

PLUGGED



#26

William Board '91

Editor's Notes

Welcome to this, the 26th *Zine Register*. It is, I hope, an informative and timely look at the various publications in the Diplomacy today. Your editor for this issue is and remains Michael Lowrey, 6503-D Fourwinds Drive, Charlotte NC 28212. My phone number is (704) 563-9226. Additional copies of this publication are available for \$2 in the U.S. and Canada or \$3.00 overseas.

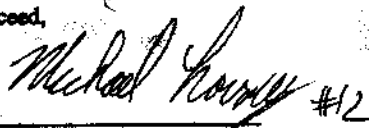
This is a time of great transition in the hobby: from the paper zine to an Email dominated hobby. Many truly exciting things are happening in the PBEM world. There are, for the first time ever, things that can be described as actual "Email zines." The number of games played by Email continues to grow as well. *Magnus Hand*, of *Diplomatic Pouch* fame, recently won the Miller Award for Hobby Service.

That said, the play by mail hobby continues in a slow decline. Only 20 PBEM Diplomacy games started in the first 10 months of 1996. And in the past eight months — since the last *Zine Register* came out — only one new zine, *Forlorn Hope*, has started. At least three zines have folded cleanly since then, with several others running down to a fold or cluttering the missing in action file. Hopefully this is a trend that can and will be reversed in the future.

And, very soon, a transition will occur with the *Zine Register* as well. When I took over ZR from Pete Gaughan, I made a commitment to myself to only do three issues. This is my second issue, and #27 will be my swan song. Anyone interesting in taking over the editorship of ZR after issue #27 (in nine months to a year) should contact me.

Finally let me take this opportunity to again thank Chris Hassler, Doug Kent, Brent McKee, Ward Narhi, Paul Bolduc, and Jason Wilke for contributing views to *Zine Register* and the Diplomacy hobby at large for allowing me to do ZR. In addition, I owe many thanks to Jillian Leamy for the art gracing the cover of this issue.

May all your stabs succeed,



How To Read A Zine Listing:

This should be fairly clear. First you have the zine name. Beneath it is the last issue number I am aware of and its date of publication. After a line break, you'll see the editor's name and address, followed by their phone, fax and email numbers/addresses. For phone numbers, an "H" indicates a home phone number while a "W" is a work number. Fax numbers follow an "F". Someone with a "H/F" number has only one line for both their phone and fax. You'll have to call ahead before you can fax them.

Following the address/phone fax/email lines is a brief physical description of the zine: how often it comes out, its size and format (open page or digest), when the first issue appeared and the zine's circulation. Then comes a zine's price per issue.

The "games running" is just that, a list of games currently being played. Next is the "Game openings" column, which simply lists games the zine currently is for players to start a new game in. I have tried to list game fees as well, where known. Note that game openings change constantly, so it is highly recommended that you check with the publisher before you send them a check. A sample of most games zines can be had free for the asking, but it's never a bad idea to throw in a few stamps or a dollar just in case.

Lastly comes the most interesting part of a listing to most readers: the actual reviews. An identification key to the reviewers is included to the right.

Hobby Overview

Useful things/people/services to keep in mind include:

Record Keepers

• **Boardman Numbers:** A unique number is assigned to each Diplomacy game. The Boardman Number Custodian (BNC) does this, as well as keep up with game finishes. The BNC for North America currently is W. Andrew York, P.O. Box 2307, Universal City TX 78148. The zine of the Boardman Number Custodian, where all this gets reported and recorded, is *Everything* (see page 12).

• **Miller Numbers:** A similar record keeper for variants of Diplomacy is the Miller Number Custodian (MNC). The MNC current is Lee Kendler Jr., 1503 Pilgrim Lane, Quakertown PA 18951. The zine of the Miller Number Custodian is *Alpha & Omega* (see page 12).

Other similar record keepers for other games include:

- **Empire Builder:** Eric Brosius, 41 Hayward St, Milford MA 01757
- **Machiavelli:** Chris Hassler, 631 Candia Circle, La Habra CA 90631 (see also *Niccolo* on page 12).
- **Railway Rivals statistics:** Tony Robbins, Lincoln House, Creaton Rd, Hollowell, Northants NN68RP, UNITED KINGDOM
- **Railway Rivals numbers:** Paul Gardner, 5 Timber Lane, Brattleboro VT 05301
- **Snowball Fighting:** Pete Gaughan, 1236 Detroit Avenue #7, Concord CA 94520

Services:

- **Game opening listing:** See *Pontevedria* on page 13 in the Service Zine section.
- **International Subscription Exchange:** Allows for the easy swap of subscription and game fee money between North America, the United Kingdom, Continental Europe, and Australia. For more information, contact Jim Burgess, 664 Smith St, Providence RI 02908.
- **Orphan Service:** Rehouses games when a game master/publisher stops running them. Contact Jason Wilke, 2042 Dalton Ave, Deltona FL 32725.
- **PDORA:** Auction for hobby causes. For more information, contact Doug Kent, 10214 Black History Rd, Dallas TX 75243.

A list of useful non-zine publications is found on page 13.

Key to Reviewers

ed = that zine's editor's description
PB = Paul Bolduc
CH = Chris Hassler
DK = Doug Kent
MPL = Michael Lowrey (ZR editor)
BM = Brent McKee
WN = Ward Narhi
JW = Jason Wilke

North American Game Zines

Absolute! (#51/September 1996)

Paul D. Kenny
75-A Maple Avenue, Collingswood NJ 08108-1008
H: (609) 869-3160 pdkenny@net-gate.com
»A five weekly, 22 open page zine first published in April 1991 with a circulation of 75. Price: \$.75/issue
Games running: Diplomacy, Gunboat
Game openings: Fantasy hockey League

• If you had asked me a few years ago which zine would still be around in 1996, *Absolute* or *Comrades in Arm* (Tom Swider's variant zine, where Paul first published a subzine), *CIA* would have been my prediction. I'd have been wrong, of course, as *Abs* has passed the big 50th issue mark recently. Paul continues to publish in a regular fashion, and keeps his zine down to a manageable size. The Irish news is still the defining factor in the zine, but great subzines like Ken Walker's *Historical Spotlight* are in themselves gems not to be missed. *DK*

• For some reason, *Absolute!* is the hardest zine for me to review each issue. This is a big and diverse product where it's easy to overlook or underappreciate things. For example, aside from the games (and there are currently no openings aside from a hockey league), the latest issue contained contributions from five other people covering a wide range of topics: a historical article/subzine, an article on learning a new culture, a game review, game and con news, and "baby talk." And, of course, a deal like this can't last forever. Paul has announced that he's downsizing, with the goal of reducing the zine's game load to only three to five. A price increase might also be in the offing. Paul also indicates that he hopes to speed the turnaround up a bit, which has been a bit long and erratic at times recently. *MPL*

The Abyssian Prince (#182/November 1996)

Jim Burgess
664 Smith Street, Providence RI 02908-4327
H: (401) 351-0287 burgess@world.std.com
»A three weekly, 24 - 30 open page zine first published in March 1984 with a postal circulation of 90.
Price: \$1.00/issue, \$2 overseas; free by e-mail
Games running: Diplomacy, Nuclear Yuppie Evil Empire
Game openings: Colonial Diplomacy

• *TAP* continues to be a great place to play (Jim-Bob still runs on 3-week deadlines), and in the past few years it has also become somewhat of a bridge between the PBM and PBEM hobbies. Other popular features are the musical commentary, and the recent search contests for particular MIA old-timer Dip players. I hope to see *TAP* reach the 200th issue mark and well beyond. *DK*

• The reading material in *TAP* is overwhelming! A very lively letter column and regular press in the games makes this zine pretty damn good. I don't play in it but that may change sometime soon as I wouldn't mind butting heads with the pros that play here. My detractions are the maps are rough at best. I personally like maps but if you

don't need them, this zine would be good for you. Grade: B *WN*

• An interesting zine filling an interesting gap in the hobby. Jim is an old-line PBM publisher who's publication is now one of the places where PBM sort of at times meets PBEM. Thrown in for good measure is a bit of hobby history and music talk. In short *TAP* offers a wide variety of stuff to keep a reader/player's attention. Given that, I sense that *TAP* was better a year or two years ago. The letter column these days is often superficial, the music talk could use more heat (too many "this is what I think is cool" comments, not enough actual debate or discussion), and the PBEM/PBM discussions are nearly nonexistent. In short, some new blood would revitalize *TAP* and give the extra energy it needs to achieve greatness. *MPL*

