

**WEBSTER'S 23rd
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Zine Register**

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pronuncements and eatymologies.

**The Complete Tool for the
Student of Postal Gaming**

Covering the world's English-language Dip zines
and services, with references to foreign-
language hobbies and other games.

Zine Register 23

edited and published by

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KICKOFF

Our original target for this publication was December 15. But that was knocked off by my priorities, which, for future reference, are:

- Myself, my family, the family business and my private life, first
- My own zine, *Perelandra*
- *Zine Register*, dead last

We have, in the four months this is late, dealt with an entirely new diet in our household; my father's second coronary; a (resulting) increased workload for me (my dad is also my business partner); a broken copier; Christmas; NovaCon, our annual Dip housecon; a broken laser printer; three business trips, and picking up the workload of another salesman we fired; and my wife being laid off her job.

Perelandra is back on schedule. With these other items behind us, it's apparent that I should reduce my commitment on how often *ZR* will be produced. I am now planning on making this an annual publication, and the most likely production period is August.

This is due to two discoveries. First, I find it hard to be inspired to write something new and different about zines which may have only produced two or three issues since my last review. Second, the slackest business period for me is late summer, and that also gives me a chance to include the Runestone Poll results for that year (a natural period of evaluation anyway). As a result,

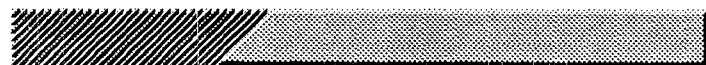
the deadline for *Zine Register* #24 is June 1, 1995.

I will continue to restrict *ZR* to amateur zines. Expanding the variety of information offered here is one of my goals, but there have to be limits and I feel that 'amateur' press is important enough to have its own tools and resources.

Comments were made during 1993 that *ZR* is too large. Certainly it's bigger than the creators conceived of, but what would people exclude? Every feature in here has a following out in Dipdom, and many that were omitted have a group of fans that will be upset with me.

Not everyone will agree with my goal of widening the field of view in *ZR* to include zines that used to be 'outside' the traditional hobby. This is understandable, and I am still setting limits. I'm not moving *ZR* into just anything that qualifies as *discussing* games by mail—it has to involve some element of *playing* them by mail (or email). Just in the past six months I've received zines devoted to discussion of Scrabble, D&D and even Mille Bornes. However, since general preference is to be conservative in this regard, zines not directly part of the *Diplomacy* hobby are now in their own, reduced, section.

I've left other things out. I don't want to be a novice package, so we have no feature articles on "What is Gunboat" and the like; and I don't want to be a game-opening listing, but others have convinced me that removing openings completely would be a mistake. By and large



HOW TO GET ZR

In the U.S.A. and Canada: *Zine Register* is available for \$2 (US or Cdn) from Pete Gaughan

In the U.K.: *Zine Register* is available for £1 from Iain Bowen (do not send subscriptions, Iain only sells one issue at a time)

In all other countries: *Zine Register* is available via air mail for US\$4 from Pete Gaughan

Quantity discount for retailers and conventions:

five copies for US\$6.50 in North America, from Pete Gaughan

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I'll promote other publications to do those things. But I feel the hobby needs something more than the original bare-bones *Zine Directory*.

(Now that I'm ready to go to print, I can see that the Games information is probably the least successful of my format ideas. Your suggestions are very welcome!)

While it has been suggested that the *ZR* editor should be the 'reviewer of last resort' (writing less about zines which other reviewers comment more on and vice versa), it has also been suggested that I didn't write enough at all lastish. Some people feel I shouldn't trade for all the zines I see, while others recognize that I couldn't possibly gather all the data herein, let alone review so many zines personally, if I didn't trade for them. So we can obviously draw the conclusion that *this publication cannot be all things to all people*. Let's all agree that it is worthwhile in some way for everyone. *Don't* try to force *ZR* into your own personal vision-mold. (But see Note to Editors regarding trades.)

It's inevitable that, in every issue, something written by the editor of *ZR* becomes a hotly-debated topic (a single use of the word "insulting" last time produced a dozen pages of hobby commentary over the summer!). I don't shrink from such a responsibility. If I find later that something I've written was incorrect, whether because my facts were wrong or I just wrote without thinking, I'll admit it—but this production is full of opinions, and for those I neither apologize nor recant. Take every word with some quantity of salt; don't believe everything you read; check things out for yourself! Nobody's opinion is worth more than your own.

Thanks for reading me!

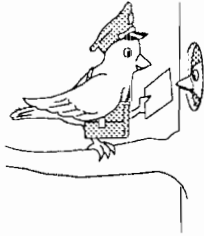
.....Peter J. Gaughan

THE ZR LETTER COLUMN

Brent Farha (Wichita, Kansas)

I closed out *Kempelen's Turk* earlier this year. I did this because a) I missed face-to-face gaming, and b) I found the rail games to be infinitely more exciting (Dick Martin was right). But I said it before and I'll say it again: play-by-mail games have their place. My advice, which no new publishers ever seem to take, is a) limit yourself to two or three Diplomacy games, as the bookkeeping really overwhelms you after turn four, and b) show no mercy for missed deadlines (if they do it once, they'll do it again).

[[That'll do it for the letters this time, because any comments on Zine Register itself I am moving into the ZR Main List entry itself. However, I welcome and encourage comments on zines, burnout, email, and all the myriad of aspects of the Diplomacy hobby.]]



DISCUSSION QUESTION:

SHOULD DIPCON BE CALLED THE "NORTH AMERICAN DIPLOMACY CHAMPIONSHIP", AND SHOULD IT HAVE A STANDARDIZED SCORING SYSTEM?

Rich Shipley (Pasadena, MD)

I think that DipCon should be titled the North American Championship (regardless of what Avalon Hill thinks). A standardized scoring system would be nice, but I have my own ideas on what that should be (the one at AvalonCon was awful). If we are going to have time limits on games, the total points awarded per game should be fairly consistent. Not all powers are able to sweep the board quickly, and this will reduce the inequity of that somewhat. Also, I don't like the practice of dropping the lowest-scoring game in a tournament. It leads to situations like my last game at AvalonCon, where a player (the eventual winner) did not care how well he did as long as he kept a competitor in the tournament from doing well. The scoring system used in *Diplomacy World*, with some minor modifications to eliminate ties; the old Calhamer system that didn't use draws, only a weighted supply-center count/probability of winning; or something similar to Robert Sacks' system that awards supply-center count points and a divided win/draw bonus would be good.

Robert Lesco (Brampton, Ontario)

I like the name DipCon. A lot of people choose to emphasize the non-Diplomacy aspects, particularly the chance to play other multi-player games. The farthest I would go is "DipCon, featuring the North American Championship."

Everyone has their own idea of what a good scoring system is, so it would avoid a lot of controversy to stay away from trying to standardize things. I'm not aware of much interest in comparing players from different tournaments—the winners' list is usually enough.

Considering that I've never ventured far enough for a Dip game that I couldn't sleep at home, you could do far better than to heed my opinions on the matter.

Brent McKee (Saskatoon, Saskatchewan)

The second part of the question is probably easier to answer than the first. I don't really think that a standardized scoring system is needed. I do think, however, that there should be some sort of guidelines in place as to the sort of things that are and are not acceptable. There have been Cons where events that had little to do

with playing the game have counted in the scoring. In another case we are both familiar with, the number of games required changed from the first three to the best three. Neither is a particularly bad system, but changing in midstream is. Having a set of standards to work within is perhaps the best way to deal with the issue.

As to whether DipCon should be called the North American Championships, I must confess that my first reaction was "Who cares?" On further reflection, I can see the point. After all, DipCon used to be regarded as the national championships until AvalonCon arbitrarily took that title. Looking at it in a different way, I can't help but wonder whether any single Con can justifiably say it crowns the North American Champion. After all, as I recall neither Kansas City nor San Mateo had huge attendance from outside their regions. Are we really justified in saying that a convention with good regional representation but a poor turnout from other parts of the continent really crowns a champion?

On the other hand, short of establishing some sort of tour like the PGA, where people are rated by the competition they face, is there any way to establish a definitive champion but to arbitrarily declare one event as the summit which you must attend to even flirt with greatness. After all, both Sweden and France have a regular tour set up, but they still define one event as *the* championship.

[[It's a cart-and-horse problem. We can cast about for the event with the best representation and say that's the Championship; or we can name one event as the Championship and tell people to show up there if they want to compete for the title. (AvalonCon is the only group I know of to arbitrarily, as you put it, assume the name, and they've been very polite about recognizing the unique stature of DipCon in this regard.)

[[I think the idea of a Diplomacy Tour is excellent, but like any good thing in the hobby is likely to get lost among the bad ideas. Diplomacy World, or DipCon, or American Diplomacy Register, any of them, could sponsor a program whereby any tourney of minimum size, meeting qualifying standards as to GMing and scoring, could be recognized as part of a Tour which would keep stats and records.]]

Mark Nelson (Leeds, England)

If the diplomacy hobby has learnt anything over the last thirty years it has learnt that there is no universally acceptable rating system. Come to think of it, there isn't even a universally accepted 'right-way' to run a diplomacy tournament. If we can't agree on the best way to run a diplomacy tournament (number of rounds, seeding, length of games, DIAS or not, allow 'forced wins' etc), is there any likelihood of being able to agree upon a rating system?

But to answer the question, I don't think it is desirable to run DipCon every year to the same rules. Let each DipCon Tournament Director decide what system to use.

Should DipCon be called the North American Championship? Provided that the name DipCon is continued to be used (eg DipCon XXXV, hosting the North American Championship) I'm not bothered.

Stven Carlberg (Atlanta, Georgia)

A thought occurred to me while I was looking over your last ZR for a possible discussion question. It might be interesting to ask about House Rules. Which rules are considered Standard American? Which rules differ from Standard American in other countries? What UNUSUAL rules have you seen which you found to be very effective? This last question would give me a chance to discuss, for instance, the no-NMR-in-1901 rule which I think gets *Hoodwink's* games off to a good start almost every time.

[[I don't know whether this will be the d.q. for nextish, but what does everyone else think? Worth talking about? What other topic(s) would make a good Discussion Question?]]

THE 1993 DIP YEAR IN HINDSIGHT

Pete Gaughan

The Year-in-Review idea didn't get off the ground as well as I'd like; I just didn't define my goals as well as I should have. When we do this next year, I promise to be more specific! But here is what we do have, and thanks to the guys who responded specifically to this section.

The hobby lost many smaller zines in '93, zines like *Caveat Emptor* and *Kempelen's Turk* where the few remaining games were neatly wrapped up or passed on to another GM in an orderly fashion. But there were two major, hobby-shaking folds as well.

This was the year that Phil Reynolds finally chose between school and Dipdom—and he came down on the side of school, where a prestigious job at the campus paper was the last straw of free time that forced him to fold *Dipadeedoodah!* Phil came back at New Year's with a newer, slimmer zine. 'doodah was folded formally, with a flyer to announce it, but without subscription refunds; Mark Lew is generally correct, that in half of the folds in the postal hobby the editor confiscates the subscription balance (usually because the money wasn't set aside and separate anyway).

And Bruce McIntyre finally abandoned publishing, after eight years of the same description of his zine, *Excelsior*, being repeated over and over again: "A great zine, and I wish it came out more often." Like Phil Reynolds, Bruce couldn't leave the hobby completely; he now provides a subzine in my *Perelandra*.

Back in 1986 Rex Martin and I had a disagreement; he claimed that postal play would become a sideline within a few years, while I contended that although computers were becoming more pervasive, they were still out of reach for most of us. I don't recall exact numbers but we each had an opinion of how many homes would be computerized within a decade and I think it was something like 75% vs. 25%.

Well, of course, computers have entered daily life faster than I thought (as late as 1989 I thought I'd never produce a zine on computer!) but we're still not as 'netted' as Rex thought we'd be (less than 5% of all households have a modem). So probably the 1993 hobby development with the greatest long-range effect is the new interconnection of e-mail and pbm gamers. The efforts of Jim Burgess, Mark Nelson, Nick Fitzpatrick and many others have informed both sides about the other, reducing the ignorance that prevailed before.

Email Dipdom is a fast-changing place with a huge turnover in personnel, but is filled with energy and innovation in adjudication, variant, and strategy designs. The postal hobby moves more slowly but carries the tradition, wisdom and even baggage of three decades of gaming. It seems that although ideas might flow both ways, postal Dipdom will be the beneficiary of this new communication, recruitingwise, in the next few years.

Alan Levin (Niles, Illinois)

In my opinion, the most important hobby event of 1993 was the changing of the guard at *ZR*. In the eyes of many hobbyists, *ZR* had lost its status as a fair-minded and trustworthy source of information on the hobby's zines because of the *ancien regime's* practice of abusing pubbers whose politics were deemed counter-revolutionary or whose zines deviated from the party line on maps, timeliness or game report formats. Those who look back longingly to those days will be quick to disagree of course, but by the time *ZR21* had been published, a number of publishers—myself included—had delisted their zines from *ZR* rather than support its publisher's efforts to use it to demonize and delegitimize zines he disliked. Whether one loved or loathed *ZR's* 19–21, it is undeniable that when pubbers began to delist their zines from *ZR*, *ZR* was no longer fulfilling the function which it wanted PDORA to pay it for. Pete Gaughan, with *ZR22*, has singlehandedly reversed the *ZR's* descent into intolerance, irrelevance, and ideological apartheid. Bravo, Pete.

Paul Bolduc (Fort Walton Beach, Florida)

Fast Trax, *Frueh's Folly*, *Loco Motives*, *Wild Gypsy Rose*: Why is it any 'zine I get into an 183X game in, "Softly and suddenly vanishes away"? It's probably the bloody game system. Now that Dick is a daddy, *Fast Trax* is probably dead. Neither Mark has published in over six months despite my implied threats and wheedling. Sigh. Will I ever finish a postal game of 18xx? Might have to play in my own to do it.


[Scott Cameron also lamented these losses, asking if it was some kind of record: eight zines he subbed to as of the last ZR have either folded, announced an upcoming fold, or gone MIA since then. The rail and United hobbies were especially hurt this summer.]

Andy York (San Antonio, Texas)

Some comments on zines now missed:

Costaguana is another of the elder zines in the North American hobby. It's been a bit irregular of late; but, I expect Conrad will be back on track soon. Interesting letter column on a variety of topics.

D.O.G.S. of War is suffering from an erratic publication schedule. It is a decent zine offering Dip, Machiavelli, and Britannia. Hopefully it will get back on track soon.

Penguin Dip is moving to a close. Currently all that remains of this once fine publication is a flyer to finish the games. It definitely is going to be missed. 

Note to Zine Editors

I am changing the way zine copies are collected for review in *ZR*.

Effectively immediately, you do NOT need to 'trade', on an all-for-all basis, to get *ZR* or to have your zine listed.

When the next *ZR* is getting underway, a form letter and blank information sheet will be sent to all editors in the hobby. Any editor who wishes to have his zine listed and reviewed will simply need to send the completed form *and samples of three different issues of his zine*, published since the last *ZR*. (Allowances will obviously be made for zines which are new or come out less than quarterly.)

Every editor who includes an info sheet AND three sample issues will get *ZR* free of charge. Editors who send just the data sheet, or just the samples, will be listed but with a note that some information may be incomplete.

In between issues of *ZR*, I will produce an update sheet each month, which will be included with any copies of *ZR* which are sold after the original release. Editors who want to update their records (new addresses, price changes, games offered) can either send a new sample, or simply send a letter informing me of the change.

Several trading editors have sent notes inquiring about *ZR*—many wondering whether their copies went astray in the mails. I'm truly sorry to have left you in the lurch for so long.

Trades are still encouraged. The main purpose and advantage of trades is they enable me to keep up with address changes and zine frequency without the editor having to remember to inform me separately. If you are not completely sure you'll remember to write to me every time some aspect of your zine changes, you may want to keep *Zine Register* on your subscription list.

Also, trades give new players the chance to see your zine, since all zines which arrive here are recycled back out through the Zine Bank. (If you decide not to trade for *ZR* but still want your zine distributed through Zine Bank, just send along your extra copies and back issues every couple of months.)

I have a huge collection of most zines right now, so there is no need for any editor to continue to send me trade copies. If, in the next few months, demand for Zine Bank packets is so great that I'm running out of zines I'll put out a general announcement to that effect.....PG

THE UPDATE PAGE

CHANGES/CORRECTIONS to ZR22

Craig Reges' *Against the Odds* has not folded. See its entry in the Main List.

Disoriented Express and *Pedro in the Rain Forest*, Conrad von Metzke—converted to games-only flyer under the same name.

FOLDED ZINES (no longer publishing)

Angst United, Dan Stafford—hasn't been published since April 1993, presumed folded. "There was a possibility that Dan Stafford would fold *Angst* after the current season due to a lack of player &/or GM interest, but at the moment we're still awaiting the results of the playoff semi-finals."SC

Countermeasures, Bill LaFosse—presumed folded.

Dipadeedoodah!, Phil Reynolds—as mentioned lastish.

DIPCONVERSATION, Pete Gaughan—replaced by a similar series of DipCon newsletters from David Hood.

Diplodocus, Pierre Touchette—'published' a single sheet in July, but not seen since; presumed folded.

D.O.G.S. of War, Giovanni O'Campo—presumed folded; see *El Coyote* in the New Zines section below. "I haven't seen this one in months. I do know that Kevin Kinsel has pulled his games from the zine and is running them by flier. All indications are that *D.O.G.S.* has been put to sleep."CH

Election HeadQuarters, Krissi Linsey—announced fold. In its place, see Krissi's new zine, *Bark of the Davg!*

Frueh's Folly, Mark Frueh—presumed folded.

Froggy?, Andy Bate—presumed folded.

Grass Roots (the PDO Zine Directory), John Caruso—announced fold.

Into the Night, James Nelson—now a subzine in *Y Ddraig Goch*.

Kempelen's Turk, Brent Farha—announced fold, as indicated lastish.

See Brent's comments in the letter column.

Loco Motives, Dan Huffman—announced fold.



Penguin Dip, Stephen Dorneman—as planned, Stephen has moved the games into a flyer called "Black Tie Affairs."

Perestroika, Larry Cronin—presumed folded.

Quest for Power, Russ Wallace—presumed folded.

S.A.P.C., Hal Dace—presumed folded.

Standard Gauge, Bill Wordelmann—was presumed folded but an April issue just appeared! See Second String.

Village Athiest, Tony Dousette—no response to mail.

Wild Gypsy Rose, Mark Luedi—presumed folded.

Your Zine of Zines, Jack McHugh & Doug Kent—announced fold.

NEW ZINES! (most are not in the Main List as they have not been seen or choose not to be listed)

Akrasia: I've stalled around with ZR long enough for Phil Reynolds' latest effort to already have produced three issues. (see Main List)

Bark of the Davg: Krissi Linsey has launched this one to focus on non-negotiation games and puzzles. (see Main List)

Diplodocus: Stephen Kohler's zine has been out for a while but is new to the Main List.

El Coyote: Kevin Kinsel says he will be running games "by flyer" but zine-ness may yet again bite this old dog.

Glen Echo: This is a new Mensa flyer from Sigourney Street; not available to nonplayers. (see Second String)

I Still Live!: Keith Sesler has taken the big jump, and with issue #7 he moves from subzine (in Stephen Glasgow's *War Fair*) to independent zine. (see Main List)

The International Warmonger: Julien Beasley is running another new Mensa-game flyer.

Politesse: Robin Barbehenn has revived this official zine of the face-to-face crowd that calls itself the WARTHOGS (Washington [D.C.] Area Retinue of Tacitly Highly-Organized Gamers). I've only heard about it indirectly and have not seen it yet.

Victoria de Jamul, Conrad von Metzke—not for the general public, it simply runs the orphans Conrad picked up from John Cain.

Make Your Withdrawal from the Zine Bank

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HOBBY SERVICES

RECORDKEEPING

• **Boardman Numbers:** Vince Lutterbie, 1021 Stonehaven, Marshall MO 65340-2837. Will be transferred (June 1) to Andrew York, Box 2307, Universal City TX 78148-1307; email at BNCYork@aol.com

A unique number is assigned at the start of each postal game of Diplomacy, consisting of the year and a letter combination: 1993A for the first Dip game of the year, 1993Z for the 26th, 1993AA, 1993AB, and so on. At the end of the game, each player's name and performance (country, supply centers each year, final win/draw/etc outcome) is recorded and published in the zine *Everything*, for which see the main zine list.

Boardman Number Custodians overseas:

Francophone Europe: Jean-Yves Priou, 16 Rue de Châteaudun, F-94200 Ivry, France.

U.K.: Steve Doubleday/Richard Sharp (zine: *The Numbers Game*); Steve's address c/o The Old Vicarage, Bruntcliffe Road, Morley, Leeds LS27 0JZ, U.K.; for Richard see *Dolchstoß*.

Germanophone Europe: Thomas Franke (see *Diplomat*).

Scandinavia: Per Westling (see *Lepanto 4-Ever*).

• **Miller Numbers:** Lee A. Kendter, Jr, 376A Willowbrook Drive, Jeffersonville PA 19403.

Similar to Boardman Numbers, each postal game other than Diplomacy is assigned a number; results of Miller Number games are published in *Alpha and Omega* (see main list). Miller Numbers are also the year and a consecutive letter code, but add a lower-case letter code to show what kind of game (so 1993Arb would be Gunboat Diplomacy, but if the second game of the year is Woolworth IID Dip it would be 1993Bcb).

other Miller Number Custodians:

Electronic Mail: Nicholas Fitzpatrick <nick@sunburn.uwaterloo.ca>, 8-499 Albert Street, Waterloo Ontario, N2L 5A7, CANADA.

Francophone Europe: Jef Bryant (see: *The Spice of Life*).

U.K., Germany, & Scandinavia: Andy Bate, 4 Channel Road, Clevedon, Bristol BS21 7DR, U.K.

• **Census:** Douglas Kent, 54 West Cherry Street #211, Rahway NJ 07065-3240. Once a year Doug collects the subscription lists of most of the North American hobby's publishers and collates them into a grand, hobby-wide address book. The 1993 Census had 668 entries, with a serious decline in the number of Canadian players listed.

• **Empire Builder:** Eric Brosius, 41 Hayward Street, Milford MA 01757. Eric compiles the SemiAutomated ScorTrax Report, a rating system for British Rails, Empire Builder and EuroRails.

• **Machiavelli:** Chris Hassler, 85 N. Holuston Avenue #2, Pasadena CA 91106. Chris has begun tracking games of Machiavelli in a service zine, *Niccolo* (see main list).

• **Railway Rivals:** Paul Gardner, 5 Timber Lane, Brattleboro VT 05301; Craig Mills, 3024 Pascal Stree North, Roseville MN 55113. Paul assigns numbers to RR gamestarts; Craig keeps ratings of RR players. These ratings are then published in a subzine, *Almost Everything*, in Eric Brosius' zine *ark*.

• **Snowball Fighting:** Pete Gaughan, 1521 S. Novato Blvd. #46, Novato CA 94947-4147. Yes, really. Postal SF rules are available from me for a SASE, and I keep a list of all games conducted.

• **United:** David McCrumb, 3636 Oldtown Road, Shawsville VA 24162-2038. David will conduct the Third Annual North American United Open in 1994, and has become the central GM in the N.A. United hobby.

• **Variant Banks:** Lee A. Kendter, Jr, 376A Willowbrook Drive,

Jeffersonville PA 19403. New variant designs can be registered with the NAVB, joining almost 1000 designs on file. Most of the entries can be purchased at 10¢ per page plus postage. The catalog listing these variants sells for \$5. A limited number of non-Diplomacy games are also available and are currently being added to the Bank.

Variant Bank Custodians overseas:

Belgium: Miguel Lambotte and Jef Bryant (see: *The Spice of Life*)

U.K.: James Nelson, 7 Clements Gardens, Hayes, Middx UB3 4AP,

U.K. (zine: *Variants and Uncles*)

Germany: Konrad Dolata, Hermann-Löns-Weg 34, D-5650 Solingen 11

Scandinavia: Per Westling (zine: *Post Scriptum*; see *Lepanto 4-Ever*)

SERVICES

• **Game openings:** Andy York publishes *Pontevedria*, a list of all North American zines with openings in Diplomacy, variants and other play-by-mail games. W. Andrew York, Box 2307, Universal City TX 78148; email at WAndrew@aol.com

• **International Subscription Exchange:** Jim Burgess, 100 Holden St., Providence, RI 02908-5731 USA, is the American connection for the International Subscription Exchange. If you send money to him for any zine from the UK (Iain Bowen, 5 Wigginton Terrace, York, Y03 7JD, U.K.) or Australia (John Cain, PO Box 4317, Melbourne University 3052, AUSTRALIA), the aforementioned person in parentheses will forward your subscription on to the zine's editor in either pounds sterling or Australian dollars, respectively. For subscriptions to US zines from those countries, the system works in reverse. Please include the full name and address of the publisher with your order, if possible, as well as the zine title. Canadians may work through Jim in either direction as well if they write checks in US dollars or use cash.

• **Ombudsman service:** John Caruso, 6365 Astor Street, Norristown PA 19401. John maintains a list of volunteer ombudsmen; when disputes between gamers cannot be resolved amicably, an ombudsman can provide third-party arbitration.

• **Orphan Service:** Paul Kenny, 75-A Maple Avenue, Collingswood NJ 08108-1008. Paul rescues Dip and Dip variant games whose GameMasters have given them up for dead or disappeared. Paul collects information on the status of the game, and 're-houses' the game with a new GM.

• **PDORA, the People's Diplomacy Organization Relief Auction:** Douglas Kent, 54 West Cherry Street #211, Rahway NJ 07065-3240. Raises money to fund the recordkeeping and services mentioned here, by auctioning off items donated by hobby members: hobby memorabilia, games, photos, and the like.

