really think the commentator will suggest a tactical option that nobody else noticed? Well, I digress, and unless westerners bug you, this is a good zine, but make Pete publish a set of HRs before you sign up. TEN

Buckeye Rails Gazette: (#12 May)

Ken Hill, 6199 Rockland Drive, Dublin, OH 43017.
Free, open page, laser/xerox, 12 pages. Est. 1990.
Runs: Railway Rivals (5)
Openings: Railway Rivals (2)

OK, so I hardly think Ken has, in Uncle Connie's words, assumed the mantle of RR Gurudom in this country. I mean, Gurudom usually implies more longevity in the training process than Ken has. Be that as it may, BRG has come a very long way from its humble beginning as a place to playtest the Ohio RR map Ken helped David Watts design, and has assumed the lead role in the RR PBM hobby by virtue of its wide array of games and Ken's new role as David Watts' and Rostherne Games' official agent in North America. This means all David's games, and maps and other accessories, are available at relatively inexpensive prices directly through Ken, with David getting a fair and equitable royalty. In addition, it shows how nice a WordPerfect/HP LaserJet zine can look, without getting overly fancy. TEN

*** NEW, SORT OF ***

California Acres: (#36 June)

John Fischer, 20811-D Bear Valley Road, Suite #120, Apple Valley, CA 92308
\$7.50/10 issues, digest, xerox, 16 pages, 5 weeks, circ. 30, est. Jan. 1987.
Runs: Diplomacy (6).
Openings: Dip.

Until this month, Bob Greier ran *Ohio Acres* as a solid, no-frills, blue collar type Dipzine. This month's issue arrived, however, with the news that after 5 years, Bob's hanging it up. Just burned out and lost his enthusiasm for the grind of publishing. He is turning the zine and the games over to John Fischer, who for the past 4 issues had been running a subzine, "The Pocket General," that had grown larger than the zine itself. You know, one of those subzinnies that you know it is simply a matter of time, and not a very long time either, until the subzinny editor goes solo. Bob will continue only in the capacity of finishing his multi-installment story, "Hell Out of Russia," the somewhat weird, politically out of date, but at times surprisingly well written and entertaining story of secret agents and transvestites escaping the Soviet secret police. One can only guess at the nature of the "new" *OATPG* by what we've seen in the subzinny. Here John shows himself to be extremely, uh... earnest. I have no doubt he will try hard to produce a solid zine. His writing is alright, and there's plenty of it (articles, book reviews, game software reviews, game reviews, S&T articles, quizzes, interviews, etc.), but what he needs is a GOOD editor. He too often writes in the "why say it in one sentence when seven will do just as well" school. Give it a year, and the improvement in writing that almost inevitably comes from putting out a zine on a monthly basis, and I think this one has the promise to be a keeper. TEN

The Canadian Diplomat: (#34 March)

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), Econopolcy, Cline 9, Sea of Despair.
Openings: Diplomacy (\$2), Gunboat, Colonia VI, Anarchy, Stonehenge Dip, Youngstown IV.

All you TCD subbers, David Hood has spoken! You are involved in the Hobby wrong! You shouldn't put up with this zine and its pubbing schedule! David doesn't recommend it! So what if there are TONS of you who seem to ENJOY the incredible assortment and variety of games, the personal style, the wry sense of humor, the community feeling about the zine, the subzines, the "Canadian Content," the lettercol, the sports flavor, and dare I say it, the relaxed feel and schedule to it all. David has spoken! You are all to drop your subs and sub instead to, oh, well, lessee, oh say, CCC, for instance. Seriously, TCD is one of the few zines left that maintains the flavour of some of the zines that grabbed my attention and hooked me when I first came into the hobby: big, engaging, not afraid to take a stand, loads of games and almost as much chat. The kind of zine that you can sit down with the night it arrives, and spend an evening with. As opposed to the more common variety that demands your attention for 15 minutes and you've read everything worth seeing. Since the death of *Praxis*, *House of Lords*, *Fiat Bellum!*, and now, maybe, *Moire*, there aren't that many left. And the hobby is left the poorer for it. Now, if only he could get 5, not 4, issues a year out... TEN

Carolina Command & Commentary: (#38 May)

Michael Lowrey 3421G Walnut Creek Pkwy, Raleigh, NC 276065
\$1.00/issue, digest, xerox/laser, 20 pp., monthly, circ. 75, est. Oct. 1987.
Runs: Diplomacy (4), Gunboat (2), 1499, Viking Dip.
Openings: International Dip

Mike puts out a decent zine. Focus is on the games, and the timely reporting of the results, however there is always a dose of chat. A lettercol, that varies in size from issue to issue, some political commentary, and some stray articles. Graphically a well-done, handsome zine with clear game reports (though I would LOVE to see him put the dang press where it belongs... with the game it's from! This habit of printing all the press from all the games in a separate corner on a separate page is an abomination before all that is Holy. I HATE it!). A solid zine with a "professional" attitude. Steve Moore's subzine *DIDOES* is hilarious. The funniest thing currently in the hobby, and a JUST what CCC needed, as it tends to a bit of self-important stuffiness at times. My only criticism of CCC is that it clearly aspires to be more than a warehouse, but often lacks focus in terms of how to achieve that. There is very little "fannishness" involved here, i.e. Mike's personality rarely shines through. It's possible to read CCC regularly, as I do, and admire the product, as I do, and still have little sense of Mike as a person, as I do, or rather do not. Perhaps I am shying away from saying it's certainly professional feeling, but the down side of that is an antipathetic, non-personal feel. With the CAD emphasis on speed and lay-out above else, I guess that's not surprising. Then again, Mike is also laboring under the possible burden of having assumed the zine from Hood, and trying to inject his style and personality while not changing the product too quickly. I have a hunch that the zine will soon start being more Mike and less David, and thus a bit more feisty, and ultimately, more enjoyable. TEN

*** NEW ***

Caveat Emptor (#14, May)

Alan Levin; 7042 Carol; Niles, IL 60648
Open page, xerox, 8-14 pp, 3 weeks. Est. 1990
Runs: Gunboat (3)
Open: none

Caveat Emptor is a nice looking, well run little zine that runs only gunboat so as to be able to stay on 3 week deadlines comfortably. CE is taking off where *Hagall Hamaarvi* left off... a focus on Judaica, which manifests in reprints and original articles on the middle east, historical jewish figures, anti-semitism, etc. While Randy Grigby wanted to do a zine with a jewish focus, he often seemed to have little idea of just what that actually meant in terms of specific content. Yiddish homilies aside. Alan doesn't have this problem in the slightest. This is an intensely personal, and at times emotional zine, that manages to always stay interesting. If I didn't hate gunboat, I'd play here. TEN

Cheesecake: (#125 May)

Andy Lischett, 2402 Ridgeland Ave., Berwyn, IL 60402
Free to players, standbys, generally unavailable otherwise. Open page,
xerox, 8 pages, 5 weeks. Circ. 59, est. March 1979.
Runs: Diplomacy (7).
Openings: Diplomacy (.50)

What's the catch? This zine is free, comes out every 5 weeks like
clockwork, features the man generally regarded as the best GM in the
hobby, has just enough of a smattering of chat and filler to belie its
general warehouse orientation, boasts many of the top players in the
hobby, and is, in general, the very best place to play regular
Diplomacy in the PBM hobby today. So what's the catch? Ah, OK, I
knew it must be something: no current game openings. Sorry. Well,
join the standby list and get in the next game whenever it does open.
NOW! TEN

Late Note: THERE ARE GAME OPENINGS IN CHEESECAKE!
REPEAT, THERE ARE GAME OPENINGS IN CHEESECAKE! Don't say
I didn't warn ya... TEN

*** NEW ***

Communist Diner (#2 March)

O-X Press; Suite #640; 1187 Wilmette, IL 60091-2776
\$1.50 per issue (\$6/year), Digest, 24 pp, Bimonthly
Runs: Diplomacy

Whoa! What it be? Well, it be equal parts fanzine, perzine,
underground press, performance art, and lit mag, with some dip
thrown in. Believe me, there is NOTHING else quite like it. Unique, with
a capital unique. Check it out. Unless you are a Turbo Freak... TEN

Comrades In Arms: (#38 May)

Tom Swider, 75 Maple Ave, Apt A, Collingswood, NJ 08108
.75 an issue, open page and three hole punched, xerox, 28 pages, 4-5
weeks, circ. 66, est Aug 1986.
Runs: Railway Rivals, Dune, Kremlin, Haggie, Runestone Pool
Diplomacy, Final Conflict, VANDALSI, Pax Britannica, Gunboat Final
Conflict, Northern Ireland, Vacation Diplomacy, Machiavelli, Colonia VI
and Bud-Bop.
Openings:

Slowing, slowing, slowing... Oh come on Swider, printer troubles? You
expect us to believe THAT? What do you take us for! CIA is a zine
hanging on past its glory years. No longer the 'fountainhead of the
variant renaissance,' or whatever, it's still a pleasant place to hang out
and play some different games, when it comes out. Tom says he's
thought about folding, but for now is continuing, and seeing which way
the motivation blows in the near future. One of these days I'll actually
do as I promised and re-start the old subzine "Shut Up Jack!" that KK
made famous. (Late note - an on-time CIA just blew in! Good sign!)
TEN

Late note: Batteries recharged, Captain! CIA back on track, fairly
regular, reliable, and opening new, interesting games not readily
available elsewhere. Hey, c'mon! CIA is fun, and the only zine where
the variants are hot and McHugh bashing is a sacred way of life... I just
signed up for Diplowin and Final Conflict myself. TEN

Concordia (#10, May)

Tom Mainardi, 45 Zummo Way, Norristown, PA, 19401-3139.
\$.40/issue, no game fess. Open page, xerox, 10 pages, monthly.
Runs: Dip (3), Bourse.
Openings: None

Tom's an old pubber who put out a zine with a good reputation for
many years, who is back with a slim but reliable and well put together
zine featuring regular Dip and a good Bourse game with a lot of
players and activity. A fun place to play, or just hang out and watch
Garrett "Socialism is Cool" Schenck out-insider trade the pants off
David "The Free Market is My God" Hood. TEN

Concordia is still a pretty new zine as issue #6 only recently braved
the postal "service." Aside from some very attractive maps (heh), the
big feature of the zine is the BOURSE, an economic trading game
where players buy and sell currency of the seven powers in one of
Concordia's Dip games. It's open to everybody, anytime, and games
are free. Why not join the BOURSE game and watch Nash flounder
about, cornering the market on Lira while everyone else dumps the
Italian currency as fast as the rules allow. What does he know that
everyone else doesn't? GS
The Mickster. He won't let me down. TEN

The Continuing Crisis (continued): (#17

March)
Tony Doussette, 530-A Bruton Bends, Richardson, TX 75081
\$.65/12 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

Runs "Mensa #28," a game for members of the Mensa Dip SIG. PR
The Mensa game has just ended, and Tony is recruiting for a new
game, but appears a little less than absolute about continuing if there
isn't immediate interest in a new game. Is offering a variant not seen
everywhere. TEN

Costaguana (#199, February)

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

There are two "chores" in producing the ZR that get mighty tedious
after a bit. The first is cutting and pasting the info on Don Del Grande's
zine all over the damned zine every time he changes it's name. The
second is deleting, and then re-entering, info on Costa every fortnight
or so as Connie decides and redecides to fold, unfold, etc. Currently
we're over our little snit over getting bombed in the Poll, and since
well, he does send out these game reports on Dip and gunboat, and
they're all together in a xeroxed booklet, and hey, there's a bit of
writing thrown in, well, hey, let's go ahead and call it a zine (since it is).
Sigh. My prediction is that at least once in the 90s, Costa will make a
full fledged comeback as a 40 page zine and the sublet will zoom up
to around 100, winning all sorts of awards and acclaim, and then,
suddenly, Connie will fold again, around issue #300. TEN

Countermeasures: (#20 Sept)

Bill LaFosse, 65 Barbara Street, Trenton, ONT, K8V 1Z6 CANADA
.50/issue, open page, xerox, 8 pp, monthly. Circ. 21.
Runs: Dip (2)
Openings: Dip (\$5)

Somehow this little anecdote seems about right to describe the few
issues of this zine I have seen: I have attempted to get Bill to trade, or
at least send me samples, for review purposes, to no avail. Suddenly, I
get this unsolicited copy in the mail. Promising sign, I think as I open it,
only to find it is enclosed with a note requesting a Boardman Number
for his new game! Uh... Bill... that's Gary Behnen, not me.
Countermeasures appears, on slight perusal, to be ugly, irregular,
unpredictable, and perhaps a whole lot of fun. Remember, Canadian
zines are becoming an endangered species. TEN

Crimson Sky: (#16 June)

Michael Gonsalves, 203 Brookside Terrace, Hagerstown, MD 21740.
.50/issue, open page, xerox, 8 pp, monthly. Circ. 33, est. 2/90.
Runs: 7x7 Gunboat, Gunboat, Dip.
Openings: Dip (2), British rules Dip, Gunboat. All games \$3.

CS has become a rather steady, reliable zine, fairly well GMed and
timely, if rather unsightly. Makes Verigo look like a professional DTP
job. It is clearly a players' zine first and foremost. A good place to join
and play if you are relatively new, want a good game, and a zine to
grow into the hobby with. Mike's recent new job and relocation to

Pennsylvania from Maryland effected the zine for awhile. A slight delay and some badly reproduced issues until he found a reliable xerox. But in all, he got through it with very few bumps. In a classy act, he did not charge subbers for the issue that was barely readable due to a poor xerox process. TEN

The worst spelling in the entire hobby. For that reason alone worth subscribing. Hopefully Mike will never computerize his operation, since then he'll feel compelled to spell-check his files ((Ed. - Why? I don't. As must be painfully obvious.)). Other than that, CS has a snappy turnaround time, a nice monthly schedule, and a focus on playing the games. GS

Dipadeedoodah!

Phil Reynolds, 2896 Oak Street, Sarasota, FL 34237

Has recently announced a hiatus until after Phil's grad student life straightens itself out enough to get the zine out on a regular schedule again. He'll continue the games by flyer until then, and actually is already announcing game openings for the renaissance. TEN

Late Note: On June 9, in final production phase, Phil informed me that stuck at home with contagious measles, he is finishing work on a new issue of the reborn *Dipades* which will hit the mail this coming week! TEN

Diplodocus: (#9 May)

Pierre Touchette, 11 rue Bruyere, Ganneau (Quebec) J8T 2T9, Canada.

.75/ issue (\$1 outside North America), digest, xerox, 4 pages, circ. 50, est. 1986.

Runs: Diplomacy, Gunboat

Openings: Diplomacy (\$2).

Quinipique est le seul zine Francophones de Diplomatie en Amerique du Nord. Une liste d'attente demeure toujours ouverte pour les joueurs, qu'ils soient d'Amerique ou d'Europe, qui veulent participer a une partie. PT

In a bold move, unprecedented in North America, to both attract new players, AND bridge the gap between the mainstream anglophone hobby and the sizable Francophone hobby in Quebec, Pierre has taken his zine *Quinipique* bilingual and renamed it *Diplodocus*. Each issue comes out with both French and English sections, allowing players from both cultures to interact and play together. Cuernier once made a comment I thought was very intriguing... how for all the lip service given among many Canadian pubbers to the vague concept of "internationalism," and their desire to reach out across the oceans for subbers and traders in Britian, Australia, and Europe, none of them were doing much of anything to reach out to the Quebec hobby. I.E., "internationalism" was fine, as long as it was firmly in English. Well, someone has finally done something to bridge the gap. There is, as you might guess, an strong emphasis on Canadian and Quebecois political and cultural forces. TEN

Diplomacy Digest: (#124/125 May)

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

\$5.50/10 issues, 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.

The recent *DD*, the first since DipCon in June, carries Merk's admission of a dwindling publishing schedule, his reasons for such, and his pledge not to fold, and to try to do better. *DD* is one of the venerable zines around, going on 14 years old. The meat of it is reprints from Mark's sizable personal archive of Dipzines from the beginning of the hobby. The general idea is to reprint articles at least 5 years old, and grouped in "theme" issues (GMing questions, the play of Italy, Hobby History, scoring systems, etc). He also writes a hobby news column, which is never, uh... shy. With only 2 issues this year, it's showing its age, but worth a look, especially for the novice. TEN

*** NEW ***

Diplomacy Downs (#10, June)

Bruce Reiff, 432 Caldwell Drive, Cincinnati, OH 45216

\$10/12 issues, no game fess. Open page, xerox, 16+ pp. monthly. Circ. 51, est. Aug. 1991.