The Appalachian General (#186/October 1996)

David McCrumb
3636 Oldtown Road, Shawsville VA 24162
H: (540) 268-9777 (F): (540) 268-9877 stonewal@nrv.net
»A monthly, 6 to 8 open page zine first published in August 1983 with a circulation of 20. Price: \$5/season, free to standbys
Games running: United soccer
Game openings: United standbys

• These days *TAG* is one of the few North American zines offering United, a soccer simulation developed by Alan Parr which is hugely popular in Europe. This is a zine I want to like and say good things about — my Team Reggaemylitis is the defending champions — but I have my doubts at this point. Don't get me wrong, *TAG* can still be a lot of fun. If you are interested in United, by all means drop David a line. It's just that David's life is getting fuller, while the the issues are growing smaller, later and feature fewer managers. What the zine needs (do I sound like a broken record, or what?) is some new blood to revitalize David and the zine in general. *MPL*

ark (#102/August 1996)

Eric Brosius
53 Bird Street, Needham MA 02192
»A five weekly, six open page zine first published in September 1989.
Price: \$.50/issue
Games running: Railway Rivals, Eurorails
Game openings: Railway Rivals

• OK guys, here's the scope: you want to play Railroad Rivals or Eurorails by mail? Unfortunately, in the smaller hobby of the mid-1990s your options are rather limited. There's, well, pretty much just *ark* and *Rambling WAY*. Even aside from being about your only choice (when Eric even has openings...), this isn't a bad little zine. It's well laid out and the games seem to run well. It's one of the few zines that has a look that makes you want to play games here. Given the time demands in Eric's life, *ark's* publication schedule can be a bit sporadic at times. *MPL*

The Batyville Gazette
(#60/September 1996))

Ralph Baty

4551 Pauling Avenue, San Diego CA 92122
(619) 453-3358 RalphBaty@aol.com

»A five weekly, ten open page zine with a circulation of 32.

Price: \$7/10 issues

Games running: Diplomacy, simple variants

Game openings: Diplomacy, Anarchy, Invasion Diplomacy, Power Diplomacy, Gunboat Fog of War

• *The Batyville Gazette* is a cool zine. Ralph is punctual, accurate, and although he only has a few games, he always has one or two variants to spice things up. *BG* also has good maps. Unfortunately, it's also one of less than a handful of Mensa zines in circulation. Ralph recently expanded to start an email game in conjunction with his zine. *JW*

Blut und Eisen

Tom Butcher

12532 Oak Knoll Rd #A-14, Poway CA 92064-5469

H: (619) 679-0781 F: (619) 679-9440

chikakoB@aol.com

»A six weekly, 20 open page zine first published in August 1993 with a circulation of 40. Price: \$.95/issue, AHIKS members free

Games running: Gunboat, After the Holocaust, Conquistador, Third Reich, Machiavelli, 1830, 1835, Consummate RR Game

Game openings: 1829, 1830, 1835, Stellar Conquest, Diplomacy, After the Holocaust, Conquistador

• *Blut und Eisen* is Tom Butcher's AHIKS zine. Tom keeps a nice variety of games. I don't follow all of them, since a couple are railroad games, but Tom runs Diplomacy, Gunboat and Machiavelli, as well as Stellar Conquest. The turnaround seems a bit short for the international readership, but things move along nonetheless. *JW*

• *Blut und Eisen* runs a nice variety of games. It is well laid out and easy to read. The most unusual thing about it, aside from the sponsorship by AHIKS, is the regular column Tom writes about different aspects of Japan. He is obviously very knowledgeable on the subject, and his writings are fascinating. If you are an AHIKS member and have the slightest interest in multi-player games, you should definitely subscribe (especially since it's free), and even if you aren't a member, this zine is well worth a look. *CH*

• Kind of a rough zine but it covers a lot of area, gamewise. It is hard to read due to the way it is put together but is still legible. It has a good variety of games and a small amount of reading material. Tom's essays on Japan are very interesting. Grade: C+ *WN*

Boast

(#406/November 1996)

Herb Barents

17187 Wildemere, Detroit MI 48221

»A three weekly, four to six open page zine first published in September 1971. Price: \$12/17 issues

Games running: Diplomacy

Game opening: Diplomacy (\$15 includes subscription)

• Still one of the ugliest zines in the hobby, but Herb keeps filling his games and running them to completion, so he must be doing something right. 400 issues is not an easy mark to reach! *DK*

• Doug is quite right in referring to this as not the best looking (or grammatically correct) zine in existence today. It is among the most reliable though, appearing like clock work a day or two after the three week deadlines. (That's right, three week deadlines — 17 issues a year!) Also informative are Herb's updates and reviews on the latest gaming (especially fantasy and collectable card) releases, though there probably is not enough reading material to justify this zine to the non-player. My major grip is that at times Herb's GMing leaves something to be desired; one game recently had nonsimultaneous player adjustments in an attempt to make up for a miscount of one countries supply center total/build situation! *MPL*

Boris The Spider

(Vol. 5, No. 23/November 1996)

Paul Bolduc

203 Devon Court, Ft. Walton Beach FL 32547

H: (904) 863-9081 prbolduc@aol.com

»A monthly, 20 digest page zine first published in March 1985 with a circulation of 32. Price: \$10.50/12 issues

Games running: Diplomacy, Britannia, 18xx, Down With The King, Advanced Civilization, Liff-off!, Stellar Conquest, History of the World, Dune, Magic Realm

Game openings: Diplomacy, Magic Realm

• We're still chugging away with as an eclectic a mix of games as you'll find in any zine. The readership seems to be slowly shifting from a majority of Dip players to a majority of hardcore 18xx players, but where else can you play Down With The King? Inexpensive, regular, and packed full of gaming, what more could you want? Well, OK, color, but that would certainly ruin the inexpensive part. *PB:ed*

• *Boris* is a fine zine which fits nicely with my own ideas of what a zine should be. Paul runs a wide variety of games, encourages press (which tends to be lively and inventive if not voluminous), and his zine is well laid-out. He is one of the few GMs willing to take on the awesome challenge of Merchant of Venus. *Boris* is an enjoyable place to play, and is highly recommended. *CH*

• A good zine for games but not so hot for interaction. Neither letters nor game press are seen here much, if at all. But I do like the large diversity in games and the waiting list promises even more. The zine is a bit rough with small fonts and poor maps provided. Grade: B- *WN*

• First things first: *Boris* is a warehouse — it's just a place to play games. Given that this is all this publication and its editor strive for, *Boris* does a good job. It is timely and the games are numerous, quite varied, and well run. And if all you are looking for is someplace to play a game (what an idea in the gaming hobby!), check this zine out. *MPL*

The Canadian Diplomat

(#50/November 1995)

Robert Acheson

15715 - 92 Avenue, Edmonton AB T5R 5C5 CANADA

• Flyer only — to life returns to a semblance of normalcy! *RA:ed*

• I think Bob is running this down to a fold soon. In issue #50 Bob says he was going to run the games on flyers, and then/when/if his work situation calmed down, he'd see whether he wanted to start publishing *TCD* on a more regular schedule or fold it for good. *DK*

• Missing in Action. *BM*

The Carolina Command and Commentary
(#96/November 1996)

Michael Lowrey
6503-D Fourwinds Drive, Charlotte NC 28212
H/F: (704) 563-9226

»A five weekly, 12 digest page zine first published in October 1987 with a circulation of 32. Price: \$.75/issue, \$1.25 overseas

Games running: Diplomacy, Winter 1898, Destroyer Captain, Outpost

Game openings: Diplomacy, Acquire, Destroyer Captain

• For nine years now, *CCC* has been a place primarily to play a game of Diplomacy, Destroyer Captain (a cool, out of print, naval wargame) and other things. To keep you amused, there's an article every issue on a policy issue or on naval ship design, plus the letter column which occasional approaches somewhat interesting. *MPL:ed*