• **Zine Bank:** Pete Gaughan, 1521 S. Novato Blvd. #46, Novato CA 94947-4147. The easy way to see for yourself about all the zines listed in ZR—a "sampler" of two pounds of different zines from my files. You may specify types of zines you want or don't want to see (rail zines, foreign-language zines, warehouse zines, etc) or even specific titles you do or don't need. \$3 U.S., \$4 Canada, \$6 elsewhere. *If you are new to postal Diplomacy, be sure to ask for a free copy of the novice booklet Supernova with your Zine Bank order.*

POLLS AND AWARDS

For British and European polls, see International section.

• **Runestone Poll:** Eric Brosius, 41 Hayward Street, Milford MA 01757. The Runestone Poll is the oldest and biggest award in the NorthAm hobby. Going back to 1978, the winners have generally been regarded as the best, or at least most popular, zine, subzine or GM of the year. Dipsters are allowed to rate any and all zines, on a 0-10 scale. Conducted from March to June.



- **Marco Poll:** Bob Acheson, 15715 - 92 Avenue, Edmonton Alberta T5R 5C5, Canada. An "MVP"-style ballot, where you list your top five choices for Best Zine and Best Player. Typically conducted from January to April.

- **Hobby Awards:** David McCrumb, 3636 Oldtown Road, Shawsville VA 24162-2038. Nominations are pared down by a committee, then given to a vote of the hobby, Oscar-style. Awards are Don Miller Award, for outstanding service to the Dip community Rod Walker Award, for best article appearing in a Diplomacy zine John Koning Memorial Award, for best play of Diplomacy that year Melinda Holley Award, for general participation in the hobby

Typically nominations are solicited in spring, with voting conducted over the summer.

- **Hobby Favorites Poll:** John Schultz is looking for a new pollster on this one. A Gallop-poll type of survey, where Dipsters are asked for their Favorites in categories such as Favorite Letter Column and Favorite Ally.

- **The Rusty Bolts Awards:** Douglas Kent, 54 West Cherry Street #211, Rahway NJ 07065-3240. Conducted as the Hobby Awards are, with nominations and then votes, but with satiric categories such as Nastiest Exchange of Press and Most Eagerly Anticipated Fold.

CONVENTIONS AND TOURNAMENTS

- **American Diplomacy Register: Buz Eddy, 7500 - 212th Street SW, suite 205, Edmonds WA 98020.**

American Diplomacy Register is the title on the reporting flyer for the service of the same name. ADR reports, rates and supports face-to-face play. There is emphasis on club play and tournament play, but all ftf results are incorporated and processed. The purpose of the ADR flyer is to provide a tool for a club organizer to get quick published and rated results of play.

Discussions relating to ADR take place in the postal Diplomacy zine *Maelstrom* (see main list). All U.K. ManorCon and MidCon results for 1981-92 have been processed and published in a flyer with the title *Diplomacy Register*. If you have ftf results, send them in and get a free flyer with registration and rating of your result, and a current list of events and club contacts.

There are several zines which compile lists of Diplomacy and other game meetings around North America, but do not keep permanent records or ratings; currently the best listings can be found in the zines *Rambling WAY* and *The Gamer's 'Zine*.

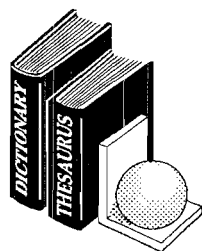
REFERENCE WORKS

- *Meinel's Encyclopedia of Postal Diplomacy Zines:* Jim Meinel, 2801 Pelican Drive, Anchorage AK 99515-1364. 99 pages plus introductory essay, \$12. This spiral bound paperback is a list of every postal zine known, from the very first issue of *Graustark* in 1963 up to July, 1992. Over 600 entries, many with capsule descriptions of the zine and even of its editor.

- *The Game of Diplomacy:* book by Richard Sharp, available from Fred C. Davis, Jr, 3120-K Wheaton Way, Ellicott City MD 21043. \$6 in the U.S., \$6.50 in Canada. (See combination offer with *Supernova* below.)

- *Diplomacy.AZ* and *Variant.AZ:* electronic files edited by Mark Nelson (for how to obtain the computer files, see **Computer Diplomacy section**); *Diplomacy A-Z* 52-page xerox version available for \$2 in North America from Pete Gaughan, 1521 South Novato Blvd. #46, Novato CA 94947.

If you're already involved in email Dip you will be familiar with portions of this which were drawn from rec.games.diplomacy.FAQ;



snail-mailers may remember Mark Berch's *Lexicon of Diplomacy* and *Son of Lexicon. Diplomacy A-Z* draws together these and other sources plus new material to create an extensive glossary, encyclopedia, and partial Who's-Who of Dip history.

(A more extensive *Who's Who* work is in the planning stages...)

- *Once Upon a Deadline:* Bruce Linsey, 170 Forts Ferry Road, Latham NY 12110; over 200 pages, \$5. Anthology of articles on publishing, editing, and gamemastering.

Further items in the International section.

INTRODUCTIONS FOR NEWCOMERS ("novices")

- Diplomacy box flyer: In each Diplomacy set sold is a flyer describing postal play. Newcomers who read that sheet are referred to one of five 'contacts' around North America:

John Caruso, 636 Astor St., Norristown PA 19401

Gary Behnen, 13101 S. Trenton, Olathe KS 66062-5127

Don Del Grande, 142 Eliseo Drive, Greenbrae CA 94904-1339

Cal White, 1 Turnberry Avenue, Toronto ON, M6N 1P6 Canada

David Hood, P.O. Box 218, Hickory NC 28603

- *The Gamer's Guide to Diplomacy*, third edition, edited by Rex Martin. 64-page trade paperback. On Dip, the play of the game and the hobby, including a sample game. Published by Avalon Hill, should be available at game stores or order by mail.

- *Supernova*, Fred C. Davis, Jr., 3120-K Wheaton Way, Ellicott City MD 21043. \$1.00 (50¢ if purchased in combination with Richard Sharp's book, above). Collection of articles on how the hobby works and how to play the game. *If you are new to postal Diplomacy, you will receive a free copy of Supernova, on request, with a Zine Bank order* (see Services on the previous page).

- *Masters of Deceit*, Tom Mainardi, 45 Zummo Way, Norristown PA 19401. free. Collection of articles on how the hobby works, how to play the game, and how and why to publish.

SERVICE ZINES

Absolute!: home of the U.S. Orphan Service

Alpha & Omega: Miller Number Custodian's reporting zine

Diplomacy World: central source for articles and news on Diplomacy and the hobby

Diplomag: official newsletter of the Mensa Diplomacy S.I.G.

Everything: Boardman Number Custodian's reporting zine

Factsheet Five: ZR-style directory to ALL zines, not just games

Foolhardy: discussion on all hobby topics, via letters to the editor

Interzine: German zine register

The Kommandeur: newsletter of the wargaming group AHKS

La Lettre du Diplomate: French Dip federation newsletter

Maelstrom: home of the American Diplomacy Register for information on face-to-face play

Mission from God: British zine register

Niccolo: Machiavelli Number Custodian's reporting zine

Notiziario A.I.D.: Italian Dip federation newsletter

The Numbers Game: British BNC and ratings zine

Pontevedria: monthly update on available game openings

Post Scriptum: official zine of the Scandinavian Variant Bank

Runewind is the publication of the Hobby Award Committee. It

basically is just an internal zine to carry commentary and discussion between the members of the committee. I don't believe it is available for general circulation.....AY

The Spice of Life: official zine of the European Variant Bank

The Strategist: newsletter of the Strategy Gaming Society

Sumo's Karaoke Club: reviews and discusses everything in the game hobby and industry

World Diplomacy: devoted to international communication and the

Worldwide Postal Dip Championship

COMPUTER AND E-MAIL DIPLOMACY

• **INTERNET:** Rich Shipley, 7921 Liberty Circle, Pasadena MD 21122, USA; Internet: rshipley@access.digex.net. See especially *Electronic Protocol, Chapter Two* in the Main List.

Internet Diplomacy is based on several central adjudication programs, known as 'judges.' Send an Internet Email message to one of the judges (listed below) with the word "help" in the main body of text to receive instructions for registration and use of the Judge. Sending "list" to the judge will give you a list of games running on that judge.

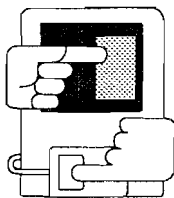
Internet Email access is often available for students and faculty at colleges and universities, and employees at some corporations. If you don't yet have access to Email, try calling local bulletin board systems (BBSs). Many of them have Internet mail and newsgroup access. Posting a message on one of them may point you to one that does. An extensive BBS list is published every couple of months in *Computer Shopper* magazine.

If you can't find a local BBS with Internet access, or want a more reliable method, there are many service providers that will (for a fee) provide you with an Internet Email address. A good list of these is contained in the *Whole Internet User's Guide & Catalog*.

If you have access to USENET news, subscribe to rec.games.diplomacy (r.g.d.) to participate in discussions involving all aspects of Diplomacy. If you only have Email access, you can send a message to listserv@mitvma.mit.edu with the command:

subscribe dipl-1 <your name>

in the main body of the message. This will subscribe you to a mailing list that will send the messages in r.g.d. to you as Email. A FAQ (Frequently Asked Questions list) is posted to this group every couple of weeks, and is available via FTP at ftp.netcom.com as /pub/starkey/rec.games.diplomacy.FAQ.....RS



JUDGE	ADDRESS	KEEPER
Massachusetts, USA	judge@morrolan.eff.org	David Kovar
New Mexico, USA	judge@nmt.edu	Eric L. Wagoner
Ohio, USA	judge@math.utoledo.edu	
Durban, South Africa	judge@shrike.und.ac.za	Russell Vincent
Australia	judge@dipvax.dsto.gov.au	Grant Ward
Winnipeg, Canada	judge@cs.umanitoba.ca	Arne Grimstrup

If you're on a commercial online service, you can probably access the Internet Diplomacy judges. On CIS, email to >INTERNET:address (where address is one of the judges listed above). On AOL, just email to the address above. Others looking for Internet access can contact me, Pete Gaughan (irishpete@aol.com), and I'll farm your question out to a person in your area.

Internet games can have deadlines anywhere from one *HOUR* (see the endgame statements for a game called "Lightsp" in *EPC2* #309!) to two weeks apart. The following commercial services, though, are almost always playing one-week deadline games.

DIPLOMACY.AZ: (see description under **Publications**) Version 4.0 of this file can be obtained by anonymous FTP at nda.com as: /pub/diplomacy/Documents/AtoZ.tar.Z

VARIANT.AZ currently holds reviews of 101 variants. See same ftp source.

• **AMERICA ONLINE:** Under Lifestyles & Interests, follow this path: ONLINE GAMING — PBM & STRATEGY GAMING — PBM & STRATEGY MESSAGING — DIPLOMACY DEPOT. Get into the latest game-list topic folder (usually "Diplomacy #XX" where XX is the number of the game) and post a message that you want to play. There will be a GM and moderate-length deadlines, but Computer Diplomacy is usually used to adjudicate.

• **COMPU-SERVE:** Ken Hill, 6199 Rockland Drive, Dublin OH 43017, USA; CIS: 70357,431. Ken is Section Leader for PBM Games and continues to act as the contact for Dipsters on CIS; publishing duties are farmed out to Bob Aube for the CIS Dipzine *The Armchair Diplomat*, and to Doug Kent for the variant zine *The Eccentric Diplomat* (see Main List for these two zines).

"Anyone who wants to get involved with CIS Dip should join the PBMGAMES forum (by typing GO PBMGAMES). Sections 7 and 8 of PBMGAMES are reserved for Diplomacy. Any newcomers should go to the data library for Section 7, following the menus, and then read a couple of files called INTRO.DIP and FORMAT.DIP. Those files explain how Dip games are run on CompuServe. After that, all they have to do is write a message to me in Section 7 (or e-mail) asking to be placed on the waiting list for the next game. We usually begin a new game every two or three weeks."...BA

• **DELPHI:** Under Groups and Clubs, enter "GameSIG" forum. Read the general messages for Diplomacy announcements or Search for 'Diplomacy.'

• **GENIE:** Type "M805" at the first prompt, which takes you to the Games RoundTable. From there, enter the "Bulletin Board" and choose topic #23, Diplomacy. Various subtopics there cover games in progress or waiting to begin (players or GMs wanted), hobby news and discussion.

• **PRODIGY:** I don't have contact with a Dip player on this system since Andy Marshall left it.

OTHER WORLDS

Consider this a window, looking out of the postal Diplomacy hobby onto the wider world of games. Rather than stir these zines in with the Main List, we'll give them a room of their own...

Factsheet Five

R. Seth Friedman, P.O. Box 170099, San Francisco CA 94117-0099, USA; email at jerod23@well.sf.ca.us circulation: 13,000 price: \$20 for six issues bulk mail (\$40 first class) sample price: \$6 frequency: quarterly format: 114 magazine pages

F5 is the *Zine Register* of the wider zine world. It provides reviews and contact data for over 1,000 publications, from one-time efforts to long-running fanzines. The largest topics covered are art, poetry, music, and comic zines, but there are hundreds of other interests including games, food, contemporary culture and lifestyle, politics, feminazis, satire, b-movies, sf, queer life, and bowling: you name it and there's a zine for it.....PG

The Kommandeur

Sid Jolly, 6061 Nancy Drive, La Mesa CA 91942-3821, USA

price: \$12/year

frequency: bimonthly

format: 4-8 pages, letter-size book

submissions and questions to Editor Jim Denier, 745 Edenwood Drive, Roselle IL 60172, (708) 893-5854. Payments to Sid.

This is primarily an organizational newsletter, dealing with finances, elections and the like for AHIKS. But it also provides an opponents-wanted section, referrals for games and parts, and articles on game technique and scenarios. Although there have been longer works on various games, even multi-player games such as Rail Baron, *The K* (as it's called) is undergoing a downsizing and feature articles may not be common in the future.....PG

Nostalgia — The NOST Bulletin

Les Roselle, 111 Amber Street, Buffalo NY 14220-1861, USA

price: \$17/year dues to Knights of the Square Table (NOST) (\$20 Canada, \$24 overseas; other rates for family or handicapped)
frequency: bimonthly format: 32 oversized digest pages
circulation: 350 firstish: 1960?

There are a half dozen postal chess organizations in the United States, but only *NOST* offers postal chess variants and non-chess games. Like the other postal chess clubs its games are played outside the club magazine, but after a game's completion a player may submit it for publication. Results of games are listed, as is a rating list of active players.

Unlike other postal clubs it offers chess variants. These include regional variants including Shogi from Japan and Xiang-Qi from China, as well as more recent variants such as Marseille Chess (players make two moves per turn), Kriegspiel (a player doesn't know the location of his opponent's pieces) and Losing Chess (players try to lose all their pieces; if a capture is possible it must be made).

NOST also organizes an annual convention where players can meet one another to play chess, chess variants, other two-player and even multi-player games. The 1993 convention was in Syracuse, NY, and the 1994 one will be in Palm Springs CA.FC

Other Hands

Chris Seeman, P.O. Box 1213, Novato CA 94948, USA; home phone (415) 892-9066; email at chris1224@aol.com

price: \$3 (\$3.50 overseas surface, \$4.50 overseas air)
frequency: quarterly format: 24 pages, letter-size book
circulation: 36

firstish: January 1993 lastish: January 1994 (#4)

OH is the first and only independent, amateur publication devoted to role-playing games set in the secondary worlds of J.R.R. Tolkien. Chris Seeman has assembled some fine writing talent, enthusiastic gamers and fantasy fans, and expert layout (with a medieval flavour!) to create a wonderful magazine with very little amateur feel.

Among the features of *Other Hands* are modules that can be used with many common rpg systems; without treading on the Tolkien estate's copyrights or Iron Crown Enterprises' license, *OH* even provided, in one issue, a ready-to-run adventure. There are reports on games run and groups of gamers who've run them. The history of Middle-earth is discussed and explored: everything from population density to metallurgical techniques to descendent character names is tossed about for analysis and enjoyment. If you have any interest in Middle-earth or in rpg's, you should join this small but worldwide readership.PG

The Sports Page

David Baumgardner, 3621 Wayland Drive, Fort Worth TX 76133-3005, USA; home phone (817) 294-5717

price: \$5/six issues sample price: 75¢, limited to availability
frequency: bimonthly format: 20 pages, letter-size book
circulation: 40

firstish: January 1992 lastish: December 1993 (vol 2 no 3)

The Sports Page is a bimonthly newsletter that covers the entire line of Avalon Hill Sports Illustrated line of sports simulations. As a goal I attempt to follow a similar format to *The General* and the now out-of-print *All Star Replay*. There are usually 12-14 pages of articles in every issue, most issues containing variants of current games, such as WP&S racing cards or a new track for Speed Circuit.

I am also lucky to have standing columns covering SP Baseball and March Madness. The main focus of these two columns is to add new cards to the existing games.

I started to put the newsletter together for a couple of reasons. First, I enjoyed the old All Star Replay; it helped me enjoy a group of games I had played all my life. Second, I wanted to start a newsletter that would become a central focus for sportgamers by providing

leagues, ladders, and opponents-wanted information. We do have a baseball ladder going but no leagues. We also had a BowlBound challenge going but it is on hold due to lack of interest.DB

The Strategist

Jack Jewart, 24508 - 38th Ave. Ct. E, Spanaway WA 98387, USA

price: \$11.99/year dues to Strategy Gaming Society
frequency: monthly format: 10 reduced-type open pages
circulation: 100

firstish: 1973 lastish: June 1993 (#255)

publisher: George Phillis, 87-G Park Ave., Worcester MA 01605.

Formerly this 'zine was titled *The American Wargamer* and the organization it supported was called the American Wargaming Assn., but in the early 1980's the AWA merged with another club, hence a new name for both organization and newsletter.

While *The Strategist* rarely deals with postal game play, I nonetheless consider it one of the premiere 'zines in the gaming hobby, as it contains an amazing amount of detailed information unavailable elsewhere. *The Strategist* has an emphasis on Avalon Hill games and on tactical games, but there are no restrictions on subject matter. Indeed, it is the membership of the SGS that decides what appears in *TS*, as the editor is truly an editor, relying on outside submissions and rarely writing anything of his own.

Unlike most wargaming zines, *TS* provides much more than product reviews of new games. Actually, game reviews are few; instead, it provides many scenarios and play-aids, as well as hobbyist information such as convention listings (fifteen were listed for May 1993 alone), magazine reviews, and tips on restoring damaged games. Lately there have been a lot of contests for the membership. The SGS could be a lot more than it is at present, but for now it is merely the source of a very informative newsletter.FC

Suicide Squeeze

John Caruso, 636 Astor Street, Norristown PA 19401-3745, USA

price: free to players (\$30/year game fee) sample price: free
frequency: semi-monthly format: 8-12 digest pages
circulation: 28

firstish: January 1990 lastish: 11 September 1993 (#60)

There are many professional fantasy-baseball leagues—leagues where the GM is trying to collect more from the players in fees than it costs him to run the game and mail reports. This is an amateur effort; John has a long pedigree as a Dipzine publisher and, although he charges a steep fee for his baseball league, players get full value in fast, frequent reports and stats. I don't believe he has expansion plans but John is always willing to have a couple of standbys in the wings to cover for dropouts.PG

Sumo's Karaoke Club

Mike Siggins, 129 Ardmore Ln, Buckhurst Hill, Essex IG9 5SB, U.K.

price: £1/\$2 sample price: £1/\$2
frequency: quarterly format: 40-50 A5 open pages
circulation: 400+

firstish: November 1989 lastish: Christmas 92 (#10 & 11)

Sumo runs no games, but specializes in reviewing all types of boardgames for face-to-face or postal play. It has an emphasis on multi-player games, railgames, and European games, but covers anything I am interested in, namely sports games, card games, magazines, books, films and hobby news. There is always some chat and there is also a large letter column where readers air their views on current and old games. Sumo tries to fill a void for the boardgamer who has no other source of information on these systems.MS

THE INTERNATIONAL SCENE

Major editorial decision-making enters the *Zine Register* process once again: zines from outside North America have been sorted together with 'domestic' zines in the Main List. As a proponent of the idea that we live in a global village, I see little reason to maintain boundaries in ZR.

You may choose not to sub to an overseas zine because you believe it will cost you time, cash, or inconvenience. That's okay. You may also choose not to sub to a zine because it doesn't offer Gunboat, but we don't prepare a separate section for Gunboat zines, so why should foreign zines be herded off by themselves?

I hope this will make ZR easier to use (only one alpha list to flip through), and I also hope it puts us ahead of the worldwide-interdependence wave. If you want to ride that wave in a small new way, instructions on how to subscribe to most overseas zines are at the end of this section.

For information on Miller Numbers, Boardman Numbers, or Variant Banks in Europe, see Hobby Services. **For more information on any zine listed here, which is not shown in the Main List, you may write either to the contact person for that country or to ZRHQ.**

AUSTRALIA

The last of the internationally-oriented Aussie zines was John Cain's *Victoriana*, which folded a couple of years ago and just recently transferred the last few games John had been running to Conrad von Metzke. The other four or five zines from Australia have only a limited following in North America, although they (like New Zealanders) have extensive contact with gamers throughout Oceania and SE Asia. *Popular Cutlery* (see Main List), when it does appear, has the most international appeal.

For most current information, contact the President of the Diplomacy Association of Australia, Ken Sproat, 14 Mearby Street, Jan Juc, Victoria 3228. Zines besides *Popular Cutlery*: *Beautiful Losers*, Neil Ashworth, 12 Queens Rd, Asquith NSW 2077. *Queen's Dagger*, Michael Chau, PO Box 1229, Box Hill, Vic. 3128. *RealPoliitk*, Alan Thompson, PRO Box 1968, Darwin NT 0801.

AUSTRIA

Around Vienna the Diplomacy world concentrates on Ferdinand de Cassan's zine, *Win* (Raasdorferstraße 28-30, A-2285 Leopoldsdorf, Austria); however, de Cassan has been criticized for using a computer to produce moves for powers which NMR.

BELGIUM

The key Diplomat in Belgium is Jef Bryant, who publishes three zines: *Dipsomania*, which is a mainstream Diplomacy and variants zine (see the Main List for address and a full entry); *The Spice of Life*, the official zine of the Belgian Variant Bank; and *Dipsoscrabble*, dedicated to playing Scrabble and its variants. Patrick Lafontaine produces an all-French edition of *Dipsomania* called *Dipsomanie*. Miguel Lambotte, who co-edits *The Spice of Life*, also publishes his own game zine *Mach die Spuhl!* (Rue de la Bascule 8, B-4458 Fexheslins, Belgium).

BRITAIN

Clearly, because of a shared language and history, the U.K. is the overseas hobby with the closest ties to North American gaming. In the past the main contact has been *Mission from God*, a ZR-like zine review listing, recently revived (see Main List).

"The British Diplomacy hobby has been around for about twenty-five years now and has undergone all the changes that you'd expect. It is less Diplomacy oriented and more multi-games oriented, whilst a large number of zine carry Dip, they also nearly all carry variants and Railway Rivals as well. Others might include games ranging from

Snowball Fighting to a gladiatorial combat game or from Third Reich to 1830. A soi-disant section of the hobby deals almost exclusively in the soccer simulation United, which is nearly as popular as Diplomacy.

"Zines tend to be a mixture of games and 'chat,' usually centred around a lettercolumn with a variable amount of hobbynews and tend to be a little bigger and a little slower than in the US. They are even written in roughly the same language and you't be alone as quite a few British zines have an American subber or trader amongst their numbers. And they are easy to subscribe to, as all you need to do is send money to the US ISE custodian and the subscription will be placed for you. On the social side, there are four large conventions (ManorCon - July, MidCon - November, BayCon - April and FurryCon - May) which attract a large number of gamers as well as a number of smaller up-and-coming conventions (StakisCon, MasterCon, StabCon & SunCon) and hobbymeets (which is where hobby members gather for a drink of an evening).".....IDB

Iain D. Bowen, 5 Wigginton Terrace, YORK, U.K. YO3 7JD

FRANCE

The French have an official games federation, Federation Française des Jeux de Diplomatie et de Strategie, which publishes a monthly two-page newsletter, *La Lettre du Diplomatie*, full of tournament results and announcements (11 rue Molière, 75001 Paris). The French hobby is based primarily on face-to-face play, with tournaments held on an average of twice a month around the country; but there are games conducted by mail as well. French zines include: *Triumvirat*, Bertrand Delaux, 29 Rue du Stade, F-63118 Cébazat. *Vopalliec*, Jean-Pierre Maulion, 97 Rue Edouard Vaillant, F-49800 Trélaze (a diverse selection of games). *Vortigern*, Jean-Yves Priou, 16 Rue de Châteauaudun, F-94200 Ivry (articles on many topics but games run on separate flyers).

GERMANY

With the fold of Georg Frynas' *Europa 2000*, Thomas Franke is editor of the sole English-language zine in Germany, *Diplomat* (see Main List). Your first letter to the German hobby should be to Thomas.

The "German hobby" encompasses gamers from all over Europe, but of the 58 zines listed in Lukas Kautzsch's *PBM '93*, only five are outside Germany (two each in Austria and Switzerland, one in Holland). Although there are several small zines, the average zine in the German hobby is huge by North American standards, running 40 to 80 pages, and *Spielwiese* runs both circulation and page count over 100. Almost all are A5 digest.

Most German zines are devoted primarily to United. Other sport-simulation games such as American football, and card games such as Adel Verpflichtet, get wide play, with rail games and specialties such as Wooden Ships and Iron Men occasionally popping up. If you speak German, you'll find a wider variety of games in the German hobby than anywhere else on the planet.

Traditional multi-player Diplomatic games are a growing minority, but half of all German zines run Diplomacy, and there are nearly a dozen Dip variants appearing in at least one zine. (Capitalist Dip, which is more of a Bourse or Stock Market game than Diplomacy, is the most popular variant.).