Runs: Dip (4), Ohio Dip, Gunboat (3)

Open: Dip, International Dip, Gunboat, Origins of WWII, Win, Place, and Show.

Well, what can I tell you about this zine? First is I like sports, all sports (except soccer), especially horse racing and football. I have trivia contests and the start of a letter column. I also have games, regular and gunboat dip, Origins of WWII, and Win, Place, and Show. The games will always be the prime focus of *Dip Downs*. I may even try another variant in the near future. One last item. We try to have fun here. Keep that in mind. So if you're looking for some variety and fun, and a reliable place to play, look me up. BR

Another new one, this time focusing on sports (specifically horse racing) and right-wing kook politics. Bruce puts a special emphasis on speedy turnaround, which this reporter heartily applauds. Mr. Nash's opiated dreams to the contrary, speed and regularity are the necessary requisites for a satisfactory "zine experience," though they are surely not the *only* requirement. Good looking maps are also real important, and this zine's got 'em too. GS

A promising new effort from another castaway of Retaliation. The running (galloping?) theme is horse racing, with the usual trivia and contests revolving around same. Notable is Bruce's respectable passion for the NFL, and features on such. Needless to say, this one broke out of the gate at a healthy clip. Let's hope it goes the distance. PR

Appears Bruce wanted the focus a bit more on the sports than the kook stuff, but as always, editors are often surprised by what their readers respond to, and Bruce has been, in a sense, cast into the role of the Joe Pine of zinedom. Like fellow kook, Brad Wilson, has a tendency to babble first, and think about it later, leading to my near cancelling my sub over the outrageous comments on Arabs. Aside from this foot-in-mouth disease, he's having fun, and if I weren't already burned out, I'd probably play here (unless Diehl does...). TEN

Diplomacy Today:

Darrel Plant, Reed College Box 1066, 3203 SE Woodstock, Portland, OR 97202

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

Runs: Diplomacy.

Openings: none (possible opening in the future).

No idea on the status of the zine. Darrel sends one along about once or twice a year, and I haven't seen one since the stunning, full color masterpiece he sent last Spring. The basic idea of *DT* is a send-off on *USA Today*. It is a graphic masterpiece, carrying a single game, as reporting on it as if it were a daily edition of the paper. Worth a post card to see if it's still around. TEN

The Diplomacy Tribune: (#26 May)

Gerald Todd, 8047 High Point Rd., Baltimore, MD 21226-2020

\$12/12 issues, open page, werox, 4-6 pp, 4 weeks. Circ 12, est. April, 1989.

Runs: Diplomacy (3).

Openings: Gunboat, Perestroika Dip.

When Roy dropped PBM I wanted to pick it up, but didn't feel I had the resources to reliably turn out a dip zine. Even when I felt I could, I wasn't sure I wanted to. Then a little voice said "Do it stupid, before you drive me nuts!" I didn't appreciate my wife calling me stupid, but she did make up my mind, so here's the Trib. The Trib also has a cousin, Modem Ready. MR is a computer bulletin board system (BBS) supporting electronic dip. Operating 24 hours a day, 7 days a week, at 300 and 1200 baud: (301) 380-8007. GT
Gerald PROMISES you won't find any discussion of politics, sports, or music here. He is firmly committed to the concept of a players' zine. His goal is to run games, reliably, with a few play-of-the-game articles thrown in. Nothing more, nothing less. Of late, he seems a tad perturbed that the market for such a zine isn't what he thinks it should be, but once again foresees chatty lettercols and discussion of world

affairs. If you're looking for a place to play, without the frills, I'd certainly give *DT* a look. TEN

Diplomacy World: (#62 Spring)

David Hood; 2905 20th St NE; Hickory, NC 28601
\$15/4 issues in North America (overseas \$20 surface & \$40 airmail),
\$4/single issue, digest, xerox, 55-65 pages, quarterly, circ. 300+, est
1974.

DW is a good zine. I never subbed when Larry was publishing, and I initially subbed only to help David out, but, hey, this is a good zine. David has been smart enough not to do all the work himself and in doing so, has produced a zine which is greater than all its parts, just what you'd expect from a zine called *Diplomacy World*. Get it, read it, and make your own choice. SN

You could hear the hobby's collective sigh of relief... *DW* is back. David Hood's first issue came out without a hitch this Fall, save that he's already slightly behind his own announced schedule (ironic, huh?). Of course, there has been some nattering in the hobby about this or that, including my own cranky comments in *BTDT* about the cheap grade of paper which made me think it was junk mail and toss it at first. The reality is, however, *DW* is back. The focus is back on the Game of Diplomacy, in all aspects of its play. While any single person may have done some things differently, the scope of the writers, the subjects, and the balance between FtF, PBM, and PBEM, sounded a note of optimism that the zine, as a mythical 'flagship,' is salvageable. The cheap paper and the bulk mailing (a few folks have complained about it taking weeks to get their copy, most appear to have arrived promptly) allowed David to substantially reduce the cost, to try to get the sub list back to where it once was. I re-subscribed right away. TEN

Diplomag: (#99 May/June)

Fred Davis, 3210K Wheaton Way, Ellicott City, MD 21043
\$3/6 issues, open page, xerox, mimeo, 6 pages, bimonthly,
circ. 52, est. July 1978.

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

This is the source of all those one-game Mensa Dip Sig warehouse zines floating around. If you liked *Bushwecker*, and can't get out of bed anymore without a Fred Davis zine coming in, this is your only hope. Probably a safe bet to last at least until the next census... TEN

*** NEW ***

Diplomatic Immunity
Michael Legg, 541 W. 15th Ave, #51, Escondido, CA, 92025-5656.
Fifty cents/issue, open page, dot matrix/xerox, 8 pp, circ. 7, est Oct.
1990.

Runs: Dip

Open: Dip (\$5), 7x7 Gunboat tourney (\$15)

Received a sample way back last fall. Looks like a good, straightforward warehouse, with the potential to grow into something more. Had a game starting in issue number one with some good players and heavy hitters. I've played Dip with Mike, and he is a reliable player. There is some thought in the hobby that means a reliable pubber. I don't buy the correlation a bit, but many in the hobby do. Regardless, seems a good place to have a look around! TEN

Dippy: (Vol. 20, #7 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).

A throwback. A fast-paced, regular as a raisin bran addict, cheap, extremely well GMed (going by consistent RP Poll results) warehouse that's been around forever. Not much here for the non-player, but, if you want a fast paced game (3 week games really move) with a reliable GM, there's no need to look anywhere else. TEN

The Dippy Doings: (Vol I, #1, April)

Matt Gallagher, America Online ID# PBMObserve.
Electronic format on America Online, 3 pp., 2 weeks.

Runs: Dip.

Openings: Dip.

Ken Peel, after a brief fling with publishing a zine that made it, what, 3 issues Ken?, has taken on the role of discoverer and consultant to the electronic Dippers in the diaspora. He goes from electronic service to electronic service, digging up Dip players, rumors of games that are being played, etc., then helps them get organized and tells them about the great hobby they are related to. Is he the Margaret Mead, or the Cortez of PBEM? Anyway, this is the Dip section on America Online's inhouse Dipzine. Just getting started. If you have a modem and an AO account, drop 'em a note and say hi. TEN

Disease City: (#57 Nov)

James Goode, APSU-Box 4607, Clarksville, TN 37044
\$8/12 issues, open page, xerox, 8-10 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 Becker's old K-Zine, but with a pathogenic theme and an Americanized league schedule. JG

The oldest and wisest of American United zines, DC is the standard by which other United zines are judged. A fine, competitive league, losers can become winners in a single season. As in most United zines, there's not much here for non-players, but non-players don't usually drift towards United anyway. A must for the United Junkie. KB

My impression is this has slowed almost to the point of non-existence since 1991 began. Too busy running Railway Rivals game and zines, I guess. TEN

Disoriented Express: (#47 March)

Conrad von Metzke, 4374 Donald Ave, San Diego CA 92117
Free, 12 pp., digest, xerox, "monthly or so." (ever the eternal optimist, eh Connie?).

Runs: Railway Rivals (11)

Openings: Railway Rivals (any map, no fees)

If you're interested in Railway Rivals, order a copy of this zine and write your own description. It's safer. C/M
Connie's running two Railway Rivals zines now. "Pedro..." for the faster paced games, this one for the slow, relaxed pace games. Always a game opening, or two, or three, and usually running things you won't find anywhere else in North America (the "economic" and "historical" RR variants), with a ton of UK players and David Watts to boot. Plus, there's always the writings and rantings of Uncle Connie, one of the absolute best writers the hobby has produced. TEN
Late Note: Connie's zines have all been on again and off again for so long now I really don't know whether to list them or not. The last thing I received from him was a notice that he was ceasing all pubbing effective immediately due to a busted printer and no funds to replace it, with his back up typewriter just as broken. On the same day, two RR game start notices appeared from him, one hand written. *YOU* figure it out, I have a headache. I sent in my moves, personally, just in case...
TEN

DMZ:

Jeff Suchard, 210 Lille Lane, #214, Newport Beach, CA 92663.
At cost (around 80 cents now), no game fees. Open page, xerox, 16-
22 pp.
Every 5 or 6 weeks, circ. 38, est. 2/90.

Runs: Youngstown XIII, Diplomacy, Gunboat Youngstown XIII
Nuclear War/Escalation
Openings: None at the moment

DMZ is quickly becoming the premier 'zine for several varied subjects. We've got Moore bashing, Suchard-bashing, the only Gunboat Youngstown XIII game in existence, and one of the few (if not only) PBM Nuke War games that doesn't cost \$4 a turn (read: "Flying Buffalo is a rip-off!"). And the ever increasing Letter Column...and the Articles....and the humorous filler items... Sounds just like the kind of 'zine I'd like to sub to, but I can't since I publish it. JS

One of the most promising fledgling zines around. Currently undergoing a slight personality crisis, as the publisher wrestles with what and how much of that to put in every issue. Past features dealt with oil spills, earthquakes, the Black Plague, etc. Jeff also shares his and other's rule additions to games like Youngstown and Nuclear War. The games currently running show some lively press, including "Kodiak" with my amazing start as Germany. Now if only Jeff would stop torturing little animals... PR

I see DMZ as the zine *Entropy* was supposed to be. I.E. the unique thing about it (besides Youngstown XIII, and I personally have had my fill of complex, world wide variants), is the focus in the articles and lettercol on issues of science and technology. The articles on the Black Plague, the HIV virus, and weird German weapons technology, have all been among the most interesting stuff I've seen in a Dipzine this year. The debate on animal rights would probably have been as well, had we not already been there, and done that in *Dipadoodoodah* just a few months prior. This is, quite simply, the most promising new zine in the hobby from a content perspective. I can't say much about the games service, not having played, anyone got any thoughts? TEN

*** NEW ***

D.O.G.S. of War (#15, April)

Kevin Kinsel, 21561 Oakbrook, Mission Viejo CA 92692
.50/issue or \$5/12. \$5 game fee. 10-15 pp, monthly, open page, xerox.
Circ. 35, est. Dec. 1989.
Runs: PL/PB, WSIM, BRIT, MACH, DIP, DIP variants, Gunboat, CIV, WARLORDS, 3R, etc.
Open: MACH, WSIM (multi), gunboat.

The D.O.G.S. of War! is a fast and loose gaming club with its own namesake 'zine in Southern California. Maintaining a diverse bent, Panzer Leader/Blitz (blind), WS&M, Machiavelli, Britania and other strategy games join Dip and variants in the DOGS domain. Led by El Coyote and other notables, the DOGS are howling... (woof) EC/KK. Pretty ugly, but looks like a good time. Kinda reminds me of a frat party on the beach kinda dipzine. If you know what I mean. And I don't, so clue me in if you do... huh? TEN

*** NEW ***

Domer Dip (#1)

Matt Miller, 204 Carroll Hall, University of Notre Dame, Notre Dame, IN, 46556. \$7.50 per year, open page xerox, 2pp
Runs: Nothing yet
Openings: Diplomacy, Gunboat

As you may know subscribe my latest effort subscribe is a new zine subscribe named *Domer Dip* subscribe. Read subscribe Garrett's plug subscribe in issue 39 of *Upstart* subscribe. Please subscribe subscribe if you're looking for subscribe a really good game subscribe of *Dip*. Games are free subscribe and I've opened one gunboat asubscribe and one regular *Dip* subscribe. Write subscribe me for subscribe information subscribe. Heh subscribe. MM

I got the first issue of this zine a few months back, and, unfortunately and all too typically, can't find it now for the basic info. I cribbed the address and above self-description from *Upstart*, but I also recall noting that Matt has moved for the summer, although I am sure an inquiry or request for a sample will be forwarded. The initial issue was the usual, game openings in Dip and gunboat, a bit of autobiographical pubber chat, promises of regularity and careful GMing, and the attempt to find a "niche" or theme to differentiate itself from every other new zine out there. The idea being here, a focus on all

things Notre Dame. Matt is a proud member of the Irish, or in the local vernacular, apparently, a "Domer." He set his mission to be the promulgation and celebration of the Domer lurking inside all of us. Or something like that. So if you are certified member of the Subway Alumni, if nothing makes your heart beat faster than catching the Irish come running on to the field in green to take on the Miami Hurricanes, and you also play Dip, well, what more could you ask? Except maybe a subzine by Lou Holtz (if he doesn't get canned that is...) and a soiled and autographed Joe Montana jockstrap. TEN

Down at the Mouth: (#25, March)

Vince Lutterbie, 1021 Stonehaven, Marshall, MO 65340

Another zine that is on hiatus while the pubber attends to real life demands. Vince is running the games by flyer and says the zine itself will be back later in 1991. Worth a look at that time, especially if you're interested in postal *Aquire* or *Titan*. TEN

Late note: an issue came in May, so I guess the zine itself is back, off hiatus, and running once again at a relaxed schedule. *DATM* is a quintessential midwest zine, basically a warehouse, but friendly, relaxed, a bit clubby, with a lot of good-natured banter, with a lot of games above and beyond standard Dip. Gee, I deleted all the info when I thought it was on hiatus... uh, well I know it runs Dip, Gunboat, Titan, *Aquire*. TEN

Electric Trains: (#84 July)

Ken Hill, 6199 Rockland Drive, Dublin, OH 43017.
Compuserve online charges, electronic format, weekly, Circ. 20ish, est. around the first of the year.
Runs: 1830, Railway Rivals (4), Bus Boss (3)
Openings: Railway Rivals, 1830, *Aquire*, Bus Boss.

Basically, the only place in the world where you can play weekly deadline *Railway Rivals* or 1830. Hmm... Ken, we gotta get Broelus to GM weekly *Empire Builder*, then we'll be a complete Rail Zine. Games move fast, and RR takes a mere 12 weeks to finish. 1830, obviously, goes longer. The only way to play! TEN
Late Note: The two new wrinkles are a of games of David Watts' *Bus Boss*, basically a more structured version of RR, and "speed" games of RR and BB, with deadlines three times weekly. Games are completed in one month. Breath-taking.... TEN

Electronic Protocol: (#173 June)

Eric Klen, 1 Signal Circle B10, Chelmsford, MA 01824.
Free, electronic mail publication (Portal system plus Usenet, Bitnet, Internet, and Compuserve). Published twice a week, circ. 205, est. Oct. 1988.
Runs: Diplomacy (27) and Variants (10).
Openings: Diplomacy and Variants.

In EP, no NMRs are allowed! 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. If you think someone is a loser replace him, don't NMR him! Write for more information. Houserules are available. We have players from 12 different countries so you don't have to worry about meeting the same people over and over again! EK

EP, the last time I saw it anyway, is a huge mass of information. It's not all that intuitive to look at and figure out what's what and what the heck is happening. Mostly game reports, and a ton of them, with a lot of articles Eric retypes from vintage zines. The ongoing argument currently in the hobby is, granted that EP attracts a LOT of new players, mostly from university settings who would never have heard of, much less gotten involved in the hobby otherwise, do these recruits ever really get involved in the mainstream, or do they just hang about peripherally in EP until they lose interest or their free Portal accounts. There was no participation in World DipCon from these ranks. If you have access to Portal or Internet, check it out and decide for yourself. TEN

Empire: (#298 January)

John Boardman, 234 E. 19th St., Brooklyn, NY 11226
\$10/12 issues, open page, mimeo, 12 pages, 2-4 weeks, circ. 40, est. Nov. 1974.
Runs: En Garde, Pax Britannica.
Openings: En Garde (\$20/yr.).