• Whatsamatta Michael, you don't know what to say about your own zine. *CCC* is best when there is time and space enough to permit the addition of one of Michael's newspaper articles or naval history pieces. The games are fun — but I'd like the zine better if people let me win once in a while. *DK*

Cheesecake
(#180/October 1996)

Andy Lischett
2402 Ridgeland Avenue, Berwyn IL 60402

»A five to six weekly, 4 open page zine first published in March 1979 with a circulation of 47. Price: Free to players and standbys

Games running: Diplomacy

Game openings: Diplomacy

• *Cheesecake* is not as speedy as it used to be, and contains even less reading material than it did when it didn't contain much. *AL:ed*

• Still one of the best places to play a game of Dip. The hobby could use more reliable warehouses like *Cheesecake*. *DK*

• There is nothing new to say about *Cheesecake*. Games: well run. GM: one of the most respected in the hobby. Players: among the best anywhere. Chat: nonexistent unfortunately. (Andy can write, should write, is too busy to write.) *BM*

Costaguana
(#259/October 1996)

Conrad von Metzke
4374 Donald Avenue, San Diego CA 92117

• Now firmly entrenched in the computer age, this must be Conrad's fourth or fifth resurgence as a publisher. *Costaguana* is more than Dip, word games, classical music, politics, family life, and world events. What's the element that makes *Costa* more than all that? Conrad, of course! Without him *Costaguana* would just be, well... a zine published by someone other than Conrad. So there you go! *DK*

• *Costaguana* speaks for itself. Conrad is one of the very few people that has the writer's touch for humor. He can talk for as many pages as he wants, and never turn dull. Uncle Connie recently announced his retirement from publishing, since his zine has been around as long as I have (not my zine — me). He's almost up to issue 260. Indications are that he may put off his retirement — which would sure make the rest of us happy. *JW*

• Hey, Conrad! How about starting a new game!? Yep, that is my complaint about *Costa*. Conrad is running down to a fold sometime in the future but maybe we can all get together and convince him not to do this since his zine is a great read. He writes about just about anything he feels like and I find myself reading anyway. The games? How would I know? I don't play in any. Still, this zine manages to get a decent grade. Grade: B *WN*

• Conrad claims he is running down to a fold. This is why *Costaguana* is no longer accepting new subscribers or traders. If you aren't in, you can't get in, which is unfortunate since you are missing out on some really entertaining writing on an eclectic variety of subjects, usually done with tongue stuck firmly in cheek. Of course I'm not really convinced that Conrad is running down to a fold. He's declared that he will be folding at least twice before in my memory, but this time he says he means it. *BM*

• The latest word is that Conrad is accepting new trades and may even have some game openings in the near future. *MPL*

Crimson Sky
(#75/October 1996)

Michael Gonsalves
530 Treasure Lake, Dubois PA 15801
Mikegon59@aol.com

»A monthly, 8 open page zine first published in February 1990 with a circulation of 43. Price: NA

Games running: Diplomacy, Gunboat, Colonial Dip

• I am running down to a fold so no new subs or games available. *MG:ed*

• Mike Gonsalves' long running warehouse zine shall soon be no more. It will be missed. *MPL*

Crossing the Rubicon
(#7/November 1996)

Jamie McQuinn
236 Rubicon Road, Dayton OH 45409-2242
H: (937) 299-9578 jmcquinn@delphi.com

»A six weekly, 26 open page zine first published in January 1996 with a circulation of 60. Price: \$1/issue, \$2 overseas

Games running: Diplomacy, Gunboat, Colonial Diplomacy, War of

Europe, Chaos Dip, Scrabble

Game openings: Pax Britannica, Black Hole Dip, Shift Diplomacy

• James McQuinn's zine gets my vote for best new zine of this year. His hallmark is still Scrabble, but now *CtR* is picking up a few subzines, and has expanded to the worldwide web as well. Jamie's enthusiasm reminds me of mine when I first started publishing. As a matter of fact the entire zine reminds me of the zines that were starting back in 1991 or so. Boy, could we use some more like those. Layout is tremendous too. If we can keep Jamie on schedule and keep his zine size down to a manageable level, this could be the best zine in the hobby in a year or two. *DK*

• *Crossing the Rubicon* is the proverbial new kid on the block. Jamie McQuinn, formerly a subzine pubber in *Maniac's Paradise*, shows lots of promise as his zine takes off in leaps and bounds. *CtR* is still predominantly a Scrabble zine, a holdover from his *MP* days, but he's building up games, and with recent gamestarts and orphans he's taken on, he'll be rivaling *MP* one day. *JW*

• This new zine has made quite a mark for itself already. There is plenty to read here, many columns, a prolific letter column, and several subzines. As for games, he runs mainly Diplomacy and Colonial Dip, along with a few Scrabble games. One of the subzines, "Ethel the Frog", is going to be running Pax Britannica. This is a zine that is going places. *CH*

• Chatty and literate (what would you expect from a Scrabble zine published by a librarian?), this one will be around for awhile. Diplomacy and Colonial Diplomacy are also featured. One of the classier features is that the cover page is on colored stock so that it can be readily rescued from piles of game notes. *PB*

• I've been trying to think of what *Crossing The Rubicon* reminded me of. As I sat down to write this, I suddenly came to the realization that what it reminded me of most was the later issues of *Perelandra*. Jamie offers an extensive letter column, chats about his life and expresses interesting views in his editorials. There's hobby news and discussions about what he's reading. He even runs Scrabble. Of course, such comparisons are insidious and *Crossing the Rubicon* has a personality all its own, a lot of it supplied by subzine editors, including Tim Lurz writing about life in Taiwan. Still, it is something that sort of jumped out at me and I thought I'd dare. *BM*

• The best of the new wave of zines. I liken *CtR* to *Perelandra*, Pete Gaughan's now defunct zine which had the best letter column I have ever seen. *CtR* picks up the letter torch and runs with it by having the most diverse and active lettercol I have seen. Hell, he even printed my one page joke letter which a certain Pommie failed to get. Superb maps are provided with Dip games while the zine also runs Scrabble. Jamie keeps us posted about hobby news so there is usually a lot to read in *Crossing the Rubicon*. Timothy Lurz also keeps us laughing with his comments about living in Taiwan. Grade: B+ *WN*

• What new wave of zines? Postal Dipdom is shrinking and I doubt we'll see many more zines come along that are the quality of *Crossing the Rubicon*. It's big, features a range of good writing, and a broad cross section of games. Enough said. *MPL*

Diplodocus
(#45/November 1996)

Stephen Koehler
2906 Saintfield Place, Charlotte NC 28270
H: (704) 544-2849 Steve_Koehler@prodigy.com
»A five weekly, 40 page digest first published in March 1992 with a circulation of 45. Price: \$1.50/issue
Games running: Diplomacy, Gunboat, Colonial Diplomacy, Africa Dip, War in North America, Mind Trap, Pax Britannica
Game openings: Diplomacy, Gunboat, Colonial, Gunboat Colonial, Necromancer, Machiavelli, Chinese Chess

• Still a great zine, even with the sometimes long turnaround. Mind Trap (a logic puzzle game) is fun, and Chuck Shephard's News of the Weird section is reminiscent of the old True Facts from *National Lampoon*. Clear, readable maps, accurate GMing, good reading material, what else do you need in a zine? *DK*

• *Diplodocus* runs a variety of Dip and Dip variant games, including Colonial Diplomacy, as well as some interesting puzzles and contests. He has been running a serialized story called "Mind Games" off and on during the last few issues which is quite interesting. He recently changed the layout and the new look is quite good. The only picky thing I can come up with about the zine is that he has his maps all at the end of the zine rather than interspersed amongst the games, and in no discernible order. Even so, *Diplodocus* is quite an enjoyable zine. *CH*

• Ah, one of my old favorites. *Diplodocus* is all about Dip games and variants. The maps are excellent, even printing space names while the zine overall has a very professional look to it. While there is no real letter column, Steve makes up for this by having first rate extra features like News of the Weird, Mind Games, Mind Trap, and so on. And excepting Steve rooting for the Panthers, his genius is always betrayed by his flawless GMing. Does that earn me a few Mind Trap points, Steve? Letter Grade: A- *WN*

• Let's see last issue, I made fun of Steve because he was a lawyer. How should I abuse him this time? Good question... I could mention Wake Forest football. Nah, that's too mean...