The best information source on the German hobby is the annual booklet *PBM 'XY* (current issue is *PBM '94*, as of October 1993): 112 A5 digest pages, 155 games, 60 zines and more, \$5 overseas. Unfortunately, everything's in German.....LK

More similar to *Zine Register* is *Interzine*. This monthly A5 digest presents a *Foolhardy*-style editors' letter column (without the hot topics and feuds) and a bulletin board where editors can post notices of new games, cons, hobbymeets, and even personal messages. The bulk of *Interzine* is a 'zines seen' column, pointing out the high and low

points of each issue of each zine Lukas has received that month.

A few German zines which emphasize Diplomacy:
Amtsblatt, Michael Blumöhr, Georgstr. 1, 64347 Griesheim
KSK, Ernst Anthofer, Alprichstr. 10A, 81249 München
Ludikus, Johannes Schwagereit, L'fthildisgäßchen 23, 53340 Meckenheim
Stabsanzeiger, Volker Schnell, Stresemannstr. 165, 22769 Hamburg

ITALY

The only English-language Italian zine so far is Luca Barontini's *Mondo Diplomatico International* (see Main List), which has organized a game with players from Italy, Finland, France and Germany.

"In Italy Diplomacy is a game that has no more of a following than any other game, and in the few conventions held in this country we can confirm this fact: it is difficult to organize a tournament with at least two matches.

"So Diplomacy face-to-face in Italy doesn't have the same distribution as other countries (e.g. U.S.A.)... But Diplo PBM is another story. In Italy to the present we have had about thirteen zines. The first began as far back as 1972 and four zines are still running today. These are listed below.

"We are organized by an Association named A.I.D. (Associazione Italiana Diplomacy) whose members include all the Italian GMs and many of the Italian players. About 60 players take part in this Assn. A.I.D. has a Secretary who serves a two-year term, currently myself.

"The principal task of this Association is to organize all the standard Diplo games, then assign them from the Secretary to the requesting zines. Other tasks include keeping in contact with other associations (so for all American and Canadian players the A.I.D. Secretary is the natural "contact point" in Italy), and to issue a newszine twice a year.

"PBM Diplo has increased in activity for about four years and the number of players is increasing too; but to reach the level of the USA would be utopia!"LB
Mondo Diplomatico and *Mondo*

Diplomatico International, Luca Barontini, Via Marradi 103, I-57125 Livorno (see Main List; begun 1983)
L'Araldo Diplomatico, Marcello Mondini and Alessandro Moroni, via Moscova 68, I-20121 Milano. (1991)

2/3 of *ARD* is dedicated to gaming. Gunboat Diplomacy ("Militare" in Italian), introduced in Italy by *ARD*, is the most successful. Business Strategy is going very well and the first games of 1830 and Fief 2 started. The variety of choices means *ARD* has been starting nearly one game every issue (even more in the last few issues). The remaining pages of the zine are dedicated to comments, new variants, rules, conventions, chat, jokes and everything which lies in the crazy mind of the editor. For non-Italian-speaking players, the editor translates their messages into Italian and the other players' into English, French or Spanish. Orders by fax are welcome.MM

Campo di Marte, Fabrizio Mattei, C.P. 632, I-90133 Palermo. (1992)

"This is interesting reading. Its strengths are two games which it introduced to Italy: Al Parlamento (At the Parliament) and Imperial Governor. He is also the only one to give a real prize to the winners."MM

Cavalli di ferro & facce di bronzo, Federico Vallani, 40 Viale G. Verdi, I-41100 Modena (the Italian rail-game zine; it's pushing a new

version called 1839 with many changes in corporation structure).
Compendio ars Diplomatica, Davide Cleopadre, Via Pio XI, Trav. Gullí 34, I-89133 Reggio Calabria. (1993)

NEW ZEALAND

Brendan Whyte's *Damn the Consequences* (see Main List) is well-known for its international outlook. Mention has been made of at least one other Kiwi zine, *NMR*, published by D.J. Blanchon, but there was no response to inquiries for more data.

NORWAY

"The only Norwegian zine currently, and by many regarded as the best playing zine in Scandinavia, is *The Backstabber*: Borger Borgersen, Bolerskrenten 24, 0691 Oslo 6."PW

SWEDEN

"Sweden is the biggest Scandinavian Diplomacy hobby, with more Diplomacy games and 'zines (as well as more FTF tournaments) than even Germany. This activity is even likely to lead to Sweden hosting the 1994 EuroDipCon, May 20-23. Swedes, living in a smaller country dependent on trade, have no problem communicating in English but so far only one English-language Diplomacy 'zine (although there are some professional PBM franchises run in English).

That 'zine is *Lepanto 4-Ever* [[see Main List]] and is a good way to get a glimpse of what's going on in the Swedish hobby, and sometimes in the Norwegian.

"Characteristic of a typical postal player in Sweden is that he (yes, it's almost always a he) is going to school, having been introduced to the hobby by playing roleplaying games, and by reading about postal games in the (now-defunct) commercial game magazine Sinkadus. Often he has tried Diplomacy at one of the conventions, although he won't let this disrupt his schedule with three or four RPG tournaments."PW

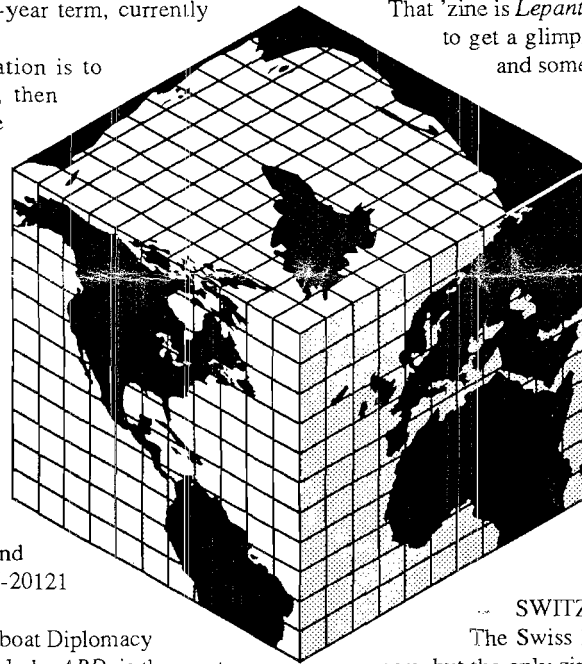
Per Westling, Mårdtorpsgatan 15,

Linköping, S-582 48, Sweden.

Avalonia: Erik Ny, Faltvagen 12, 78461


Borlange

Mu: Bjorn von Knorring, Ovre Slottsgatan 14A, 75310 Uppsala



SWITZERLAND

The Swiss hobby was led by Walter luc Haas for many years, but the only zine now running there is one we haven't seen: *Plié en Deux* by Christophe Losberger, 36 Rte des Acacias, CH-1227 Carouge.

International Subscription Exchange: Jim Burgess, 100 Holden St., Providence, RI 02908-5731 USA, is the American connection for the International Subscription Exchange. If you send money to him for any zine from the UK (Iain Bowen, 5 Wigginton Terrace, York, Y03 7JD, U.K.) or Australia (John Cain, PO Box 4317, Melbourne University 3052, AUSTRALIA), the aforementioned person in parentheses will forward your subscription on to the zine's editor in either pounds sterling or Australian dollars, respectively. For subscriptions to US zines from those countries, the system works in reverse. Please include the full name and address of the publisher with your order, if possible, as well as the zine title. Canadians may work through Jim in either direction as well if they write checks in US dollars or use cash. 



CAST OF CHARACTERS

I don't feel right 'reviewing' the reviewers as I did last time (where I gave a brief *precis* of each reviewer's preferences). In some cases it's been five months since I typed in their comments, so I don't want to run the risk of misrepresenting them. However, several readers said they liked that feature, so I hope to include it in the future. Most of this issue's reviewers come from the ranks of zine editors, so their zines are also noted below.

My sincere thanks to each and every one of you (and if I've left someone out, as I did lastish, *please* forgive my sloppy record-keeping!). The reviewers are the 'tugboats' of *Zine Register*, doing the heaviest but indispensable work, and it is *they* who make this tool as versatile as possible; if you're reading *ZR*, I hope you consider joining this roster when #24 is published next summer!

Winner of a free copy of *ZR* for the 'most complete set of thoughtful comments' on zines is Andy York. Andy, since we're trading, I've put \$2 on your *Perelandra* account for you.

BA = Bob Aube, editor of the CompuServe Dipzine *The Armchair Diplomat*

DB = David Baumgartner, editor of *The Sports Page*

PB = Paul Bolduc, editor of *Boris the Spider*

IDB = Iain D. Bowen, editor of *Y Ddraig Goch*

SC = Scott Cameron, editor of *Protozoan* and *Rails by Mail*

FC = Frank Cunliffe

PG = Pete Gaughan, editor of *Zine Register* and *Perelandra*

CH = Chris Hassler, editor of *S.O.B.* and *Niccolo*

PK = Paul Kenny, editor of *Absolute!*

RL = Robert Lesco

AL = Alan Levin

MM = Marcello Mondini, editor of *L'Araldo Diplomatico*

SN = Steve Nicewarner, editor of *Heroes of Olympus*

RS = Rich Shipley, editor of the Internet/Judge-Dip zine *Electronic Protocol Chapter 2*

RW = Richard Weiss, editor of *Zero Sum*

PW = Per Westling, editor of *Lepanto 4-Ever*

AY = Andy York, editor of *Rambling WAY* and the game-openings listzine *Pontevedria*

HOW TO READ ZR LISTINGS

Price: all prices are in U.S. dollars and are for subscribers in North America, unless otherwise stated. Some overseas prices were calculated by me rather than the editor, so don't be surprised if exchange rate change means you get one issue more or less than you thought.

Sample price: If the publisher doesn't list a specific price for a sample issue, assume it'll cost you the same as one issue of a subscription. It's nearly always better to send loose stamps than a self-addressed envelope, since less than half of all zines fit into a standard envelope.

Frequency: How often the *typical* issue is produced. If necessary, *ZR* lists a frequency which is a compromise between how often the zine actually appears, and the goal of the publisher. If 75% of issues come out on time but the rest are subject to erratic delays, I will list that zine with its goal frequency and try to note the problems in the review.

Format: open page is what you're looking at, one page per side,

stapled. Digest is two pages per side, folded (and sometimes stapled) in a booklet format. Book is 11"x17" paper, two pages per side and folded, so you have a letter-size zine with a 'spine' along the fold. A3, A4 and A5 are European paper sizes roughly corresponding to book, letter and digest size, respectively.

Firstish: date the first issue of this zine was published. Folks, if this information is missing and you can help fill it in, that would be greatly appreciated—the nut-case hobby historians among us (including me) hates to see holes in the data!

Lastish: The date listed is the date on the latest issue seen by *ZR*, *not necessarily the latest issue published*. Exception: if no date is given on the zine, or if the zine is dated more than two weeks before it was mailed, the postmark date is listed. (Thus, *Up Around the Bend* #23 was headed "27 August" but was not mailed until 30 October, so the October date would've been used.)

Games: Under 'Games' are all games the zine runs now, or plans to run in the near future. I've tried to note how many of each game are running, to give readers a feel for how extensive the game section is; if no count is listed there is just one of that game running currently or it has not started yet. If a gamefee is listed, that game has a waiting list open for that price (*in addition* to a subscription unless otherwise noted); "free" indicates names are being taken for the next opening with no game fee, but a subscription is usually still charged. This is probably the second-biggest change I've instituted in this issue, after melding together the overseas zines, so it's one of the things I'll most want feedback on.

Keywords: keywords are indexing tools, not complete descriptions of zines. The list that was offered to editors was: chat, club zine, e-mail, fannish, history, international, laid-back, left-wing, Mensa, multi-games, politics, rail games, right-wing, service zine, speedy, United, variants, and warehouse. Editors were also given the opportunity to create another keyword for their publications (thus, instead of "left-wing" or "right-wing" Paul Kenny chose "Buffalo wing").

Some of the keywords are self-explanatory (United zines run the game United, duh). Among those that are not:

chat: any non-game content written by the editor or his readers.

email: can mean the zine is distributed by email OR accepts orders and letters by email (or both).

fannish: I use the strictest definition, which is discussion of the hobby itself, its people and politics (metaDiplomacy). Others use a wider definition meaning informal, personal, chatty. As a 'keyword' it can mean either one depending on the editor.

laid-back: usually refers to the speed of publication, but again I allowed folks a lot of leeway to define themselves here.

multi-games: offers games other than Diplomacy and Dip variants.

warehouse: 'games only' or pretty much so.

Poll position: Zines which finished in the top ten of their most recent national poll are so noted, along with the top three subzines and GameMasters. (Unfortunately the lateness of this issue makes some of this information stale; the last North American poll was released in June of 1993, but the U.K. poll concluded in January 1994.)

Turnaround times: Occasionally in the reviews I'll make reference to turnaround time. This is the time it takes an editor to produce his zine; the time from the day of the deadline to the day the zine is mailed. "Negotiation time" is what's left, from mailing to the *next* deadline. Most zines require four to seven days' work to turn around. There are record-setters at both extremes and I've noted most of those (but some details on zine speed are being left to a potential *Diplomacy World* article!)

Reviews: ZRHQ stands for *Zine Register Headquarters*. Any unattributed comments (I don't know, I might have left some lying around) should be assumed to be mine (Pete Gaughan's).....PG

The Main List

Absolute!

Paul Kenny, 75-A Maple Avenue, Collingswood NJ 08108-1008, USA; home phone (609) 869-3160, fax same as home (call first)

price: free to participants, 45¢ to others sample price: 45¢

frequency: five-weekly format: 20 open pages

circulation: 50 lastish: 6 April 1994 (#29)

firstish: April 1991 as zine (August 1987 as subzine)

games: Diplomacy (4), Gunboat, Northern Ireland (vt), No-press Computer Gunboat (free; adjudicated by program), Anarchy Dip (free)

keywords: chat, multi-games, variants, service zine, Buffalo wing

σ *Absolute!/Standard Deviation* is articles, chat, letters from the readers regular or occasional, and couple of columns. The Editor-in-Chief tries to make a zine friendly to new players and new publishers. 40% of *Abs/SD* readership was introduced to the hobby through this zine.

Abs/SD includes a letter column; Regular Dip and variant Dip games; Andy Bingnear's "Beer Hunter;" Sandy Styles' "Sandy's Slapshot" hockey review; Ken Walker's "Historical Spotlight;" Steve Cameron's review on games, "Steve's Spot;" hobby news, and Irish news including the continuing struggle of the Volunteers versus the foreign military occupation and their cronies.

STOP THE PRESSES! *Abs/SD* is now the official zine and mouthpiece of the North American Orphan Service. Now I really feel impo'tan't!PK

Absolute! is the home of the US Orphan Service, recently placed under Paul Kenny's custodianship. I've not played in the zine; but, the games seem to be well run with a number of faces you don't see many other places. Sports is the topic of the subzines and the conflict in Northern Ireland is of prime interest to the publisher.AY

As *Absolute!* has grown it has become more of a collaborative effort. Gathering the Irish political news (of which there is quite a lot) is still Paul's work, but the interests of the zine have diversified; every page presents a new topic and a new style of writing. This, I think, has been very healthy. In the process the mailing list has grown, but still retains a local flavor and that's the source of the players Andy mentions, whose names don't turn up in other sections of the hobby.

Absolute! is about as low-tech as a computer-printed zine gets, but Paul doesn't shortchange you on information and features to go with the games. *Abs* is not neurotic about turnaround, taking a week and a half to get the zine out, but you'll always have plenty of time to negotiate. As a fan and developer of variants he's the guy to ask if you are looking for a place to get your variant ideas to the public; *Absolute!* is also the only zine arranging Paintball games!PG

The Abyssinian Prince

Jim Burgess, 100 Holden Street, Providence RI 02908-5731, USA; home phone (401) 351-0287; email at burgess@world.std.com

price: 50¢ or \$5.00/12 (double prices overseas) sample price: free

frequency: three-weekly format: 24 open pages

circulation: 120 (60 postal, 60 Email)

firstish: March 1984 lastish: 5 April 1994 (#143)

games: Diplomacy (7), Gunboat, Nuclear Yuppie Evil Empire Dip (free)

keywords: chat, variants, e-mail, speedy, international, fannish

This zine attempts to be the best music chat zine in U.S. Dipdom, one of the last remaining sources of fannish press, and an interface between the Internet e-mail and postal Dip hobbies.....JB

Jim has stated that the 'zine's purpose is to be a bridge between the postal and email worlds. It is distributed electronically as well as postally, while running postal-style games. I say postal-style because he does take orders by email when available. He also has a letter column that some interesting postal personalities (Brad Wilson, Jack McHugh, David Hood, etc.) contribute to along with the email crowd. Jim's music column as well as his sense of humor help make this a fun read, and I recommend it. I have just signed up for my first postal game in this 'zine and look forward to competing with Brad and Jack and whoever else signs up. I'll be submitting orders by email, but I'll at least have to write to Brad and others without email addresses. It'll help get my feet wet in the postal hobby.RS

This is the best press zine one could play in. Also has a lot of news on the Internet hobby as well as printing out Internet postings that one wouldn't otherwise see. Jim-Bob puts out a very timely zine, easy to read and has great Black Press!PK

This is the first zine I've received over Internet, as opposed to "snail mail." While it misses out on the chance to have splashy graphics, the high volume of press and editorial articles more than make up for it. It does have a lot of talk about the state of e-mail Diplomacy ("E-mail Megadip"), but if you can wade through that, it is a good zine. Worth looking at, especially if you can get it through e-mail.SN

It has a rapid turnaround and is timely. The zine had good layout, is always readable, and the adjudications are clear and highly accurate. The players are diverse and generally are more communicative and do more press than average. There are maps, although they are on a separate page from the game reports. The GM pleasantly intrudes his personality into the press.

The non-game part of the zine is famous for music discussions, and other lengthy topics. Recently, Jim has turned over huge parts of the zine to that which I think is the most important work of the hobby going on anywhere and no, that is not the International Subscription Exchange, it is the communication between the E-Mail and postal parts of the hobby. I believe this liaison is necessary and essential for the Diplomacy hobby and it's going on right here, right now.

Overall, I rate *TAP* very highly.RW

It's easy for folks to forget history: Jim was a Dipzine editor for six years before his zine ever got involved in email. Music has always been the central topic of Jim's efforts, and will be long after electronic Diplomacy is no longer an issue.

Certainly, *TAP* rushes faster into the real future of the hobby than any other zine. There are now three zines which are distributed by email (*TAP*, *off-the-shelf*, and *Boris the Spider*) but only *TAP* makes room for discussion, even argument, on what the email hobby should be like. Jim explains the postal hobby to skeptical pbemers, he patiently explains pbem to disinterested postaller, and both sides are better for it.

But if Jim ever has to slim down, then music music music, as the song says, is all we want. Classical, house, ska, pop, blues and many more styles get space in the letter column. You don't have to participate to enjoy—the writings of Marc Gascoigne (on techno and house and all sorts of '90s genres), Conrad von Metzke (on classical and opera), Keith Sherwood (on rock), Larry Peery (on classical and

Broadway), and Alex Richardson (on everything) act as a sort of monthly New York Times Review of Music. Agree, disagree, or just get informed, but you'll be more in touch with art for having read it.

Of course, there's a healthy dose of Diplomacy in the back half of the zine. You have to move quickly to play here; although Winter is always separated, creating a nine-week gameyear, *TAP* typically takes five or six days to turnaround (sorry to differ with you, Richard!), giving you a two weeks to negotiate. Some real hobby fossils hang out here, the last legacy of the Golden Age of Dip and press-writing. Jim has a penchant for weird and wacky variants, along with well-fought but long slugfests in the regDip games. Get it and see why this is my pick to win the Runestone Poll in 1994... much to Jim's chagrin! (hyork!).....PG

Against the Odds

Craig Reges, 13 Cedar Lane, Succasunna NJ 07876, USA

price: \$4/10 issues

sample price: stamp

frequency: five-weekly

format: 5 open pages

circulation: 15

firstish: December 1988

lastish: 7 October 1993 (#27)

games: Diplomacy (2, for Mensa members)

keywords: Mensa, warehouse

A straightforward flyer, nothing but game reports. If you want into a Mensa game, sign up with Fred Davis (see entry for *Diplomag*), not Craig.....PG

Akrasia

NEW!

Phil Reynolds, 2896 Oak Street, Sarasota FL 34237, USA; home phone (813) 953-6952

price: \$8/12 issues

frequency: monthly

format: 4 open pages

firstish: January 1994

lastish: March 1994 (#3)

games: Middle Eastern Dip, Fictionary Dictionary (free), Mitotic

Dip (free), Snowball Fighting (free), War of Europe Dip (free),

Woolworth IIC Dip (free), Hardbop Downfall (free), Get Them

Dots Now Dip (free), Perestroika Dip (free)

keyword: variants

Already we've seen Phil's first three issues! Contents are game reports (and endgame reports) for the games he's concluding out of his old, folded *Dipadeedoodah!*, house rules, and two or three short notes on life, Clinton and movies. The game-openings list isn't meant to be final—Phil says he'll 'probably settle for the two games which get the most response, and hold off on one or two more until some current games end.' This is likely to be a lively and interesting zine, if Phil has his time management in order and can get *Akrasia* out regularly.....PG

The Appalachian General

David McCrumb, 3636 Old Town Road, Shawsville VA 24162-2038, USA

price: \$10/season; \$1/issue

sample price: 52¢ stamp

frequency: monthly

format: 18 open pages

circulation: 25

firstish: August 1983

lastish: 4 April 1994 (#164)

games: United (\$5), Third North American United Open

keywords: United

What I said last issue (and for several years) still holds—Dave McCrumb is one of the nicest guys in the hobby. *TAG* is a quality zine which you can count on within a few weeks (pretty darn good for United zines). If you have any interest in United, this is a good place to look.....SN

The Appalachian General is the eldest United zine in North America. Efficiently overseen by Dave McCrumb, the league is quite

enjoyable and at \$5 for the year, a definite bargain.....AY

Having just finished season B, it doesn't appear that David has any openings for new managers in Season C. However, he will be conducting a Open tournament in the spring, where anyone may enter a team in a one-time, all-comers bracketed tourney, so if you're a United player you should contact him right away.

David's zine is fairly vanilla; plain text with match results, league standings, and considerable bantering press among the owners. The United hobby has taken a considerable hit in the past year, with one league folding another missing for some time, but David continues steadily on. Occasionally his lucky readers even get a glimpse of his family life or mention of the Salem Pirates baseball team.....PG

Aren't You the Guy Who Hit Me in the Eye?

Andy Marshall, 13611 Sir Thomas Way #31, Silver Spring MD

20904, USA; home phone (301) 847-1468, work (301) 258-4050

x250, fax (301) 258-4069; email at 73113.1613@compuserve.com

price: 75¢

sample price: free

frequency: five-weekly

format: 20 open pages

circulation: 40

firstish: July 1992

lastish: 18 February 1994 (#16)

games: Diplomacy (6, free), Gunboat (2, free), 1898 (vt), Enemy in

Sight (2), Fog of War Dip, Kingmaker; in subzine (all free):

Gunboat, African Dip, Fluid Dip I, Shifting Dip

keywords: chat, politics, variants, multi-games, left-wing, obstinate

Arnie continues to kick, although a bit more slowly. At least it hasn't stopped moving entirely, like some laser-printed zines...

Seriously, *Arnie* has a fresh wind and has recovered from its publisher's recent lifestyle changes. I'm trying to pick up a subzine (authored by the ever-popular Drew Franz), and the letter column has gotten pretty steady. A Kingmaker game started recently, and the Dip games are still healthy. Please give it a try.....AM

You can tell there's a severe shortage of reviews in this issue of *ZR*, because a normal allotment would produce at least three or four *Arnie* fans. Andy's following is fanatic, and unlike many zines that talk politics *Arnie* has active participation from both liberals and conservatives. The letter column here tends to be well-spoken and to the point, while Andy's own contributions range from pointed wit to rambling commentary on life. Several of the players are unique to *Arnie*, and many are personal friends of Andy, so there is more camaraderie here than in many other zines.

One member of *Arnie's* Army, Drew Franz, has just stepped up to contribute a subzine, "Mr. Toad's Wild Ride." Drew promises less verbiage and more variety of games than the main zine, a nice contrast; but as Drew puts it, "*Arnie* offers a good forum for letters, articles, comments, etc., but any slimy remarks along those lines are welcome here, as well."

Andy gives at least a page to each game, and the games have developed enough press that several of them run over that in small print—to the point that there are probably only four or five zines with a higher percentage content of press. But the chat doesn't get pushed aside; recently Andy has moved a couple of times, gotten engaged and travelled, and throughout it all his zine has talked baseball, life in Washington, and corporate culture. *Arnie* has only had one major delay in the past year; it's frustrating to enjoy a zine that comes out seldom or slowly, so sign up here and reward an entertaining zine that follows a regular schedule!.....PG

ark

Eric Brosius, 41 Hayward Street, Milford MA 01757-3554, USA;

<<entry continues on next page>>

ark continued

home phone (508) 473-0252, work (617) 574-6691; email at
msmail4.brosiuse@tsod.lmig.com; 72060.1540@compuserve.com
price: \$5.00/10 issues sample price: 50¢ or two 29¢ stamps
frequency: every few weeks format: 8 open pages
circulation: 23
firstish: September 1989 lastish: 16 April 1994 (#78)
games: EuroRails, Empire Builder, Railway Rivals (2)
keywords: rail games, warehouse, speedy

The focus of *ark* is on the games. I publish little extras from time to time, but my primary goal is to get the game out on time and without errors. I even award a free issue to the first person who notifies me of a significant error.