Empire carries postal games other than Diplomacy, and at one time or another since its founding has carried games of Frigate, Dreadnought, Sorcerer, Origins of WWII, SPI's PRESTAG games, Empires of the Middle Ages, A Mighty Fortress, Pax Britannica, and En Garde. I would like to run postal games of Imperium Romanum II, but so far have found insufficient interest among readers. JB

*** NEW ***

The Encounter

Jim Goode, 211 Maplemere, Clarksville, TN, 37040-3558
Runs: Railway Rivals
Open: Railway Rivals

Jim started this to run his section of the North American RR Tournament started by Paul Gardner, and added a ton of more games to it. A RR warehouse, but run and adjudicated by the most CAREFUL RR GM around. Jim is legendary in his obsessive nature and double and triple checking every hex or building. TEN

Everything: (#84 Spring)

Gary Behnen, 13101 S. Trenton, Olathe, KS, 66062
\$1/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. Behnen took over the BNCship, and with it the moribund *Everything* this winter, and has had two issues out already. One covering 1990 in its entirety, one for 1st Quarter 1991. This is not a zine for the chat fan, but rather for the serious stat freak. Not a lot to it but game starts and game ends. Without it, rating systems can't function. Whether we need ratings systems or not, is of course, an entirely separate issue. BNs, however, are now forthcoming with great regularity once again. TEN

Excelsior (XL): (#35 June)

Bruce McIntyre, 6636 Dow Ave., #203, Burnaby, B.C., V5H 3C9, CANADA 1.5 cents/page (U.S.), 2.5 cents/page (Canada), digest, xerox, 28 pages, 10/year (actual publication schedule has been bimonthly since November), circ. 50, est. Feb. 1985.
Runs: Diplomacy (3), International Diplomacy (2), Clue.
Openings: Diplomacy, International Dip, Seismic Diplomacy, Silent Seven Diplomacy.

One of the things I don't like about this job is that in doing it right, i.e. calling them as you see them, you may offend some perfectly nice folk and/or perfectly good zine editors. After all, the average editor's skin is notoriously thin and easily bruised when it comes to his/her creation. Case in point: I wrote what I felt was an almost glowing review of XL in the last ZR, focused on the quality of the writing. I mentioned, as must be in an honest review of the zine, the ongoing struggles with a timely schedule. In the next XL, a cranky Bruce took exception to my comments, and that I mentioned a few topics among those he wrote about which he hadn't written on "in almost a year." Sigh. I really do like XL. It will never set regularity records, but it almost always an enjoyable, entertaining read. And it features subzines by Eric Brosius and Fred Davis to boot. TEN

fast trax: (#19, March??!!)

Dick Martin, 17601 Lisa Drive, Rockville, MD 20855-1319
Free, open page, laser/xerox, 12 pp, 3 weeks. Est. recently.
Runs: 1830 (4)
Openings: Standbys only for now.

See, Dick loves 1830, the Francis Tresham invented, TAHGC published, rail building, stock manipulating, cruelty is in game of the 90s. So he started a zine featuring PSM games of it, and gives it away.

Needless to say, a mention in the General, and it took off. Comes out every three weeks on a very regular schedule (subbers to *Retaliation* will stand aghast), and features articles and tons of letters of rail games in general. I'd want it even if I wasn't playing. But then, I love rail games. TEN

I do want it, and I'm not playing a game there. If you like 1830, then you should probably get this zine just to see how various companies can be played. If you don't like 1830 at all, well, this isn't for you. SN
Late note: Gee, after 19 consecutive right on time issues... 2 months since the last one came out. Nicewarner says: gee, he probably found yet another new game he's obsessing over, and now it will go the way of *Retal*. And just when I was about to find out if I'd get to build the CPR into NYC! (oops, even later note, Dick handed me issue number 20 over the 1835 game I was playing at Origins). TEN

*** NEW ***

Frueh's Folly (#1, April)

Mark Frueh; 1128 Olympus Dr.; Naperville, IL 60540
Free (I guess), Open page xerox, 8-10 pp.
Runs: 1830
Openings: 1830 (\$5), 1830 Reading variant (\$5), Kremlin (\$5), Acquire (\$2.50)

Puppy Frueh's another hobby middle aged fart who's jumping back into pubbing. Recently got turned on to 1830 and fell in love with the game (as most Dippers do), and since Dicko had no more game openings and tons of requests for new games, jumped into the fray. And what's an ex-MadLad zine without Titan, eh? Or a Poolcon regular's zine without Acquire? So there you have it, pure and simple. Lotsa games, no Dip. Set the par on the B&O at \$100, start the NYNH at \$71, and collect dividends and Private revenue until the toy trains are gone... TEN

The Gamer's Zine: (#155 May)

Earl Whiskeyman, 27 Mark St., Milford, CT 06480
\$11/12 issues, open page, photocopy, 10 pages, monthly. Circ. 40, est. July 1981.
Runs: Dip (1), Gunboat (1), En Garde, Sport of Kings.
Openings: Diplomacy (\$3), Gunboat (\$3), Machiavelli (\$3), En Garde, Sport of Kings standbys..

A warehouse publication with good press in En Garde and a few articles and odd items appearing from time to time. Run by members of the Connecticut Games Club, it has a number of local players, except for Dip, which limits local participation. Dip and Gunboat are computer adjudicated and generally fairly run on a timely basis. Standbys are welcome, and a good way to obtain free issues. Write for a sample. EW

A slim warehouse, but boy, does it have a solid track record! Don't sub looking for a lettercol or articles. This is for players only. But appears to be a fine place for gaming. TEN

Get Them Dots Now!: (#33 May)

Lee A. Kendter, Jr., 376A Willowbrook Drive, Jeffersonville, PA 19403
\$1/issue, open page, laser/xerox, 10-12 pages, 4 weeks. Circ. 40-45, est. Oct. 1988.
Runs: Diplomacy (3), Land Bridge Dip, Youngstown XII, Get Them Dots Now! Dip, and Chuck Them Overboard.
Openings: Land Bridge Diplomacy II, 17 Plays Anarchy, Feed the Sharks, and a Gunboat variant.

Get Them Dots Now! is a zine with an emphasis on variants, but also featuring the standard game. A game for just having fun is always run in the zine, with the current being *Chuck Them Overboard*. It includes new variants from time to time, along with reprinting of existing variants. It is the source of up to date news on the NAVB. As the number of players increase, more games requiring ten or more players will be run. Articles on the play and design of variants are always welcome, and featured in the zine from time to time. LQr
What else is there to say? Regular, focus on variants, not too much in the way of chat. If you want to find a good, new variant to experiment

with, the only better place to look would be *The Appalachian General*. But if speediness and regularity are your primary concerns, then this may be your zine. TEN

Gonzo Rails: (May)

Doug Brown, 2517 Indian Wells Road, Placerville, CA 95667
Free with game fee. Samples free with appropriate groveling (just be prepared to wait six months to get it - ed.), open page, computer output, 2 pages, 3 weeks, circ. 14, est. June 1988.

Runs: Railway Rivals (2).
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. 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 hang out in a rag like GR. But why, oh why, do you think they haven't been knocking down my door? DB
The only place in North America you can play RR and get brown as the color of your track. If Conrad von Metzke is the Godfather of North American RR, then Doug is the maiden aunt. GR is a slim RR results sheet that is steadily growing in spite of his efforts to keep it small. Two or three games, and a bit of chat, mostly on RR related issues, but also about housebuying in America. I play here. TEN

Graustark: (#591 May)

John Boardman, 234 E. 19th St., Brooklyn, NY 11228
\$10/12 issues for non-players (\$25 game fee includes sub for life of game), open page, mimeo, 12 pages, 4 weeks, circ. 80, est. May 1983.

Runs: Diplomacy (12).
Openings: Diplomacy (\$30).

Graustark is the first publication to run postal games of Diplomacy, and the hobby was founded in it. It is also the oldest amateur gaming zine. Move deadlines are 4 weeks apart. JB

See, in 1983 this guy had an idea... why not play the GRI game Diplomacy by mail? So he ran an ad in his SF fanzine *The Knowable*, started a zine called *Graustark* to carry the game in, and the rest, as they say, is history. Probably well over 1000 zines have come and gone since then, but *Graustark* itself continues unabated every four weeks as steady as a Timex at the North Pole. The game fee is hefty by hobby standards. The players, generally, first rate. The politics strident and best described as "militant pacifist." Everybody ought to play at least one game in *Graustark*. But then, I'm a sucker for history. Late note: The game fee has just gone from \$25 to \$30. While you are assured of regularity, reliability, and not being orphaned, all backed by a 28 year record, it is by far the highest in the hobby. TEN
With the reality of the first major war involving US troops since Vietnam, there's probably no better time to get acquainted with the hobby's oldest zine. John's politics, which are decidedly pacifistic, permeate *Graustark* and make what might be mistaken for a "warehouse zine" into an interesting and provocative read. By all means, play here, but don't forget to read the editorials. GS

Ground Zero: (Vol 2, #1, January)

Timothy Raithe 2131 N. Lincoln St. Arlington VA 22207
Free, open page, xerox, 6 pp.
Runs: Incunabula.
Openings: Diplomacy, Downfall, Incunabula.

GZ is devoted to postal games and to the discussion of political and social issues of the day. No fee is required. I am willing to run other games as well, if interest is shown by the players. TR
I have no idea if this is still running or not. TEN

The Home Office: (#50 November)

Fred Hyatt, 60 Grandview Pl., Montclair, 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.

Now looking for one last player to start the first PBM playtest of Colonia VII. David's Hood's favorite warehouse. Another in the line of old-fashioned, reliable, well-GMed warehouse zines for the serious player who neither wants nor needs a lettercol to maintain his interest. TEN

Heroes of Olympus: (#10, June)

Steve Nicewarner 646 Williamsburg Court, Sanford NC, 27330
.75/issue. Open page, xerox, monthly, 10-12 pp. Circ. 25, est. 9/89.
Runs: None yet.
Openings: Diplomacy, Gunboat, Pax 1825, Empires of the Middle Ages, and Rail Baron.

I'm Back! (cue Beatles) My "Winter Vacation" was, well, interesting, but I certainly wouldn't want to relive the experience. Fireworks on the 4th are close enough, thank you very much. *Heroes* is, in most respects, the same zine it was a year ago. Still a couple games, a struggling letter column and a few pages of drivel from me. If you liked the old look, you'll feel right at home here SN

On hiatus as Steve cuts checks in the Saudi desert. There have actually been a couple of "semi-issues" mailed out from Dharain, mostly chatty letters to his readers about life in the desert. Plans to continue and expand the zine upon return home. Gee, I wonder if David Hood considers this a viable excuse for being late? Or is Steve yet another self-indulgent Brat-Packer who hasn't yet fit games into their true place in the hierarchy of life? I don't even want to CONSIDER John Boardman's thoughts! Take care, Steve, and don't forget, you still have my damned Railway Rivals maps! TEN

Late note: Steve is back, *Heroes* is back, and in fact, Steve is on St. Simon's doing the grunt work to get this unreasonably delayed issue out. Thank him and sign up for Empires so he can be driven insane, just in time to start school in the fall at Valvano U. I understand he is giving Lowrey regular beatings in 1830.... a very worthwhile endeavor. And one final note, he delayed the last issue of *Heroes* at least a week to spend the weekend at the beach. Hear, hear! This man has a life!! TEN

A computer generated production with a baseball quiz. Letters and lively, amusing discussion on politics and righting the wrongs of the world "if I were President for a day." EO

*** NEW ***

Hoodwink (#11 June)

Stven Carlberg; 1939 Windemere Dr; Atlanta, GA 30324
\$0.70 per issue, open page, laser printed.
Runs: Diplomacy
Openings: Diplomacy

The official publication of the "Atlanta Mafia" and part of the master plan to turn the Dip hobby into a mere subset of the so-called "apa monster." Shows what can be done with a PC in the publishing field, if you're just willing to spend the time and effort required. Very prompt and regular, and some interesting, chatty stuff developing. Definitely worth a look if you're interested in a game. GS

The initial "hook" was a focus on Horatio Hornblower novels and quizzes. Not my cup of tea, despite my owing Stven big time for introducing me to apas. However, the new hook, and a dandy one at that, is anonymous strategy discussions. See, if it can't be used against you in a future game, people appear to be much more open about their favorite strategy for Italy, or why they will NEVER accept an A/T. The results have been astounding. Great stuff. And yes, Coover's "Universal Baseball Association" is a wonderful novel, which I read in 1972 during my first experience in what might be considered PBM games, as a general manager/manager of a team in a PBM APBA Baseball league. Good, new zine. A keeper, and likely to last, as anyone with about 20 years experience publishing apa zines has the staying power. TEN

Kathy's Kornor: (#159 June)

Kathy Caruso, 636 Astor St., Norristown, PA 19401
\$1/issue to be abused, digest, xerox, 30 pages and rising, monthly.
Circ. 60s (unless I pick up some more players due to the dumb ZR),
est. Jan. 1979.
Runs: Diplomacy (6), Presidential Election (11), and baseball
predictions.
Openings: Dip (still?... price is writing something dumb)

A class act, we put Pete Rose to shame. We admit we bet, cheat, and
like to look stupid. *KK* is one of 5 subzines that make up *Whitestonia*.
There is no *Whitestonia* as he ran away years ago - so we just keep
going without him. Baseball (the METS!), GM discussions, strategy
articles (by Bo(t)), and general trash abound. Our contests are so easy
that even a moron like you can win! (Now stop sending me these
sheets, I hate filling them out!) *KK*

The zine that too many other attempt to clone, with little success. There
is only one *KK* (thank Ghod!!). There's absolutely nothing else like it on
any continent. Which isn't completely a good thing. Just fact. It has to
be SEEN to be understood, and actually, seeing it just about
guarantees you won't understand it. You need to experience it, and still
won't have a clue for about 4-5 issues. Newcomers need to be
arrogant and entitled enough not to be put off by the cliqueness... just
diah it out, and duck. The perfect antidote for those sudden epiphanies
when you suddenly realize you're taking this hobby just a tad too
seriously. *TEN*

A few months ago one might have suspected that *KK* was one of the
hobby's ugliest efforts. The maps, which were a straight xerox
reduction of the official Conference Maps, were only marginally more
useful than no maps at all. Happily, Kathy has been able to dig up
some very clear maps from somewhere (I don't think she ever said
from where) and things have gotten a little better. In spite of this, you
shouldn't expect to read *KK* for its good looks, but for its humor.
There's a lot of funny stuff in here, and a lot of subzines, some of which
escape to run amok throughout the hobby at large. *GS*

*** NEW ***

Kempelen's Turk (#4, November)

Brent "Captain V Iddio" Farha; 1201 Riverside; Wichita, KS 67203
No price listed, open page, 8 pp.
Runs: Dip (2)

A strange little zine that floated in the door one day. Basically a
warehouse, but with a couple of pages of computer game and
Nintendo reviews, movie reviews, historical comments on Saturday
Night Live, etc. *TEN*

Lemon Curry: (#112, May)

Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904-1339.
.55/issue, digest, xerox, 18 pages, 5 weeks, circ. 40, est. June 1980.
Runs: Railway Rivals, Diplomacy, AREA rated Dip, Kingmaker, 1830,
Kremlin, and Talisman.
Openings: AREA-rated Diplomacy, 1829.

If Del Dumb spent half as much time working on the content as he did
on coming up with new names for the zine... sigh... this is the third
name for this zine in the past six months. You think it's FUN cutting and
pasting your info all over the damned body of text of this thing, Del
Dumb? Huh? Make up your mind, OK? *LC* runs a nice variety of
games, is regular, features the IDTR Dip Tournament Ratings, if you
care about that sort of thing, and has enough chat, quizzes, game
reviews, and other light reading matter to keep it interesting. Can
someone explain the POINT of AREA rated Dip to me? *TEN*

Lord of Hosts:

Brad Wilson, P.O. Box 126, Wayne, PA 19087
Cost + postage, open page, xerox, 21 pages, circ. 143.