Diplodocus is basically a big, good looking warehouse running a variety of games. For your enjoyment, Steve also includes a serial called Mind Games that has proven quite popular. Overall, this is a very good effort; the only risk is that at some point down the road, the real world (you know, being a lawyer, being married and having a newborn) might catch up with Steve and bring a premature extinction to *Diplodocus*. The turnaround even now can take up to a month. *MPL*

Dippy
(Vol. 26, No. 13/September 1996)

Jim Benes
417 S. Stough Street, Hinsdale IL 60521
»A three-weekly, 1 open page zine first published in the summer of 1972 with a circulation of 19. Price: \$.50/issue
Game running: Diplomacy
Game openings: Diplomacy (\$5)

• Jim Benes' long running warehouse is running sown to a fold after this one last game opening. If you're looking for a zine with three week deadlines, sign up now! *MPL*

Empire
(#407/November 1996)

John Boardman
234 E. 19th Street, Brooklyn NY 11226-5302
H: (718) 693-1579

»A four weekly, 10 open page zine first published in October 1974 with a circulation of 35. Price: \$15/10 issues

Games Running: Britannia, Empires of the Middle Age

Game openings: none

• John Boardman's vehicle for Britannia, Kingmaker, and Empires of the Middle Ages. At issue #407, it is somewhat of a youngster in comparison to its sibling, *Graustark*. There's been some talk of the two merging. See my comments on *Graustark* for more information. *PB*

• This is John Boardman's historical gaming zine. In general, all the comments pertaining to *Graustark* apply to *Empire*. The main non-gaming writing here is about various groups attempts to restrict or ban Role Playing Games. As with John's other publications, *Empire* is quite timely and well run. John has announced that due to falling interest, he expects *Empire* to merge with *Graustark* within the next year or so. *MPL*

Forlorn Hope
(#3/November 1996)

Richard L. Gornason
10 Hertel Avenue #208, Buffalo NY 14207-2582
(H): (716) 876-9374 ForlornH@aol.com

»A monthly, 16 open page zine first published in June 1996 with a circulation of 40. Price: \$1.50/issue, \$2/issue Canada, \$3 overseas

Game running: Empire in Arms

Game openings: Diplomacy, Modern Dip, Empires in Arms, Empires of the Middle Ages

• I only saw the first issue of this zine, but what I saw I liked. An attractive layout and lots of enthusiasm is just what every zine can use! While *Empire in Arms* is sure to be the focus of this zine, *Dip* and *Dip* variants are sure to make a strong showing as well. *DK*

• Well Rich put out the most spectacular first edition I have seen, surpassing many established zines with one issue! I even bought a new boardgame (which I do not do very often) just to play the premier game (*Empire in Arms*) of this zine. Rich is a prolific and most amusing writer; what he has to say is definitely worth reading. Unfortunately, one is left to wonder if he has spread himself too thin as the second issue was a letdown compared to the initial offering. Still, this zine holds much promise if Rich keeps it going. Letter Grade: B. *WN*

• A new zine, dedicated to *Empire in Arms* (those guys are hungry!), it is already having birthday pains as issue #3 came out by e-mail (only? I have yet to get a hardcopy) a couple of months late. *PB*

• Well, the third issue did finally arrive, Paul. It was, as Rich admits, rather late. But just early enough so I had to scrap my original review of the zine. *Forlorn Hope* is, at this point, a zine I really don't know what to make of. I can't talk about *GMing* because the first game start appeared just this past issue. Rich's layout, meanwhile, definitely screams "Ransom Note" — there are too many different fonts and too much text in bold going on here. The overall effect makes the zine

harder to read than it need be. Indeed, my first reaction was to not want to read it at all. That said, *FH* does have some interesting content — Rich's writing and the letters it generates. The next few issues will be very telling with this zine. *MPL*

!Gooooooooooooooooo!

Don Del Grande
142 Eliseo Drive, Greenbrae CA 94904
del_Grande@ix.netcom.com

• Don del Grande's *United* zine — and the next to last place in North America to play that soccer simulation. I haven't seen it recently, but *Ponvevedria* lists it as still running. *MPL*

Grand Hyatt
(#6/August 1996)

Doug Kent
10214 Black History Rd, Dallas TX 75243
H: (214) 234-8386 F: (214) 234-8742
73567.1414@compuserve.com

»A six weekly, six open page zine first published in February 1996 with a circulation of 16. Price: \$.50/issue, \$1/issue overseas

Games running: Colonia

Game openings: Colonia (\$5)

• *Grand Hyatt* is my zine dedicated to the play of Fred Hyatt's worldwide variant *Colonia* (not to be confused with *Colonial Diplomacy*). Fred was one of the nicest guys in the hobby, and those of us who knew him still mourn his passing. But through *GH* his *Colonia* variant lives on. Besides the games I hope to have occasional *Colonia*-related articles to reprint, as I write them or as they are submitted. Copies of the map and rules to *Colonia VII* are available from me for \$1.50. *DK:ed*

• This zine is dedicated to the global variant *Colonia*. More of a flier game than a zine, Doug Kent is having trouble generating interest in *Colonia*. I have been on the waiting list for a game since the zine began, so you shouldn't expect to play any time soon. The only thing one can find in this zine is *Colonia* so unless you love world variants, there is no reason to sub. Grade: C- *WN*

Graustark
(#662/November 1996)

John Boardman
234 E. 19th Street, Brooklyn NY 11226-5302
H: (718) 693-1579

»A four weekly, 12 open page zine first published in May 1963 with a circulation of 60. Price: \$15/10 issues or free with game

Games running: Diplomacy

Game openings: Diplomacy (\$35 includes sub for life of game)

• The granddaddy of them all. The longest running *Diplomacy* zine extant. Not for the faint of heart however, as its editor is a man of strong opinions and is not shy about sharing them. A little expensive for my tastes at \$35 for the life of the game — not a good deal if you're habitually eliminated in 1903! *PB*

• This is the original Diplomacy zine; *Graustark* has been around for over 30 years! Overall, John produces a good publication that certainly is not for everyone. The games appear well run, though the information included is limited — maps and player addresses are not included — while the zine itself comes out in a very timely manner. One senses though that John would publish a zine for an audience of five that really didn't care about games. John has, it seems to me, a need to write and express his opinion in print. This is not a bad thing; John is a good writer and extremely well read, which makes for fascinating reading at times. Be warned though, what John writes about may not necessarily appeal to you; *Graustark* mainly contains reviews of historical novels and John's opinions on issues of the day, which might best be described as pacifistic, socialistic, and anti-religious. *MPL*

Hoodwink
 (#62/August 1996)

Stven Carlberg
 3024 Whispering Hills Drive, Chamblee GA 30341
 H: (770) 936-9023
 »A five weekly zine first published in September 1990 with a circulation of 40. Price: \$.75/issue; free to standbys
Games running: Diplomacy, Gunboat
Game openings: None

• Running down to a fold, as another one bites the dust. Hopefully we can keep Stven in the hobby as a player. *DK*

League of Nations
 (#15/October 1996)

Mark Kinney
 3613 Coronado Drive, Louisville KY 40241
 H: (502) 426-8165 alberich@iglou.com
 »A monthly, 12-18 open page zine first published in August 1995 with a circulation of 18. Price: Free but donations are requested
Games running: Diplomacy, Global Diplomacy
Game openings: Diplomacy, Gunboat, Necromancer, Sarpadia

• Another young zine full of enthusiasm. I greatly enjoy Mark's features on the Diplomacy powers, as well as the other commentary he sticks in here and there. What Mark needs now is a little enthusiasm from his readers as well, and hopefully that will develop. *DK*

• This zine is a bit rough. Mark needs to be a bit more timely and work on the format. Even with these drawbacks, I like this zine. It has a unique feel to it that appeals to me. Games include Global Diplomacy and other Dip related fair. Mark puts in some reading material, making this the type of zine you don't go through all at once but pick up from time to time to read. I'd recommend it more except it is probably defunct by now with nary a word from the editor. Grade: C- *WN*

• Issues 15 and 14 trickled in here to Charlotte not long ago; Mark explains that his life has been rather hectic lately and the U.S. Postal Service seems to have eaten issue 14 in its entirety so he was reprinting that as well. *League of Nations* is normally fairly timely (though it seems have slowed down somewhat in the past few months), and decent looking. Mark does include some chat and articles which does liven the zine up, though as Doug indicated, a little more reader enthusiasm and zine personality wouldn't hurt. *MPL*