The zine has slowed recently from three-weekly to every three and a half weeks, as I have found it impossible to make much progress on the games before the Target Date. Players should be aware, however, that my flexible "Target Date" system results in some games going out early if all orders are in. Occasionally a game will be delayed for up to a week if a set of orders has not arrived.....EB

ark is for those who like the rail games. Railway Rivals, EuroRails and Empire Builder are currently in play. Not much besides the games. Sharp looking!!.....AY

Geez, can this thing really be up to #74? *ark* is a slick-looking little zine with a very business-like manner. Eric's production has slowed down some (turnaround time is typically a week) but that's offset by running so many turns by flyers between regular issues of the zine. In fact, the latest issue came out a week before it was scheduled! The extracurricular content tends to be news of the rail-game hobby or tiny tidbits on Eric's career. The games are presented in crisp and detailed formats and the speed of the zine is everything that could be wished. Like the United hobby, the rail hobby is in temporary decline, but you can't tell that by looking at *ark*.....PG

The Armchair Diplomat

Bob Aube, RR2, Box 770, Sawyer Road, Green ME 04236, USA;
email at 74270.2276@compuserve.com
price: free except for CIS online connect fees
frequency: weekly format: approx 50K electronic file
circulation: 65
firstish: February 1983 lastish: 30 November 1993 (#564)
games: Diplomacy (18, free) keywords: e-mail, warehouse, speedy

This is the CompuServe Diplomacy 'zine'; what it consists of is simply game reports. Although email Diplomacy has grown quite a bit, they're still infants at the 'chat' side of the hobby (since the Internet and commercial online services provide netted folks with all the opportunities for chat they could possibly want). Still, this is the only zine in the format we're familiar with: game reports bundled together, presented all at once—other email games run like postal flyers, with each game setting its own pace and producing reports whenever a turn is completed. You must have CompuServe to use this, so see the "Computer Diplomacy" section if you're interested in signing up, and to compare this service with other forms of pbem.....PG

Bark of the Dawg

NEW!

Krissi Linsey, 170 Forts Ferry Road, Latham NY 12110, USA;
home phone (518) 785-1242
price: \$1/issue sample price: free
frequency: three-weekly format: 6-10 open pages
circulation: 29
firstish: July 1993 lastish: 18 February 1994 (#8)
games: Diplomacy, Blind Dip 1801, Campaign Trail, Empire
Builder (2), Legends of Robin Hood, puzzles (free)

keywords: rail games, multi-games, chat

Bark of the Dawg is primarily a forum for the play of postal Campaign Trail (Game Designers' Workshop), Empire Builder (Mayfair), Diplomacy (Avalon Hill), and Legends of Robin Hood (Avalon Hill); other features occasionally included are articles, letters, stories and puzzles.KL

Bark of the Dawg is a sharp looking zine running Dip and Empire Builder; as well as Campaign Trail and Legends of Robin Hood. I've played under the GM, Krissi Linsey, and find her to be a top-notch GM. The games are a bit fast for my taste (three week deadlines); but, for her GMing and publication, I'm willing to play here. Dawggie based contests are an added bonus.....AY

One of the occupational hazards of zine-collecting is that you find parallels, influences, and similarities where they aren't intended, even where they don't really exist! *BD* does have flavors of the old *Voice of Doom!*—Krissi is a chatty, friendly editor, treating her readers as personal friends she's just telephoned. And Bruce Linsey has even started writing game reviews.

But it's not *VoD*. The look is slick, especially the maps and charts; the zine even provides full maps for all rail games each turn. And the zine is a fast, games-dominant work; before the holidays, the zine was in the mail the day of the deadline or the day after (although now that there are more games running it can take as long as four days to get in the mail). There's no letter column, and less than two pages of that personable chat against 12 pages of game reports. A mix of rail-zine, *Games* magazine, and puppy love.PG

Benzene

Mark Lew, 5390 Broadway #2, Oakland CA 94618, USA

price: 80¢; 90¢ in Canada; \$1.45 overseas
frequency: bimonthly format: 10 open pages
firstish: July 1985 (December 1981 as subzine)
lastish: 5 December 1993 (#99.08) games: Scrabble
keywords: chat, politics, left-wing, right-wing, laid-back

[[Benzene uses a nontraditional numbering system; #99.08 was the 70th issue.]]

Benzene is on the fringes of the Dip hobby. Actually it is better classified as a perzine; but, I thoroughly enjoy Mark's views. The Scrabble game always has some interesting aside to it.....AY

Everyone knows about *Benzene*: it's ugly, it isn't games-oriented, it doesn't come out regularly. It is a good place for discussions of politics are whatever else Mark Lew is feeling particularly interested in at the time. (Almost) everyone knows this so let's not talk about it. The greatest thing about *Benzene* is the editor. Mark writes about what some of us might regard as 'obscure' topics. He is intellectually honest enough to recognize that not all of his positions jibe with each other, and he doesn't really care. He gives good debate. In fact, you might call *Benzene* a warehouse for discussion.BMcK

Two excellent sentences there at the end of Brent's review—they sum up Mark and his zine quite effectively. The usual complaint about Mark's zine still holds true: material can die of rot before it sees print. Letters in the December issue (which came out three months after the previous issue) went all the way back to June 9. But once Mark gets around to printing reader's comments and his responses, it's always an arresting mix of views and writing styles.

Beware when reading *B*. You will encounter topics that don't interest you at all; not everyone is into discussions of political geography, abortion, elections, economics, education and all the other pigeonholes of public policy. But read everything. It will be well written, and the chances are that on any subject you'll find out something that the general media didn't tell you. And on about every other subject, he'll say something that will make you want to write him a letter.....PG

Boast

Herb Barents, 17187 Wildemere, Detroit MI 48221, USA
price: \$12/17 issues sample price: free
frequency: three-weekly format: 8 open pages
circulation: 65
firstish: September 1971 lastish: 27 March 1994 (#366)
games: Diplomacy (5, \$15 fee includes subscription)
keywords: warehouse, speedy, laid-back

Boast has Dip games. It also has an excellent series of game reviews and publication updates. If you're in the market for games, or just like to keep up on "what's new," this is one of the two best places in the Dip hobby. I haven't played here; but, the game reports look clean and well done.AY

The current issue is beyond #357. It comes out every three weeks. There are great reviews of games. Herb sells games, and plays games, and once wrote that he has more than 10,000 different games to his name. The zine is a mixture of reviews, no real column with player-generated discussions, and games.

I believe *Boast* deserves to win the "Ugliest Zine" contest. This is a typewriter-derived, many-typo, open-page format which sometimes has things photocopied at angles. The maps are on the same page with the adjudication. The adjudication is the worst I've had, with errors almost as a matter of course. The response to these errors is sometimes more errors, never a notification, and sometimes not even a chance to send new orders, as the game continues on with the notification during the next season.

There is a limited number of players so there is some element of "old boys' club" to the games. There is less than average press. The GM generally intrudes in humor in the press.

Overall, this is a marginal place to play. However, for quick games, and lots of chances to get in games, despite its quirks, it can be fun.RW

Andy may think the game reports look clean but he's leaving out two major problems: poor copying (black streaks or fading toner at times) and, more important, 'blind' errors. Now, I've never seen a GMing error in *Boast*; but with all the reports that there are mistakes, this might be because when a GMing mistake is made, nothing is printed in the adjudication! The reports are as minimalist as they can get: countries, moves, and a deadline. They are, however, the fastest-running Dip games in the postal hobby. Every issue I've seen has been postmarked one or two days after the deadline.

Besides speed, the game reviews are Herb's other great strength. They, too, are marred by looks (typos such as "gamming" for "gaming") but they are lengthy, informative, and range all over the subject, from boardgames to miniatures to role-playing to wargames. The reason this is a ten-page zine is, Herb runs five games, a page apiece; and on the backs of every one of those pages, he types nonstop reviews.

Despite the mistakes some oldtime Dipsters like Don Ditter still play here, so if you're looking for fast and furious Diplomacy take their silent recommendation, and a forewarned attitude, and try it.PG

Boris the Spider

Paul Bolduc, 203 Devon Court, Ft. Walton Beach FL 32547-3110, USA;
home phone (904) 863-9081; email at bolduc@ul1.eglin.af.mil or P.BOLDUC1@genie.geis.com
price: \$9/12 issues; \$1/12 issues by e-mail
sample price: 29¢ stamp would be nice circulation: 40ish
frequency: monthly format: 16-20 digest pages
firstish: March 1985 lastish: 3 April 1994 (IV:25)
games: Diplomacy (3, free), Bourse (ongoing, free), 1830 (1, free), 1835 (1, free), Kremlin (free), Magic Realm (ongoing, free),

Cosmic Stellar Conquest (3), QM Dip (free), History of the World (free), 1829 (free), Britannia (free), History of the World (free), Circus Maximus (free), Kamakura (free)

keywords: multi-games, variants, warehouse, e-mail

We're still churning them out. Expect two or three games to finish up soon, opening new avenues for frivolous aggression. Would like to expand *Boris*'s repertoire to get away from those GM-devouring 183x games, and suggestions are welcome. Up the field!PB

Boris the Spider is a zine with a definite flavor. I thoroughly enjoy reading the game reports, even as a non-player. Paul adds quite a bit of atmosphere to make each game unique and interesting. There's plenty of game variety, from railroad games and Dip to Magic Realm and Stellar Conquest.AY

Boris was the first zine I ever saw that listed reader's email addresses, and the first one I knew of that was available by electronic mail. But the majority of the mailing list gets *Boris* by post, and it appears on a regular monthly zine, so if you are a noncomputing person don't be frightened away.

Do sign up if you enjoy 1830. Not only does Paul specialize in that series of games, his reports are models of design, using charts and space wisely to fit a lot onto just five or six sheets of paper! There is very little chat, but Paul and Ms. Nar encourage press and player interaction with press awards and a bulletin board, and the 'role-play' nature of some of the games (Dune, Magic Realm) spills over into the Diplomacy press. All in all a quick read if you're only a spectator, but an enjoyable one.PG

Buckeye Rail Gazette

Ken Hill, 6199 Rockland Drive, Dublin OH 43017, USA
price: free games: Railway Rivals (7)
frequency: five-weekly format: 8 open pages
firstish: February 1990 lastish: 18 October 1993 (#30)
keywords: rail games, warehouse

ZRHQ has only seen one issue of *BRG* since June; turnaround times for the last five issues have been 4, 15, 48, 66, 102 and 143+ days, a pessimistic regression. The game I was playing ended, so it is just possible that Ken is still publishing but stopped sending me copies—nonetheless, approach with caution as Ken has been complaining about time pressures over the past few issues. (From the tone of those comments—about gaming on CompuServe and writing for magazines—it seems Ken is simply shifting his priorities away from his pbm zine.)

When it appears, this is one of the best sources of news on Railway Rivals—what maps are out and who is offering games—because Ken acts as inventor David Watts' sales agent in the U.S.PG

Call Me President

James K. Goode, 211 Maplemere, Clarksville TN 37040-3558, USA; home phone (615) 647-7272, work (615) 648-7272
price: \$15 includes game fee sample price: will mail rules for \$1
frequency: two- to three-weekly format: 4 pages, letter-size book
firstish: August 1993 lastish: 17 March 1994 (#12)
games: Call Me President (1, free)
keywords: warehouse, speedy, election game

This game is much more realistic than other American presidential games around the hobby. This edition is actually the second, a revision of the 1980 version with some improvements. But it hasn't been played by mail before. A second game will start when six players are assembled.JKG

Call Me President is a zine I've only recently seen. For \$15 you join the race for the presidency. I don't know the game; but, the zine seems to be well run.AY

Call Me President (the game) is not Campaign Trail. It's James' own production, following in the footsteps of CT and Jake Halverstadt's Presidential Politics, and the players in his current match seem to be thoroughly enjoying themselves. *Call Me President* (the zine) is a small but quick production, appearing consistently every three weeks and running, besides the game results of states visited and issue points, short features on history, newspaper-style reports on what the 'candidates' are up to, and real newspaper clippings and cartoons. If you're into politics it is probably worth your time to follow this game, to help decide whether you'd like to get in on the next one to start. ...PG

The Canadian Diplomat

Robert Acheson, 15715—92 Avenue, Edmonton, Alberta T5R 5C5, CANADA

price: \$1 sample price: free
frequency: quarterly or longer format: about 36 open pages
circulation: 100

firstish: September 1987 lastish: 21 December 1993 (#43)
games: Diplomacy (9, \$4), Gunboat (6, \$4), Anarchy (vt; 3, \$2),
Stonehenge Dip (1, \$2), Cline 9-Man Dip, Youngstown IV (vt),
Colonia VI (vt), African Dip

keywords: chat, variants, laid-back, right-wing (somewhat)

Lives and dies with the Blue Jays.....RA

I think I have managed to figure out its appeal. Far too many of us get involved in too many games at once. It's nice to have a 'zine where there isn't great pressure to get letters out in a hurry. Bob's quarterly schedule is ideal for lazy guys like me as well as over-burdened veterans. Less non-game material than there once was but it's still a good read. It looks better now that it's done on a computer but there are a number of typos each issue, if that sort of thing bothers you. To summarize: lots of games, lots of variants, so long as you're not in a hurry.....RL

The slowness of the *TCD* is legendary, and this does mean it has some problems, both for players and the publisher/writers. It is virtually impossible to write topical material for the zine because by the time the material sees print it has often ceased to be topical. Players may have trouble keeping track of the strategic aspects of the games they are in. It can become a case of fighting a new set of tactical situations each time around. Still, you KNOW that *TCD* is going to be around, and those games will be finished. It may not be swift as lightning, but Bob is dedicated to providing service to his readers.BMCK

The Canadian Diplomat is Bob Acheson's occasional zine (well, ok, probably it should be classed as a quarterly). If you're into fast games, look elsewhere; but, if you don't mind the wait, *TCD* is an excellent zine. Games (of many variations, including Stonehenge and Anarchy) are surrounded by quizzes, comics, letters, reviews and whatever else Bob has found to fill the whitespace (and it's always interesting to read).....AY

The only zine in which Diplomacy wars are played, by design, in real time. On average, you have 45 days (six weeks plus) to negotiate in a *TCD* game; it then takes Bob 71 days (ten weeks) to produce the next issue. This may be, in part, because once he has the games adjudicated he has his sister (in Toronto I believe) produce the zine.

That said, the layout and content don't justify the delay. The game reports and letter column are clean and easy to read, but too many pages are cluttered up with newspaper reprints, cartoons, and other 'sidebar' features that crowd the real content. As for that content, *TCD* does run more games than any other zine. Most of us could GM 23 games in less than ten weeks, though; the time lag means that several pages are wasted in each and every issue as Bob reprints hobby, poll and convention news anywhere from two to four months old.

There is a great selection of variants here, and some players (including many Canadians) you won't encounter in any other zine.

Brent McKee's subzine, "The Unzine Voice," is an excellent bit of reading, and you can usually count on a couple of pages of letters on sports. No recommendation from me, but recommended by many others.....PG

Carolina Command and Commentary

Michael Lowrey, 6503—D Fourwinds Drive, Charlotte NC 28212, USA; home phone (704) 563-9226

price: \$1; \$1.50 overseas circulation: 55
frequency: monthly format: 20 digest pages + 2 open pages
firstish: October 1987 lastish: April 1994 (#70)
games: Diplomacy (5, \$5), Gunboat (1, free), African Dip, Acquire,
Destroyer Captain (1, free)

keywords: politics, variants, multi-games

poll position: subzine "DIDOES" placed first

"We're Crazy"—Matt "Guitar" Murphy.

'Nough said, don't you think? OK, if you insist, *CCC* is what it has always been, a place to play Dip, variants, Destroyer Captain and other games, read the best subzine in the hobby, "DIDOES," talk and read about politics, international affairs, history, hobby happenings and, most importantly, laugh at Jack McHugh. What more could you want for \$1.00 per issue?.....MPL

Most of us in the Diplomacy hobby agree that we are social deviants in one way or another. *CCC*, however, is the exception that confirms the rule. Except for the game results, the stuff you find here looks like it came from *National Review*. What I'm saying is that Michael produces one of the most interesting, thought-provoking zines in the hobby. The subzine, "DIDOES," on the other hand, is the hobby's version of *Spy*. If I was stuck on a desert island with only three zines to read, *CCC* would be one of them.SN

Carolina Command & Commentary is the zine for the Carolina Amateur Diplomats. Helmed by Michael Lowrey, it is a high-caliber publication with great GMing and clean, readable, game reports. The addition of "DIDOES" and the monthly "StatesCraft Shorts" columns make this zine well worth reading. Definitely worth a look.AY

A booklet-style format with modern computer layout and printing. A very highly-polished product with excellent adjudication and game reports (maps on the same page). A good mix of discussions generated by the players and by the GM and guest columnists/subzines and games. The games go from simple Dip to Dip variants to other PBM games. A disparate group of players with average press. The GM rarely intrudes into the press.

I believe that this is one zine which represents all that a zine can be. There are variations among these zines with regard to various characteristics; but for timing, mixture of games and discussions, people having fun and adjudication/GMing they each excel.RW

Regarding Steve Nicewarner's comment: some of us would assert that anyone who imitates *National Review* is a social deviant; at any rate, it certainly is not mainstream America. This zine is not going to be nearly interesting or thought-provoking enough for someone who isn't into military history or modern government. The 'mix of discussions' Richard Weiss cites is all too often a mere paragraph on music before moving on to the more popular topics of law and elections. Certainly there are several other zines in the hobby which are better qualified to be called "one zine which represents all that a zine can be." (Richard even acknowledges this by using the same phrase in his *Maniac's Paradise* review.)

That said, *CCC* is the tops in several categories. If you are a public-policy watcher (and the hobby has more than its share), it's a must-read. It is one of the most consistent zines in terms of deadlines, and "DIDOES" is, bar none, the funniest publication in Dipdom. The outrageous humor of "DIDOES" and Denis Jones' letters is complemented by a page of wry humor in "Statescraft Shorts." And

Modern Patriot. Issue #7 was two separate sections, paper-clipped together (56 pages), with smaller print and less white space than *Maniac's Paradise* or *The Canadian Diplomat*. In just three issues Randy managed to zoom up into #1 in both number of games and number of readers. Every page is packed, and if you can't find a game you'd like to play then you're probably not much of a gamer.

The layout of the letter column is somewhat offputting: tiny type and few breaks or spaces means your eye has to struggle to follow who says what. But it's a long and engaging column, and Randy is clearly improving at editorship, and for a zine so new shows a fine sense of how to treat his audience. He stands by his opinions without abusing others. Of course, most people will read *Cog* because of the huge selection of games (or because they're one of Randy's gaming cronies!), so send for a sample and find out what the latest new splash is!.....PG

Costaguana

Conrad von Metzke, 4374 Donald Avenue, San Diego CA 92117-3813, USA; home phone (619) 276-2937

price: \$5.20/10 issues

sample price: 52¢

frequency: monthly

format: 16-24 digest pages

circulation: 50

firstish: April 1965

lastish: 1 April 1994 (#239)

games: (by insert) Diplomacy (\$5), Gunboat, Railway Rivals, Facts in Five (free), Black Hole Dip (free)

keywords: chat, fannish, politics, left-wing, right-wing, multi-games, laid-back, international

Conrad von Metzke once described himself as "the last dinosaur that isn't senile yet." He goes back to the very beginning of playing this silly game, and other silly games, by mail. There are names here from the old days that you won't see anywhere else. I am a relative newcomer to the wonderful world of *Costaguana*, and I am here to tell you that it's fun, even if it might become more warehousey. Conrad is a writer who is really easy to enjoy. Then again, he has been at it long enough.....BMcK

Games have continued on flyer, but public distribution was curtailed temporarily while the editor dealt with five very expensive orphan games from Australia and a mysterious new attitude-virus. However, since the January issue we're back on track. The game reports have been moved out of the zine and will only go to the players in each game. In other zines this has been a controversial move; as Conrad puts it, "What you get is *Costa*—The Tripe." But none of Connie's readers will complain, because Conrad's humorous and informative ramblings are as strong as ever. Ten pages of tripe from this man will match up content-wise with ten volumes of anyone else in the hobby.

Special interests include classical music, goldfish, the State of the Hobby, Conrad's two kids, the Postal Service from an insider's view, and an rare tangent into science fiction. Not enough news of Conrad's kids lately, but just when you've forgotten about them, some 'typical childhood anecdote' will become fodder for a von Metzke story. Watch for it.....PG

Crimson Sky

Mike Gonsalves, 530 Treasure Lake, DuBois PA 15801-9011, USA

price: 60¢

sample price: stamp

frequency: monthly

format: 16 open pages

circulation: 50

keyword: chat

firstish: February 1990

lastish: 11 November 1993 (#43)

games: Diplomacy (4, \$3), Gunboat (2), War in North America (vt)

Crimson Sky won't win any beauty (or spelling) contests; but, it provides well GM'd, regularly published, Dip games. An evolving

lettercol adds a nice bit of spice, and the occasional articles are well done.....AY

For the record, *Crimson Sky* and *War Fair* remain my two personal favorites.....SC

I'm going to tell the bottom line first. This is a very highly-rated zine. There is lots and lots good and right about this zine. It is almost at the pinnacle, but is just short. That does not mean that it's not a worse place to play than some of those I think are all that a zine can be. It's like winning a bronze medal in the Olympics, or coming in second place in a hockey division and losing the conference finals. We focus too much on winning and being the best. There is no good criterion for evaluating zines; therefore it is subjective. To me, I love to read about hockey (one of the foci of the generous discussion column) in *Crimson Sky*. I think the players are quite disparate, and excellent communicators by mail and in the press. The zine is punctual and well-adjudicated. The GM intrudes only some into the press. There seems to be cross-knowledge but not cross-gaming. All-in-all, one of my favorite zines.....RW

Don't be suspicious at that 'lastish' entry, Mike stopped trading CS to cut expenses. This is the best place in the hobby to discuss hockey. Other sports get letter space, as do politics and economics (especially the medical industry), but hockey season brings CS alive. The games are bare-bones, with no maps and minimal press. The folks who play here are mostly long-time low-profile hobbyists, with a few Big Names tossed in to provide insult targets. A good spot to hone your skills against good players, not encouraged for those who prefer the pen to the sword.....PG

Damn the Consequences

Brendan Whyte, 96 Waiatarua Road, Remuera, Auckland 5 , NEW ZEALAND; home phone (64-9) 5244307

price: plus postage in all case: \$1 NZ in NZ and Aus.; \$1.50 NZ in North America; \$1.80 in Europe

sample price: free

frequency: six-weekly

format: 20 A5 digest pages

circulation: 30

lastish: March 1994 (#51)

firstish: April 1987 (with two six-month breaks)

games: Diplomacy (free), Sopwith, Crusades, Gunboat, Machiavelli, (2), Perestroika (vt), Railway Rivals, Youngstown Dip, Government, Balkan Dip (free), Winter 1898 (free)

keywords: chat, international, multi-games, rail games, politics, left-wing, fannish, variants

DiC is NZ's first zine, and has watched the demise of *View From Another Shore* and of *Bad Bloody Luck*. It is trying to steer a course of companionship, left-wing editorializing, and Dip games through the sea of Kiwi apathy. 6 years on, two folds and going strong! International subs and trades are always welcome, especially the former. Join the trend, get the news from the world's most southerly zine (36° 53' X) in your letterbox today!.....BWhyte

Overall, this is an interesting zine. It has a good variety of games and some interesting features, such as a cartoon called "The Adventures of Space Trader Vic." It suffered a bit due to Brendan's vacation, but he's back and things are getting settled. A good zine, especially if you are not overly concerned with appearance or typos.CH

The funkiest zine on the Pacific Rim. Where *Popular Cutlery* is all neat layout and childish humor, and the American West Coast zines tend toward psychoanalysis and sociology, *DiC* is just a mess. Laid out with a pair of dull scissors and a bad copier, inside you find typewritten travelogues from all over En-Zedd and as far as Singapore, plus news of Oceania as well as the Former British Empire. Bicycling, hiking, studenting, stupid laws and stupid criminals all make appearances.

The games section is, obviously, primarily devoted to variants. Brendan provides maps, and even manages to squeeze a few cartoons in between them, plus some form of cartoon or clip-art cover each

Strategy, one or more articles about politics, a letter column, cartoons—all in English. Maps are provided for the games. *D* has subscribers from Germany, the U.K., Sweden, Belgium, Holland, France, Norway, Italy, Austria, Switzerland, the U.S., Canada, Japan, England, Australia. Most of the players are veterans and therefore the NMR rate is very low. New players from all over the world are always welcome!TF

Diplomat is an under-appreciated gem. The only thing I can find wrong with it is the long deadlines and those are the main reason why North Americans can enjoy playing games here. Thomas gets the zine in the mail within ten days of the deadline so there's always plenty of negotiating time... yet people just don't sign up. There are three or four New World regulars (including current Hobbyführer Hood) but others may be turned off by the German-language element. Folks, the entire zine is maybe 10–15% German. The rest is entertaining English from a European perspective: letters on Bosnia from much closer than we'll ever see that topic; conventiongoing in a land where Diplomacy is a minor ripple; travels all over; and play of The Game from a new point of view. It's not for everyone, but variant fans, Europhiles and political mavens should be reading *Diplomat*.....PG

Dippy

Jim Benes, 417 S. Stough Street, Hinsdale IL 60521, USA
price: 50¢ sample price: free
frequency: three-weekly format: 2 open pages
circulation: small
firstish: 1972 lastish: 10 April 1994 (24:6)
games: Diplomacy (2, \$5, standbys) keywords: warehouse, speedy

Dippy is Jim Benes game flyer that accompanies his perzine "Western Star-Post-Free Press". The WSPFP has all sorts of interesting commentary and book reviews on whatever strikes Jim's or his readers' fancy. The game reports look clean and well done. I'm just starting out in this one, so I'm not sure about the GMing.....AY

Jim's GMing is among the best I've ever seen (the only error in the game I've been playing came about when he temporarily misplaced a set of orders, not because of his adjudicating). And three-week games are becoming rare: only *Boast* and *Bark of the Dawg* offer three-week Diplomacy in the U.S., and only nine zines in the whole Main List have three-week deadlines for any game.