See *Alpha and Omega*. Due to old hobby silliness, there are two
people who give out variant game designator numbers. The MNC, and
the MNC Under the Covenant (Don't ask. Really. OK, but don't say I
didn't warn you). Brad is the MNC/UC, and this is that position's

equivalent of A&O. Actually, Brad has yet to put one out. Sound familiar?
There recently was, I believe, about a year wherein neither MNC put
out a zine, and guess what? The hobby didn't collapse. But I'm just a
troublemaker who thinks the whole issue of numbers for variant games
is a total non-issue and irrelevant. If Brad ever gets it out, it'll probably
be amusing. But I'm not holding my breath. *TEN*

Maniac's Paradise: (#28 June)

Douglas Kent, 54 W. Cherry St., #211, Rahway, NJ 07065
.75/issue, open page for all you old folks, laser/xerox, 28 pages,
monthly. Circ. 60, est. March 1989.
Runs: Diplomacy (6), Gunboat (3), Kremlin, Civilization, Stock Market,
the Italian Wars, 7x7 RRG. T.
Openings: Kremlin (\$5), Diplomacy (\$5), Gunboat (\$3), War and Peace
(subzine, \$5)

A "Whining Kent Pig" production. Need I say more? *DK*
No. But I will. Doug prides himself on his quick turnaround time. 24
hours after the deadline, and *MP* is almost always in the mail. Doug
runs a good assortment of games, they appear well-GMed, and there's
enough chat to interest the non-player (like me, since my disastrous
Kremlin game ended). Doug does a cranky column, and has a couple
of subzines including the totally inappropriately named "One Regular
Guy" in which Greg Maynard tells you with patronizing glee which
people who's political views he disagrees with he thinks deserve to
be bashed about the head and soft tissue with a baseball bat and
hospitalized. I think he's "One Big Fascist Jerk." But I digress, and
Doug hates it when I do that, especially when I'm talking about his zine.
I like *MP*, and I predict (you heard it here first people) it will shoot into
the top 10 in the RP Poll this year on the strength of it's games service
and thoroughly modernist self-deprecating sense of existential irony.
TEN

Nobody touches Doug when it comes to turnaround time, and I mean
nobody. The thing is routinely mailed on deadline day! The maps could
be better looking, admittedly, but I guess they're about as good as can
be expected from a PC system. Doug manages to squeeze in a section
about politics every now and again, fairly run of the mill right wing
crapola. As this area is more than adequately covered by Greg
Maynard's subzine "One Regular Guy," my only suggestion to Doug
would be to spend more time writing humorous pieces. Doug is One
Funny Guy and the little bit we get on the cover page each month just
isn't enough. *GS*

Massacre By Treachery:

Mark Larzelere, 7607 Fountainbleau #2352, New Carrollton, MD
20784-3820

I've seen one issue, and that was the first. But I know *MBT* was started
specifically to run games of Intimate Dip, the 2-player variant that is
making a strong comeback. I believe Mark is also starting, or has
started, a PBM game of 1830, and I distinctly remember something
about Scrabble or Monopoly. A long-time pubber from several years
back, Mark's reputation as GM is very strong. *TEN*

The MegaDiplomat: (#27 Dec)

Chris Carrier, 1215 P St., Sacramento, CA, 95814
\$1/issue (1.07 in Canada), open page, dot-matrix and xerox, 18 pages,
no set schedule, 9 issues produced in last year, est. Oct. 1985 as
subzine to NFA).
Runs: None.
Openings: None.

Really a dopey thing when you get down to it. This is a zine that glories
in the feuds of postal Dip, and enshrines them. When there aren't any
others to get excited about, he starts his own. Yawn. No games, and
the non-hobby, non-feud chat tends to parochially focus on California
politics and the insurance industry. With a sense of humor and strong
dash of the absurd, *MD* could be funny entertaining. Lacking those, it
bores, terribly. Rumor has it that its folding since there aren't any feuds
left to take glee in. *TEN*

Megalomaniac: (#17 May)

Rich McKey, P.O. Box 831, West Chatham, MA 02669-0831.
.75/issue, open page, dot-matrix/xerox, 8-10 pp, monthly, except August and December. Circ. 50, est. June 1989.
Runs: Dip (2). Youngstown XII in subzine.
Openings: Dip (\$2 gamefee).

We're plumbing the depths of the hobby for truly enlightened individuals, those who see the way things are in the world is not necessarily the only way things can be. Those who see that the current status quo in American politics and American foreign policy can be vastly improved upon. So far, I and the two or three who have been unearthed are taking a bashing. We need YOUR help, sub now! Lend your voice to we who speak for a better world! RMCK
Ah Richie, you're making me look bad! I rave last time about MM becoming one of the best new zines, and he promptly goes AWOL on me for a few months. Sigh. Real life blues. Geez Rich, haven't you heard the Word According to Hood: getting married and moving and all that is no excuse for a late zine! Nothing in life is more important than finding out if A Gal-War succeeded or not! MM is currently slimmed down to games results plus a smallish lettercol. However, as soon as his life sorts out, Rich promises to bulk it up again, and at that point, as a more experienced, seasoned pubber, having survived life, I expect MM to be a truly fine zine. TEN
The zine went through a period last Fall (1990) where it looked like it might not make it, but Rich is back and if not better than ever, at least no worse for wear. He's finally filled a few games, so things are starting to cook. The letter column is always interesting, but could probably benefit from a wider audience. My advice to Rich is to mass mail the thing to a couple hundred possibilities and build up his subscriber base. GS

The Messenger: (#42 March)

Geoffrey Richard, 5906 Martin Loving Way, Garland TX, 75043
.50/issue (or SASE each), open page, computer printed, 10 pages, 6 weeks, circ. 25, est. Dec. 1983.
Runs: Diplomacy (2), Gunboat (2), Source of the Nile, Conquest of the Empire, Narnian Wars, Downfall, Colonia, Empire Builder.
Openings: Source of the Nile, Full Press Gunboat, Downfall VII.

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
Primarily a warehouse. Lots of games, and a good variety, so that is in its favor. Appears to be struggling mightily with a schedule, a strong negative for a warehouse. TEN
This is a warehouse zine which runs some interesting stuff. Downfall is the best variant, and Narnia Wars is a variant of that variant, it's worth checking out. There has been talk of opening a Civ game. For those who enjoy punctual zines, I'd advise going elsewhere. Geoff is almost always a month late. I enjoy zines with big delays, however, so I find it a perfect place to play. The games are adjudicated fairly and without error. One final bonus is the full page maps. JB
Late note: I've heard something about a final issue before a fold, but I can't remember where, from whom, and if it was reliable. Caution is advised. TEN

The MetaDiplomat: (#26 May)

Jeff McKee 481 Westbrook St. Apt 105G South Portland ME 04106-1939
\$7.50/12 issues (.75 single issue), digest, xerox, 23 pages, 3 weeks, circ. 55, est. 4/89.
Runs: Dip (3), Gunboat (3), Round Robin Gunboat Tournament (2), Triple Gunboat.
Openings: None at the moment.

Jeff will think I'm just picking on him again, but it's not true. Bottom line, in my opinion, this is a zine that currently suffers badly for lack of direction. A year ago *Meta* was one of my five favorite zines. Today, I think it's average, at best. Jeff appears to have abandoned his voice in

search of another's, and it doesn't work. At it's best, *Meta* was Jeff's personal soapbox to rant and rave passionately about gunboat, tournament foibles, scoring systems, etc. If in the end it was all somewhat devoid of DEEP SIGNIFICANCE, so what? Everything in the hobby is. The last 4 or 5 issues, however, Jeff has abandoned that for a formulaic KK schtick, which frankly, doesn't work. Nobody does KK well except KK, so why bother? Besides, Jeff isn't KK, he's Jeff; and when Jeff's personality dominated *Meta*, it shone. Now it just reads like *Acropolis* crossed with *When the Lights Went Out*. dopey abuse schticks, lots of sexual innuendoes and double entendres, too many 'give the questions to these answers' quizzes, and that godawful Dr. Demento stuff. Bring back the *Meta* of last year! Let McKee be McKee! Get an agenda, Jeff, we miss YOU! TEN
Late Note: The last two issues have seen a rekindling of the flames of passion, the end, perhaps, of the burnout, and *Meta* is once again beginning to take its own shape and form and entertain. Oh, we love happy endings at the ZR, really we do! TEN
A really fine zine in just about every respect, except no maps. It's funny, really, given Jeffie's great love for Gunboat. Gunboat is making such a big hit these days for the same reason that microwave cooking is - TIME. A lot of people just don't have the time or energy to play Dip - so they play Gunboat - which means they only have to write one letter a month instead of seven or more. If you play in *MetaDiplomat*, you're responsible for creating your own map, or setting up the board - an exercise that can take 20 minutes or so. Hey, in that amount of time, my dinner's been cooked, and eaten! Good press, though. GS
Ironic that while in these pages Mr. Schenck shows himself to be the typical TURBO FREAK - i.e. nothing else matters but turnaround time and map quality (what about wit, warmth, charm, humor, compassion, and humanity, in one's zines? Huh, GS?), when the chips are down, he exposes himself as not being quite up to whipping out a set of orders from nothing but a written adjudication. Come on, Garrett, if you're gonna be a freak, deal with FREAKDOM head-on. Learn to write orders from a bare bones listing of moves. TEN

Mike's Mag: (#4, October)

Mike Scott, 857 N. Greenpark Ave, Covina, CA 91724-2613
Free, Open page xerox, Monthly
Runs: Civilization (2), Gunslinger, Russian Civil War, Conquistador, Kingmaker

Yeah, it's kind of slow, and not that pretty, but it gets the job done. Not that many people will offer the games above (Maybe it's better that way...) Only of interest to those interested in such. PR
Reminds me more than anything else of a new wave *The Gamer's Zine*. Lots of games, wide variety, relaxed, informal atmosphere. Appears willing to run just about anything. Basically a warehouse for those who play more than Dip. TEN

*** NEW ***

The Modern Patriot

Bill Highfield, online on GEnie information service

Old timers will instantly recognize both the pubber's name and that of the zine. According to Tom Swider in the latest *CIA*, this controversial pubber from the mid 80s has re-started his zine in an online, electronic format available on GEnie. More than that I can't say, since I haven't used GEnie in a couple of years, and have no real hunger to seek out yet another over the edge right wing zine. TEN

Moire: (#10, April)

Timothy D. Moore, 405 Fair Drive, #C101, Costa Mesa CA 92626-6215.
.50/issue, \$6/year, \$5 game fee. Digest, laserwriter/xerox, 15-30 pp, 5 weeks. Circ. 36, est. April 1989.
Runs: Dip (3), Gunboat (2), Kingmaker (2), Britannia, Tyrannon (RPG).
Openings: 34 player Anarchy, Dip, Gunboat

Another west coast zine with publishing problems (or is it another one of those so called 'relaxed publishing schedules', I wonder?). When it's done, it's done well, with a nice variety of letters, games and editor's

ramblings. Tim just opened "Screen Test", a Chuck Them Overboard type game, which could prove interesting, if only he would ever publish an address list! PR

Probably getting too large. Unless Tim quite his new job, which is taking up way too much of his hobby time, we'll all be the poorer for it. Still, *Moire* is one of the prettier zines around, and with the addition of some 'almost-as-good-as-the-best-in-the-business' maps, looking better all the time. Lately the turnaround seems to have gotten faster, but the question is whether Tim will be able to keep it up. GS
Late note: In a word, no. *Moire* is missing in action for about 4-5 months as we go to press, Tim has NMRed out of all his games (giving me a win in 88CJ in the process, thank you, Tim!), and rumor has it that he is "on hiatus," that thing which is all the rage these days. No official word has come this way, however, so write first enquiring of status prior to making any assumptions. TEN

Niccolo: (#5 May)

George Mann, 1701 NW 81st Way, Plantation, FL 33322.
Free to Machiavelli GMs, available by trade to other number custodians. No sub price given. Open page, xerox, 4 pages, quarterly.
Circ. 13, est. 1989.
Runs: Nope.
Openings: Nada.

This zine is the Number Custodian for Machiavelli's forum for publishing articles, answering questions, announcing game starts, results, and openings, and the Machiavelli ratings poll. If you're into Machiavelli, this zine will inform you of who's running the game and who's playing the game. All services of the NCM are free. The only compensation wanted is promotion of the game through GMing a game of Machiavelli or just mentioning in your zine that this service exists. GM

The MNC/LC issues Machiavelli numbers, considering it a variant, the MNC does not; so George, I guess, with time on his hands and no steel cage NWA death matches on cable, jumped into the breach to create this new post and new zine. For the serious Machiavelli fan only. And George still claims it's not a variant of Dip! But then again, George still claims pro wrestling isn't fake, so there you go. TEN

Northern Flame: (#21 May)

Cal White, 1 Turnberry Avenue, Toronto, Ont. M6N 1P6, Canada.
.03/page plus postage ("send me a lump sum and I'll keep track.")
digest, xerox, 40 pages, 8 weeks, circ. 65, est. Dec. 1987.
Runs: Diplomacy (5), 7x7 Gunboat, Hardbop Downfall.
Openings: None.

I like *NF*, and it's strong finishes in both zine polls (2nd and 1st) last year shows I'm not alone. My only real criticism, and I'm stretching it here, is the lettercol. While certainly a hefty one in terms of its size, it could do with some stronger editing and letter selection. What I'm getting at is that it sometimes feels as if the letter column, despite its length, consists entirely of letters from the same 3 or 4 people. At its worst, one might rename it: "Cal, the Nelson brothers, Brent McKee, and sometimes Doug Acheson talk to each other at great length, and nauseam in fact, mostly strutting their perceived manliness in each others' faces." Of course, it's not always that way: the discussion on the DipCon proxy voting amendment had great participation by a wide variety of contributors, and the recent debate on the Native American - golfer showdown in Quebec was fascinating. Scruples was a great idea, the kind you slap yourself for not having thought of it yourself; the Quest thing wasn't if you're as sick of Sea of Despair variants as I am, but a lot of folks seem to be enjoying it. Now that the games are separated into their own mini-zine, I have no idea how the games are being run, either in terms of the quality of the GMing, or timeliness. But I haven't heard any dissatisfaction, so that's a good sign. TEN
Got top honors in the Runestone Poll, not surprisingly. A little bit of everything for everyone: games, letters, newsy bits, contests, comics and more. Cal's a great guy, despite the fact that he mistakenly believes baseball to be an interesting sport (Hey, the guy likes soccer, too -- need I say more?). That aside, *NF* borders on "required reading" for the hobbyist. Don't miss the fun. PR

Every novice should read at least two issues of *NF*. No zine is for everyone, but *NF* is one of the closest. Of course, I have no interest now that Sir Stefanos, the Nice War Nerd has been killed in the "Wizard's Challenge." Seriously, if you haven't read *NF* at least once, ask for a sample. You won't be sorry. SN
Steve has just informed me that the games are actually slower since separation from the main body of the zine. TEN

*** NEW ***

Orphan Son (#1, December)

Bob Hartwig, 6612 W. 113th Ave., Westminster, CO 80020
1 cent per page plus postage, digest xerox, 12 pp, Monthly, circ. 25
Runs: Diplomacy

I saw issue #1, and have kept forgetting to contact Bob for a sub or trade!

Well, ya'll know how *organized* I am.... anyway, Bob is yet another ex-pubber re-bitten with the bug and back to the grind. In *Orphan Son* he has started a zine for the re-housing of Dip games orphaned when their pubber/GM folded and/or disappeared. Looks like a fine effort, and Bob's reputation from "the old days," appears to be exemplary. TEN

Pedro in the Rain Forest (#54, Feb)

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

Runs: Railway Rivals (Innumerable)

Open: Railway Rivals (without number)

Conrad's second RR zine. *Disoriented Express* is the slow one that allows British players to play, this is the speedy domestic one. Like his other zines, status is currently in some form of limbo due to both no means for production, and CvM's chronic ambiguity r.e. his role as a pubber. TEN

Penguin Dip: (#45 June)

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. 105, est. Feb. 1987.
Runs: Diplomacy (4).
Openings: Diplomacy (\$6).

One wag in the hobby referred to PD in a letter to me as "overpriced white space." The grain of truth here is that at \$1.50 an issue, it is among the highest priced zines in the hobby, and probably does have considerably less written content on a consistent basis than the other "over a dollar" zines. The other side of the coin is that PD is fairly unique, and not a run-of-the-mill Dip zine. Actually, it's really a traditional SF fanzine, with all that entails, con reviews, letters from Harry Warner, Lawrence Watt-Evans on writing fantasy, lots of fan art by some of the more well-known names in the genre, etc. It just happens to run a bunch of well GMed Dip games at the end. It serves, as you've probably grown tired of me saying, as a bridge between the SF fandom and Dipdom communities, communities that are re-aquainting after oh-so-many years (PBM Dip started as an outgrowth of the SF Fandom scene) through this and the big influx of SFPA types following Steven Carlberg into Dipdom. Steve often runs a couple of mini-reviews of a handful of both SF and Dip zines. I like PD, and my only critique is that recent issues have been a bit thinner than usual, lending a bit of credence to the opening statement. TEN

Perelandra: (#86 May)

Pete Gaughan, P.O. Box 7006, Corte Madera, CA. 94925-7006.
\$1.50/issue, open page, laser/xerox, 22-24 pages, monthly, circ. 65, est. June 1982.
Runs: Diplomacy (5), Gunboat Titan, Downfall of the Lord of the Rings, British Rails, Snowball Fighting (2), Literary Quiz, Woolworth IID, Fictionary Dictionary, Railway Rivals (2).
Openings: Diplomacy (\$5), Metropolis

Among the cream of the crop of Dipzines. *Perelandra* has set a standard in running a large variety of well-run games, from Dip to Deviant, Snowball Fighting to Downfall, Empire Builder to Gunboat Titan, Fictionary Dictionary and Literary Quizes to Woolworth, and is even about to join the Railway Rivals universe. In addition, *Perelandra* has always featured a cover excerpt from a work of fiction, usually fantasy, but not shy of running good ol' Jack London! A letter column, and Pete's environmental column round it out. Dare I mention the lay out and graphic quality is superb? Play here. Now. TEN
Perelandra is another zine I think everyone should read at least once or twice. Pete runs games well (although not perfectly), has a good selection of articles on environmental issues, and a strong letter column. Hey, I disagree with him most of the time and I *STILL* think this is one of the best zines to sub to and play in. SN

Perestroika: (#21 June)

Larry Cronin, 5855 N. Kolb #6207, Tucson, AZ 85715
Free zine and games, digest, evolving to MAC -> xerox, 20 pp and more. Circ. 25 and growing, est. 10/89.
Runs: Perestroika Dip, Perestroika II, Perestroika II Gunboat.
Openings: Perestroika II, Gunboat tourney.