Making Love In A Canoe
 (#32/October 1996)

Brent McKee
 901 Avenue T North, Saskatoon, Sask S7L 3B9 CANADA
 H: (306) 382-0710 ad013@sfn.saskatoon.sk.ca
 »A six weekly, 20 digest page zine first published in January 1993 with a circulation of 45. Price: 3 1/2\$/page plus postage
Games running: Diplomacy, Gunboat
Game openings: Diplomacy (\$3)

• I have come to conclusion that when I started publishing, my hobby was playing Diplomacy (badly), but after almost three full years of doing a Dipzine, my hobby has become writing and publishing. Whether I do that badly or not is up for others to decide. I do know that I enjoy it and I think I've gotten better at doing it. I've been plugging along on my usual topics of Canadian history, politics, and the Canadian Navy. The biggest thing is the growth of the letter column, sometimes to my own chagrin. *BM:ed*

• *MLIAC* is the last of a breed that was once fairly common in the Diplomacy hobby: a reading zine. By that I mean a zine where the main focus is not the games — though they still do matter — but articles and the responses they generate. Strangely enough, a disproportionate percentage of such zines have been Canadian. *MLIAC* does what it sets out to do fairly well; there is, as Brent mentioned, lots of stuff on Canadian history, politics and the RCN. If these topics appeal to you, sign up for this zine. If they bore you, well, don't. *MPL*

Maniac's Paradise
 (#92/November 1996)

Doug Kent
 10214 Black History Rd, Dallas TX 75243
 H: (214) 234-8386 F: (214) 234-8742
 73567.1414@compuserve.com
 »A monthly, 48 open page zine first published in March 1989 with a circulation of 70. Price: \$2/issue, \$4 overseas
Games running: Diplomacy, Gunboat, Colonial, Machiavelli, Kingmaker, Fictionary Dictionary, Snowball Fighting, Woolworth, Nar-nian Wars, Kremlin, Kingmaker
Game openings: Diplomacy (\$5), Email Machiavelli, Email Civilization

• Last ZR, Michael Lowrey said *MP* had become boring. So I've started livening things up. Each issue, one subber gets a \$100 bill in his envelope, and one other subscriber gets a counterfeit \$100 bill smeared with bubonic plague. The only downside I can see is that my circulation has started dropping — I seem to lose one subber a month. Guess which one? Makes you wish for the return of *Upstart*, eh Mike. Heh. *DK:ed*

• An excellent zine in quantity and quality which has the additional bonus of most entertaining game press. Flame wars are becoming more common so this is not the zine for the squeamish, but for those of us who like to laugh at other people's misery, this is the place. Doug GMs his games well and is always prompt with the zine. Other than Dip, one can find a plethora of Sci-Fi stuff of which I most enjoy the reviews of movies and TV shows. Doug includes in a decent amount of reading matter for us to sort through. My only complaint is the meager letter column and perhaps too much devotion to Sci-Fi for my tastes. I never thought I would utter those words. Letter Grade: A- *WN*

• Doug's publication is one of the best — and certainly the biggest — going these days. It is frighteningly reliable (nothing this big should come out two days after the deadline, every time), the games look to be well run, and there is a fair amount of stuff here besides the games. That said, it's not a zine for everybody — especially at \$2 an issue. If you're anal about deadlines and turnaround, by all means sign up. If not, well, there a lot of other good publications out there, some of which are actually struggling for subscribers.

MP's size is also somewhat deceiving; Doug uses big margins in parts of his publication, so the content, though still quite impressive, is less than the page count indicates. And as Ward said, the letter column can be meager, while the rest of the stuff in the zine proper is often interesting (especially Doug writing about his various adventures in life — keep it up), there really isn't that much to it. If you're going to get this for any reason besides the turnaround and variety of games, it's the subzines. With both Alan Levin and Steven McKinnon contributing lengthy columns, this is where *MP's* reading material can largely be found. And be warned, these subzines are focused on current TV Sci-Fi, especially *Star Trek: Voyager*. If this is your taste, send Doug a check; if not, well, there are probably better zines for you. *MPL*

Metamorphosis
(#27/January 1996)

David Wang
P.O. Box 1325, Summit NJ 07902-1325

• I'm not sure what the deal is here. I haven't received an issue since #27 in January 1996, but from David I learned that #28 was produced and mailed, but that many people did not receive it. No news since then — I hope David can regroup and get back on the publishing track. When *Meta* is "on", it's a great zine. *DK*

• The latest information/story/gossip is that David sent a letter to Jim Burgess' *The Abyssian Prince* claiming a 50 page plus issue would be in the mail soon. I hope that's true, but, to be honest, I'm not holding my breath. And, obviously, four or five 12 page issues over time would be very much preferable to one huge issue. *MPL*

Northern Flame (Volume 2)
(#64/September 1996)

Robert Lesco
49 Parkside Drive, Brampton ONT L6Y 2H1 CANADA
H: (905) 452-6304

»An eight weekly, 12 digest page zine first published in September 1994 with a circulation of 45. Price: \$1/issue

Games running: Diplomacy, Gunboat
Game openings: Diplomacy (\$4)

• Like every other zine in these pages, *NF VII* is a reflection of my own personal preferences. I like maps and player addresses every issue. I don't care much about punctuality and appearance and I hate blank space. You've caught me at an awkward time, sir. Owing to other commitments, I am undertaking to reduce the number of pages from 16 to 12 and to limit myself to 4 Diplomacy and 2 Gunboat games. The commitments are temporary but I may decide that I like the reduced size. *RL*

• Rob is still a neo-conservative techno-luddite, who just happens to

PBEM Diplomacy

Yes, there's lots of Dip via computer out there! This includes:

America OnLine: Type keyword PBM, then follow: PBM & Strategy Messaging; Diplomacy Depot. You could also contact Alden2 (Brian Alden), who'll help you get started.

CompuServe: Type GO PBMGAMES and look in Section 12 for *The Armchair Diplomat* (Diplomacy), *The Eccentric Diplomat* (variants), and *Electric Trains* (railroad games). You could also contact 74270,2276, (Bob Aube), who would help get you started.

Delphi: Jamie McQuinn (jmcquinn@delphi.com) is a good person to contact for information on Delphi's PBEM Diplomacy options.

GEnie: GEnie Dip can be found on page 805, Scorpias's RoundTable, Category 23.

Internet: Aside from several automated judge programs, *Ponteverdia* lists the following contact persons to help you get started: Nick Fitzpatrick (nfitz@sentex.net), Jim Burgess (burgess@world.std.com), and Pitt Crandlemere (cfpufstuf@BIX.com). You might also try rec.games.diplomacy (Usenet newsgroup), ftp://nmi.com/pub2/starkey/rec.games/diplomacy.FAQ.html.

World Wide Web sites:

Absolute (Paul Kenny): is located at <http://www.net-gate.com/~pdkenny>

The Abyssinian Prince (Jim Burgess): is available via ftp from <ftp.ugcs.caltech.edu> in the <pub/diplomacy/WWW/>

Diplodocus (Stephen Koehler): can be found at <http://pages.prodigy.com/koehler/diplod.htm>

Diplomacy World (Doug Kent): contact *DW* at <http://ourworld.compuserve.com/homepages/DiplomacyWorld>

The Diplomat Pouch (Magnus Hand): this Email zine is available at <http://www.sni.net/~mhand/DipPouch>

League of Nations (Mark Kinney): visit the *LoN* page at <http://www.iglou.com/nations/>

produce a chatty, fun to read zine. The games seem to be well run, although since I don't play here (or anywhere much, come to think of it) that doesn't matter too much to me. Every so often Rob comes up with a little gem from something he's read or done that gets me laughing. The only thing that really bothers me is that it always seems like a long time between *North Flame's* appearances in my mailbox. It's such a nice package that I can almost forgive Rob for being a neo-conservative techno-luddite. *BM*

• This a zine that, to my mind, is set off in its own little byway on the edges of the hobby. First of all, it's Canadian and Canadian zines are just, well, a bit different. *Northern Flame's* editor, Robert Lesco is a relative new publisher, having taken over the zine from Cal Whyte not that long ago, and is still, it seems to me, searching for direction and acceptance in the hobby. His above statement about wanting to maintaining a certain game load is a case in point. Quite frankly, in a postal hobby that filled 20 games in the first 10 months of 1996, I see Rob's problem soon being the difficulty facing most Dip publishers: finding enough players, not having too many.