Once you decide that a speed game is for you, the decision to sub to *Dippy* is easy. Jim provides a little extra entertainment by way of news and column reprints, plus gossip on the doings of his circle of friends in Chicagoland. Still, outside of the managers in the TBA and UBA, gamers get this one for the game(s), nothing more.PG

Dipsomania

Jef Bryant, 121, Rue Jean Pauly, B-4430 Ans, BELGIUM
price: 65 Belgian francs air mail (=US\$1.90) sample price: free
frequency: bimonthly format: 56+ A5 digest pages
circulation: 60
firstish: August 1988 lastish: September 1993 (#21)
games: Diplomacy (3, free), Gunboat (6), Bourse, Twin Earth Dip, Gunboat Geophysical Dip, Beginners' Dip, LiMa 5 (vt), Petroleum (vt), Song of the Night, Cline VI Dip, Terrestrial Chaos (vt), America Latina 1821 (vt), Peace in Our Time (free)
keywords: international, variants, chat, French
co-editor/French inquiries: Patrick Lafontaine, Chaussée de Ramet 39, B-4400 Flemalle, Belgium.

The only Diplomacy magazine which is translated cover-to-cover into French. The French version is called *Dipsomanie*.JB

Like *Diplomat*, this zine has been around for several years and has always had long deadlines for international players. I didn't see

Dipsomania for a long time and then this sample copy showed up as I was collecting data for *ZR*; although I thought we had agreed to a trade, it's possible that Jef continues to publish but just hasn't been sending copies to me.

This zine is a variant fan's heaven, printing the rules to a different variant each issue and offering games for play that can't be found anywhere else in the world. Lettercol has typically been brief and concentrates on game play and design, which emphasizes where the focus is here. (Of the 55 pages in the September issue, 8 are zine business, covers, or hobby news, 37 are games, and 10 are letters, columns and editorial.) Plenty of room for North Americans (Eric Voogd is the only one playing in a non-Gunboat game) but a higher proportion of non-English speakers play here than other Euro-English zines; although the editors will translate anything you write for the French edition or a French opponent, my instinct is that you should have at least a smattering of French to sign up.PG

Dolchstoß

Richard Sharp, Norton House, 46 Whielden Street, AMERSHAM, Bucks. HP7 0HU, U.K.

price: 75p circulation: 134
frequency: four-weekly format: 24 A5 digest pages
firstish: October 1972 lastish: 12 February 1994 (#183)
games: Diplomacy (12, free) poll position: 4th
keywords: right-wing, international, speedy, chat

Dolchstoß is what it has always been: a platform for Richard Sharp's interests. It happens that a large interest of his is straight Diplomacy, so that's what runs here—nothing else. Though there has been radical talk of playing a variant, the nearest *Dolchstoß* gets to variants is regular games set aside for 'high-ratings' players, or 'Oxford students & graduates.' Other interests? Bridge, pubs (and time spent in them, such as trivia competitions), smoking, French food and travel, and Britishness such as cricket.

The audience here is decidedly different from most, on either side of the Atlantic. The average reader is 38 years old, and less than half play games in *D*. Of course, we only know this because Richard prints a breakdown by age, sub status, and country on a regular basis. Computers and statistics are another interest, and Richard helps keep the U.K. official Dip ratings. In fact, each game in *Dolchstoß* has a 'game rating' printed each month, to show what level of competition is involved in that game.

This is the oldest zine still running in the U.K., and older than all but four North American zines (*Graustark*, *Costaguana*, *Boast*, *Dippy*). Like *Graustark*, every player should read this, and should probably sign up for one game here, just to get the flavor of the experience before Richard's eyesight or tobacco habit take him away from us!...PG

The Eccentric Diplomat

Doug Kent, 54 West Cherry Street #211, Rahway NJ 07065-3240, USA; email at 73567.1414@compuserve.com

price: free except for CIS online connect fees
frequency: weekly format: approx 15K electronic file
circulation: 30
firstish: February 1983 lastish: 30 November 1993 (#564)
games: Gunboat (free), No-press Gunboat (4, free), Fog of War Dip, Secret Dip, Winter 1898 (vt), Advanced Tech (vt; free), Minimalist Diplomacy 7x7 Tournament (free), Triple Gunboat (free), Get Them Dots Now! (vt; free), Downfall of the Lord of the Rings XIII (vt; free)

keywords: variants, e-mail, warehouse, speedy

This is the CompuServe Diplomacy variant 'zine,' consisting of game reports only but otherwise very much like any postal zine that has

an editor and a couple of guest GMs, all running on the same deadlines.

The variants available in email play differ based on 'where' you are. On CIS, where the players and GMs include a large proportion of postallers, the variants arise from pbm tradition and, because they're GMed by hand, include some very different rule changes. But on Internet, games are adjudicated (mostly) by a computer program, so nearly all variant games are map changes only (African Dip, Root Z Dip, Youngstown) and even those that resemble postal versions (Youngstown, for instance) differ because the maps were drawn up by people with less concern for tradition.

You must have CompuServe (an expensive service) to use this, so see the "Computer Diplomacy" section if you're interested in signing up, and to compare this service with other forms of pbem.....PG

Electric Trains

Ken Hill, 6199 Rockland Drive, Dublin OH 43017, USA; email at 70357.431@compuserve.com

price: free except for CIS online connect fees

frequency: weekly

format: approx 30K electronic file

circulation: 25

lastish: 24 November 1993 (#201)

games: Railway Rivals (5), 1830 (3), Empire Builder, Nippon Rails

keywords: e-mail, warehouse, speedy, rail games

This is the CompuServe railroad-games 'zine'. There is some discussion of rail games and rail-game maps, but *ET* is primarily game reports. You must have CompuServe (an expensive service) to use this, so see the "Computer Diplomacy" section if you're interested in signing up, and to compare this service with other forms of pbem.....PG

Electronic Protocol, Chapter Two

Rich Shipley, 7921 Liberty Circle, Pasadena MD 21122, USA;

home phone (410) 360-1005; email at rshipley@access.digex.net

price: free by email, \$1/issue by post

frequency: monthly

format: e-mail, approx. 50K characters; postal, 20-30 open pages

circulation: 20 by post

firstish: October 1988

lastish: 1 March 1994 (#311)

games: endgame reports only, but Diplomacy and variant games run online

keywords: variants, e-mail, international

EPC2 does not run games, but does publish End of Game statements for games played on the automated Judges and also publishes summaries of these games. There are frequent contributions from Nick Fitzpatrick and Mark Nelson. I am interested in starting trades with other zine publishers.

EPC2 is available by email to users of all services with an Internet gateway. This includes CompuServe, America Online, GENie, etc. Check with your service for directions for sending to an Internet address. The automated Diplomacy Adjudicators are accessed by Internet mail also; email me for more information.....RS

This zine is a bit like a cross between *Everything* (game-end reports) and *Diplomacy World* (articles on tactics, variant rules, and a convention calendar). It works very well as a sercon (serious-constructive) zine but it may be a little dry for those who hate end-game statements! If you can get past that, or even enjoy that section, *EPC2* is a very accessible introduction to email Dip for those who aren't already part of it.....PG

Empire

John Boardman, 234 East 19th Street, Brooklyn NY 11226-5302,

USA; home phone (718) 693-1579, work (718) 951-5180

price: \$20 game-long sub for players; \$9/10 issues for non-players

sample price: free

circulation: 30

frequency: four-weekly

format: 8-12 open mimeo pages

firstish: November 1974

lastish: 13 November 1993 (#366)

games: Kingmaker, Britannia, Pax Britannica

keywords: politics, left-wing, fannish, multi-games, speedy

Empire was begun when I wanted to publish games other than Diplomacy on different deadlines in order to spread out the work. It is now usually printed a week before an issue of *Graustark*; sometimes when there is a quick turn-around on moves an issue of *Empire* is printed two weeks after the previous issue. *Empire* has thus far carried 57 installments of my column 'Dungeons and Christians,' about the Christian campaign to suppress the play of Dungeons & Dragons and, it sometimes seems, damn near everything else. If any new games come along that are adaptable for postal play, I'll look them over for possible play in *Empire*.....JB

Empire contains John Boardman's Kingmaker and Britannia game reports. They seem to be well presented, more so than others I've seen (though I can't speak from a player's perspective in this one). His "Dungeons & Christians" series continues in this publication, discussing RPG's and how they are maligned.....AY

The Encounter

James K. Goode, 211 Maplemere, Clarksville TN 37040-3558, USA; home phone (615) 647-7272, work (615) 648-7272

price: free to players

sample price: 52¢ stamp

frequency: six-weekly or more

format: 10-12 open pages

circulation: 20

firstish: December 1990

lastish: 13 March 1994 (#22)

games: Railway Rivals (6)

keywords: warehouse, rail games, international, laid-back

The Encounter specializes in Railway Rivals games on maps developed by Americans. Interestingly, most games include Europeans trying out our maps.....JG

The Encounter is another publication which I've only seen an issue or two of. Many games of Railway Rivals on a variety of maps. Definitely worth a look if you're into Rivals.....AY

Although James illustrates his zine with rail engines of various ages, and makes room available to discuss Railway Rivals maps and rules, the zine is ordinary. Beset by NMRs at times and a poor stepchild to James' political-game zine, *Call Me President*, *The Encounter* is for those who are devoted enough to RR not to need much more in the way of features.....PG

Everything

Vince Lutterbie, 1021 Stonehaven, Marshall MO 65340-2837, USA

price: \$4/four issues; \$5 overseas

frequency: every four months

format: 24 digest pages

firstish: ?

lastish: June-September 1993 (#88)

games: none

keywords: service zine

published by Melinda Holley, Box 2793, Huntington WV 25727-2793 USA

Will come out three times a year. I hope to be a bit more chatty, with reports from other countries and some statistics from yours truly.

Everything will not attempt to do much more than report game starts and finishes, though. Cost remains the same. The BNC always appreciates a small donation to cover costs when a gamemaster applies for a number, but it is not necessary.

Everything will be traded for others' zines.....VL

Everything is the house organ of the Boardman Number Custodian. There's little beyond the final game reports and game starts. Only recommended for those following hobby statistics and such.....AY

As Andy says, not much point in reading unless you're into supply-center charts, but necessary if you're doing any kind of ratings and records work. But the latest news is that *Everything* (and the job of

1993. Games are always open in it, and no variants or other games are carried. (For those, see my other 'zine, *Empire*.) The "left-wing" label merely means that I find peace preferable to war, a preference which seemed out of fashion during the 1980s but seems to be coming back as recent American presidents seem inclined to attend every war they're invited to, with the same enthusiasm that a dedicated party-crasher takes to every party he hears of. Any young male gamer who injudiciously registered for the draft when he was 18, and now feels that he might be allergic to Balkan cuisine, should get in touch with me for help if it seems he's in danger of getting sent to some mountain in Bosnia.JB

Graustark is the companion to John Boardman's *Empire*. Dip and history are the narnes of the game in these pages. The longest running zine in North America (the world?), its only drawback is the sometimes poor quality from the mimeo machine. But, that's a rare occurrence and quality of the material more than makes up for it. I haven't gamed here, so I don't know about the GMing.AY

I believe that people who belong to the Diplomacy hobby for more than a year, but don't ever play in *Graustark*, are shortchanging themselves and harming the hobby. Here's the only chance most of us will ever have to play in a game where Draws Include All Survivors, where players take their tactics seriously, where GMing is impeccable and quick (Friday deadlines and Monday postmarks), AND where the games are judged by a standard of play and collection of anecdotes that date back three decades.

And with all this gaming, what's really important here? Science fiction. Pacifism. Noo Yawk. American and military history (learn from the past if you intend to avoid repeating it!). *Graustark* is the last mimeo zine in North America (though John has gone to photocopied covers because he has such a wealth of comic strips to share), and many of the feature articles are reprints from the long history of the zine. But the current editorials are fascinating, and exhibit none of the tact and inhibition that other editors believe they need to keep readers. This zine does require a large, up-front commitment—not only of money, but of time and mental effort. Either your good humor, patience, or knowledge will be challenged—but you should take this challenge!PG

Heroes of Olympus

Steve Nicewarner, 3602 Abercromby Drive, Durham NC 27713, USA; home phone (919) 361-0960, fax same as home (call first); email at steve@plume.ies.ncsu.edu

price: free circulation: 25
frequency: erratic format: 12 open pages
firstish: October 1989 lastish: December 1993 (#26?)
games: Diplomacy (free), United, Empires of the Middle Ages, Pax Britannica (vt), 1830 (free)

keywords: warehouse, multi-games, laid-back

Well, the schedule is slowly returning to normal. Two month turnarounds are becoming one month, soon to become a week or two. I won't promise 24-hour turnaround like some zine because it could take me that long to do the Empires game along!

So why should you sub to *Heroes*? Well, for one, it's free, so you aren't risking anything. Secondly, I run the only Empires game in the Americas as well as a unique Pax Britannica variant. Third, I will soon become the only zine in America to run United and "normal" games in the same zine. Finally, I'm one of the nicest guys in the hobby. Hell, nice is almost my middle name!SN

Bit of a puzzle here. The May issue (which was mailed in July) said "#22". The August issue, with the next turn of the Empires game, had no issue number on it. The next issue was in December, with the next turn of Empires (i.e., I didn't miss any turns) but the cover reads "#26".

Of course, the bigger puzzle is how often we'll see *Heroes*. Since October 1992, Steve has published four issues in seventeen months (the last few weeks are explained by the fact that he's just moved). He certainly is one of the nicest guys in the hobby (and a big asset as a player in my own zine!) but he's wrong about the improvement in turnarounds, and I would stay away from *Heroes* until he's right.....PG

The Home Office

Fred Hyatt, 60 Grandview Place, Montclair NJ 07043, USA

price: \$9/12 issues format: 16 open pages
frequency: monthly firstish: March 1986 (second time—first run was 3/79–3/81)
lastish: October 1993 (#83)
games: Diplomacy (5, free), Gunboat (2), Fog of War Dip, Colonia VII (vt; 2), Youngstown IV Dip

keywords: warehouse, variants poll position: 1st in GM Poll

The Home Office is well run and timely in publication. Besides the Dip games (including variants like Fog of War and Colonia), there's a military biography for a bit of spice.AY

This zine comes out like clockwork and new games open like clockwork. The adjudications are in that "nearly always right" group. This is a typed, open-page format, easily readable. There is a column every month giving the biography of a military person. There is no letter column, there are no frivolous games. There is Dip, and Gunboat, and Fog. There are no maps. I believe that the players had been inbred, but there is new blood passing through the arteries now and I no longer think this is an issue.

This is a very fine zine, and would be one of the first zines I would subscribe to if I were looking to get into a game in an excellent zine.

.....RW

The Home Office is another zine I've only seen twice—one issue for each ZR deadline. From the timing it appears that the monthly schedule is followed very well, and the game reports are clear and simple (typewritten). As Andy and Richard mention, Fred's front page is always devoted to a soldierly figure, and there may be a cartoon scattered here and there, but inside the zine is strictly warehouse.....PG

Hoodwink

Stven Carlberg, 3024 Whispering Hills Drive, Chamblee GA 30341, USA; home phone (404) 936-9023; email at StvenC@aol.com

price: \$1 sample price: 50¢ or trade
frequency: five-weekly format: 14 open pages
circulation: 45
firstish: September 1990 lastish: 13 March 1994 (#39)
games: Diplomacy (4, \$5), Gunboat (2, \$3), Scattergories, Win Place & Show Dip

keywords: chat, speedy poll position: 8th

"A Dip Zine for Purists," ever our proud motto. My simple goal is to provide a place for people to play Diplomacy with a minimum of interference from the GM and in as nice a setting as possible. Good maps, good game reporting, and extensive press (which the GM stays out of) from a sheaf of good, enthusiastic players. Deadlines are strict and turnaround is speedy and reliable.

"What is a purist, anyway?" asks Tim Snyder of University Park, PA. A purist, Tim, is somebody who actually likes the game of Diplomacy. I'm not opposed to variants, but I don't run them myself because I think there ought to be places to go where people just play straight Diplomacy. As GM, I try to run as straight a game as possible, staying out of the way so that the players can play the game. The one variant I run is Gunboat, which brings the game down to its bare tactical bones and is in that sense even more pure than pure Diplomacy.

I also run "Scattergories" and "Win, Place & Show" Dip, free to

Lemon Curry continued

price: 65¢ sample price: SASE
 frequency: five-weekly format: 10 open pages
 circulation: 35
 firstish: June 1980 lastish: 20 February 1994 (#140)
 games: Diplomacy (standbys), Kingmaker, Trivial Pursuit
 (ongoing, free), 1830, History of the World (free), Railway Rivals
 (free)

keywords: chat, rail games, fannish, multi-games

In an attempt to bring *LC* and the hobby to the young masses who aren't satisfied with the assortment of games, hobby news, miscellaneous chit-chat, Dip Warz stories, and whatever else it takes to fill an even number of pages, I am announcing plans for the *Lemon Curry* Role-Playing Game boxed set and Dip Warz cartridges for Super NES and Genesis.DDG

It may not be the funniest thing in the hobby, but it is fun. Looking at the big picture, you usually know what you're going to get, although sometimes Don manages to surprise. He doesn't seem to take most things seriously. One thing he does take fairly seriously is his attempt to rate tournament players worldwide. It may not work (there have been some criticisms) but he deserves credit for being interested enough to try.BMcK

Lemon Curry has Trivial Pursuit, railroad games, Kingmaker, History of the World, and, yes, Dip. Don also includes information on the IDR and adds his own viewpoint of the Dip hobby in "Dip Warz" (a parody based on Star Wars). I like it.AY

A timely zine without adjudication errors. A pleasant format. Other than the GM's personal International Rating System and score sheet of face-to-face play, very little column or intrusion. More of a warehouse with a variety of games—railroad, Dip, Trivial Pursuit, and soon-to-be History of the World. I think there is less press and less interaction within this zine than many others. Due to its seeming lack of personality this zine gets brought down from the top rank, in my judgment. As far as trying out some other than Dip games, this is a good venue. I know, I'm playing a railroad game here.RW

This is a small zine—font size and separators and what-not means less content per page than a page in, say, *Graustark* or *Boast*. But the humor quotient is high; even serious reporting of tournament results, new game introductions or sports coverage includes a comedy twist. The 'regular features,' Dip Warz (roughly two issues of every three) and Dip Bowl (about once in four), require some inside knowledge of the hobby and its celebrities; if you're new to postal Dip, Don will be skewering people you may not have even heard of yet.PG

Lepanto 4-Ever

Per Westling, Höglundavägen 17, Nyköping S-61137, SWEDEN;
 email at pow@lysator.liu.se

price: US\$2 air mail sample price: single-issue price
 frequency: five-weekly format: 32 A5 digest pages
 circulation: 50
 firstish: August 1989 lastish: March 1994 (#32)
 games: (in sister zine Pax Germanica) Diplomacy (2, free), Dune,
 Faith and the Sword (free), Nuclear Yuppie Evil Empire Dip
 (free), Scattergories (free)

keywords: variants, international, chat

This zine tries to establish links between the Swedish hobby and other nations'. At times international politics was discussed but nowadays it is mostly about World DipCon and other conventions. The main feature is the letter column. Other features that might appear at times are sf, fandom and bridge.PW

Per has got *LAE* back to a bimonthly schedule... mostly. There may be a problem ahead as Per will be moving to a new job in a new city and is concerned that he might not be able to produce the zine.

Personally, I hope he is able to keep going because in the past I have enjoyed this zine enough to PAY for it. Per has a strong interest in Science Fiction as well as the game, something that used to be quite common in North America, or so I'm told. The zine is almost entirely produced in English, although issue #30 had the most Swedish I have seen in the zine. It also contains Per's effort to produce an encyclopedia of Swedish Diplomacy zines. I'd almost get a Swedish-English dictionary just for that.BMcK

Per has completed the move that Brent mentioned and I don't think it's going to hurt the zine. Although this is the Scandinavian 'bridge' or 'contact' zine for the rest of the world, it's not even ranked as the top Swedish zine, which speaks well for their hobby. *LAE* is a good, solid performer, a typical letters-and-news zine which has spent a lot of time on the topics of EuroCon and WorldCon the past few issues but keeps a hand in lots of other subjects.PG

Maelstrom

Buz Eddy, 7500 - 212th Street SW, suite 205, Edmonds WA 98020,
 USA; home phone (206) 774-8588, work (206) 775-7127, fax (206)
 672-0461

price: free circulation: 32
 frequency: monthly format: 2-4 open pages, reduced
 firstish: July 1991 lastish: 8 April 1994 (#25)
 games: Diplomacy Prize Games (2)
 keywords: service zine, speedy

Maelstrom exists to connect the Postal Hobby with the American Diplomacy Register, a service supporting face-to-face Diplomacy play. In its role as support publication, it is maintaining a rating system for postal play, which is used to search for meaningful refinements for a fit rating. *Maelstrom* runs prize games for which invitations were generated from the rating list.

Maelstrom also publishes material from the archives in an attempt to provide ideas or entertainment for organizers and players. If you enjoy fit play and have an interest in promoting or sustaining tournament or club play, drop me a line.BE

Maelstrom is Buz Eddy's zine to carry some commentary and his two "Prize" games for highly rated players using his ADR rating system.AY

These flyers usually include a humorous paragraph or two of personal stuff, and Buz has been expanding that to a full column lately. That's precious little to be of much interest to anyone but Buz's players and friends.PG

Making Love in a Canoe

Brent McKee, 901 Avenue T North, Saskatoon, Saskatchewan S7L
 3B9, CANADA

price: 31/2¢/page plus postage (approx. \$1.16)
 sample price: suggests two 43¢ Canadian stamps, or \$1 US
 frequency: six-weekly format: 20 digest pages
 circulation: 30
 firstish: November 1992 lastish: 28 January 1994 (#10)
 games: Diplomacy (2, \$4 fee), Gunboat, Speedboat Dip (\$1 fee),
 Facts in Five (free)
 keywords: chat, politics

Biggest news on the *Making Love in a Canoe* front is the end of the eye-strain problem, made possible by the reduction in price and simultaneous increase in page count which in turn allowed for larger type size. We still talk about the usual subjects: sports, politics and history, which is my biggest interest. The lettercol has expanded so much that at times I can't fit all the letters in. One fault which I still have to work on is my own tendency to try to do things in too much of a hurry.

So why not join in and help *MALOC* (as the zine is known in its own pages) make its second year better than its first? And remember, all prices cited are in devalued Canadian dollars! Siskel and Ebert give it a resounding two thumbs sideways.....BMcK

What is the sound of two thumbs sideways?.....PJG

I've only met Brent on one occasion but I think I can fairly say that it's exactly the 'zine I would expect from him. Like Brent, it is thoughtful and unassuming. The games are just getting underway but I have every confidence that they will be run diligently. Brent is no newcomer. He's been in the hobby for a while so there has been lots of time for him to reflect on exactly what he wants to achieve and how. It shows. This is one to keep an eye on.....RL

Making Love in a Canoe is becoming the premier zine in Canada. Only a few games have been started; but, the articles on the history of the Canadian Navy and Canadian politics make this a gem.AY

Making Love in a Canoe is the premier zine in Canada, but that's not saying much these days as, other than *The Tactful Assassin*, all that's left is a warehouse (*Northern Flame*) and a quarterly (*The Canadian Diplomat*).

But judge this zine alone, not by its vanishing peers. Brent is one of the rare verbose editors who is also a good writing stylist. Naval history is not my cup of tea but I still skim his pieces on ships because I know somewhere in them he'll make the subject interesting to me. Of course, *MALOC* has a whole country's worth of politics and society to discuss without much competition for the topic, and Brent makes use of it as he highlights Canada's foibles and foolishness along with her fine points.

Lots of sports; just a few games and he probably could use some help on that score. Sign up now for what promises to be a Top Ten zine very soon.....PG

Maniac's Paradise

Doug Kent, 54 West Cherry Street #211, Rahway NJ 07065-3240, USA; email at 73567.1414@compuserve.com

price: \$1.50; \$3 overseas sample price: \$1

frequency: monthly format: 50 open pages

circulation: 80

firstish: March 1989

lastish: 5 April 1994 (#62)

games: Diplomacy (8, \$5 fee on some games), Gunboat (3, free), Asian Dip II, Middle Eastern Dip, Balkan Wars VI (vt), African Dip II, Diadochi V (vt), Woolworth IID Dip (1, \$3), Enemy in Sight, Kremlin (\$5), Narnian Wars (\$5), Minimalist Dip 7x7 Tourney (\$5)

keywords: chat, variants, speedy, politics

poll position: 2nd overall, subzine "ATHYRIO" also 2nd

Generally regarded as the pinnacle of hobby publishing, world leaders and Hollywood superstars alike all plan their otherwise empty lives around *MP*. Few people know that the disputes in Russia between Yeltsin and Parliament started when Boris moved into the Black Sea as Turkey (versus Parliament's Russian F Sev-Rum opening) in the "celebrity" Dip game. Given the current situation there, I'd say continued R/T hostilities are almost a certainty. Some people just take the game too seriously!DK

Doug Kent's *Maniac's Paradise* (along with Jack McHugh's subzine, "Horse") offers a wide variety of variants as well as regular and gunboat games. *MP*, which carries a number of subzines and a sub-subzine, offers multiple letter columns and regular articles by Doug Kent, Fred C. Davis, Jr., Jack McHugh and Herman Bingham on a range of topics. *MP's* turnaround is among the best in the hobby.AL

Maniac's Paradise is Doug Kent's massive publication (well, at least when Jack McHugh's zine within zine is included). There's plenty of games, super maps (none in the subzine), a zine recap (what has Doug received since last issue), a large lettercol and other tidbits

scattered about. Mara's appearances in her subzine, and by her recipe of the month, are always special. This is one of the zines I always look forward to, and would recommend to most anyone.....AY

This is a seemingly-messy, huge zine with lots of column and commentary, lots of GM talk and intrusion, subzines and sub-subzines, and lots of games. LOTS of games. It took me a while to get beyond my first impression of this zine as one that was slightly messy and disorganized to realize that it is one of the top zines going. It may not have all of a game's report on one page, but other than that, and that the GM is occasionally nasty (but loves to take as well as give), this zine is "as good as a zine can get."

There are tons of games, and they get adjudicated immaculately and with a very quick "turbofreak" turnaround. The players comprise a large crossmix of the hobby and location and value-orientation. There's a lot of fun within the games and press and within the discussions.