Perestroika is unique, and if the first round orders in my Runestone Bourse game is any indication, a very well thought of zine. Larry has somewhat, er... grandiose plans for the zine's purpose "to further an understanding" of current world politics. Fine, but what's in it? Glad you asked. Three things, basically. Larry's free form commentary on political happenings around the world. Unlike a David Hood, or even a Mark Lew, Larry seems more interested in simply describing and discussing, not pushing his own political viewpoint. In addition are the reprints, and they form the overwhelming bulk of *Perestroika's* content... reprints from a wide array of newspapers and magazines on all topics of current political interest, although Eastern Europe and the Middle East have been the featured topics, along with tons of political cartoons. Finally, there are the games, which recently, in an effort to save money, have been split off and are only sent to those interested in seeing them. All Larry runs are the various versions of his own variant Perestroika Dip (what else?), in both regular and gunboat varieties. Perestroika Dip is a game in the long line of variants that are essentially regular Dip with an economic system thrown in. You can win through military, diplomatic, or economy-building and trading strategies. I've never played, but the consensus of those who have seems to be that it was truly an outstanding variant in its earlier versions, but that the later versions add nothing but unnecessary chrome and complexity. It appears to be Vince Leamons' favorite variant by a large margin, and Vince is a very demanding, picky, and opinionated gamer, so I figure it must be a good design. TEN
Coming along nicely, thank you, though Larry seems to be having something of a "mid-life crisis" as far as his zine is concerned, meaning he's thinking of making some changes, but isn't sure what. As it stands, there are plenty of political cartoons, articles on Russia, reader's letters, and let's not forget all those Perestroika Dip variants (how many are there now, Larry --4,5,6?) including "Ivan", with my successfully militaristic England. PR

When Larry first started publishing *Pere* he filled his pages with reprints from the *N.Y. Times*, *The New Yorker*, and other "liberal" poop sheets. Lately, though, he's started larding this boring stuff with political diatribes from his subbers, such as George Greene. This has made all the difference. Larry recently purchased a Macintosh DTP system, and we should soon be seeing whether he's any more comfortable with a mouse than with a keyboard, or if he can make his maps even more attractive. GS

Pilot Light: (#31, May)

Kevin Brown, 6703 St. Augustine Road, Jacksonville, FL, 32217.
\$8/12 issues (FREE to United players or standbys), open page, xerox, 10 pages, monthly, circ. 20, est. Oct. 1988.
Runs: United Soccer League
Openings: Standbys

EDIMGIAFAD!!!!!!!!!!!!!! KB

I get a few United zines in trade for this here rag you are holding in your hands as you read this. *PL* is the only one I actually read. At least part of it, i.e. Kevin's ramblings and the press. I don't play United, and doubt I ever will, but for the United (a PBM soccer simulation) junkie, and there certainly seem to be a few of those, *PL* is not only the most entertaining, but appears to be by FAR the most reliable and regular as well. Kevin is spreading this idea for a United Demo/Novice league, to bring fresh blood into what appears to be a fairly incestuous and insular hobby. TEN

Late Note: The consensus at this point seems to be that *PL* is currently the ONLY United zine in North America coming out regularly. The down side is that Kevin has moved all over the goddamned south east in the last few years, making the task of tracking down a current address somewhat daunting. Hope he leaves change of address notices with the USPS. TEN

Pirate:

Chuck Lietz, P.O. Box 221, Stevenson, WA 98648
\$6/12 issues, \$3 game fee. Open page, xerox, 5 weeks, 10-12 pp. Circ. 20, est. 10/89.
Runs: Gunslinger (2), Kremlin, Railway Rivals, War and Peace, Magic Realm, Britannia.
Openings: Diplomacy, Railway Rivals, Gunslinger.

Pirate! Runs generally non-Dip games and tries to offer a diverse mixture of titles. I am currently working on a Dip variant that will hopefully be done shortly. A couple of computer game reviews, essays, and editorials round out the zine. A nice change of pace all in all. CL

A zine that appears to be floundering a bit. No issue in a LONG time (since the summer of 1990, maybe?). I get an adjudications for my Railway Rivals games about every couple of months, all typed up with the issue number at the top of the page as if there were an aisle in production, but nothing follows but the next adjudication several months later. Sometimes he includes the obligatory reasons for lateness and promises to do better. A situation which bears scrutiny and perhaps a dash of scepticism. TEN

The Prince: (#101 June)

Jim Meinel, 2801 Pelican Dr., Anchorage, AK 99515-1364
.50/issue, open page, xerox, 4 pages, monthly. Circ. 15, est. Sept. 1982.
Runs: Diplomacy (3).
Openings: None.

A cult zine. Jim puts out this bare bones 2-4 page warehouse that has just passed issue number 100, and still has many of the same player/subbers that signed on in the first few issues. Why? Because the quality of the GMing is legend. A quite rare event is in mid-occurrence. Jim does have game openings, currently, and even has had a bit of a hard time filling them. This is your chance. If you're squeezed out of *Cheesecake*, the other legendary warehouse, jump in here. Games are no longer DIAS. Issue number 100 was a big fact compendium of opinions of the zine, the games, the hobby, and life itself from all the subbers in the past he could hunt down. Fascinating stuff, and it seems to have brought a few old-timers back into the hobby. TEN

Politesse: (#72 May)

Editor: "Mr." Ed Wrobel, 6204 Bardu Avenue, Springfield VA, 22152
Membership: \$5 per calendar year
Open page, xerox, 12 pp, monthly, of sorts.
Runs: Not a thing.
Openings: Pshaw!

This is the newsletter of the Washington Area Retinue of (Tactily) Highly Organized Gamesters (WARTHOG), available only to members in good standing. You need not live within the greater Washington DC metropolitan area to join, but you must send as many pig jokes as possible to the Head Hog, Mr. Ed. Why does such a porcine

organization have a purportedly talking horse namesake at the alpha position? It's a long story. Memberships are available during a brief span in the summer game convention season and at the beginning of each year. The rolls are purged at the end of each year. This can be uncomfortable to the purgee. EW

I don't know why I'm listing this. Primarily to bug Wrobel. This is the newsletter of the Washington Area Retinue of (Tacitly) Highly Organized Gamemasters, or, WARTHOG, or, Dick Martin's 1830 whipping boys, especially if Julie's in the game too to throw trains at his companies. When will someone expose this? It makes the Diehl/Behnen scandal look small time, especially since they're married! Until this week, anyone could sub to *Politesse*. But in a bold move to consolidate power and evolve into post-modernist relevance, Wrobel has now decided that you must be an ACTIVE member of WARTHOG to get the zine: i.e., pay \$5 a year, host a games party once a year, write something, anything, for *Politesse*, and, well, play some games with them, dammit. I'm applying for special dispensation, as the Coastal Georgia Area Tusk (CAT), unless, of course, they want to drive down for a weekend of Merchant of Venus. I'd be glad to leave them. Of course, someone would have to teach me the rules, provided someone has actually read the rules... TEN

Tom, if you get a special dispensation, then I better too. After all, I spent MONTHS spreading the gospel of WARTHOG in South-West Asia. Besides, you know that actually reading the game rules is severely frowned on in WARTHOG SN

Uh, that was my point, Steve. Been in the sun too long? TEN

Protocol: (#31 April)

Eric Klien, 1 Sinai Circle B10, Chelmsford, MA 01824
75 cents/issue, laser printed, 4 week move issues, 2 week adjustment issues. Circ. 50, est. Feb 1989.
Runs: Diplomacy (6) and Variants (1)
Openings: None

A zine that is following the British tradition of "running down to a fold." Last summer Eric stated he was thoroughly disgusted with the USPS and postal play, and was therefore going to fold *Protocol* as soon as the current games ended, in order to devote all his time and attention to electronic mail Dip and his PBEM sister zine. In addition to the game reports, there's often a Dip play of the game article reprinted from somewhere or another. TEN

Protozoan: (#69 March)

Scott Cameron, 4 Meadow Ln., Hicksville, NY 11801
.25/issue, open page (legal sized), xerox, 3-4 pages, 3 weeks, circ. 20, est. Aug. 1984.
Runs: Pax Britannica (3), Kremlin, Revolution (Kremlin variant), and Merchant of Venus, Republic of Rome, New World.
Openings: Up Front (\$3)

Protozoan is their premier zine for the play of Pax Britannica. It is also the premier zine for the play of Merchant of Venus, but that's a distinction I'm not sure I want to acknowledge. *Proto* features low prices, quick turnaround times, and short deadlines. I am currently organizing a game of Up Front/Banzai/Desert War, which will feature a 4-5 man, 20-25 turn version of scenario J. I'll be starting more Pax Britannica, Kremlin, and Revolution, when the current games end. SC I've only seen an issue or two, and my sense of it was: don't get it unless you're serious about playing the games offered. No reading, and a bit of a mess to follow. Strictly for the serious gamer involved in a game here. Just the adjudication, M'am. TEN

Rails By Mails: (#1 March)

Scott Cameron, 4 Meadow Ln., Hicksville, NY 11801
\$3/12 issues, open page, legal size xerox, 1-2 pp, 2-3 weeks.
Runs: Railway Rivals
Openings: Railway Rivals (\$1)

RBM is basically a cheap one-page flier which has two purposes. First is to run two games of Railway Rivals (one on the map of New England, the other on southern USA) on ASAP deadlines (max - 3

weeks). Second, as the name of the zine implies, is to publish interesting, albeit largely spurious, information about rails, which are small marsh birds of the family *Rallidae*. SC
Yet another entry in the burgeoning PBM RR boom! TEN

*** NEW ***

Ramblings By Moonlight (#6 June)

Eric & Cathy Ozog, 9509 209th Ave. East, Bonney Lake, WA 98390
\$0.50 per issue, digest, 20 pp, 5 weekly, circ 52.
Runs: Diplomacy, Downfall
Openings: 4-Minute Warning Dip

See, it's like this. Eric Ozog published a zine called *Diplomacy BY Moonlight* in "the good old days." After he folded, wife Cathy published *Cathy's Ramblings*. She announced a "run down to a fold" and promptly forgot to run down. So Eric revived his zine, and kind of incorporated hers, and well, the result is this. So now you know. TEN

RbM is basically a zine to take care of orphan games. I never had the chance to see either *Diplomacy by Moonlight* or *Cathy's Ramblings* (my loss), but RbM has really lived up to everything I had heard about both those zines. I'm sure that some regular Dip games will open at some point, if it happens, grab them. SN

Rebel: (#58 June)

Melinda Holley, P.O. Box 2793, Huntington, WV 25727
\$1/issue, digest, xerox, 32-40 pages, 6 weeks. Circ. 90-100, est. Nov. 1984.
Runs: Diplomacy (33), Gunboat (6).
Openings: None (perhaps mid-late 1991)

The evolution of *Rebel* over the years has been interesting to watch. From a hobby institution, a happening, where everybody hung out (in fact the *Rebel* player list was considered to be the unofficial hobby census, the place you were sure to find 90% of the current addresses of anyone in the hobby you needed to contact), to a seriously slimmed down warehouse with an ever shrinking subber list. Why? No games have been open for well over a year, and the chatty subzine folded. Still a good place to play, but, as I said before, there are not, have not been, nor are there soon to be, any game openings. Too bad. If you want to standby, you'll almost surely get in a game fairly quickly, as there are still a ton of games despite the rapid attrition rate of games ending recently. TEN

Retaliation: (#133, Nov)

Dick Martin, 17801 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), Anarchy, Civilization.
Openings: 1830.

Ou est le snowdens of yesteryear? or something like that. *Retal* used to be one of the hobby's best, and it's still fun to get, but Dicko is being a pig with his time - 1830 gets it all and us poor Dip players get the shaft! Still, that said, it does seem like he *might* be speeding up lately - didn't we get 3 issues in 1990? I think so. However, that may not be enough data points for us to judge this alleged phenomenon. GB *Retal* has actually gotten more regular! A couple of issues, relatively on time since the last ZR. And as games are ending at a decent clip, it looks as if things will continue to improve! Wait! What's this? A message from Dick over Compuserve dated 12/28, six days after the last deadline... his hard disk crashed taking all the adjudicated games

and all the electronically submitted (read... mine) orders with it. Oh well, at least he's trying. TEN

So I Lied: (#31 April)

Marc Peters, 370 North Street, Sun Prairie WI 53590
No sub fee, \$6 game fee, digest (maybe), xerox, 8 pages, monthly, circulation 60. Est. 3/89.

Runs: Diplomacy (4), Gunboat (2), Final Conflict III.
Openings: Gunboat (no press)

Warehouse, with an occasional column, usually sports-related. Non-players are asked to be standbys. MP

Marc, I'm too lazy to return your questionnaire, so I'll do it here: the digest format is fine. Quite readable. No problem. What else can I add? A warehouse with a ton of games, wide diversity of variants, mostly the world wide monster types, and regular Dip, with some sports talk thrown in. Hang out with the Midwest gang and sharpen your favorite knife. Warning: not a McHugh-free zone! TEN

Starwood: (#31 January)

Melinda Holley, P.O. Box 2793, Huntington, WV 25727-2793.
Cost included in \$15 gamefee, open page, xerox, 12-14 pages, 3-4 weeks. Circ. 16-20, est Oct. 1987.

Runs: 7x7 Round Robin Gunboat Dip tournament (4).
Openings: When one tourney ends.

Starwood runs only Round Robin Gunboat tournaments. No press; no maps. Just quick reflexes and a sharp knife. MH

Son of Flip: (#23 Apr)

George Mann, 1701 NW 81st Way, Plantation, FL 33322
Eric Shaffer (co-pubber), 37 Brook St., Montgomery, PA 17752
.75/issue, open page, xerox, 14 pages, 5-6 weeks, circ. 22, est Sept. 1988.

Runs: IWAG Wrestling, LWA Wrestling, Machiavelli.
Openings: IWAG Wrestling, LWA Wrestling.

SoF got bigger, and then as real life intervened, smaller again. Currently it runs only a single Machiavelli game, and the pro wrestling content. The Dip and Gunboat were rehoused, mostly, I think, in KC. Oh yeah, I should explain:

SoF is dedicated to the, er... "glories" of professional wrestling. Mostly the NWA, as opposed to the WWF. If that means a thing to you, you might be interested. If not, you probably aren't. TEN
George has been running Machiavelli by flier for a few months, and sooner or later it should get in synch and be included with future issues of the zine itself, which is loaded with pro wrestling stuff. As with Retaliation, the less said, the better, though for completely differing reasons. FR

NEW

Standard Deviation (#32)

Paul Kenny 75 Maple Ave, Collingswood NJ 08108
Free to players and contributors, .25/issue otherwise. Monthly (I assume), 4-6 pages, open page, xerox.

Runs: Northern Ireland.
Openings:

Is it a xyn or subxyn? Ran as the latter for a long time in room-mate Swider's CIA, but is apparently being independently distributed, and with Swider's irregularity may turn into the next *Boob Report* (OK, quiz time. Free issue of the next ZR to anyone who successfully tells me what zine BTDI started as a subzine too). Paul sent me some samples, so I'm including it. Besides the games, appears to have lively political discussion lettercol, and some chat on the doings of the PIG board et al. TEN

The Swiss Observer: (Vol. 3, #16, April)

Jake Bladt; 333 West St. NW; Vienna, VA 22179

\$8/12 issues, open page, xerox, 4 pages, monthly, circ. 16, est. Dec 1, 1988.