As for the zine itself, *Northern Flame* is one of the few zines still done on a typewriter; Rob doesn't like computers. In spite of this, *NF* is reasonably good looking and the articles usually are interesting. A drawback is the slow turnaround times between issues; Rob is quite accurate when he describes this as an eight weekly. *MPL*

off-the-shelf

(Vol. IV, no. 8/November 1996)

Tom Howell

P.O. Box 1450, Port Townsend WA 98368-0036

off-the-shelf@pt.olympus.net

»A six weekly, 24 digest page zine first published in October 1992 with a circulation of 36. Price: \$1/issue

Games running: Diplomacy, Gunboat, Hardboop Downfall, Fictionary Dictionary, Golden Strider

Game openings: Downfall XIII

• *off-the-shelf* is run by Tom Howell. Tom is punctual, accurate and keeps a good variety. *ots* is the only zine where I've ever seen Hardboop Downfall, and Tom's mailbox filleth always. Sometimes his map quiz is a bit too difficult, but if it wasn't, there's no challenge. Tom also recently helped fan a few orphans, and I hope he'll remain active and alert as I take the new orphan job. *JW*

• *off-the-shelf* is a good reading shelf. It has a lively letter column and plenty of talk about current goings-on in Tom's life. The most unusual thing about the letter column is that he separates out the email from the snail mail, and he collects his responses to the snail mail in a separate column, which requires flipping back and forth between the "Found in the Postal Equipment" column and the "Some Assembly Required" column. In any event, he also runs an interesting selection of games. A first rate zine. *CH*

• Some Dip, Middle Earth Dip, and small miscellaneous games crowd their way into this zine. We are always treated to a little of what is going on in Tom's life and he leads a pretty interesting life. Or at least more so than mine! There is a good letter column going and Tom always responds well. Press in the games is good also; I am engaged in a rhyme war and losing badly. Letter Grade: B+ *WN*

• Tom has a knack of writing about the mundane and making it interesting. The zine is prompt and the games well run, with enough press that Tom uses a (very) small typeface so as to get it all onto the page. Downfall generates a lot of press. The letter column is split; the e-mail section has replies immediately following the letters while the snail mail section has replies handled separately all at the end, which is sometimes slightly annoying. The most unusual feature (besides the occasional appearance of Waldo) is the map quiz, which is sometimes devilishly cunning but always interesting. I like this zine a lot. *BM*

• I like this zine, yes, I do. Good chat, timely publication, a broad variety of games, and the ever fun map quiz are among the highlights of Tom's publication. Now if he could just assemble his letter column in a more orderly (and rational) manner... *MPL*

Rambling WAY

(#70/November 1996)

W. Andrew York

P.O. Box 2307, Universal City TX 78148-1307

H: (210) 658-6066

wandrew@aol.com

»A six weekly, 14 open page zine first published in October 1990 with a circulation of 75.

Price: \$1/issue; \$2.00 overseas

Games running: Diplomacy, Gunboat, others on flyer

Game openings: Diplomacy, Gunboat, Railway Rivals

• Andy has recently scaled his zine a bit, primarily due to time and money constraints, but even so, *Rambling WAY* remains an excellent place to play Diplomacy. The games are well laid out and easy to read, even if they lack maps, and the press tends to be quite ample. Recommended. *CH*

• Andy York's home base of operations. Andy has had to scale back this zine somewhat, due to time and financial constraints and Andy's rational need to have some time to himself for a change. Andy still keeps *RW* running on a pretty tight schedule, and his reading lists are usually long and detailed. *DK*

• I've only seen two issues, but it looks like a straight-forward Dip zine. *PB*

• There are two ways that a publisher can deal with hobby overcommitment and/or changes in their personal lives: downsize or flameout. Andy, sensible enough, has chosen the first option. *RW* has gone on a diet: it is a smaller zine than it was, say, a year ago. Do not confuse smaller with worse: *RW* is as good of a zine as it always was. Perhaps better even. The same interesting features — a short bit on Andy's life, a review of books read — are still present; it's just that they aren't lost in quiet as big a forest of stuff, especially Diplomacy game reports. Layout and design remains primitive but acceptable. *MPL*

The River City Railway Gazette

(#9/Late Summer 1996)

Michael Quist

2875 Irving Avenue So., #24, Minneapolis MN 55408

• Mike has overextended himself here, and he knows it. The recent revival after a, what, 8 - 9 month hiatus seems to be floundering again, but Mike has the right idea in converting some of the games to e-mail to get them going, completed, and off the books. I hope he gets things "back on track" soon, since my *Boris* (plug, plug) has all the 18xx it can handle at the moment. *PB*

• Just when I was going to file this zine in the MIA/presumed folded file, comes word that after a six month plus delay, another issue of *RCRG* has been published. Still, I wouldn't get near this thing with a 10-foot (or 12-foot or 15-foot) pole at this point. Michael also has a web site at www.rivercity.com which is quite morbid. *MPL*

S.O.B.

(#38/November 1996)

Chris Hassler

631 La Candia Circle, La Habra, CA 90631

H: (714) 773-0940

70514.37@compuserve.com

»A five-weekly, 16 open page zine first published in April 1993 with a circulation of 38.

Price: \$1/issue

Games running: Machiavelli, History of the World, Dune, Stellar

Conquest, Siedler von Caton, Die Macher, New World, Midway, Outpost, 4000AD

Game openings: Die Macher, Siedler von Caton, 2038, Dune, Modern Art, SolarQuest, Merchant of Venus, Liftoff!, Fireside Football, Ironman Football (all free)

• *S.O.B.* is a zine for those that really want something different. While I don't run regular Diplomacy (nor do I really intend to), there isn't much else I won't at least consider running. In addition, Andy Lewis has started up a subzine called "In the Doghouse" in which he is offering a wide variety of games, and Kevin Wilson and Mike Scott are stepping up and GMing games on their own. With that, chances are we run something that you're willing to play and may not be able to find elsewhere. *CH:ed*

• *S.O.B.* is colorized for those that don't know it, and that's pretty much the main focus of anyone that looks at the zine nowadays... but Chris, who is the Machiavelli custodian for the hobby, runs a fantastic zine, with or without color. He runs a variety of odd games, like Merchant of Venus, and writes detailed articles on science, usually in the direction of chemistry, physics or astronomy. *SOB* is worth your time. Don't miss it! *JW*

• Justified winner of the Runestone Poll, Chris puts out the best overall zine there is. Not as lengthy as *Maniac's Paradise*, *S.O.B.* still manages to appeal to me greatly. Of course I am biased as *S.O.B.* somehow manages to hit all my interests: it runs my favorite game (Machiavelli), includes a regular science column which appeals to my geeky engineering side yet makes it understandable, includes superb color maps that are easy to calculate strategy from, and features plenty of other games outside the Dip genre, which I like a lot. As with *MP*, my only complaint is the letter column needs more contributors. Send Chris a check now to start your sub! Letter Grade: A. *WN*

• You've got to love a zine with a name like that! This colorful zine is a Machiavelli zine gone insane by also offering History of the World, Outpost, Dune, Merchant of Venus, Gunslinger, and others as well. Color maps for most games are part of the deal. A good physics essay is included too. *PB*

• This is one of the few publication in existence right now that just flipping through will make you want to sign for and play a game — the fun is just that contagious. Of course, well designed color maps and a wide variety of games certain don't hurt. There's even a very good physics column that makes the basics of the subject understandable for the non-technonerd. *MPL*

Starwood

Melinda Holley
1823 Enslow Blvd, Huntington WV 25701
H: (304) 523-5613

• A four weekly, 10 open page zine first published in November 1985 with a circulation of 12. *Price:* Free with game fee

Games running: Round Robin Gunboat tournaments

Game openings: Round Robin Gunboat (\$15 includes sub)