A large part of the size and fun comes with the major subzine, "And the Horse You Rode In On" by Jack McHugh. Jack is wild, and his columns and discussions are wild, passionate and fun. The games in "ATHYRIO" are another matter. On a periodic/regular basis the subzine doesn't make it into *Maniac's Paradise* and then there is no report until the next time. Jack is one of the worst with adjudication, but reasonable about trying to correct things, although I believe he's goofed the same adjudication in three consecutive issues. Still, the players don't seem to mind, and have a high level of communication and press and fun.

I find subzines and mailing orders to another person, earlier than to the main zine, troublesome for me. If others have trouble with this, that may be the only reason not to play in both "ATHYRIO" and *Maniac's Paradise*. Again, this zine has been in the top echelon of hobby favorites for a few years now, and it is well deserved.....RW

Doug Kent is the only editor in the hobby who gets his zine in the mail the day after the deadline every time; and he does this with both his zines. Also, he use large type and wide margins so everything is easy to find and read, in an era when photo-reduced dot-matrix is pretty common. So much for the easy and obvious.

Speed is *MP's* chief asset, and frankly that's a problem. The other features of this zine—the letters, the "life of Doug" Whining Kent Pig Update section, or Jack McHugh's subzine—SHOULD be more important than the turnaround, but each of these sections gets shorted or left out too frequently (and now "ATHYRIO" is going *officially* bimonthly). Always perfectly understandable, since this is Just A Goddamn Hobby (#61 got hit by weather AND work in the same month), but every other issue seems to leave me wishing that the missing elements were there.

Still, it's a good sign if what upsets you about a zine is that there isn't enough of it! "ATHYRIO" is the best subzine in the hobby, and Doug does sardonic better than any other editor. I will always have enough chutzpah to rank my own zine first ahead of all comers, but *MP* is my pick for #2 in the Runestone Poll, for a long time to come.PG

Mission from God

Peter Sullivan, 55 Brunton Street, DARLINGTON, County Durham DL1 4EN, U.K

price: £1.50

frequency: semiannual

format: 16 A4 open pages

firstish: 1989?

lastish: March 1994, "John" (#44)

games: none

keywords: service zine

I will be taking over the British zeen register, *Mission from God*, from Andy & Madelaine Key once my exams are over. They've not produced an issue in over a year. My aim is to get a hodge-podge issue out for the end of January, then run the thing on a ZR-style six-monthly schedule. Any hints or tips would be welcome! (I've already decided to steal, oops, borrow, your "review the reviewers" idea.)

The first issue I will probably just type as a wp document. Andy & Madelaine are supposed to be sending me the reviews they got or did themselves—I've no idea whether this will virtually write the first issue for me (dream on) or leave me with 90%+ of the zeens to review. I think the main thing is to get *something* useful out quickly, even if it isn't perfect.

I'm well aware of the problems of getting reviews—I think that's even more true of the UK than the US. As the next issue won't be until June/July, that'll give me plenty of time to build up contacts and get nagging people. The fact that I can accept reviews on disc or by e-mail should help a lot when it comes to avoiding re-typing stuff.PS

Peter may kill me for publishing these comments (which I extracted from a letter) but I wanted to give everyone a feel for where he's at. His first issue is now out and it's good to see that something is finally happening with *MfG!* (After all, what did you think I was waiting on *ZR* for??)

Issues are not numbered, they're named (the first ever was "Genesis" and so forth; I think they skipped the Apocrypha). And now he's shooting for semiannual publication just as *ZR* retreats to annual.

MfG is not as large and involved as *ZR* is. Most notably, editors are not allowed to review their own zines. The reviews that are included are generally short and to descriptive rather than evaluative, making this primarily a directory.....PG

Mondo Diplomatico International

Luca Barrontini, Via Marradi 103, I-57125 Livorno, ITALY

price: 1,500 Lire in North America (approx. 95¢US)

sample price: free

circulation: 12

frequency: seven-weekly

format: 4-8 A5 digest pages

firstish: October 1992

lastish: 16 February 1994 (#10)

games: Diplomacy (1, free)

keywords: international, Italian

This little zine is dedicated only to international Diplomacy. My dream is to organize a match with a player coming from each Dip country (1 Russian, 1 Turkish, 1 Italian, 1 British, 1 French, 1 German, 1 Austrian). It is very difficult, I know, but not impossible. Currently we are playing only one match of Diplomacy, while for the second match we have four subscriptions—all the players are European but I hope that American or Canadian players will take part in this second match.....LB

This is the tentative attempt of Luca, supported by another longtime editor (Pietro Cremona), to break down the national walls in postal games. Unfortunately, the success is less than such an initiative should have. But it is only at the beginning and I'm sure it will grow fast.....MM

MDI is too small to get a read on so far. It's great that someone actually had the guts to go out and just do this, but disappointing that publicity for it was so bad in the States. If your international interests extend at all beyond North America and the U.K., you should definitely write to Luca to get into the next game.....PG

Niccolo

Chris Hassler, 11735 S. Valley View Ave. #10, Whittier CA 90604, USA; home phone (310) 941-7179

price: \$1; \$1.50 in Canada; \$2 overseas

sample price: free

frequency: quarterly

format: 8 open pages

circulation: 10

firstish: October 1989

lastish: March 1994 (#18)

games: none

keywords: service zine, international

Niccolo is a service zine centered around the Machiavelli hobby. Admittedly, the Machiavelli hobby isn't terribly large, but so what! Anyway, *Niccolo* is more than just a listing of game starts and results. It also includes player and standby ratings, a question-and-answer

column, and an address listing of Machiavelli players. Plans for the future include articles on strategy and an invitational game. If you've never played Machiavelli before, let me know and I'll hook you up with a GM who's looking for players. It's definitely worth a shot.CH

Niccolo is the zine of the Machiavelli Number Custodian. Listings of Machiavelli GMs, players; as well as game reports are included. Information helpful to Machiavelli enthusiasts is also scattered within... ..AY

I've never played Machiavelli and don't have much interest in it, so *Niccolo* comes off looking to me like the ultimate Answer to An Unasked Question. There's even a 'rating system' where only three out of 23 players has finished more than one game. It is good to look at and informative in its own little world, but I'd say that when you're tracking and reporting six finished games and four in progress, in the history of the Machiavelli hobby, an annual flyer would probably be sufficient.PG

Northern Flame

Cal White, 1 Turnberry Avenue, Toronto, Ontario M6N 1P6, CANADA

price: \$1

frequency: six-weekly

format: 16-24 open pages

firstish: December 1987

lastish: 7 December 1993 (#48)

games: Diplomacy (6), Gunboat (2)

keywords: laid-back, warehouse

poll position: 9th

Basically a warehouse. I once predicted this would be a short-term state and it would soon return to its glory days of 48 pages or so but I was wrong. I converse with Cal once in a while and though I leave with the feeling that he's itching to fill pages and pages with ramblings on just about anything, he is determined that this is the way he will beat the Runestone jinx. Some readers are disappointed but his players should be grateful that he isn't going to burn out. Not terribly prompt for its lack of features. I run a couple of games and I fill in whatever space is left with extemporaneous ephemera. Some call it a subzine but I differ.RL

NF today is a shadow of the zine that won the Runestone Poll two years in a row. What is left is a good games service, although not necessarily the fastest or most regular. Cal runs his games pretty well, but what reading material as there is is spread between Cal and subzine editor Rob Lesco. It is all right, it just doesn't flirt with greatness any more.....BMcK

NF is just not the same zine it was two years ago. There could be several reasons for this, ranging from "brownout" to something far more sinister (Oliver Stone, listen up). Despite this, I still recommend the zine. Cal is just one of those people who will always bounce back. I really expect *NF* to be back in Runestone Poll form within a year or so. Get in on the ground floor.....SN

Northern Flame has become a shadow of its former glory. Cal still is a good GM, and the zine is worth getting; but, I miss the old *NF* and Cal's writings. off-the-shelf is one I've only recently begun to receive. It has an interesting quiz (guess where the map fragment is from) along with the regular slate of games (plus Hardbop Downfall!!). Large lettercol!AY

I disagree with Steve and agree with Rob—Cal is not likely to return to the days of big letter columns and long editorials. But implied in all these reviews is the feeling that his current warehouse effort is a bad thing. C'mon, people! Give Cal a break. He's running a wonderful games-only zine right now, and he says that's what he wants to do. There are no rules here, no requirement that once an editor publishes a big wide-ranging zine that he must always do so (would you all prefer that he simply hang it up completely?).PG

off-the-shelf

Tom Howell, Box 1450, Port Townsend WA 98368-0036, USA;
email at off-the-shelf@pt.olympus.net

price: \$1 sample price: free
frequency: six-weekly format: 24 digest pages
circulation: 33
firstish: October 1992 lastish: 12 April 1994 (II:3, #14)
games: Diplomacy (4, free), Hardbop Downfall (vt; 2, free),
Nuclear Destruction (vt)

keywords: chat, variants, e-mail, international

What do "off-the-rails," "off-the-sheets," and "off-the-wall" have in common? off-the-shelf has been called each of these at least once!

o-t-s is a neighborly 'zine featuring the exterior observations of an extreme introvert, a fair-sized letter column, graphics, an occasional dig at the Post Office, a few games, and other cultural highlights. With a high density of cartographers, and related species, maps are an important element. Not only are the game maps clear, but a regular map quiz will expand the reader's geographic knowledge.

Since new games are run using predictive adjustments (for the intrepid internationalist), games have been slow to fill, but do attract dedicated Dipsters. Not all "games" are Dip or variants; but they must be seen to be appreciated.

Ask for a sample to see if you appreciate this friendly little 'zine. If you do, we'll welcome your sub and find a game for you to enjoy. If not, perhaps you will add to our list of "alternative names."TH

Tom Howell has an interesting zine. The lettercol is varied and informative, and the deadlines are long to accommodate international players. His segment on maps is also good.CH

off-the-shelf is never off the wall. The layout is interesting without being avant-garde (similar to Don Williams' old *Fiat Bellum!*), and the lettercol hasn't yet gotten on a topic that can really be called controversial. But Tom's editorials are the best of the West Coast New Age. Folk dancing, philosophy, roommate changes, Seattle-area essays and cover art set this zine apart from all others. And the geography quizzes are also unique.

The audience is diverse. You can count on its showing up a week after deadline, which (along with the availability of Downfall) makes it a healthy habitat for foreign players. Email access is uncommon and has brought in a couple of folks from the Dipdom fringe (but with a six-week schedule I can't imagine its will attract any die-hard pbem'ers, who are accustomed to a much faster pace). Some of the folks hanging out here are refugees from the *D.O.G.S. of War* and other comets, so you can look forward to meeting players you won't encounter in many other zines.PG

Orphan Son of the Podunk News

Bob Hartwig, 6612 West 113th Avenue, Westminster CO 80020,
USA; home phone (303) 466-5896, work (303) 460-0614, fax (303) 460-4199

price: 50¢; 60¢ Canada; \$1 overseas
sample price: SASE (52¢ postage) circulation: 30-35
frequency: six-weekly format: 10 open pages
firstish: December 1990 lastish: 23 October 1993 (#25)
games: Diplomacy, Gunboat (4 in subzine), Civilization, Axis & Allies
keywords: warehouse, chat, fannish, multi-games, laid-back

OS runs orphans from folded zines as its primary purpose. I think we're up to 5 complete orphans now, with one in progress. The Civ opening is on hold for a couple of issues. I'm seeing if there's interest in Axis & Allies. If not, I'll start a new game of Diplomacy. There is a possibility that issues may become 4-5 weeks, since my term on City Council ends 11/8/93, which will free up 15 hrs/wk of my time.

Mixed in with the games are features from Dan Hanson (which

most people seem to enjoy very much), a subzine from Andy York, and life experiences from the subscribers and from me. The zine goes at my pace, and I don't overdo it. As a result, I expect to be around for a LONG time. I try to put out a good product for the money. Finally, I try to do a VERY good job as a GM. If you liked the TV shows Father Knows Best or Leave It To Beaver, you'll probably enjoy *OS*.....BH

Orphan Son is dedicated to salvaging Orphans in the hobby. Guest GMs currently are running a Gunboat Dip game and Civilization; while there's the possibility of an Axis and Allies game in the future. Bob's unique writing style and thoughts are quite enjoyable; and his personal "writin' foo" Dan Hanson is arguably one of the best writers currently in the hobby. My subzine makes it appearance here.....AY

Hard to review when I only saw two issues in 1993, but apparently Bob has a regular schedule and a devoted following. Layout is neat to the point of being bland, and Bob's comments on events in his life really do read like 50's TV. Middle America *should* play Dip here....PG

Perelandra

Pete Gaughan, 1521 South Novato Blvd. #46, Novato CA 94947-4147, USA; home phone (415) 897-3629, fax same as home; email at irishpete@aol.com

price: \$1; \$2 overseas air sample price: free
frequency: monthly format: 16-20 open pages
circulation: 97

firstish: May 1982 lastish: February 1994 (#116)
games: Diplomacy (5, \$5), Gunboat (\$5), Snowball Fighting (3, free), Merchant of Venus, Railway Rivals, Deviant Dip (1, free), Youngstown Dip XV (\$8), Literary Quiz (free)

keywords: chat, politics, fannish, multi-games, left-wing, international, club zine, variants, green

poll position: 1st

Nobody can stop this zine. No, it's not just that *Pere* was voted to the top of the heap (just *slightly* heapier than *Maniac's Paradise*). It's that *Perelandra* is a huge boulder of a zine, a literal rockfall of games and blarney, a molehill of intelligence masquerading as a mountain of entertainment. Won't you help a poor Sisyphean editor in the impossible task of keeping this stone atop the quarry of postal Dip? I knew you would!PJG

I must admit that this is the zine I most look forward to receiving each month. It has a lively lettercol, a good variety of games, and a timely schedule. There's plenty of reason why it's won the RuneStone Poll for Best Zine two years running. Highly recommended.CH

I look forward to getting *Pere* every month. It is worth the money you pay for it, and the money you pay for it isn't that much. Pete offers a variety of games and presents them well. He does a nice job with his features and has an interesting lineup of people writing for his lettercol. There's a really good balance of material in the zine that gives the zine its character. The only problem I foresee is if Pete finds publishing this beast is too much and burns out. I read somewhere that he was feeling a bit singed a few months ago. I hope that getting rid of all the jobs he was doing in the hobby has helped.BMCK

When people ask me what a Diplomacy zine should be like (as if anyone actually does), one of the first things I show them is *Pere*. It is, quite simply, still the best zine in North America. I wouldn't have believed it six months ago, when Pete was running *Pere*, the Marco Poll, DipCon and the ZR, but it is true. If you don't drop this right now to send off your sub, you're making a big mistake.SN

Perelandra is a top-notch publication that, rightly, has topped the RuneStone Poll for another year. It is one of my personal favorites; with well adjudicated turns and an extremely readable presentation. My biggest complaint is that the literary quiz is just too darn difficult (or maybe I'm not as well read as I'd like to think). This definitely should be coming to your mailbox!!!.....AY

This zine has a slick format with lots of attention to the details of presentation. It is a pleasure to look at, and to play in. The discussion part of the zine is long and varied with changing foci, although often the focus is "Green" and well-considered "Bay Area" ethos. Turnaround time is short and regularity has been a strength—until Pete took on the role of *Zine Register* editor, anyway. There is lots of player involvement in the columns, the games and the press. There are lots of games and variants of Dip and other games.

This is the home of the International Snowball Fighting Association, and the popularizer of this "beer and pretzels" game. This alone is reason enough to subscribe.

A year or so after I entered the hobby, I decided to play in zines that were from nearby areas, so that I could get the issues first and have more time to negotiate. At that time I was only in zines "East of the Mississippi." *Perelandra* was the first I got from "the West." What a chance find. The zine ranks in that ultimate group, "the best that it can be.".....RW

Pontevredria

Andrew York, Box 2307, Universal City TX 78148-1307, USA;

home phone (210) 658-6066; email at WAndrew@aol.com

price: \$5/10 issues (or \$1 and 10 SASEs) sample price: SASE

frequency: monthly format: 4 open pages

circulation: 25

firstish: August 1990

lastish: April 1994 (#42)

games: none

keywords: service zine

Pontevredria is limited in scope; but it provides an important service. It is a list of the amateur zines published in North America and a <NEW feature> cross-reference of the games provided by the pubbers/GMs (as the information is furnished by the pubber/GM to the editor). Thus, if you are seeking a particular game or variant, this is the place to watch. If you're looking for some background on North American zines, a sub to *Pont* is suggested. Every time information is received by the editor, the listing is updated—thus, a potential subscriber can see what the turnaround time and the fluctuation in games offered is. Samples can be had for only a SASE.....WAY

Still the place to find who's offering what right now. Not quite as good looking under its new management, but the info is presented in a more accessible fashion in its subzine.PB

This is the best example in the hobby of an effective and efficient service. All the information you could want from Andy—what games are available and where—comes out promptly and completely. A small but devoted effort.....PG

Popular Cutlery

Adrian Appleyard, P.O. Box 4114 (or 254 Padstow Road), Eight Mile Plains, Queensland 4113, AUSTRALIA; home phone (61-7) 841-2742, work (61-7) 841-4999, TuWTh eves, fax (61-7) 841-3665

price: AUS\$3, or AUS\$20/7 issues sample price: free

frequency: bimonthly format: 16 pages, A3 book

circulation: 60

firstish: September 1991

lastish: November 1993 (#13)

games: Diplomacy (2, \$2), WWII Dip, Don Dip, Gunboat, Metropolis, Footbrawl, Sea of Despair, Play-by-Fax Dip (\$2), Nuclear Destruction (\$2), Galactic Empires (\$3)

keywords: chat, politics, fannish, multi-games, variants, laid-back, international, juvenile

co-editor Paul Appleyard, 5/25 Lensworth St., Coopers Plains 4108

Professional DTP standards, nice sedate pace. Any game you want, we'll run. Probably the only Australian 'zine which at least attempts to cater for overseas subbers/players. It has also been proved

that *PC* subbers get more sex, on average, than subbers to any other 'zine.....AA

I haven't seen one since November, so I'm not sure what's up—either they've quit publishing, or they've quit sending issues to me. The latter is I at least possible: the only games I am in are Metropolis and Sea of Despair, and after all they are 'trading' for a *ZR* which is now four months late. When it shows up it's adolescent and chaotic, both in look and content.....PG

The Prince

Jim Meinel, 2801 Pelican Drive, Anchorage AK 99515-1364, USA; home phone (907) 243-8337

price: 50¢

sample price: SASE

frequency: four-weekly

format: 4 open pages

circulation: 26

firstish: September 1982

lastish: 20 March 1994 (#133)

games: none for the time being

keywords: chat, laid-back

The Prince is a ghost of its former self, unfortunately. About half the time, all there is are the two game reports. What's missing is the thought-provoking pieces by Jim on his life, his job and the world in general. Fortunately, half the time it is there!!.....AY

This has become a perzine—personal zine—in the truest sense. The complete contents of one recent issue was 2000 words of Jim commenting on his career, family, and home. It was wonderful reading but it is doubtful anyone who doesn't already know Jim would want to subscribe. There are two or three GMs in the hobby for whom game openings are a rare thing, to be leaped at when they're available; if Jim starts offering games again, leap.....PG

Protozoan

Scott Cameron, 4 Meadow Lane, Hicksville NY 11801-5304, USA

price: 29¢ for players, 50¢ for non-players sample price: free

frequency: three-weekly format: 4-5 legal open pages

circulation: 20

firstish: August 1984

lastish: 4 April 1994 (#139)

games: Republic of Rome, Britannia (3), Kingmaker, History of the World, Blackbeard (2), Conquistador Derby, New World

keywords: warehouse, multi-games, speedy

poll position: 3rd in GM Poll

I publish *Protozoan* almost every day.

It's the antidote to hatred and societal decay.

It'll make you rich and sexy and it cures diseases too.

Just send sufficient postage and I'll mail one right to you.....SC

If you want a good variety of non-Dip games published at a blindingly fast pace, this is your zine. Scott even manages to sneak in some witticisms and reviews amid the densely-packed game reports. If you're tired of the same old thing, give it a shot.....CH

I've only seen one issue, but I loved its spectrum of games! Could use a clearer typeface and layout, but "the play's the thing", and there's plenty to play here!.....PB

There's a select group of GM/editors in North America who turn their zines around, from deadline to mail, in less than three days (Barents, Benes, Boardman, Cameron, Hassler, Holley, Kent, Weiss) and Scott is the only one publishing two such zines with games (Kent's *Foolhardy* carries no games). And on his three-week schedule, only John Boardman himself publishes more often and as fast as Scott Cameron.

But quantity and speed aren't everything, or else half the hobby would've been out of business long ago. *Protozoan* also provides unusual games, games you can't get anywhere else, and it brings you Scott's iconoclastic views on the post office, baseball, and the English language. His review of "Jurassic Park" was as entertaining for his

treatment of the theatre and its patrons as for the movie; and his occasional World Cup previews show both knowledge of the soccer world and the realization that he'll have to work hard to make it interesting to a general audience (he does). A return to the good old days when zines were done on nasty typewriters with short deadlines. Get it.....PG

Rails By Mail

Scott Cameron, 4 Meadow Lane, Hicksville NY 11801-5304, USA
price: free to players (50¢ to non-players) sample price: free
frequency: three-weekly format: 1-2 legal-sized open pages
circulation: 12
firstish: March 1990 lastish: 15 March 1994 (#64)
games: Railway Rivals (4), Bus Boss poll position: 3rd in GM Poll
keywords: rail games, speedy, warehouse

Getting a subscription to *Rails By Mail* is as easy as your sister. SC Here's the steadiest and most dependable of the remaining rail zines in the hobby. While many others are giving up the ghost (*LocoMotives*), slowing down (*The Encounter* and *ark*), or including a wider range of games (*Bark of the Dawg*), *Rails by Mail* gives you the pure stuff and on the quick schedule that's needed to maintain interest in a game with so little activity. Steve's wry humor emerges in the masthead and occasional press, but his chat is mostly saved for his other zine, *Protozoan*. *RbM* also provides a little helpful news on other rails, such as Clapper Rails, Virginia Rails, and Soras.....PG

Rambling WAY

Andrew York, Box 2307, Universal City TX 78148-1307, USA;
home phone (210) 658-6066; email at W.Andrew@aol.com
price: \$1, \$1.25 in Canada/Mexico; \$2.25 overseas sample: free
frequency: monthly format: 24 open pages
circulation: 95
firstish: October 1990 lastish: April 1994 (#41)
games: Diplomacy (4, \$3), Gunboat (3, \$3), Scattergories, Acquire (\$3), Empire Builder (\$6), Fog of War Dip (\$6), Youngstown IV Dip (\$6), African Dip (\$3), Railway Rivals (\$3)
keywords: chat, politics, international, fannish, variants, Mensa
poll position: 5th

Rambling WAY, what can I say? It has games (Dip, Variants, Scattergories!, Acquire, Railroad and ???), commentary (political and other), lengthy convention lists (both gaming and sci-fi), foreign connections (subzines from England, Brazil, France, and an American diplomat with Far Eastern experience) and hobby news. As with most 'zines, it is continually evolving. I'm working to master the word processor/DTP programs I have—and to provide a better product for the readership. I'm also willing to GM just about any type of game, just ask. If you haven't seen an issue, write me for a sample—they're free (though 52¢ in stamps would be appreciated).....WAY

A good, solid zine. Plenty of games with lively press and some interesting columns. And while it only has one non-Dip game, there is still plenty there to hold my interest. Recommended.....CH

A great place to play dip. The zine is timely, there are lots of games, there is a real letter column, sometimes directed by questions from the editor, a subzine, a fun game (in this case "Scattergories"), a column from the editor, and an accessible open-page format. There is an upcoming-con listing and a section on hobby news.

There are lots of games, and game openings including a variety of variants. The GM does an excellent job adjudicating. He too infrequently intrudes himself into the press. There is an average amount of press and other communication among the players. There is a large sub base and that helps keep the games and players varied and fresh. This is another zine that is as good as a zine can be.....RW

The absolute latest news: Andy is making noises about becoming the heir to the legacy of *Penguin Dip*. Yes, he's thinking of moving the zine to a wider audience, mixing more chat and especially more sf topics, to become the game/sf/perzine crossover that the hobby is missing right now. This is a Good Thing, to be encouraged.

But even if *RW* stays just the way it is, it's a core zine for North Americans AND for foreigners with an interest in North America. His schedule is perfectly predictable. Andy is the best source currently for convention news, and is making a good run at Doug Kent for best source on hobby news in general. And for those who are overseas, Andy's subzine editors bring in perspectives from around the world for consideration and debate. "More chat" is my only criticism, and he's working on that. I pick *RW* for #3 in this summer's Poll.....PG

Ramblings by Moonlight

Eric Ozog, Box 1138, Granite Falls WA 98252, USA; home phone (206) 691-4264; email at ElfEric@aol.com
price: \$1; \$1.50 Canada and overseas sample price: stamp
frequency: monthly format: 24 digest pages
circulation: 50
firstish: January 1991 lastish: 28 March 1994 (#37)
games: Diplomacy (4, \$3)
keywords: chat, politics, left-wing, right-wing, e-mail
poll position: 6th

Ramblings by Moonlight is the offspring of *Diplomacy by Moonlight* and *Cathy's Ramblings*—two classic defunct zines. *RBM* includes some chat, photographs (recently, baby pictures!), politics (from both sides of the spectrum), environmental news, and monthly ramblings from Eric (the tree hugger) and recently Jonas Johnson (the Reaganmonger). This zine will likely fold on December 31, 1999 or the End of the World, whichever comes first.....EO

The phrase that describes this zine for me is "the warm fuzzies." Eric has been in the GMing business long enough that he does a better-than-adequate job of running the games. He doesn't make a lot of mistakes. What makes the zine special is the subject matter of Eric's writing. Politics is, for the most part, left to other publishers who have that as their reason for being. Instead Eric focuses on the family he loves (mainly wife Cathy and daughter Shannon with guest appearances from others), the job he loves (a new position, I'm not sure if it's a promotion but it's made him happy), and the natural world he serves (as Elf and Forest Ranger). It gives me "the warm fuzzies" all over.....BMcK

A nice "family values" zine by nice "family values" people. Very timely.....PK

Ramblings by Moonlight is another of those zines which I look forward to. Eric, the Forest Ranger and Part-time elf, Ozog publishes a top-notch zine (including the most excellent baby pictures). Excellent GMing is combined with easily read game reports and very clean maps. He's another of the publishers that bring us into his life - and we're the better for it. Heck, I know more about his day-to-day life than I do about my brother's!!!.....AY

RbM is widely known as a nice zine. But the fact that Eric and Cathy are nice shouldn't obscure the fact that Eric has a ripped physique, and Cathy was a well-known babe and Dipmeister before family gave her something more important to be. Eric's writing can have a hard edge when forests are the topic, or even individual trees (he has really laid into his neighbors for turning their woody lots into clearings).