Runs: Global Diplomacy, American Diplomacy.
Openings: Dip, Fog of War Dip, 1776. No game fees.

The Swiss Observer was run for 2 and half years by John Armstrong and was described thusly by him and me:

The Swiss Observer is a theoretical Swiss newspaper. It offers a timely schedule (the newsletter is always in the mail the weekend after the Thursday deadline) and won't bore the reader with a lot of irrelevant material (rock video reviews, political opinion of the publisher, etc). On the downside, the GM has a constantly shifting address. JA
Yes, well, that's certainly one way of looking at the warehouse/chatzine debate. Not one I agree with, but there you go. This is a fine example of the player only oriented warehouse. It looks nice, has some obvious attention paid to the way it is put together, appears well run, and is regular and reliable, despite John's frequent moves from Washington to Lexington and back again. TEN

Late note: In April/May of this year, John handed the reigns of the zine over to Jake Bladt. I haven't seen an issue of his version yet. TEN

The Tactful Assassin: (Vol. II, #11, April)

Eric Young, 4784 Stepney Road RR #2 Armstrong, BC, V0E 1B0, Canada.

\$4/year, game fee \$4. Open page, xerox, 6 pages. Monthly, circ. 19, est. this year.

Runs: Dip (1).
Openings: Dip, Gunboat.

Yet another Mensa Dip SIG newsletter, but of them all, the one that appears to be attempting to move beyond the warehouse format and Mensa readership base, and become a more mainstream oriented, reader's zine. A letercol, editorial ramblings, etc., fill it out, and it is turning into a nice effort. Promising, and definitely one to watch. TEN

Ter-ran: (#179 Apr)

Steve Heinowski, 860 Colorado Ave. #2A, Lorain, OH 44052
Gamefee \$7. Sub free to players. Open page, ditto, 6-10 pages, 4 weeks, circ. 40-50, est. April 1976.

Runs: Diplomacy (8). Other games run outside the zine.
Openings: Diplomacy.

As far as I can determine, the only ditto zine still produced anywhere in the known universe. This sometimes presents some problems with readability. This is your basic Ohio zine. No pretenses, no frills, a solid, lunch pail Dip player's zine. No variants, no Rail games, no Fictionary. Just Dip, press, a few jokes, a bit of chat, and regular abuse of the Carusos. It has a great track record. TEN

Thorazeen: (#29 February)

Dick Martin, 17601 Lisa Dr., Rockville, MD 20855
Runs: 7x7 Round Robin Gunboat Dip tournament (2).
Openings: none.

I am informed by a player who shall go nameless, else I'd be giving it away, that the games are winding down, though no wins or draws as of yet. He adds: "No reason to get it unless you're playing." I trust him. TEN

NEW

Twains (#1, Nov)

Dave McCrumb, 124 Ryan Road, Shawsville, VA 24162
Open page, xerox, 3 pp, est 1990. Cost rounded up to the nearest nickel.

Runs: Not yet
Open: Eurorails

A new zine started by Dave to run Mayfair Games rail games. Promises to run articles and news bulletins on a railroad theme from time to time, and to achieve a 48 hour turn around. How Dave's recent decision to scale TAG way back will effect Twains is unknown. TEN

Tyromania (#18, Jan)

Cal White, 1 Turnberry Ave, Toronto, Ont. CANADA M6N 1P6. Open page, xerox, 12 pp. Circ. 18.
Runs: Dip (2)
Open: None

This was seen as a novice-oriented zine, a service for new players in the hobby. The idea was continual game openings for novice games, in a supportive atmosphere with play-of-the-game articles and questions and answers for the new player. Unfortunately, there hasn't been much demand, so Cal is running out the games, and slowly converting the zine into more of a referral service for novices. TEN

Upstart: (#43 June)

Garret Schenck, 40 Third Pl, Basement Apt, Brooklyn, NY 11231
\$7.50/10 issues, digest, laser, 24 pages, 4 weeks. Circ. 70, est. 1/88.
Runs: Gunboat (5), Dip (4), Secret-Spy Dip.
Openings: Dip (2), Merchant of Venus. (All \$5).

When I disparagingly dismiss zines that take the opposite philosophical approach to the production, composition, and content of zines to what I do with my own, I say something like: "Oh sure, if 24 hour turn around is the only thing that's important to you, well, besides being a turbo freak and a geek, you get what you deserve: yet another boring warehouse with nothing to offer but A Mar-Pla ad nauseam. Who cares?" Upstart is the thing that blows this sarcastic dismissal out of the water. Fast as blazes, yet one of the very best zines for reading in the hobby today. Plenty of political controversy, a good lettercol, and entertaining press in the games. And, though the chief of the Luddite faction Brad Wilson, and his #1 running dog and toady McHugh the Flapped One will make snide comments about me saying it, graphically the most attractive zine in the North American hobby. TEN But, oh how many scanned in photos and drawings of Garrett's face must we endure? TEN

Vertigo: (#106 May)

Brad Wilson, P.O. Box 126, Wayne, PA 19087
\$4/10 issues, open page, xerox, 18-22 pages, games flier every 5 weeks, zine 6-7 (ideally 5, but...). Circ. 60, est. Aug. 1982.
Runs: Diplomacy (5), Everybody Plays Dip, Gunboat.
Openings: Diplomacy (2), Balkan Wars V, Philadelphia Dip, Gunboat.

Another big and relaxed schedule zine with the emphasis on reading and entertaining material. Brad is a professional sportswriter, so that topic gets the most space, particularly Brad's favorite sport, college basketball. In addition Vertigo has always devoted a lot of space to con reviews, and hobby news and issues. These latter are usually not covered in the most measured, considered, well thought out prior to publication sort of way. Brad tends to shoot from the hip in a passionate and emotional fashion, with his strong views on the hobby, its politics, and personalities, which certainly stirs things up. When the main zine gets too relaxed, games go out by flyer. Like a big ol' mutt... messy and somewhat temperamental, but ultimately a lot of fun. TEN As always, a spotty publication schedule makes this a zine where I wouldn't want to play, but Brad has some interesting reading stuck in amongst all the boring sports. While Brad is a pretty conservative Republican type, he's also pretty good at pretending to be open-minded. I guess it's his occasional "throwaway lines" that periodically "get my goat," but one suspects that this statement will only bring a smile to the last of the great feuders. Heh. GS I enjoy getting Vertigo for three reasons - a healthy letter column focusing on politics (even if Brad is much too right wing for me), his unique and interesting comments on various aspects of the hobby, and the chance to give Jack McHugh a dose of his own medicine in "Comiskey Park". What more could a reader/player ask for? PR

Victims Wanted: (#19 March)

Shawn Erikson, 24021 21st Ave. S, Des Moines, WA 98198
\$12/year, no gamefees, open page, xerox, 20 pages, monthly, circ. 35, est. 9/88.

Runs: Dip, variants, Fury of Dracula, Blind ASL, Civilization, Starfleet Battles, Third Reich.

Openings: Source of the Nile, Dip variants.

Victims is a zine for social gaming which tries to get players involved in non-Dip games. Moderate amounts of press are allowed, but one page of press by a single player won't be printed at the expense of other games and gamers. No feuding or black press allowed. Game reviews and occasional quizzes/contests are to found during the year. No game fees. Players may play in as many games as they wish, but new subscribers and those in fewer games have first priority in filling openings. Subzine *Diabolist's Den* published by Fred Dobratz, where even the ink can't be trusted, hatches nefarious plots every now and then. SE

Haven't seen it for a long time, but Shawn never had a formal trade agreement, so that doesn't signify much. He just NMRed out of a game we were in together, but it was in a zine gone slow and very irregular, so THAT doesn't necessarily signify anything either. To be safe, I'd write enquiring about the current status before sending any money. TEN

*** NEW ***

Well Martha... (#3, May)

John T Schultz, PO Box 41-19390 ICH 308, Michigan City, IN 46360
Free. Open page xerox, 2pp, Monthly, circ. 41.

Runs: Diplomacy (2)

Openings: Diplomacy, Gunboat (press and no press), Enemy in Sight, Snowball Fighting

The full name is: *Well Martha, It Kinda' Sorta' Looks Like A Dip Rag, Don't It?* John is one of those people you could predict would start pubbing. So he did, and Martha is a promising new effort. Trying to strike a balance between a strong focus on the game, and yet still maintaining some interesting reading material. So far, he's succeeding, and his dry, self-deprecating sense of humor is refreshing. TEN

White House Mania: (#5 May)

Bruce Liney, P.O. Box 1334, Albany, NY, 12201
\$25 game fee includes sub for life of game. Open page, laser, 3 pages, biweekly. Circ. 30, est. 1/90.
Runs: Campaign Trail (5)
Openings: Campaign Trail

Like ark, *WHM* finished quite high in the RP based on a small but satisfied core subber group. I haven't seen any recent issues, but what I have seen shows a graphically appealing little zine, with very easy to read game reports, running a bunch of games of this election game. I know nothing about the game, but if you have a strong desire to fight and claw your way through the primaries, give it a shot. PR Haven't seen it since Bruce sent me an early issue, but I have heard it is still running and quite regular and prompt. No idea if Bruce is opening anymore games of Campaign Trail, so if you're interested, write and check it out. TEN

Why Me?: (Vol II #13 (#90 May)

Lee Kendter, Sr. 4347 Benner St Philadelphia, PA 19135
\$7/10 issues. \$3 game fee. Open page, xerox, 2 pp. Monthly.
Openings: Dip (2), Gunboat (2).

After a few years absence I have resumed publishing. I will be primarily a warehouse zine, but articles may appear from time to time. LK Lee is someone with impeccable hobby credentials, having been BNC and MNC in the past, and having recently taken over the troubled MNE yet again to whip them into shape after a period of neglect. Lee has an excellent track record of GMing and publishing on a manic turn-around time, and since re-launching his zine this summer, is continuing that tradition, getting the zine into the mail on deadline day without fail. Not a lot to read, so non-players may not be attracted to it, but if you're looking for a place to play regular Dip or Gunboat, I can't think of a better place to jump in (yes, there are openings!). TEN

*** NEW ***

World Diplomacy (#1, June)

Larry Peery, Box 620399, San Diego CA 92162
\$15/year, North America (\$20 overseas surface, and \$30 airmail).
Digest, xerox, 72 pp, bimonthly or quarterly, circ. 50, est. 1990.

As far as I am aware, Larry's planned *WD* has not yet begun publication. Basically, it is intended as the 'old' *DW*, with an attempt at a more international focus. If you were one of the folks who liked *DW* under Larry's editorship, you'll probably enjoy *WD*. If not, you probably won't. TEN

Late note: Issue #1 just arrived. What can I say? Would have been great as a fake. Larry himself calls it: Peeriblah, through and through. I don't know which was worse, his personal historical account, year by year, of his 28 years in the Dip hobby, or the impassioned soapbox stuff on World Dipcon. Who cares? Larry, I love ya, and I'll even look at your European trip photos, but get serious. TEN

--> International Zines:

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

C'est Magnifique: (#85, June)

Pete Sullivan, 16 Neile Close, Romanby, NORTHALLERTON, North Yorks., DL7 8NN ENGLAND.
35 pence/issue, A4, mimeo (of course!), 16 pp, 3 weeks. Circ. 64, est. 3/85.

Runs: Dip (2), Downfall VII, Railway Rivals (5), International Railway Rivals.

Openings: Dip, International Dip, Downfall VII, Railway Rivals, International Railway Rivals.

The international games are run to 6 week deadlines as 3 weeks is a bit fast for overseas mail. North Americans are especially welcome, as they get the same sub rates as Brits, despite the extra postage. As well as running the games to regular deadlines, the main focus is on the lettercolumn, featuring discussions on hobby matters, sport, politics, and why the Beatles are the best music group in the history of the Western World. Small and cuddly, just like its editor. PS

A good, solid, friendly zine. Primary focus is on timely and accurate GMing, with a weekend turn-around. Domestic games run on 3 week deadlines, International games run every 6 weeks. Lettercol, hobby news and views, discussions of politics primarily but not limited to the UK, make it an interesting and enjoyable read. Probably one of the better places (if not the best) for a North American wanting to expand their hobby participation to Britain to start. And oh my Ghod, a recent issue was xeroxed, not mimeoed! TEN

I wanted to write a review for C'Mag, but Tom has already said everything I was going to. C'Mag is one of the most dependable places for a North American to play, with reasonable 6 weekly deadlines. Another zine (yes, I've said it before) that everyone should read at least once or twice. SN

Dolchstoss: (#135 November)

Richard Sharp, Norton House, Whielden Street, Amersham, Bucks, HP7 0HU, ENGLAND

50 pence/issue, digest, xerox, 28 pp, 5 weeks.

Runs: Dip (24)

Openings: Dip. Regular and International.

I let my sub lapse sometime back, and haven't seen any recent issues, so the info is clearly out of date. However, I maintain the listing because the zine is a UK hobby institution on the order of *Graustark* here. Tons o' Dip, and no variants or them weirdo rail games. Lettercol, focussed when last I saw it, on cricket and Mr. Sharp's extreme right, nay perhaps monarchist is a better term, politics. TEN

Electric Monk

Andy Key and Madi Smith, 70 William St., Kinghill, Swindon, SN1 5LE, and
44 Lynchett Way, Nythe, Swindon, SN3 3PN, respectively, both England.
35 pence an issue plus postage. Laser, digest, 28 pages, 6 weekly.

Won this year's British zine poll, after taking second place last year. An attractive, fun zine. Beautifully produced, tons of chat with a focus on books, bike touring, general gaming thoughts and reviews, 18th writings of Terry Patchett, and a large lettercol. Two week turnaround. Gets some flak in England for its 'fuzzy' teddy bearish image. Yes, it can cloy, but it is kept, in my mind, to acceptable limits. TEN

Mission From God: (#12 Feb.)

Andy Key, 70 William St., Kinghill, Swindon, SN1 5LE
Madi Smith, 44 Lynchett Way, Nythe, Swindon, SN3 3PN
\$1/surface mail, \$1.50/air. A4, mimeo (and proud). 35p, quarterly. Circ. 100 (ish), est. Nov. '86.

It is truly a shame that so few North Americans see this British equivalent to the *ZR*. In fact, I believe I'm the only one who gets it regularly. Besides being the best way to sort through British zinedom, and find one or two zines you may be interested in subscribing to or trading with, it is incredibly cheap and highly entertaining even if you have no intention of ever getting another Brit zine. But I've been saying this several issues in a row, and nothing's changed, eh? I think 'internationalism' is a sham in North America, and we are simply so culturally insulated, isolated, and arrogant, that it will never amount to much more over here than Mark Nelson showing up in every conceivable lettercol. Sigh. Anyway, Iain Bowen's last *MFG* has just arrived, a bit of a slim one, in which he announces his successors: Andy Key and Madi Smith, the editing/publishing team behind *Electric Monk*. Whew! What a change! If their zine is an indication of what to expect, *MFG* will go from being cranky, petulant, sarcastic, brutally honest, classical, ugly, hilarious, and rather self-absorbed, to being warm, cuddly, friendly, quite literate without rubbing your face in it, a kind word for everyone, and gorgeously produced. The evolution should be fascinating to watch! TEN

The Mouth of Sauron: (Vol 6, #8/9, June)

Mark Nelson, The University, Claverton Down, BATH. BA2 7AY, ENGLAND.

\$1/issue (ISE). Digest. A5 xerox, 32-40 pp, bimonthly, games run to separate deadlines, circ. 70, est. March '85.

Runs: Dip (6), Cline 9 Man, Intimate Dip, Downfall (2), Gunboat (8), National Express, Everybody Plays (2), Railway Rivals.

Openings: International Minimalist Dip, Gunboat, Railway Rivals.

A big, slow zine, which runs the games out separately by flyer. Apparently even they have been much slowed the past 6 months due to the time pressures of Graduate School. Mark fancies himself a leading internationalist, trades with virtually everyone in North America and Australia, and thus has, from time to time, subzines running by the likes of Phil Reynolds, John Caruso, and Cal White. Lots of zine reviews (from all over the world), a fair amount of SF chat, lettercol that tends to ramble a bit aimlessly, and lots of, really, that ultimate rarity in zines today, Dip articles!!!, both original and reprints. TEN
Sometimes it's a little 4-page affair with results and press for the game of Downfall I'm in, kicking some Middle Earth butt as the Elves. Other times it's bigger, a lot bigger, say 20-30-40 pages, filled with letters strategy articles, variant rules, hobby news and other things, including a kind of subzine called 'Escape Velocity' about science fiction, by yours truly. (Actually, I just send him reprints of original articles from my own zine. The stupid git is none the wiser!) PR

NERTZ (Now Eat The Rabbit): (#421 March)

William Whyte, 10 Salamanca, Roebuck Road, Dublin, 14, EIRE.
2.50 lbs/Year. A4 (sometimes), mimeo (usually), 24 pp (at times), 5 weeks (but don't count on it).