• Melinda's Round Robin Gunboat zine. If you like playing against the same six opponents in a seven Gunboat game tournament (you are each country once...) with the overall winner determined by who does best over all seven games, this is your zine. If not, well, continue on. *MPL*

The Tactful Assassin

Eric Young
4784 Stepney Road RR #2 C2, Armstrong BC V0E 1B0 CANADA

• Eric's zine keeps on chugging along. He seems to have lots of enthusiasm, and does his best to motivate his readers to get more involved than just sending in their orders every month. For whatever reason, sometimes they just don't respond. When they do, though, we can see some real fireworks. In the meantime, it remains a good place to play and enjoy yourself. *DK*

• *The Tactful Assassin* is the only Canadian zine I receive, and for a long time was been one of my most awaited. Eric sticks to mainstream Diplomacy and Machiavelli games, but he's branching out into a variant that work his trivia column in, as well as a recently orphaned variant. Eric always has a hot topic in his Lettre Bombs column, too. Of course, having just won his Asian Dip game with Claude Gautron doesn't give me a bias toward the zine :-). *JW*

• Said it before, the best zine in Canada to play in. I get the feeling that Eric is comfortable with his publication exactly as it is: relatively game heavy with a certain about of chat about, life, the universe, and whatever catches his interest at the particular moment. The game reports are usually clear and the maps are quite good. There are a couple of layout points that I would do differently, but that is a very minor quibble. *BM*

Yellow Pajamas (#16/October 1996)

Paul Milewski
4154 Allendale Drive, Apt. 2, Cincinnati OH 45209
H: (513) 561-3539

• A five weekly, eight open page zine first published in April 1995 with a circulation of 30. *Price:* \$.50/issue

Games running: Diplomacy, Gunboat

Game openings: Diplomacy, Colonial, Gunboat (no game fees)

• A younger version of *Cheesecake* is how I look at *YP*. I'm very much enjoying my games here, and hope Paul can keep it up for a long time to come. Not every zine needs to be 40 pages long with tons of filler. *YP* is content to be what it is, small and fun, and to stay that way. *DK*

• Yeah, Doug, I like that comparison to *Cheesecake*. From the few issue I've seen, *YP* is a zine that is built pretty much entirely around the game of Diplomacy, complete with house rule discussions and the like. *MPL*

Clean out My Closet!!

That's right, you too can get copies of many of these cool publications listed in the *Zine Register*. All you have to do is send \$2 (\$4 overseas) to Michael Lowrey, 6503-D Fourwinds Drive, Charlotte NC 28212, and I'll send you a big manila envelope full of zines that are now taking up space in my closet. These are recent back issues of North American publications. Do it, it's cheap, it's easy, and it helps, well, empty out my closet!

North American Service Zines

Unlike the publications in the first part of this *Zine Register*, service zine are not intended to be places to play games. Instead, they serve other useful functions. *Diplomacy World*, for example, is where you can read about the hobby; it's our "flagship" if you will. One note on service publications: cheap samples are generally not available; if you want to see a service zine, you pay the listed price. *MPL*

Alpha and Omega (#33/October 1996)

Lee Kendter

1503 Pilgrim Lane, Quakertown PA 18951

»A semi-annual, ten open page zine.

Price: \$.75/issue

Comment: MNC statistics and related items.

• I don't think an issue has been produced since #32 in April 1995, which I guess is a true measure of the sad decline of the hobby in general, and more specifically the hobby's love for variants. Nothing much in the zine but game reports and number assignments. *DK*

Diplomacy World (#80/November 1996)

Doug Kent

10214 Black History Rd, Dallas TX 75243

H: (214) 234-8386 F: (214) 234-8742

73567.1414@compuserve.com

»A quarterly, 36 open page zine first published in January 1974.

Price: \$2.50/issue, \$3.75 Canada, \$5 overseas

Comment: The hobby's "flagship" publication

• The longtime hobby "flagship", *Diplomacy World* is a zine for and about Diplomacy and the Diplomacy hobby in all its forms. Strategy articles, hobby history, variants, convention reports, demo games, real-world diplomacy... the wide range of Dip-related topics that people contribute has surprised me since I took over as editor with issue #74. I think a zine like *DW* is important for the survival of the hobby — it gives newcomers a place to work their way into PBM Diplomacy, and it gives old-timers a place to put their experience and knowledge to good use. *DK:ed*

• I'm not sure how to write about *Diplomacy World* without making the thing sound dreadfully dull and off-putting. I mean this is a magazine of serious, even scholarly, discussion about the game of Diplomacy and the hobby that surrounds it. The closest comparison I can come up with is a professional journal. If that doesn't put a body off, I don't know what will. And yet I look forward to this zine arriving every three months. Maybe because the ideas are interesting to its readership. And maybe because the hobby needs something like this to give it a bit of cohesion. I don't know. To me (a Canadian), the price is a bit more of a deterrent than anything else. Of course you can avoid that by writing for the zine as you get a issue with your article in it for free. *BM*

• The zine about the game of Diplomacy and related hobbies. A most useful publication only if you actually read the articles — most of which are quite good — and learn from them. Recommended if you've got the cash and time. *MPL*

DiploMag

(Vol VI, No. 8/November 1996)

W. Andrew York

P.O. Box 2307, Universal City TX 78148-1307

H: (210) 658-6066 wandrew@aol.com

»A bimonthly, 10 open page zine first published in July 1976.

Price: \$5 for one year, \$9 for two years

Comment: Coordinates games for Mensa Dip SIG

• The Mensa Diplomacy SIG's zine. Andy does what he can to fill it with material, but really if you aren't a Mensa SIG member there isn't much to read here. *DK*

• *DiploMag* basically just deals with the Mensa special interest group internal housekeeping. A little hobby news is also included. *MPL*

Everything

(#96/November 1996)

W. Andrew York

P.O. Box 2307, Universal City TX 78148-1307

H: (210) 658-6066 wandrew@aol.com

»A thrice yearly, 18 - 20 open page zine first published circa 1972.

Price: \$1.25/issue; \$1.50 Canada, \$2.50 overseas

Comment: BNC statistics and related items

• The Boardman Number Custodian's zine of record. Andy has done a tremendous job as BNC, and *Everything* continues to come out on a regular basis even if there is little in it usually but game start and game finish listings. *DK*

• As Doug said, this is usually just a list of game start and finish information. Mark Nelson adds a statistics article every now and then. *MPL*

Niccolo

(#23/June 1996)

Chris Hassler

631 La Candia Circle, La Habra, CA 90631

H: (714) 773-0940 70514.37@compuserve.com

»A semiannual, 16 open page zine first published in October 1989.

Price: \$1/issue

Comment: NCM statistics and related items.

• *Niccolo* is the official zine for the Number Custodian (for Machiavelli). It serves as a forum for publishing game starts and results, the Ratings Poll, and reports about games in progress. In addition, the occasional article or variant will appear herein. *CH:ed*

• The official zine of the Number Custodian for Machiavelli. The last issue I saw, #22 in December 1995, included a Machiavelli Census and game stats. *DK*

• Imagine a version of *Everything* for Machiavelli. *MPL*

W. Andrew York
P.O. Box 2307, Universal City TX 78148-1307
H: (210) 658-6066 wandrew@aol.com
»A monthly, 4 open page zine first published in August 1990.
Price: \$.50/issue or a sample for a SASE
Comment: Games opening newsletter

• Another service zine which, as usual, is run to perfection by Andy York. A must for any person looking to find a place to play a particular game or variant. *DK*

• The source to find out where to play. I don't think it needs to be a monthly though, as not much changes from issue to issue. Bimonthly or quarterly might make more sense. The schedule of Cons is a nice addition. *PB*

• All this zine is, is a list of which zines are offering what game starts at the moment. An upcoming convention listing is also included. Very useful if you're looking to start a game and need to know who is offering it, or, like me, publish the *Zine Register*. Paul is right though, a bimonthly is often enough. *MPL*

Other Stuff in Print

The following are not zines per se, but other Diplomacy or Diplomacy hobby related materials available in print:

• *Diplomacy A-Z*: Glossary and encyclopedia of the hobby's history, edited by Mark Nelson. This is available on the Internet or, for \$2 in North America, from Pete Gaughan, 1236 Detroit Ave #7, Concord CA 94520.