Beyond the environment and the Dip games (with large, clear maps), you can count on Eric to talk intelligently about rock, folk and new wave music, and you can count on the most interesting covers in the North American hobby. A small, out-of-the-mainstream effort, but keeping it that way is the price we pay for keeping the Ozogs in the hobby.....PG

Rebel

Melinda Holley, Box 2793, Huntington WV 25727-2793, USA;
home phone (304) 523-5613
price: \$1 sample price: none
frequency: six-weekly format: 20-24 digest pages
circulation: 60-70
firstish: November 1984 lastish: 12 February 1994 (#87)
games: Diplomacy (9, \$5 fee), Gunboat (7, \$5 fee)
keyword: warehouse

If you want to play, the games are here. I occasionally run a chat subzine, *Foxfire*, but the response has been fairly limited.MH

Rebel is a large zine which runs quite a few games of regular and gunboat Dip. *Rebel* also has a certain amount of non-game material but no letter column or op-ed pieces. The turnaround time is about 1½ weeks.AL

A warehouse zine that is so timely you can set your watch to it. Well, alright, calendar.PK

Rebel is akin to the Energizer Bunny, it keeps going and going. Lots of games snappily and accurately adjudicated. Melinda adds her two cents worth to make this a bit more than just a game zine.AY

This is the bulk-foods section of the Diplomacy supermarket. You can play lots of games here and get them all out of the way with one deadline, and no letters or columnists to distract you. Turnarounds are three to five days, leaving five full weeks for negotiation.PG

S.O.B.

Chris Hassler, 11735 S. Valley View Ave. #10, Whittier CA 90604, USA; home phone (310) 941-7179

price: 75¢ (\$1.25 overseas); add 25¢ to include sub to Niccolo
sample price: free circulation: 22

frequency: five-weekly format: 10 open pages
firstish: April 1993 lastish: March/April 1994 (#11)

games: Machiavelli (1, \$5), Merchant of Venus, Midway Campaign, Stellar Conquest, Dune, Die Macher, Gunslinger (\$5), History of the World

keywords: multi-games, variants, warehouse

Just when you thought it was safe to open your mailbox, here comes a zine that breaks all the rules. Well... most of the rules. Ok, ok, the odd rule here and there, but those I break, I break completely. Anyway, if you are interested in a wide variety of games and in having a say in which games are run, this is the zine for you.CH

S.O.B. is a spin-off of the *D.O.G.S of War* crowd. Published on a more regular basis than *D.O.G.S.*, it runs a number of Machiavelli games and has a unique smattering of other games including Dune, Midway Campaign, Die Macher. Not much besides the games; but, a good place to play.AY

S.O.B. has plenty of charts and tables to supplement game reports for the unusual assortment of games, but it also has small print which could be made larger by better use of the excess white space. Still an excellent mix of games you can't find elsewhere and, critical for a warehouse, dependable (*S.O.B.* is always in the mail three days after deadline).PG

The Small Furry Creatures Press

Theo Clarke/Paul Evans, 42 Wynndale Road, London E18 1DX, U.K.;
home phone (44-71) 358-1613 (fax same); email at 100031.2035
@compuserve.com and 100015.225@compuserve.com

price: £1.50 (£1.30 for affiliated zines) sample price: free
frequency: five-weekly format: 20 pages, A3 book
circulation: 300+

firstish: April 1986 lastish: December 1993 (#77)
games: En Garde! (3), Star Trader (2), Snowball Fighting (2),

Railway Rivals (2), 18xx, Liftoff!, Battle! (2), Bluff My Call (free)—all gamefees \$2 except where noted.

keywords: chat, multi-games, rail games, international, reviews

Over the years it has become simpler to produce our zine as a set of booklets—one for each En Garde! game, one for the rest of the games, and one for news/chat/reviews. We have now finally split all these up, so that people can subscribe to whichever takes their fancy. All are produced to the same five-weekly deadline and mailed out together (which gives a saving in postage). *The Small Furry Creatures Press* is probably best described as a semi-pro games magazine. News and reviews of board games (mainly) with coverage of wargames, RPG and PBM as well, plus a number of idiosyncratic columns. Also games of Bluff My Call and a puzzle. Other zines are:

Les Petites Bêtes Soyues—our original En Garde! game, now 7 years old. Around 75 players, GM'd by Theo; players get the 12-page game booklet and character sheet. Includes some editorial from the GM.

Small Furry Undergrads—our second En Garde! game; same as for *LPBS* but GM is Pete Denison.

Les Lievres Fous—third En Garde! game; ditto, but GM is Russell March

The Small Furry Playground—multi-game 'zine covering the other games run by a variety of people. Cost varies depending on the size of the booklet, generally 12 pages. There's no chat in this one.

What else? We're happy to have North American subscribers and players—we have a few already, as well as many Europeans. The En Garde! GMs, at least, are available via E-Mail so orders can be submitted that way to reduce the time. We can only accept subs in sterling (cheques payable to "S F C Press"), I'm afraid—the ISE is one way of handling this. People have been known to send us dollars (or even pounds) in cash—we can use this, but it's a risky way to sending money about and you're stuck with the exchange rate we get.TC

SFCP is really a zine with several satellite game reports. Those 'other zines' Theo describes really aren't necessary for non-players; the main zine is very nearly a must-read, though! Pages and pages of game-industry and hobby news are laid out in a highly professional style, interspersed with art, sidebar features, and short reader biographies. (No, I don't know whether they're running out of short readers...) There are a few letter and quizzes, but always around the topic of what's good to play and what's a waste of time; the writing, both by the editors and the readers, keeps the interest regardless of the game being discussed.PG

So I Lied

Marc Peters, 370 North Street, Sun Prairie WI 53590, USA; home phone (608) 837-3252

price: 50¢ sample price: stamp
frequency: five-weekly format: 20 digest pages

circulation: 33 lastish: 4 September 1993 (#43)

games: Diplomacy (4), Gunboat (2), World War IIb (vt)

keywords: warehouse, variants

SIL is largely warehouse, with occasional columns submitted by the readers, usually sports-related. I try to always be running at least one variant in addition to the regular and gunboat games. Should be on track after a shaky period.MP

Large bold maps, comments on games both postal and at ftf cons, and game reports. That makes a pretty good small warehouse, but we haven't seen enough issues to comment on speed or other features.PG

The Spice of Life

Jef Bryant, 121, Rue Jean Pauly, B-4430 Ans, BELGIUM; home phone (32-41) 465311

<<entry continues on next page>>

Spice of Life continued

price: £1 (back issues 75p)

frequency: annual

firstish: ?

format: 40 A5 digest pages

lastish: Winter 1992 (#4)

keywords: international, variants, service zine, French

co-editor/French inquiries: Miguel Lambotte, Rue de la Bascule, 8, B-4458 Fexheslins, Belgium.

The only issue I've seen was published in January 1993 (sent to me in October), from which I hesitate to draw current conclusions. But the issue I have consists of game start and end charts; a directory of hobby services; rules and reviews of variants; and an overview of the games and zines being run in Europe.PG

Spring Offensive

Stephen Agar, 79 Florence Rd, Brighton, East Sussex BN1 6DL, U.K.

price: 54p + postage

frequency: four-weekly

circulation: 130?

firstish: June 1992

format: 24-30 A4 open pages

lastish: 10 March 1994 (#21)

games: Diplomacy (12, free), Diplomacy II, Downfall (vt; 2), Rise of Rome (vt; 3), Hoplite Wars (vt), Railway Rivals, Zeus IV-F (vt), Gunboat Stab! (vt; 2), Game of the Clans II (vt), Fin de Siecle (vt), Mercator XIV (vt), Storm from the East (vt), Youngstown Dip VI (free), Apposition (free)

keywords: chat, politics, multi-games, variants, fannish, speedy, international

poll position: 1st

Voted the best zine in the British hobby, and this is a measure of steadiness, popularity and quality of content—*SOff* does everything past champion *Dolchstoß* does (but better or bigger) and more. Publication schedule is predictable and the games (which have been moved to separate flyers) appear to be cleanly GMed. Editorials cover the hobby more often than personal matters, with an occasional computer or cat comment. The letters follow this trend—discussion of how to treat hobby newcomers, convention and tournament structure, and the Right Way to Edit a Zine have all been extensive—but extra-Dipdom subjects are creeping in.

Spring Offensive can be counted on to provide a new variant or variant 'module' in every issue, nearly always offering a waiting list in that new game. Maps are clear and concise, especially for handwritten work; the layout is mutating slightly but stays basic, keeping the focus on the words.

The best part of the zine is the newest, Chris Hardy's subzine "White Noise." Fully rivaling Stephen Moore for funniest writer in the hobby, Hardy manages to insult people and leave them laughing (well, they should be laughing, but some can't take a joke!). Where Stephen is staid and high-minded (but equally convinced he's right), Chris gets down in the mud about authors and opinions. *SOff* is certainly a must-read for any North American Dipster who's interested in more than just the games he's in.PG

Starwood

Melinda Holley, Box 2793, Huntington WV 25727-2793, USA; home phone (304) 523-5613

price: \$15 per tournament

frequency: three- to four-weekly

circulation: 15-25

firstish: October 1987

sample price: none

format: 10-12 open pages

lastish: 6 July 1993 (#83)

games: 7x7 Round Robin Gunboat tournament

keywords: warehouse, variants

No press, just 7x7 RRGts. You have to be good to survive, let alone win the tournament.MH

The Gunboat craze has quieted down to a simmer everywhere

else, but Melinda continues to find customers. RRGts can be instructive tactical exercises for beginners, but they are more a form of mental chewing gum for experienced Dipsters.PG

The Swiss Observer

John Armstrong, 2400 Mellwood Avenue #813, Louisville KY 40206, USA; home phone (502) 895-9975

price: ask

frequency: monthly

circulation: 16

firstish: December 1988

games: Global Diplomacy (1, \$5 deposit)

lastish: April 1994 (IV:13)

sample price: free

format: 5 open pages

The Swiss Observer is a pseudo-newspaper that reports on its games in a colorful (if somewhat twisted) manner. I believe it offers the best of both "warehouse" and "chatzine" worlds in that it is game-oriented but still fun for non-players to read.JA

A re-entry into Dip publishing, a zine with a concept, a GM with a sense of humor and an ongoing game of World Dip. There is a fair amount of press and communication. For Dip on a grander scale, this is the place. Once John gets settled, others games may come open. This is a fine, but currently limited zine.RW

The four 'volumes' refer to the fact that *TSO* has been stopped and restarted a couple of times, by three different editors; Volume IV Number 7 would be about the 35th issue overall. The current version is running strong. In fact, while John was on a temporary project in Arkansas and forced to use a format and print quality he's not happy with, he didn't charge his regular subscribers for the zine.

The key here is whether you enjoy spectating pbm games. If you do, then this is the ultimate experience, because not only is the game itself conducive to spectator value (lots of players, global scope), but the fictional 'newspaper' surrounding the game provides priceless commentary and humor about the moves themselves. "Articles" such as "Italian Government Collapses, Followed by Whole Country," "Swiss Brace for Renewed Terrorism" (the GM being accused, by the Ayatollah, of listening to country music), and "Germans Rebel Against Danish Rule."

TSO had been running 8 to 12 pages but John is resettling in Louisville and the last issue was slimmed down to five... it also said "Free (and worth it)" on the masthead. I know he wants players but some of the interesting features and commentary may vanish temporarily, ask first.PG

The Tacful Assassin

Eric Young, 4784 Stepney Road, RR #2, C2, Armstrong, BC V0E

1B0, CANADA; home phone (604) 546-6943, fax (604) 542-6076

price: \$7.50/year (US or Canadian)

frequency: six-weekly

circulation: 45

firstish: 1990

games: Diplomacy (3, \$3), Gunboat (2, \$3), Asian Dip, puzzles

keywords: chat, politics, left-wing, variants, Mensa

Diplomacy is a game. We all do it because we enjoy it. Our strength as a hobby lies in our diversity, with all the different zines there should be something for everyone. We should never take ourselves too seriously. Right now I am three articles into a nine-part series on the game and each of the great powers. Back issues are available for the cost of postage.EY

Eric runs several games plus gunboat. If he keeps offering game openings he risks going beyond the one-ounce limit which could lead to a price increase. So far, his games have the liveliest press of any Canadian 'zine I have come across.RL

TTA runs on, dependable (in a lot of ways) as always. In the past

few issues editor Eric Young has shifted his writing to the game itself. He has produced some interesting articles about the play of the game, including an interesting piece on what press can tell you about the players in the game and their mindset. There's some political discussion in the lettercol, currently a debate between Eric and Robert Lesco on the merits and demerits of socialism. Best of all, most of the pages are devoted to the games, which are run quite well.....BMcK

The Tactful Assassin is another of the offerings from the Great White North (and a Mensa zine to boot). The Gunboat games have the interest twist of the players taking on a 'persona' and writing press from that viewpoint. Some of the writers are excellent, and quite humorous. A puzzle section is added for something different. The zine is worth a look.....AY

I sense a bit of a confidence crisis here. Eric's lettercol has, for some time, been fading into just a dialogue with Robert Lesco. Now that that political conversation has died off, Eric's Dip-tactical articles aren't enough to raise the zine above player-only interest. Eric recognizes this and I'm sure he will take some kind of step to restore some chat to the zine. When he does, his uncommon point of view on modern society will enlighten those who've stuck with *TTA*.....PG

Ter-ran

Steve Heinowski, 860 Colorado Avenue #2A, Lorain OH 44052, USA

price: \$5 gamefee includes sub

sample price: SASE

frequency: four-weekly

format: 3 open pages

circulation: 25-30

firstish: June 1976

lastish: 28 February 1994 (#213)

games: Diplomacy (4)

keywords: speedy, laid-back, warehouse

Old.....SH

Ter-ran is a small zine that runs a few Dip games. A little bit of humorous commentary along with the game reports.....AY

A last bastion of traditional, typewritten game warehouses, Steve now says he won't open any new games while he determines whether burnout has set in for good. The 'humorous commentary' is entirely devoted to 'moron' jokes at the expense of long-time Dipster Mark Fassio.....PG

Up Around the Bend

Haz Bond, 13 Merrivale Road, Stafford ST17 9EB, U.K

price: 50p + postage

sample price: free

frequency: five-week

format: 30 A4 open pages

circulation: approx. 80

firstish: April 1991

lastish: 28 February 1994 (#27)

games: Diplomacy (4, free), Railway Rivals (4), Nuclear Holocaust,

Sopwith (4, free), Time Lords Dip II, Atlantic Airlines, Chaos II

(vt), Lift Off! (2), Intimate Dip, Deluge (vt), Chess, Breaking

Away (1, free), Grand Slam (free), Seismic Dip (free), Bus Boss

keywords: chat, politics, left-wing, fannish, multi-games, variants

poll position: 8th

"The zine with something to hate for everyone." Notorious sexual pervert Haz Bond is known for deflowering novices in secret rituals, running offensive games in a dangerous manner, and most heinous of all, making fun of Markie Nelson. Having thoroughly polluted the U.K. hobby he now seeks fresh areas to infiltrate, so is open to more U.S./overseas traders and subbers.....HB

The zine with a difference... well, several differences. The biggest difference is Haz's willingness to say only-slightly-outrageous things in the most outrageous way possible. (Or is that Joy's willingness to say the most outrageous things in and only-slightly-outrageous way?) Another difference is that this is now a baby zine (yikes! another one?) but a baby zine wherein the baby does not have a parent with straight

vanilla sexual preferences. Another is that Haz's use of Latin headlines doesn't grate on the nerves nearly as much as Iain Bowen's. For some strange reason.

Everything you could want in a zine—letters, hobbynews, occasional satire, games, personal update-editorials. Unfortunately the Diplomacy con reviews aren't as interesting as the bisexual conference review, but it's a very close call and the other writing is even better. Not a spot for North Americans to play (skips a month now and then, and when it is published the two- to three-week turnarounds mean little negotiating time) but definitely a spot to lurk and read.....PG

Upstart

Garret Schenck, 394 - 5th Street, Brooklyn NY 11215-2807, USA;
home phone (718) 832-5390 fax same as home (call first)

price: \$1.50; \$2 Canada, \$3 overseas

sample price: polite request, or \$1.50

circulation: 75

frequency: six-weekly

format: 32-40 digest pages

firstish: January 1988

lastish: 16 March 1994 (#65)

games: Diplomacy (7, free), Gunboat (5, free)

keywords: chat, politics, left-wing, fannish, laid-back, slow as nails

poll position: 4th

Upstart lives... barely. I've actually managed to put out three issues since the last issue of *ZR*—not great but enough to confound the Garret-loathers who still exist in this great hobby of ours. And I'm working on issue #63—will wonders never cease? Is there a Santa Claus?

As Pete admitted lastish, *Upstart* is the best zine in the hobby. I may not agree with everything our saintly editor pens, but he was dead on the money this time.

The problem is that it's gotten so god-damned slow. I wish I could fix this, and I'm still hoping... and hoping... to do better, but I'm not terribly optimistic. I probably will shut down the game openings some time soon, so this may be your last chance to play under the only GM/publisher to take "Top 5" honors in both the Zine and GM polls in this year's Runestone. Get on it!

Hey, they don't call 'em "The Best Maps in the Business" for nothing.....GS

I've been receiving *Upstart* for many months, or at least trading for it. I have received two issues, as far as I can tell. This is the most erratic non-folded zine I've known. The issues have been impressive, but not worth the delays for good gaming. If it reestablishes itself, however, jump in.....RW

Those self-anointed Best Maps did in fact get a little better recently. And my apologies to Garret; the long delay in *ZR* makes his 'editor's comments' very stale.

I said last *ZR* that *Upstart* is the best zine when it appears. When I wrote my original review for this issue three months ago, that qualifier was crucial. Garret published his last edition of *Zine Register* in December 1992, and got out an issue of *Upstart* on time in January 1993. The next issue came out in June, with five more in the nine months since. One issue was bang-on schedule, but that big gap early last year produced a zine which now typically takes two to six weeks to turn around. So it's slow—so what? you ask. Lots of zines are bimonthly. Well, lots of zines are bimonthly and you expect them that way. With Garret, the way he criticized slow zines for so long, you expect a contrast.

Still, let's look at what is actually in *Upstart*, not just its timing. Garret's bitterness at his hobby enemies has made the zine less readable than it was two years ago. His review of the *Diplomacy World* transfer never mentioned new editor Jack McHugh by name, and in both the shift of *DW*, and of the Marco Poll from myself to Bob Acheson, Garret manages to fault the resigning custodians for their selections.

With the recent chat about his employer's woes, mechanics of publishing and NMRs in the zine, *Upstart* has taken on a self-absorbed tone. But those are legitimate topics of zine discussion (and reasonable reasons why a zine might be a little late!). The good news is that the letter column shows signs of becoming once again the kind of free-wheeling firing range that can offset that tone, and as always the main reason to read this zine is the extensive press. Sign up,PG

Vertigo

Brad Wilson, 3306 N. Southport Ave, Apt 1-Rear, Chicago IL 60657, USA

price: 45¢; 90¢ overseas (prefer subs in blocks of 10)

sample price: 45¢; 90¢ overseas circulation: 75

frequency: bimonthly (games six-weekly)

format: 16-32 open pages

firstish: August 1982

lastish: 16 May 1993 (#113)

games: Diplomacy, Gunboat, Balkan Wars VI (vt), Everybody Plays Dip, Colonia VI (vt)

keywords: chat, politics, right-wing, variants, fannish, laid-back

Fun *Vertigo* facts:

- 1) published in four states over the years (five if you count the state of Intoxication)
- 2) many hobby dinosaurs still graze here
- 3) more fun than *Upstart* (but what isn't?)
- 4) casual gaming at its best
- 5) music, college basketball, hobby news and more!
- 6) endorsed by the East Coast Clique, NYGB, PDO and NCAABW

Still chugging along. Brad has the endurance to publish, the independence to be free of all outside pressures that some other people put on publishers, and the longstanding hobby membership to have that independence. No matter what people say of *Vertigo*, it is popular because of what many may criticize it for. Its charm is its contentiousness and rough look, like it just walked off the city streets. *Vertigo* is the City Daily News of the Dip hobby.

However, it is not exactly a daily. There are some time gaps between issues. However, Brad redeems *Vertigo* when it does come out. He has good reasons for the delays. Games are run by flyer if the delay turns long, so the games continue.PK

It's back! It's slow, it's thin, but it's back. All Brad needs is a real job, and *V/MGJ* [*MGJ* is Meet George Jetson, *the companion games flyer*] should come spewing forth with its regularity of old. C'mon you Chicago gamers! Hire the man!

V/MGJ is a great place to play, even if one has to play against Flapjack with depressing regularity. The quality of play is high, the repartee witty, and the hobby news sharp-edged. Always a good read. Now if Brad could just pick the Stanley Cup winner for once...PB

Vertigo has been very irregular of late. Brad has relocated and having some other difficulties. Unfortunately, I started receiving this just about the time the problems started, so I really can't comment too much on it. It's another of the zines that won't win a beauty contest; but, for the most part, the games seem well adjudicated and Brad's making an effort to keep them on track between publication of the main zine. I enjoy the lettercol quite a bit.AY

I'm not going to try to review this because it has vanished for so long (remember the reviews above were written in November), but I am including *Vertigo* because I happen to know that Jim Burgess has offered to publish #114 to get around Brad's money problems. In fact, I've seen #114 (on floppy disk) so it's just a matter of time and logistics before Brad is 'on the record' again. However, I recommend new subscribers stay away from *V* until they hear it's up and running again.PG

War Fair

Stephen Glasgow, 32009 Pendley, Willowick OH 44095, USA;

home phone (216) 944-4036

price: \$10/year (\$8 renewal)

sample price: free

frequency: five-weekly

format: 24 open pages

circulation: 40

firstish: November 1989

lastish: 1 April 1994 (#43)

games: Diplomacy (3, free in subzine), Small World (vt), Woolworth IID Dip, Anarchy V (vt), Winter 1898 (vt), Bourse, Balkan Wars VI (vt), Turnabout Dip (free), Machiavelli (free in subzine)

keywords: chat, politics, variants, Mensa, puzzle

poll position: 3rd

I specialize in full-page computer-generated maps, especially of variants. I'm looking for another sub-zine since my last contributor has successfully launched his own zine (*I Still Live!*). Check out the third-place finisher in the Runestone Poll!SG

War Fair is not only a Mensa zine; but, well into the mainstream of the hobby. Besides the games (including many variants as Small World, Bourse, Woolworth), there's plenty of discussion about the current state of the US and the world. A puzzle page adds a different twist to the normal zine's offerings. I can't close without mentioning the super maps Stephen does!!AY

For the record, *Crimson Sky* and *War Fair* remain my two personal favorites.SC

WF is a nice zine; there's very little wrong with it, and that's why it finished so high in the Poll, but I would pick this one to fall a few places because there is so little to set it apart from the zine crowd. Predicted finish: 7th.

The reason for this is that once you sort out the games (which take up a LOT of space: each has a full page for results and a full page for maps) and the bits that are reprinted from elsewhere (magazine and newspaper quizzes and clippings), you're left with just two pages of Stephen's writing. "Mouthin' Off" is an appropriate name for this, though, as Stephen usually melds together his own view with reader comments to make a coherent right-wing statement.

Since Stephen wrote his review above, he's added "Won If By Land," a subzine by Jason Wilke that hasn't really created a personality yet. The overall result is a zine that feels like Reader's Digest, composed of tidbits and reprints. I'm glad to see a Mensa zine go beyond warehouse, but *War Fair* has a long ways further to go.

While in the proofreading stage of this issue, another copy of *WF* has arrived. It says, at some length (but note the date of publication), that Stephen's monies, business records, and computer have been confiscated by the IRS and because of this he'll have to fold. The zine has no maps (because he doesn't have access to CorelDraw at work) and everything is supposed to be transferred to his current and former subzine editors. It will be truly too bad if we lose this one.PG

World Diplomacy

Larry Peery, Box 620399, San Diego CA 92162-0399, USA

price: \$5 per mailing

sample price: same

frequency: occasionally

format: various

circulation: 50-100

firstish: Spring 1991

lastish: Winter 1994 (#16)

games: none

keywords: chat, fannish, service zine, international, laid-back

Aspires to be the "zine of record" for the international Dip hobby; *WD* is Peeriblah with a foreign flavor. Currently reaches 16 countries; 2/3 of readers are overseas trades.LP

World Diplomacy is an irregular publication of Larry Peery that covers a gamut of topics. Diplomacy is an important part of the zine and include his updates on the Diplomacy Archives which he houses.