Runs: Diplomacy, Rather Silly Dip, Utterly Ludicrous Dip, Railway Rivals, Sopwith, Snookerstars (?), It Can Be Cold In London (2), Postal Frisbee Piggy (???)

Openings: Dip, Somewhat Demiurgic Dip, Seismic Dip, Geophysical Dip, Downfall, Para-Time, Sopwith, Snookerstars, and It Can Be Cold In London - Damn Cold ((I don't have the vaguest idea -TEN))

I had just about given up on NERTZ, when suddenly, last week, four issues came together with a hand-drawn, four color note saying: "You've moved, you scum. How do you expect me to deal with that? I'm only little." So NERTZ still exists, and is, in fact coming out a good clip again. What a VERY good thing for the hobby! I wonder if all my raving about this absolutely unique zine has accounted, in fact, for any new subs from North America, or if you morons are even listening? Are you listening? THEN SUB TO NERTZ, IDIOT! NOW. TODAY! There is simply nothing like it on any continent. More a performance art agitprop piece of guerrilla literature crossed with a classical SF fanzine, which just happens to run a few of them game things, than a Dip zine. Even the game selection is unique and a bit weird, Seismic Dip, Geo-Physical Dip, Somewhat Semiurgic Dip, and Utterly Ludicrous Dip are all among the stranger variants in the hobby. All brought to you from beautiful, downtown Dublin. TEN

Prisoners of War! (#39 May)

Editor: Wallace Nicoll, 48 Broughton Road, Edinburgh, Scotland, EH7 4EE. Publisher: Doug Rowling, 228 Kinneil Ave, Cardonald, Glasgow, Scotland, G52 3RU

1 pound/issue, digest, offset, 48-60 pages, 7 weeks. Circ. 125, est. Dec 1984.

Runs: Dippy Variants (4) (Definitive Downfall, Excalibur, Excal-Stab, Gesta Danorum Sagittarius, En Garde, Railway Rivals (3), Touchdown!, Sopwith, Its a Raid, Fictionary Fictionary, Destiny. Openings: En Garde!, Sagittarius, Flo Dip, Dip, Capitalist Dip, and Swiss Cheese Dip.

PoW! is slow but sure; the 7 week deadlines were designed to allow overseas players to take part on an equal footing with those in the UK. Content wise up to 20 pages an issue contain articles and letters on varied topics, ranging from motorcycle reviews to ships to music to books, with some UK and world hobby news. Presentation is high on the list of qualities of this zine, and the editor being the first in the UK (he believes) to spend hard money to buy a Macintosh/LaserWriter. WN

Another Brit with a strong international presence in his zine. Visually, the most consistently striking zine published. A couple of subzines nail down the strong games service, with a wide variety of games, and a long enough deadline for North Americans to comfortably play. Articles tend to focus on music and motorcycles. TEN

Rianna Games Review

Anne Nock, PO Box 2, Dalketh DO, Midlothian, EH23, 4PT, England. 50 pence an issue, digest, xerox, bimonthly, 40-50 pp.

Runs: Railway Rivals, Bus Boss, Civilization
Open: More of the same.

HUGE RR and other Rostherne Games, plus PBM Civ. I mean this one is BIG. All those pages and it's a pure and simple warehouse. Didn't know they played this much RR in the entire universe, did you? Want a game on an obscure map? You'll find it here. Tons of guest GMs, and I gather there is sometimes some trouble with that. Seems an awful lot of games are held over, and with this schedule, that's a long hold over. This zine functions in some ways as David Watts' semi official mouthpiece, and he has a column on news of his games compny and the games world in general. For the serious RR nut only. TEN

Variants and Uncles: (#20 March)

James Nelson, 112 Huntley Ave, SPondon, Derby, DE2 7DU, England. 50p/issue, digest, xerox, 20pp, bimonthly.

James Nelson is the UK Variant Bank Archivist, so it's not surprising that his zine is dedicated to Dip variants. A typical issue contains a

small letter column, usually discussing variant-related topics, announcements about other variant zines or hobby news, and a reprint or two, of what else - a variant. Games are run separately in the files. James seems a friendly enough chap - he has been seen on more than one occasion having tea with Mega. PR

Y Ddraig Goch: (#56 May)

Iain Bowen, 5 Wiggington Terrace, York, North Yorks, YO3 7JD England.

50p/issue, 75p overseas, ex-mimeo and proud, open page, 22 pp, 4 weeks. Circ. 105, est. Sept., '85.

Runs: Diplomacy (5), Railway Rivals (4), Downfall XIII, Downfall VII, Aberration III, Chaos II, Empires of the Middle Ages, and Dip (3), RR, and Snowball Fighting in subzine.

Openings: Diplomacy, Railway Rivals, Snowball Fighting.

It's been said before, not cute, not cuddly, but still a damn good zine. Definitely makes you think, and write. Also something I would not let my younger siblings read. SN

Oh, Iain, you are so very naughty boy child! You must needs be spanked, yes? Actually, a great zine, but losing some sleaziness and edge recently. Is Bowen going soft? Is middle class life ruining him for pubbing? TEN

***** France *****

Triumvirat (#50 September)

Laurent Tinture, 11 rue des Dures Terres, 95230 SOISY sous MONTMORENCY

If I could read French, I'd do better at this review. If you do, why don't you sub, or get a sample and write this review for me?? SN Ditto. And I took years of it in school. TEN

***** Germany *****

PBM '91

Lukas Kautzsch, Odenwaldstr. 2; 6909 Walldorf 06227/3201 5DM (includes postage), digest 100 pp

This monster is the German novice packet, Pontevedria, and ZR all rolled into one. It has a listing of all games played in the German PBM hobby (including a short review of the game) and where they are played, then a listing of all the zines a la ZR. This is the best compendium I've ever seen, but something like it would be impractical here. Only wish my German was better. SN

Europa 2000: (#0 Feb)

J. George Broniarz-Frynas, Bahnhofstr. 42, D-4980 Bunde, West Germany.

\$10/year, digest, xerox, 8pp, 6 weeks. Est. 2/90.

Openings: Dip, Metropolis, Kendo, Schoko & Co., Europawahlen.

A new effort trying to appeal to players from all countries. The test should be a mix of German and English. The initial issue featured an informative article on the German PBM hobby. PR

The Diplomat: (#8, April)

Thomas Franke, Rummelweg 5, D-2800, Oldenburg, Germany.

DM 2.50 in Europe, DM 3 outside Europe. Open page, xerox, 14 pp.

Runs: Dip (3), Imperial Governor.

Openings: Dip, International Dip.

Written and published in English for maximum international participation. Thomas used to run a successful zine called SAUR/G. He's been playing PBM Dip since 1977, and is currently the German BNC. He is anxiously looking for an American or two to play in an International Dip game with 6 week deadlines. Good zine. Nice to have an upclose account what is happening in Germany from someone with

a Dipper's mindframe! This is one of those zines I throw in my briefcase to read seriously over lunch hour. Lots of articles, and well done. I like it. TEN

***** Sweden *****

Lepanto 4 Ever: (#16, April)

Per Wetling, Rydsv. 246 c:16, S-582 51 Linköping, SWEDEN
\$1/issue (US), digest, xerox, 12-32 pp., monthly. Est. September, 1989.
Runs: Dip, Gunboat, Woolworth, United, Fog of War Dip
Openings: Dip, International Dip.

The first (to my limited knowledge anyway) Swedish PBM Dip zine. His goal is to galvanize the apparently large Scandinavian FtF Dip community and get them playing PBM. He appears to be slowly but surely bringing them in. A polished, attractive, and very regular zine. Published in English, I hasten to add. TEN

Very reminiscent of North American zines, except for the occasional doses of Swedish. Features include a varied letter column, ranging from world politics to hobby affairs, variant rules reprints, and lots of games catering to an international audience. Readers and players looking for a new zine should definitely check this out, if nothing else just to watch me dominate as (another) Austria in 'Anaria'. PR Wait a minute, Phil. I bought all those "dominant positions" everywhere else in the ZR. But I'm now playing England in 'Anaria', so I know the truth on this one. Dominating indeed! Seriously, L4E is a really good zine which runs lots of Dip as well as variants and United. Definitely worth a read. SN

***** Australia *****

Beautiful Losers: (#9 November)

Harry Kolotas, 44 Arthur St. Foreville, NSW 2087, Australia.
Price???. Digest, laser/xerox, 20 pp, monthly. Est. 1/90.
Openings: Winners Only Dip, Novice Dip, Dip.

BL is a co-production of the over 35 closet hippy Sydney set, Harry Kolotas, Clive Lane, and Neil and Marion Ashworth. It aims to be unashamedly social and humorous in outlook, a contact point for old friends, and an unintimidating entry into the hobby for new players. In short, this will be a publication for the bunny, and the bunny at heart. The zine will closely follow the Australian tournament circuit, and continually provide up to date ratings on all Australian players, with a short pen portrait of each so that new players can quickly identify the sort of bastards they are lining up against. A special plea to any North American readers, could you please ask if anyone has had contact with the elusive Arthur Bismark, author of the now famous Bismark papers including such classics as "The Bunny and the Pirana." NA

I've seen issues #1, 4, 7, & 9, for a decent cross-section. I would say that with the demise of *Beowulf* and the shifts in editorship in *Victoriana* due to John Cain's round-the-world junket, BL has emerged as clearly the best and most consistent Aussie zine. But then, it's put out by a collection of ageing hippies, my kind of people! OK, let see if this helps... imagine a new North American zine published collaboratively by me, Jim Burgess, Ed Wrobel, and Don Williams, provided we all lived in the same city. That may give the flavor of BL. Funnier than anything published here, save a couple of good subzines, and has good Dip strategy stuff as well. TEN

*** NEW ***

Doublethink (#2 Feb)

Lachlan Olive; 11 Bonton Road; Springwood, NSW 2777; Australia
\$2 (Aus.) per issue, digest, monthly, 20 pp

New zine pubbed as a collaborative efforts by Australia's Bad Boys, including Australasian BNC and MNC info, as well as Dip games and tongue in cheek feud material. Boisterous and messy. Worth a look. TEN

Victoriana: (#47 June)

John Cain, 76 Banool Rd., Balwyn, 3103, AUSTRALIA
\$2 AUS/issue, digest, xerox, 32 pages, monthly, circ. 80, est. 9/87.
Runs: Dip (5), International Dip (2), Downfall (2), Final Conflict III, Railway Rivals (2), Deluge.
Openings: Dip, Unknown variant, International Dip, War of the Great Jewels (no game fees).

Clearly, the establishment of the Aussie zine scene. Been around for awhile, reliable and steady, John is an 'elder' of the Aussie PBM hobby. Always has a good lettercol, with plenty of North American and British participation. John's a good editor, and gets the zine out regardless of what is going on in his life (witness it's regularity under guest editorship during his two month world tour for DipCon and ManorCon last summer). TEN

***** New Zealand *****

Damn The Consequences: (#26 May)

Brendan Whyte, 96 Waiatarua Road, Remuera, Auckland 5, New Zealand. \$1.50/issue, depending on size, gamefee=sub for length of game. Digest, xerox, 8 pp, 3-4 weekly. Circ. 22+ in 5 countries, est. May, 1987.
Runs: Diplomacy, Machiavelli, Mediaeval Dip.
Openings: International Machiavelli, Dip, Sopwith, and Railway Rivals.

DTC is the oldest Kiwi zine, and it is graphically a mess, but comes out regular as all get-out. Brendan recently left the country, or something, and for some time the zine will come out edited by a group of the players who were in the zine, working together. At that time, soem problems have surfaced about the GMing and player complaints. Not sure what it is all about (I skimmed), but "the Collective" seems to be handling it fairly well. I would strongly discourage a North American from playing here unless an International game with longer deadlines is opened, as the mail is too slow and the zine too regular to make this feasible. TEN

The other Kiwi zine. Generally reliable and regular, but the presentation is truly abysmal. Rather short on reading material. Quite a good place to play if you are a Kiwi. JC

View From Another Shore: (#8 Dec)

John Dods, P.O. Box 2110, Ahuriri, Napier, New Zealand.
\$1.25/issue. Digest, xerox, 52-56 pp, 8 weeks, circ. 97, est. Aug, 1989.
Runs: Gunboat, Dip (3), International Dip, Downfall, International Downfall, WWII Dip, Hyboria.
Openings: Gunboat, Dip, Int Dip, Int Downfall, Int Diadochi, Int Nuclear War Dip.

The zine is slow and irregular (sometimes), but the games are as fast as the players want and very regular. Always heaps of International Openings. No game fees to international players. Letter column largely based around games and gaming issues, we leave the big questions to others. JD

A nice zine. Games are adjudicated by flyer, so they are not hampered by the zine's chronic slowness. A zine I look forward to sitting down with of an evening for some serious reading... TEN

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

U.S. Orphan Service

Vince Lutterbie (director), 1021 Stonehaven, Marshall, MO 65340

When a GM disappears, folds his/her zine without placing the game in a new home, or simply lapses into periods of irregular adjudications that are slowly killing the game, it is considered to be an "orphan" game. The USOS can help investigate the problem, track down old, original players, and get the game restarted in a new zine. Vince took over a fundamentally moribund office almost 2 years ago, and has placed a ton of games since then. Contact him if you are having

trouble with a GM deserting you! Vince will rehouse variants as well as regular games. TEN
Vince is apparently handling the job over to Eric Ozog in the near future, but my understanding is that the transfer has yet to take place. TEN

Ombudsman Service System

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

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

Tom Meinardi, 45 Zummo Way, Norristown, PA 19401

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 Reiff, 432 Caldwell Drive, Cincinnati, OH 45216

This introductory publication costs \$1, and contains many articles which novices will find both interesting and informative. Articles include a history of the hobby by Rod Walker, Francois Guerrier 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, 202 Settler's Road, Saint Simon's Island, GA.

Would you like to check out a large selection of zines listed in the *Zine Register*? If so, then send \$3.00 (to cover postage) and, in return, you will receive as many zines as I can cram into a large manilla envelope. This is useful both for newcomers and for those interested in expanding their participation in postal gaming. Let me know which zines you already receive, or if there are any zines in which you are particularly interested, or even broad categories "emphasis on regular dip," "no foreign zines," etc. TEN

***** 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 like the North American Zine Bank. 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. KP

International Subscription Exchange

Bruce Reiff, 432 Cladwell Drive, Cincinnati, OH 45216

If you would like to subscribe to British, European, 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 Prisoners of War. All you have to do is send Bruce 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). Bruce then informs the ISE rep over there of your request and that rep will send the editor concerned the equivalent sum in that country's currency. 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

Once Upon a Deadline

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

For \$3 you can receive OUADE, 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., 376A Willowbrook Drive, Jeffersonville, PA 19403

The NAVB has maps and rules on hand for about 900 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

Lexicon of Diplomacy

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

This is a glossary of the hobby and its history, including tactical ploys, variants, organizations, openings, GMing and publishing jargon, strategic concepts, scoring and rating systems, various tricks, special projects, a wide variety of flotsam and jetsam, plus a few ringers. Alphabetized with over 450 entries and accompanying text. 35 pages for \$1.25. Also available is Son of Lexicon, an update 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

North American Zine Bank

Tom Nash, 202 Settler's Road, St. Simon's Island, GA, 31522.

If, in utilizing this zine listing you have in your hot little hands (actually, I have no evidence that your hands are either hot or little, and I mean no offense, it's just, well, you know...), you are curious about what the zines actually, objectively, LOOK and READ like, you can send me \$3.00 to cover postage and I will send you, via book rate, a big manilla envelope stuffed with relatively recent zines. You can either specify what you want or don't want (i.e. "give me a sample, but I already get and don't need to see X,Y and Z," or "no foreign zines please," or "variants and rail games only." Or whatever. I'll promptly ignore whatever you write anyway.... no, seriously, I'll attempt to give you, reasonably, what you ask for. Easier than mailing off for 25 samples to 25 different publishers. TEN

The New Zine Register Vision Thing

Hi! Many of you know me, but maybe just as many of you have never heard of me. Hopefully we'll get to know each other better over the coming year, since I'll be publishing *Zine Register* after this issue. Tom has set a very high standard for ZR, and I'm going to have to work my butt off to maintain the same level of excellence.

The *New! Improved! Zine Register* will probably end up looking quite different from Tom's product. For one thing, I'll be returning to the digest format that Simon Billeness was using when I first joined the postal Diplomacy hobby in 1986. Both Ken Peel and Tom Nash opted for "open-page" format, but I prefer the "little magazine" feel of digest format. And having produced 42 issues of *Upstart* in digest I know how to make it work, whereas open page seems too vast, too huge, too overwhelming.

My ZR will generally be smaller — essentially fewer sheets of paper. This will allow economies in both printing and mailing. Tom has reported in *BTDT* that he has spent as much as \$1,000 on the ZR/Zine Bank hobby service over the last two years; frankly I'm unwilling to lose anywhere near that amount! I am going to do my best to keep the average issue of the ZR under two ounces (12 or 13 pages). I'd like to keep one of these sheets of paper available for a listing of current game openings (a reprint of Phil Reynolds' *Pontevedria* would be the ticket here; negotiations are underway), giving me from 44 to 48 (digest-sized) pages for zine reviews and the like.

By shrinking the size of the type and using less white space ("White space? We don't need no stinking white space!") hopefully I'll be able to provide the same level of information Tom has, with anywhere from one to several "mini-reviews" for each zine. I hope many of you will continue to send in comments on zines you receive, and space permitting I will do my best to publish the broadest possible opinion on each and every zine.

I had been thinking of coming out quite a bit more frequently than Tom, somewhere on the order of three or four times a year. However, conversations and correspondence with several pubbers (not least the much overworked Mr. Nash) have convinced me that there really is no need for ZR to come out anywhere near that frequently. For one thing, Phil Reynolds is doing a hang-up job with *Pontevedria*, which is a monthly (or so) two-sides pub that lists current game openings. A twice-yearly ZR (that *actually* comes out every five or six months) will fit in very nicely with this effort — ZR will include the reviews and other background details on each zine, stuff that would merely weigh down (and slow down) *Pontevedria*, while Phil's pub can provide up-to-the-minute information on game openings and the like. I hope to be able to include a copy of the most recent version of *Pontevedria* with every issue of ZR that goes out after the initial mailing (i.e. the "in-between" requests for ZR/Zine Bank).

Speaking of the Zine Bank, Tom reports that he has a large "inventory" of zines to send out. He says that he usually gets a "flood" of requests right after an issue of ZR gets mangled by the P.O., and since I won't have much of a backlog built up for this issue, Tom will handle Zine Bank mailings for a few months, until I've got a bunch of sample zines in hand and waiting to go out. I would prefer that all Zine Bank requests go through me, and I will pass them on to Tom for processing. This will allow me to fill some requests with the

most recent zines, while some will go on to Tom for slightly moldier issues. Eventually Tom will be cut out of the Zine Bank loop and I'll have it all to myself. Oh boy.

Tom has informed me that he is willing to stay on as Foreign Zines editor. I basically receive no foreign zines and have very little contact with any foreign players or readers. I probably won't budget as much space to foreign zines as Tom did (since I suspect that most hobbyists have scant interest in overseas zine), but we'll stick something in.

Okay, so what's all this going to cost? Well, I'm going to charge readers at least what the thing costs me to produce. I'm happy to subsidize ZR with what Tom (and others) have warned me will be virtually unlimited *time*, but I'm drawing the line at my precious life savings. The new ZR will be priced at \$2.50 an issue, which should cover the cost of printing (on my laser printer) and mailing. With my marginal costs covered, I can then afford to do some advertising in fannish areas, in an attempt to interest new people in our hobby. One place I've thought about is in *Fantasy & Science Fiction* magazine, as they have a classified ad section in the back of the book, where for pretty cheap (\$20-30) I can stick a plug for the ZR. If I was going to be losing money on every issue of ZR this is something I'd be very wary of doing, but with costs basically covered I'm willing to risk what just might turn out to be an overwhelming response (granted I'm more likely to be *under* than *over*-whelmed, but it's still worth a shot). If anybody has a good idea of where to advertise ZR let me know.

I am going to continue Tom's very liberal trading policy — if you've been trading with Tom's ZR please transfer your trade to me, effective immediately. The advantages to publishers are manifold. First, you get the ZR for free when it comes out. Second, by sending me issues of your zine it will go out as samples to people who request the services of the Zine Bank — this can help boost your subscription (or scare away potential subbers if that's your style). Third, by receiving the broadest possible cross-section of zines the reviews and libelous smears that I write will be fresh and up to date. If I don't hear from you I'll probably have to resort to slander to make reviews of your zine readable; you've been warned (!).

Those of you who are already trading with *Upstart* will need to start up an additional trade with ZR/Zine Bank (unless you prefer to forego all the advantages of a ZR trade and would rather buy it). I enjoy the zines I'm presently trading with, and will probably be loathe to part with any of them via the Zine Bank, so if you want exposure, be sure to start up another trade.

The next deadline for *Zine Register* publisher info sheets, zine reviews, subscription monies, etc. is: **Saturday, September 28, 1991**. I anticipate a publication date around the end of October, and every five or six months after that. I would appreciate it if publishers would plug the next ZR in their publications, and print my address: **Garret Schenek, 40 Third Place, Basement Apt., Brooklyn, NY 11231-3302**. Thanks.

Publishing *Zine Register* has been a long-term hobby goal. I am really looking forward to doing the very best job I can, and to meeting more of the people that make this hobby as multi-faceted and interesting as it surely is. Thanks in advance for any and all help, support, and encouragement you may send my way. □

PONTEVEDRIA

June 1991 Edition

Pontevedria is a listing of North American amateur postal game offerings for Diplomacy, its variants, and other games. It is published monthly by Phil Reynolds, 2896 Oak St., Sarasota, FL 34237, phone# 813-953-6952.

The current edition of *Pontevedria* is available at the beginning of each month. If you live in the U.S., all it takes is a SASE to receive a copy of the latest issue. If you live elsewhere, SASE's won't work, so try sending money or U.S. stamps, if possible, to cover the cost. Subscriptions are \$3.50 yearly, in case you don't want the hassle of sending a SASE every month.

The information listed is gathered from various sources: first-hand from the publisher himself, or second-hand from other publishers and *The Zine Register*. Sometimes a game remains open for several months, but sometimes it fills quickly or publishers change their minds, so no guarantees are made by me. In other words, always inquire first of the publisher before sending money!

If you are a publisher and would like your entry below to be updated continually, please send to me a note about your current game openings as they change, or send to me issues of your zine, if I am not receiving it on a regular basis already. Trades are welcome and encouraged to promote a better service.

Each entry gives the age of the entry, the name of the zine, the subscription rate (if any), the publisher's name and address, the games being offered, and game fees (if any). A question mark signifies uncertain status.

[Jun.'91] *Acropolis* (50¢ / issue), Jim Green, 108 S. Walnut St. #2, Macungie, PA 18062:

• Dip (?), Deviant Dip (?), Gunboat Dip (?), No Press 7x7 Gunboat Dip (?).

[Mar.'91] *Against the Odds* (\$3.50 / 10 issues), Craig Reges, 13 Cedar Ln., Succasunna, NJ 07876:

• Dip.

[May'91] *The Appalachian General*, David McCrumb, 3636 Old Town Rd., Shawsville, VA 24162:

• Dip (\$10), Conquest of the New World III Dip (\$5), Snowball Fighting (\$3).

[Mar.'91] *The Armchair Diplomat* (Compuserve online costs), Ken Hill, 6199 Rockland Dr., Dublin, OH 43017:

• Dip, Gunboat Dip, Perestroika Dip, Round Robin Gunboat Dip Tourney.

[Jun.'91] *The Assassin's Blade* (\$5 / 12 issues), John Galt, 701 Welch Rd. #323, Palo Alto, CA 94304:

• Fog of War Dip (\$4).

[May'91] *Been There, Done That* (50¢ / issue), Tom Nash, 202 Settler's Rd., Saint Simon's Island, GA 31522:

• Speculate Dip, Runestone Poll Bourse, Poesiemeister.

[Jun.'91] *Boast* (\$12 / 17 issues), Herb Barents, 17187 Wildmere, Detroit, MI 48221:

• Dip.

[Mar.'91] *Buckeye Rails Gazette*, Ken Hill, 6199 Rockland Dr., Dublin, OH 43017:

• Bus Boss, Railway Rivals.

[Mar.'91] *The Canadian Diplomat* (\$1 / issue), Bob Acheson, 603-10833 Saskatchewan Dr., Edmonton, ALB T6E-4S6 CANADA:

• Dip (\$4), African Dip (\$2), 7-Man Anarchy Dip (\$2), 34-Man Anarchy Dip, Cline 9-Man Dip (\$2), Gunboat Dip (\$4), Stonehenge Dip (\$2).

[May'91] *Carolina Command & Commentary* (\$1 / issue), Michael Lowrey, 3241G Walnut Creek Pkwy., Raleigh, NC 27606:

• Dip (?), International Dip (?), Viking Dip II (?).

[May'91] *Cheesecake*, Andy Lischett, 2402 Ridgeland Av., Berwyn, IL 60402:

• Dip (50¢).

[Jun.'91] Comet-Eye Games, R. Rt. 1 Box 160, Payson, IL 62360:

• Civilization (\$10), Excalibur (\$6), Global Challenge / Leader's Aim (\$6), New World (\$9).

[Jun.'91] *Dipadeedoodah!* (postage + 5¢ / page), Phil Reynolds, 2896 Oak St., Sarasota, FL 34237:

• Character Dip (\$5), Deviant Dip (\$5), Fiat Lux Dip (\$5), Middle Eastern Dip (\$5), Toxic Dip (\$5).

[May'91] *Diplodocus* (\$1 / issue), Pierre Touchette, 11 rue Bruyere, Gatineau (Quebec), J8T-2T9 CANADA:

• Dip (\$2), Gunboat Dip (\$2).

[Jun.'91] *Diplomacy Downs* (\$1 / issue), Bruce Reiff, 432 Caldwell Dr., Cincinnati, OH 45216:

• Dip, International Dip, Origins of WWII, Win, Place and Show.

[Jun.'91] *The Diplomacy Tribune* (\$12 / 12 issues), Gerald Todd, P.O. Box 375, Pasadena, MD 21122:

• Dip, Gunboat Dip, Perestroika Dip.

[Jun.'91] *Dogs of War* (\$7.50 / 10 issues), Kevin Kinsel, 21561 Oakbrook, Mission Viejo, CA 92692:

• Dip (\$5), Twin Earths Dip (\$5), Kremlin (\$5), Machiavelli (\$5), Merchant of Venus (\$5), Pax Britannica (\$5).

[Mar.'91] *Domer Dip* (\$7.50 / 10 issues), Matthew Miller, 204 Carroll Hall, Notre Dame, IN 46556:

• Dip, Gunboat Dip.

[Mar.'91] *Electric Trains* (Compuserve online costs), Ken Hill, 6199 Rockland Dr., Dublin, OH 43017:

• Railway Rivals, 1830.

[Mar'91] *Electronic Protocol*, Eric Klien, 1 Sinai Cir. # B10, Chelmsford, MA 01824:

- Dip, Dip variants.

[Jun.'91] *The Gamer's Zine* (\$11 / 12 issues), Earl Whiskeyman, 27 Mark St., Milford, CT 06460:

- Dip (\$3), Gunboat Dip (\$3), Machiavelli (\$3).

[Jun.'91] *Get Them Dots Now!* (\$6.50 / 10 issues), Lee Kendter, Jr., 376A Willowbrook Dr., Jeffersonville, PA 19403:

- Dip, Gunboat Dip, Youngstown IV Dip, Get Them Dots Now! Dip. (\$5 refundable NMR fee for all games.)

[Mar'91] *Gonzo Rails*, Doug Brown, 2517 Indian Wells Rd., Placerville, CA 95667:

- Railway Rivals (trade or donation).

[Mar'91] Ty Hare, 19 Alsace Cove, Colorado Springs, CO 80906:

- Gonzo Football (\$30).

[Jun.'91] *Heroes of Olympus* (75¢ / issue), Steve Nicewarner, 646 Williamsburg Ct., Sanford, NC 27330:

- Dip (\$5), Gunboat Dip (\$5), Empires of the Middle Ages (\$5), Pax Britannica (\$5), Rail Baron (\$5).

[Jun.'91] *Hoodwink* (70¢ / issue), Stven Carlberg, 1939 Windemere Dr., Atlanta, GA 30324:

- Dip (\$5).

[Mar'91] *Lemon Curry* (60¢ / issue), Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904:

- AREA-rated Dip, 1830.

[Mar'91] *Massacre by Treachery* (?), Mark Larzelere, 7607 Fontainebleau #2352, New Carrollton, MD 20784:

- Monopoly (?).

[May'91] *Megalomaniac* (\$7.50 / 10 issues), Rick McKey, P.O. Box 241, Brewster, MA 02631:

- Woolworth II-D Dip (\$2).

[Mar.'91] *Moire* (75¢ / issue), Tim Moore, 405 Fair Dr. #101, Costa Mesa, CA, 92626:

- Dip (\$5 for Californians, \$3 otherwise), Gunboat Dip (\$5).

[May'91] *Northern Flame* (postage + 3¢ / page), Cal White, 1 Turnberry Av., Toronto, ONT M6N-1P6 CANADA:

- International Dip (\$5 CDN).

[May'91] Robert O'Donnell, 570 Union St. NE #5, Salem, OR 97301:

- Dip (?).

[May'91] *Orphan Son* (postage + 1¢ / page), Bob Hartwig, 6612 W. 113th Av., Westminster, CO 80020:

- Gunboat Dip.

[Mar.'91] *Penguin Dip* (\$15 / 10 issues), Stephen Dorneman, 94 Eastern Av. #1, Malden, MA 02148:

- Dip (\$6).

[May'91] *Perelandra* (\$1.50 / issue), Pete Gaughan, 1521 S. Novato Blvd. #46, Novato, CA 94947:

- Dip (\$5), Metropolis, Gunboat Snowball Fighting.

[Jun.'91] *Perestroika* (\$10 / year donation asked), Larry Cronin, P.O. Box 40090, Tucson, AZ 85717:

- Dollar Dip (\$20), International Gunboat w/ Press Perestroika Dip VI (\$5), Perestroika Dip VI (\$10).

[May'91] *Protozoan* (29¢ / issue), Scott Cameron, 4 Meadow Ln., Hicksville, NY 11801:

- Republic of Rome, New World (\$3-\$4).

[May'91] *Rails by Mail*, Scott Cameron, 4 Meadow Ln., Hicksville, NY 11801:

- Railway Rivals, Bus Boss (\$3).

[Jun.'91] *Rambling Way*, W. Andrew York, P.O. Box 2307, Universal City, TX 78148:

- Dip, Gunboat Dip.

[May'91] *Standard Deviation* (25¢ / issue), Paul Kenny, 75-A Maple Av., Collingswood, NJ 08108:

- Dip, Balkan Wars Dip.

[May'91] Mike Stewart, 2641 W. Grayville Dr., La Habra, CA 90631:

- Fog of War Dip (?).

[Jun.'91] *The Tactful Assassin* (\$5 / 10 issues), Eric Young, 4784 Stepney Rd. RR #2, Armstrong, BC V0E-1B0 CANADA:

- Dip, Gunboat Dip.

[Mar.'91] *Ter-ran*, Steve Heinowski, 860 Colorado Av. #2A, Lorain, OH 44052:

- Dip (\$7), Wooden Ships & Iron Men (\$5).

[Mar.'91] *Upstart* (\$7.50 / 10 issues), Garret Schenck, 40 Third Pl., Basement Apt., Brooklyn, NY 11231:

- Dip (\$5), Gunboat Dip (\$5).

[Jun.'91] *Vertigo* (\$4.50 / 10 issues), Brad Wilson, P.O. Box 126, Wayne, PA 19087:

- Balkan Wars VI Dip, Everybody Plays Dip, Philadelphia Dip.

[Jun.'91] *Well Martha, It Kinda' Sorta Looks Like A Dip Rag...Don't It?*, John Schultz, P.O. Box 41-19391, Michigan City, IN 46360:

- Dip, Get Them Dots Now! Dip, Gunboat w/ Press Dip, Gunboat w/ Press Dip, Enemy in Sight, Snowball Fighting.

[Mar.'91] *Why Me?* (\$7 / 10 issues), Lee Kendter, Sr., 4347 Berner St., Philadelphia, PA 19135:

- Dip (\$3).

Make a friend today...



...play Diplomacy!

Tom Nash
202 Settler's Road
St. Simon's Island, GA, 31522



First Class Mail

ANDY LISCHETT
2402 RIDGEMAN AVE
BONWYN IL 60402