Other topics range from global politics to reviews of CDs and books. Peeriblah can occur, and often does.AY
World Diplomacy is a perzine. Larry Peery is a Dipdom Golden Ager and former Hobby Everything; *WD* is Larry's open letter to the hobby several times a year, usually concentrating on how desperate the convention/pbm/hobby politics situation is. Larry's mind takes him to tangents from nuclear submarines to Japanese gardens, but those interests are so unpredictable that you should only sign up for *WD* if you want Larry's hobby outlook. Hasn't been seen for several months but that's normal, I'd give equal odds on no issue until July or on four issues between now and then.PG

The Wreck of Osgiliath

Mark Nelson, 21 Cecil Mount, Armley, Leeds, WEST RIDING
LS12 2AP, U.K.; email at amt5man@amsta.leeds.ac.uk
price: the usual

frequency: occasional format: 10 A4 open pages
firstish: January 1994 lastish: January 1994 (1:1)
games: none keyword: fannish

This entry is my revenge on Crazie Markie for the way he beat me up in our email game of Intimate Diplomacy. He publishes off and on (more off than on) and all of his publications (*The Mark Nelson Experience*, *The Mouth of Sauron*, *The Fat Lady Sings*) center on hobby history, statistics, gossip, and personalities. This is no different. *TWO* is simply all the leftover letters Mark had on hand when his last zine, *TMNX*, disappeared.

TWO probably won't run more than a couple of issues, but it does give me an excuse to inform you about Mark. If you see something he's publishing, jump on it. If he lets you 'subscribe' to his stuff (no money changes hands, either you write him letters or articles or trade him zines or else you don't get it), you'll be hipper to how the hobby really works than anyone else.PG

Y Ddraig Goch

Iain Bowen, 5 Wigginton Terrace, York YO3 7JD, U.K.
price: £1.20 sample price: free
frequency: monthly format: 20 A4 digest pages
circulation: 70

firstish: September 1985 lastish: Ebrill (April) 1994 (#82)
games: Diplomacy (4), quizzes, Government (2), Somewhat
Demiurgic Dip, Railway Rivals (3, free)
keywords: multi-games, international, warehouse, right-wing
poll position: 6th

Despite Iain's cutback last year, *YDdG* is still one of the best zines around. Iain's one of the best GMs around in terms of patience as well as competence. On top of that, the reading content of the zine is excellent—the right balance of everything: food, hobby politics, British politics, history and more. It is a bit strong at times, especially when it comes to sexual politics, but not as much as in years past. If you're looking for a good international zine, you need look no further.SN

I keep waiting for this to become the next incarnation of *Denver Glont*, and one of these days I'm going to stop that and appreciate *Y Ddraig Goch* for its own self. It's a witty, sardonic and enlightening zine which deserves far better evaluations than its editor gives it.

Iain is given to too much Holy Ratin and too many Modern Novels, but those aspects help set the scene for the zine's many other features. Politics in this zine are anti-government despite the 'right-wing' tag, providing a wonderful tension to the writing (criticism from within is often more insightful and entertaining than criticism from the opposition). Everything you've heard about Britons being stuffy, snobbish, unemotional and highbrow is true... what they forgot to tell you is that all that can also be funny and wonderful!PG

Zero Sum

Richard Weiss, 554 Liberty Street, San Francisco CA 94114-0001,
USA; home phone (415) 641-9779

price: \$1 sample price: \$1
frequency: four-weekly format: 16 open pages
circulation: 60

firstish: April 1992 lastish: 8 March 1994 (#24)

games: Diplomacy (3, free), Gunboat (4), Fog of War Dip (1, free),
Yahtzee, Nuclear Yuppie Evil Empire Dip 7x7 (free), Railway
Rivals (free), Acquire (free), Distant Seas (free)

keywords: chat, variants, speedy, multi-games

Rapid turnaround. All games end with one winner or seven in a tie. That makes play a little different. Unfortunately I make too many adjudication errors and until I get a different computer will keep maps on a separate page.

There are lots of contests—which takes up the bulk of the communications column. Economic predictions, hockey standings and other sports and the yearly Death Guess Poll are some.

Not yet a mature zine or one that is "all a zine can be."RW

I've only seen one issue to date, but I like what I saw. A simple zine, yet one which seemed like the players were having fun. This is what a zine is for.PK

Zero Sum has a variety of games and contests. Of late, the non-gaming side of the zine has suffered; but, I hope that Richard returns with more of his thoughts and commentary. The games are decently adjudicated and the maps very clear. The contests can be off the wall (Truth & Lie, Dead Persons); but are quite enjoyable nonetheless.AY

When Richard's zine first appeared, I raved about it. Not only is he local, and a *Perelandra* player, but I felt he had a new twist on editing, putting much of his unusual interests into *Zero Sum* (statistical predictions and an obsession with death?). However, over the past year the letters and real-life ramblings have tailed off, leaving a zine with lots of games and a few contests, but little insight into what's going on in Richard's life.

Lately, too, he's been preparing for a major real-life move—considering jobs in Montana, Hawaii, and the Middle East!—so the zine has become ever more mechanical, and I fear it will become an afterthought wherever his move is accomplished.

The turnaround here is fast—half the time, the zine is in the mail on the day of the deadline—and the variety of games is exceptional. But the zine has been getting smaller, so you should get a couple of issues before deciding this is the place for you.PG

Zine Register

Pete Gaughan, 1521 South Novato Blvd. #46, Novato CA 94947-
4147, USA; home phone (415) 897-3629, fax same as home; email
at irishpete@aol.com

price: \$2 (\$4 overseas) circulation: 125
frequency: annual format: 52 open pages
firstish: April 1981? lastish: December 1993 (#23)
games: none keywords: service zine

The 'Year in Review' is a nice idea. Might be useful for future hobby historians. The special section for running-down zines also makes a lot of sense and it's a credit to your thoughtful approach.

I'm neutral on the lettercol and index. I have always tended to think that *ZR* should be a listing of zines, a brief comment on each from its editor and the *ZR* publisher and that's it. However, since that utopia is a long way off, I participate with reviews. The other stuff I find disposable, if of a certain interest. I'd drop the overseas zine section to increase North American coverage.

The Zines Folded section was sad; there were some real dandies there—*CIA*, *SL*, *CE*, *DD* in its heyday. We're much poorer without them.

On the whole I find the presentation outstanding and easy to read. Good mix of reviews, too. The zine section is clear, easy to understand, and simple. A solid effort—much better than Garret's; I liked Tom Nash's writing style more than yours (or most people's in the hobby, for that matter) so I'd give his a slight edge, but I'd give you an 8.Brad Wilson

Very good job on *ZR*. The only problem I had was the size. Personally, I like the digest format as it is easier to carry around, the pages don't tear loose, and it is more compact. Otherwise, I felt you did a good job. I am also glad you intend to do it for several issues. While it is obvious you learned a lot by watching Garret, actually doing it is much different. Each issue you do should get easier. Also, I hope to include a few reviews next time.David McCrumb

You did a very fine job with your first issue of *ZR* and I like it very much, much more than those Garret Schenck has produced. Go on with this style and you'll have a lot of success with it. It's indeed very helpful!Thomas Franke

ZR was great, I have practically worn the poor thing out. This is the most useful genzine in the hobby without much doubt, essential for the player who wants to broaden his horizons. Based on the reviews I have added about a dozen subs and have another two dozen marked with various colors of highlight markers which I intend to add. I have committed to several games already and am anxious to get one started. Conrad von Metzke wrote me a nice letter welcoming me back to the hobby, he said that he vaguely remembered my name from the early days. I even wrote a nice right-wing political letter to Jack McHugh concerning his essay on the Clintonites' first 100 days.Michael Quist

I really enjoyed the overall tone and feel. If not putting other people down causes some to dub it "boring" then I find fault with the reviewers, not you. This is what we need.Jim Burgess

Thank you for the great amount of energy you spent on an excellent issue of *Zine Register*. The handbooks' large format helps us older members' eyes and brains. Sometimes, change can make a difference. I am not a diplomacy or "group gamer" type, but I have found *Zine Register* right on the dime. I feel very comfortable and delighted with the way you cross the t's and dot the i's and add comments to spark interest.Howard Hugh

I don't miss the cover "snapshots." While the idea was a good one, the net result was not as good as one might wish. Of course it doesn't help that most of us regard the cover as nothing more than another page to be filled with text. One thing that I did miss was the new! labels for new zines. That sort of thing draws one's attention to a new zine. The flags were an alright idea. I would have liked to see more of an obituary for dead zines, although I do see your point. Maybe a "year-end round-up" is the way to go. Finally, I was surprised to read that you left the writing of the reviews to the last week. A little more depth wouldn't be unappreciated. This issue read more like one of the Nash issues, although that is not a bad thing really; just, well, a bit of a come-down after Garret's issues.Brent McKee (Saskatoon, Saskatchewan)

[[Sorry I misled you on the review-writing: I did leave them to the last week (hoping to stay as topical as possible) but they took so long that they forced me to back up the publication date. It actually took me three weeks to write all the reviews. I've figured out that I don't have to be so concerned with this week's issue and should be reviewing a zine's performance over the past six months. (Also: on the subject of my predecessors Nash and Schenck, there seems to be a division of opinion as to who I more resemble. Let's just say I don't think I look or sound like either one.)]]

I have some thoughts on the *Zine Register*. Please treat these as my thoughts and opinions, that is, what I would probably do to make things "better."Bill Wordelmann

[[Bill then provided seven distinct formatting, graphic, and bibliographic ideas; every one was excellent and every one has been

implemented in this issue. (Examples: columnar index instead of comma-listed.) My sincere thanks to Bill for making ZR more readable!]]

Everything you wanted to know (and more) about 'zinedom. Think I liked the digest format better though.Paul Bolduc

And so the mantle passes; Pete Gaughan's first issue is now off the presses. The differences between the two versions are instantly obvious, beginning with Pete's use of the open-page format, which I think was an extremely bad idea. In this one way alone, the product looks amateurish, in direct contrast to Garret's digest format and to all manner of content in Pete's. To my mind, digest form is both more professional and more permanent; it looks more like a "magazine" or "booklet" than a "fanzine" or "term paper," and in open page form, with regular use, the top and bottom pages inevitably rip loose, get crumpled, get lost or misplaced. My personal choice would be digest; failing that, I'd at least prefer a side-staple pamphlet format. In particular, I think this—purely cosmetically—would cause it to be viewed 'significantly' by the newcomer, which is exactly how I think the *Zine Register* ought to be viewed.

Once one digs in, the picture improves. Pete has made a major point of expanding those portions of the descriptive content that would be of use to newcomers, and the result is that this *ZR* is of far greater value to anyone not intimate with the hobby than any previous incarnation of the *ZR* has been.

Graphics are simply stunning. Pete has chosen not to play games with various fonts, which I find very refreshing; he has made a few tentative experiments with bits of clip-art, which I love and hope will be expanded; and he has started the process of indexing the entries in various ways, most notably 'key-word' entries (by subject or character of a zine), which will eventually be very useful in winnowing out topical products from all the others listed.

But something is missing. That something is the pointed, frequently barbed personality of Garret Schenck, which admittedly has been widely criticized. I concede that Garret often went over the edge; nevertheless, agree or not, his writing was always fascinating and engrossing. Pete has opted for more neutral ground, and the result is at once more useful as an encyclopaedia and less joyous as reading material. Perhaps this will change as Pete gets more into his task in future issues, and as he takes a few more chances and sees what will work and what won't. I hope so. Sixty-two pages of bland reading is not thrill, whatever its utility.

From my private perspective as a well-versed hobbyist and avid reader, I would much rather have the acerbic, occasionally needle-pointed approach taken by Garret Schenck than the milder, rather pacific style chosen by Pete. But there is another side: while Pete may be less exciting, he is also less (=not) offensive. I suspect he is starting from the conservative side on purpose—Pete is NOT a bland writer—partly to provide a sharp wrench from the aggression that sometimes pumped up Garret, and partly to test the water before sticking his whole big foot in it. My supposition is that if enough of us tell him "bland," next time he will goose it up a little, and if we then say "better, but still bland," he'll go a little more, until he starts hearing faint noises of "er, maybe you ought to file the barb off that hook," and then he will have found his level. One thing that does NOT disturb me: no matter what, Pete is never, ever going to plop down on the wrong side of sensitivity or propriety, which unfortunately Garret did on occasion.

The result, I predict, will be that, while a few of us may wish for more sharp corners at times, the *Zine Register* will finally become what it was always supposed to become: a consistent, honest, and essential guidebook to the printed postal gaming hobby, eminently useful to all regardless of background, interest level or need. In that sense, perhaps—despite all the improvements—the *Zine Register* is returning to its origins, because I see Pete moving closer to the "founder," Simon Billenness, in

both intent and application. And that is good. Trust me. It is wonderful.

But it still isn't what I would have done... ..Conrad von Metzke

Thanks again for doing such a good job with *Zine Register* #22. It looks good. The presentation of the material is well-organized. You put a positive twist on things, and I think the positive twist has got to be just the right approach in a publication which might represent the hobby to a newcomer.....Stven Carlberg

ZR is a recent discovery for me. It is really necessary if you want to get in touch with foreign editors. It also has plenty of useful information about who you can contact and for which game.....

.....Marcello Mondini

[[The overall message I get is that ZR22 had some successes and some failures; considering that I am striving to get this project to land firmly in the middle of everyone's expectations, I accept that judgment.

[[Example: I don't believe ZR is primarily for novices. The sidebar articles, that Garret did so well, were removed because I felt the space they took wasn't justified when we have novice publications which duplicate them. On the other hand, an index could be useful to newcomers and veterans, helping ZR hold the wider audience it needs to be solvent. The middle ground in 'graphic tricks' and 'sharpness of tone' are yet to be determined, but I appreciate every single attempt that hobbyists have made to help me find them.

[[Conrad gives me far too much credit. I am certain that I will, at some points, plop down on the wrong side of sensitivity; but I hope I'll never do it knowingly.]]



The SECOND STRING

...and trust me, by that I mean *no* disrespect. Every team needs its backups and old veterans. These are the zines which may be disappearing; or, are known to be publishing but, for one of the following reasons, did not make the Main List.:

- The editor chooses not to be listed in full;
- The zine is known to be running, but has not been seen by the ZR editor since the last issue of ZR;
- No issue has been seen since last ZR, but I haven't quite given up on it yet;
- The zine is 'running down to a fold,' meaning that no new games or subscribers are being invited and the zine will stop publishing when the current games are concluded;
- I removed the entries of several foreign zines in order to provide more room for North American listings. Among these are *Compendio ars Diplomatica*, *Flying for a Quail*, *L'Araldo Diplomatico*, *The Management*, *Shadowplay*, and *Trahison!* See the International Scene summary.

Several publishers have been very helpful in providing trade or review copies, and I apologize to them that they won't be getting the space they might at other times deserve. (I'm not listing several game-flyers, such as Andy York's *WAYfarer*, and true subzines which have been reported to me this summer, but thanks to everyone who sent data!)

Acropolis, Karl Hoffman, 250 Harris Street #D5, East Stroudsburg PA 18301, USA—Acropolis will fold when all games currently running end.....KH

Alpha & Omega, Lee Kendter, Jr., 376A Willowbrook Drive, Jeffersonville PA 19403, USA

Alpha & Omega is the reporting zine for the Miller Number Custodian and the North American Variant Bank. Lots of stats for those interested.AY

Lee says that #30 was published 5 May 1993, but *A&O* has not been seen at ZRHQ since the December 1992 issue.PG

Autumn Madness and *Pennant Madness*, Bruce Linsey—removed at Bruce's request but I probably would've subtracted them anyway as commercial zines. I see they are both still in the Runestone Poll ballot, though, so I assume they're still publishing.....PG

Batyville Gazette, Ralph Baty, 4551 Pauling Avenue, San Diego CA 92122, USA—never seen at ZRHQ, no info sheet submitted.

Batyville Gazette is games. Well adjudicated and turned around, Ralph does a super job in keeping BG on track. The game reports are very readable and have very well produced maps.....AY

A regular zine, with an accessible and pleasant format. I personally don't like maps on the back of the page with the adjudications since I adjudicate each game myself each time for GM errors, but they are very nice maps. There is only a small number of games at one time (usually six), there is little other than the games, and the players are less into press than average. The GM intrudes only infrequently into the press section. Some games are Mensa-only. Overall, a warehouse, which is a very good zine.RW

The Coach Express, Ken Hill—didn't fold after all, but *TCE* is down to only six Bus Boss games (most of them orphans from *Rianna Games Review*) and is not accepting new subscribers.

Electronic Protocol, Chapter One, Eric Klien, 3465 W. Robindale Road, Las Vegas NV 89139, USA—Runs every type of variant plus regular. Tons of games with an average turnaround of one week. The zine itself is published irregularly, though. NMRs are not allowed. ...EK

Never seen at ZRHQ. I'm not sure what constitutes tons of games; EP hasn't been produced in a long time and Eric's claim to be running many many games may depend on counting the hundreds of Judge Dip games, which do not appear in any zine, are actually 'gamemastered' by others and adjudicated by computer. This is the zine which began to make a community out of the widely-scattered Internet Dip players, but until I see a copy I will withhold recommendation.....PG

The Game's Afoot, David Smith, 5038 Boca Raton, Garland TX 75043, USA—Mentioned by Andy York in *Pontevendria* but not yet seen at ZRHQ, and no response to an info sheet. Does anyone have a phone or email address for Mr. Smith?.....PG

Get Them Dots Now!, Lee A. Kendter, Jr.—too few subbers to fill game openings and the press of a new part-time business led Lee to begin winding this zine down. "*Get Them Dots Now!* is, unfortunately, moving towards a fold. Lee is winding things down and not accepting any new subbers. He will be missed."AY

Glen Echo, Sig Street, P.O. Box 1506, GMF, Boston MA 02205-1506, USA—This just started so I don't know a lot about it and i only foresee it as a one-time thing for this one game. I didn't want it advertised really for those reasons.....SS

!Gooooooolllllllllllllll!, Don Del Grande, 142 Eliseo Drive, Greenbrae CA 94904-1339, USA; home phone (415) 461-2692; email at ddelgran@nyx.cs.du.edu—This zine runs the Daily STUN United league (formerly Jim Goode's Disease City league); nothing of interest for non-players. A new season is starting early in 1994; managers for new teams are needed and welcome to join.DDG

!Goooll! is one of the few United zines in the US. United is an exciting game, and the cost is right - only \$8 for the year. There's little outside of the league results.AY

!Goooll! has never been seen here at ZRHQ. I dare say my delay has probably made it tough to join the league but drop Don a note anyway, you can always blame me if you're late.PG

Kathy's Korner, Kathy Caruso, 636 Astor Street, Norristown PA 19401-3745, USA—still running down to a fold. Just published issue #200 this month!PG

The MetaDiplomat, Jeff McKee, 2504 Walnut Hill Circle #209, Arlington TX 76006-5119, USA—Jeff is down to just one Gunboat game on his way to a fold. For those of us lucky enough to play in or kibitz the Gunboat, he relates his world (business) travels in culture-awed detail.

Metamorphosis, David Wang, P.O. Box 1564, Piscataway NJ 08854, USA

David Wang has kept *Metamorphosis* going in spite of three interstate moves in less than a year. For a while, Dave, who is extremely dedicated to his zine, was writing his entire zine out by hand. He has, I think, finally settled down, and is again using a word processor to produce Met. The zine features variants, regular and gunboat games. The zine also has a substantial amount of nongame material, mostly sports and sci-fi, mostly written by Dave. The turnaround time has been irregular lately due to the repeated moves. AL

This is a newer zine which has had start-up/real-life problems including a number of moves and a hand-printed issue. Despite this, the zine had continued, and may be back to a regular schedule, although to play here is to take one's chances at delayed issues, since there is no track record of regularity.

The GM has plenty of personality displayed in the columns and intrusion into the press. The adjudications have been good. The format has varied tremendously as has the timeliness. For those who wish to take a gamble with a new zine, this is one with a high likelihood that your time will be happily spent.RW

After appearing to get his zine act together (issues in Sept/Nov/Dec) and a quick form letter to say that the January issue was delayed because several players' zines were lost in the mail, we didn't hear from David for three months. Just before going to press, the "Winter 1994" issue (#131) arrived, with 34 pages—games, subzines, and a long chat column mostly on Star Trek. Money and housing problems messed up a zine and an editor with a lot of potential; don't sub now but if David gets another issue out I'd guess he's likely to publish regularly again; as soon as he does, get a copy and consider supporting *Meta*.PG

Mondo Diplomatico, Luca Barrontini, Via Marradi 103, I-57125 Livorno, ITALY; home phone (39-586) 895184, fax (39-586) 850162—*MD* is divided in two parts: the first is dedicated to various problems, readers' press, AID news (AID is the Italian Diplomacy Association), variants and so on. The second half is reserved for the games. Being played in *MD* are: 8 Dip games, 1 tournament (3 games) of classic Dip, 1 Struggle, 1 Dark Diplomacy, 4 No-Press Gunboat. Beginning with #111 there will be three subzines: "Fronte Sud" by David Heath (an English player living in Italy) covering Struggle for Hegemony in Europe; "Vertigo", by Marco Signoretto (the best Diplo player in Italy) covering the French game Vertigo; and "Soldati di Ventura", by Natale Seremia, covering Kingmaker.

MD also publishes a player list. The best attribute of *MD* is its punctuality: in 10 years of activity, *MD* has never been delayed!! I think this is a very important quality for a postal zine.LB

MD is the elder brother of Italian zines. He has a record difficult to beat: no delay in 11 years' history. Every month but August a new issue. This is his strength and the reason why Luca's readers DO like

MD. Starting next year he will also have three subzines, and this is a novelty for Italy. As a player I'm anxiously awaiting one of them hosting Vertigo.MM

As this is all in Italian I can't comment on the content, but the zine is reliable, well-organized, and packed with a balance of games and writing.PG

Now Eat The Rabbit, William Whyte, 107 Windmill Road, Oxford OX3 7BT, U.K.; home phone (44-865) 61491—*NERTZ* is the best zine ever in the whole world ever. Ever. So there.WW

NERTZ uses a non-traditional numbering system (January 1993 was "#4,999,999")—there have been more than ten but fewer than one hundred issues. Unfortunately, there have been no issues since last April, so this will be presumed folded next time. However, William has been known to disappear for long stretches and come roaring back with an outstanding zine.PG

Protocol, Eric Klien, 3465 W. Robindale Road, Las Vegas NV 89139, USA; home phone (702) 897-4176, work (702) 897-8320 ; email at eric-s-klien@cup.portal.com—Running down to a fold.EK

Hasn't been seen at ZRHQ since the November 1992 issue, but Eric lists a "December 1993" lastish.PG

Rainbow Warrior, Shane Hedegard—conversation has it still running but I've not seen it this year.

Standard Gauge, Bill Wordelmann, 541 Canyon Trail, Carol Stream IL 60188-1364—has been missing since last August (Bill got married last autumn) but #6 showed up in the first week of April, with an adjudication of the next turn in his one game. Let's hope he's back to stay, the rail hobby needs him.PG

Well, Martha, It Kinda' Sorta' Looks Like a Dip Rag, Don't It?, John Schultz, Box 41-19390, F-W43, Michigan City IN 46360, USA—I'll leave it to the reviewers to do the critiques. I'll just say that I'm not interested in new readers at present due to the difficulties in getting *Martha* out right now, and because I'm running down to a fold. I'm happy with *Martha* regardless and despite the difficulties I'll keep plugging it out as best I can. 'Vince Glorto,' *Martha's* benefactor, is due unending gratitude on my part. SALUTE!JS

Great zine. View from the other side. I'll miss this one when it goes. Institutional life is a whole 'nother dimension. John may as well be living in another country. The language or names may be the same, but the morals, needs, wants, social life, and standard of living is all so different, it may as well be a foreign country.PK

Well, Martha.... is a treat every time I receive it. Unfortunately, it is moving to close up shop. Considering the handicaps that John has been working under, his efforts to keep *WM* on track have been superhuman. The games are well adjudicated, and I thoroughly enjoy John's writings and his unique perspective on things. I hope that it will be reincarnated in the future.AY

I guess others call this *Well, Martha, It Kinda* etc etc, but I just think of it as *Martha*. Like a fellow worker you know and appreciate greatly, who has decided to change jobs to better their life, and you feel happy for them but sad for yourself, *Martha* has folded, so that John can get some education and reduce his sentence, and then get back to us again. I'm sad for the loss of the zine, and proud and happy for John.RW

I'm including John because he still has game openings, despite his protest that he's letting up. It takes him a month or more to get an issue out, but priorities in prison are (naturally) different from those out here and *Martha* simply moved down the list of priorities.PG

GLOSSARY

THIS IS NOT A COMPLETE GLOSSARY! For a detailed set of definitions of hobby terms, check Mark Nelson's *Diplomacy AZ* (listed under Publications in the Hobby Services section).

egoboo — 'ego boost.' The good feeling you get when you see your name in print.

FIAWOL — Fandom Is A Way Of Life. Position taken by those who take deadlines, feuds, and game outcomes very seriously. ("We're here to play games, not make small talk.") Similar to "TurboFreak" or just "Turbo."

FLJAGDH — Fandom Is Just A God Damn Hobby. Point of view that takes games (or even the entire hobby) lightly, as a means of meeting people. ("Don't let games get in the way of gamers.")

firstish — 'first issue.' In *ZR*, the date of the first appearance of a zine.

lastish — 'last issue.' Usually, used in a zine when discussing something that appeared in the previous edition; in *ZR*, the latest issue seen here at *ZR* Headquarters.

SASE — Self-Addressed Stamped Envelope.

zine — short for 'amateur magazine.' Pronounced ("zeen," "zin," "zein") and spelled (zine, 'zine, xyn, szine) several ways.

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A Word on Subscriptions and Mailing Labels: If your copy of ZR has a printed mailing label, it should show, in the upper right-hand corner, whether you are getting this issue as part of a Trade (T) or a Subscription (numeral-slash-numeral). *Everyone* in the database which produced those labels will get an announcement next spring when ZR24 gets underway (so keep me informed of any changes of address!) **Traders:** See page 4! You do not need to continue to send copies of your zine. **Subscribers:** The first numeral is the last issue of ZR you're paid up for. The second numeral is how much money I have on account toward that sub. If you'd like that money refunded, simply askPete Gaughan