• *The Game of Diplomacy*: An actual book on the game of Diplomacy by Richard Sharp. It's now out of print but photocopies are available from Fred Davis, 3210-K Wheaton Way, Ellicott City, MD 21043.

• *Meinel's Encyclopedia of Postal Diplomacy Zines*: Descriptions of very postal zine known, from the beginning in 1963 through July 1992. Available from Jim Meinel, P.O. Box 241645, Anchorage AK 99524.

• *Novice Packets*: A collection of material designed to explain to newcomers how the hobby works, how to play the game, and how to publish a zine. There are two different novice packets, *Supernova* and *Masters of Deceit*. *Masters of Deceit* can be had gratis from Tom Mainairdi, 45 Zummo Way, Norristown PA 19401. *Supernova* is available from Fred Davis (3210-K Wheaton Way, Ellicott City, MD 21043) for \$1 (\$.50 if you are in Mensa). They might — no promises — also be had for free from Pete Gaughan (1236 Detroit Ave #7, Concord CA 94520).

• *1995 PDO Census*: Listing of all postal Dip players, available for \$1.50 from Tom Howell, P.O. Box 1450, Port Townsend WA 98368

• *The Roar of the Crowd*: An annual publication listing the results in detail of the Runestone Poll, an annual popularity contest which rates the hobby's various zines. Available from Eric Brosius, 53 Bird Street, Needham MA 02192

Bluesmobile

Berry Renken
blues@chal.idn.nl

• This is an email zine being run out of the Netherlands. It always arrives in two parts — the first part contains some columns (including one by Larry Peery which relates his experiences in Europe), and some games, while the second part contains more games. It is run every two weeks, so it does provide a fix for those who can't get their games fast enough. What's more, it's free. However, Berry really isn't looking for more subscribers at this point (his email services are already having fits with the volume of mail), but if you can persuade him to add you to the list, it will be well worth the effort. *CH*

• An email only zine, *Bluesmobile* moves along quite well. Games move faster and are error free. Also, he publishes some great reading material on travelling in Europe. Letter Grade: B+ *WN*

• Outside of my own, Berry runs the only full-scale email zine out there. His popularity is booming, and he is now running 10 games. Berry has his own version of Ryk Downes' word game going, and is a very liberal GM. He also created something only possible by email — "Atlantic Season" which is British seasons for those that wish to play as such, and for holdouts for North American seasons submit retreats and builds at an intermediate deadline. Berry runs *Diplomacy* and *Gunboat*, and just started a game of *Machiavelli 95*. *JW*

CYBERSide

Jason Wilke
wilke@n-center.com

• I love to toot my own horn, and now's a great time. *CYBERSide* was the first full email zine ever. I started with one game, and mushroomed into my current biweekly publication. *CYBERSide* was also the first zine ever (paper or email) to be running a game of the 1995 edition of *Machiavelli*. I have several openings for normal games and variants. I offer *Balkan Wars*, *Minimalist Dip*, and *Woolworth* as well as *Gunboat* and *Fog* variants of both *Dip* and *Mach*. There's no charge as long as you hold an email address. *JW:ed*

• Another email only zine, it has more game variety than *Bluesmobile* yet the syntax used in the games does not appeal to me. I suppose I got used to the syntax on the electronic judges and I prefer that. Jason also publishes bios on the players which I consider quite interesting. Letter Grade: B- *WN*

Folded & MIA Zines

The following North American zines/editors have stopped publication since the last *Zine Register* came out: *Lime House* (Michael Lowrey), *Perelandra* (Pete Gaughan), *Ramblings By Moonlight* (Eric Ozog), *Won If By Land* (Jason Wilke). In addition, *CDD Medical Journal* (Tom Pasko) and *Vertigo* (Brad Wilson) are missing in action, with any future issues publication considered unlikely.

Non-North American Zines

Again we have rather limited overseas section of the ZR. Oh well, so goes it. Jason Wilke (2042 Dalton Ave, Deltona FL 32725) has also agreed to help people get in contact with foreign zines. The best way to get money to foreign zine editors is generally via the International Subscription Exchange (see page 2). Oh, and UK at the end of an address means United Kingdom.

A Little Original Sin

Vick Hall
115A Offord Road, Islington London N1, UK

• *ALOS* is a digest, usually about 36 pages long or so. Comics are a focal point for Vick — he usually reprints a frame or two of various comics throughout the zine. The zine runs Dip, variants, and other multi-player games. There are also a few subzines, "Not Mad Policy" and "The Dissecting Room" which run their own games as well. *DK*

Borealis

Jan Harris
3 Abbotside Close, Urpeth Grange, Chester-le-street, County Durham, DH2 1TQ, UK

• A digest zine, usually about 28 pages long. Jan has had some regularity problems for a while now (and I don't mean constipation, either) so he warned. When it does appear, *Borealis* is a lot of fun. The games run from Dip to role-playing, and the letter column is always a good read. Each issue also includes a deductive reasoning puzzle, which I really enjoy. *DK*

Damn the Consequences

Brendan Whyte
96 Waiatarua, Remuera, Auckland 5, NEW ZEALAND

• Back in New Zealand at last. I expect the zine to start back on its old relaxed-but-dependable schedule soon enough. Sorry I didn't get a chance to meet Brendan while he was here, but he is threatening to return someday. *DK*

• Brendan is back to publishing after a long hiatus while he was studying at UCLA. The delay hasn't really harmed *Damn the Consequences* at all. Brendan still writes an interesting column about whatever interests him at the moment, and the games have all continued on (although with a few NMRs ...). The look is still kind of crude, but it does give the zine a certain style. Now that it's back on its feet again, give it a try. *CH*

• For the past seven or more years, Brendan has put out this decent little zine. It's certainly not earth-shattering: a 20 or so page digest, not noted for its looks (luckily Brendan hasn't type on lined paper in several years), which offers a wide variety of games plus a little personal chat from Brendan. It's a zine with a lot of charm which I enjoy a lot. *MPL*

Dipsomania

Jef Bryant
121 Rue Jean Pauly, B4430 Ans, BELGIUM
100415.2220@compuserve.com

• *Dipsomania* is an excellent zine. Publication is on eight week deadlines. While that seems unusual, the sheer volume demands it. *Dipso* runs about 20 games, plus commentary, letters, and articles. Translations and co-GMing also requires time. It is available as *Dipsomania* in English or *Dipsomanie* in French. It isn't for the impatient, but it has a true international flavor. *JW*

Greatest Hits

Peter Birks
181 Friern Road, East Dulwich, London SE22 0BD, UK

• This is a legendary publication in Britain. Pete goes back a long way in the British hobby, so far back in fact that he's gotten beyond running games or even really talking about them. Yes, this is a purely chat zine, and a damned good one. Pete writes about whatever he is interested in or doing at the moment, with hobby history thrown in for good measure. Recently Pete has been writing about the cons he attended in the past, most of which seem to involve alcoholic hazes and the main activity seems to have been maintaining the status quo (booze wise). A lot different from Con reminiscences in North American zines. *BM*

Lepanto 4-Ever

Per Westling
Östenvägen 10, S-61135, Nyköping, SWEDEN

• *LAE* is on as regular a schedule as it has ever been. At one point I thought Per had lost interest, but lately it seems he is going strong again. You can expect this zine to hold a lot of World DipCon news in the future, as next year it will be held in Sweden! I only play By Popular Demand here, but the games seem well-run. *DK*

• With the next World DipCon taking place in Sweden, this is probably the best place to get information. Per's zine isn't quite as wide ranging as it once was, but it still makes an interesting read. There is a great deal of discussion of Europe and international cons, and the international aspect of the hobby in general. *LAE* has some interesting games either running or on a waiting list, including *Civilization* and *Faith and the Sword*. Very well thought of by those who receive it. *BM*

Life's Rich Pagent

Kim Head
23 Higher Efford Road, Efford, Plymouth Devon PL3 6LB, UK

• This zine defies the odds and keeps on coming. Issue 8 was 76 digest pages and included (by my count) 4 large subzines, all running their own games. Kim has been a vocal hobby member lately, so the letter

column is chock full of neat little hobby arguments and disagreements, which are always a lot of fun to read when you're in the middle of them yourself! *DK*

One Man's Rubbish

Mark Stretch
25 Woodside, Badger Lane, Hinksey Hill, Oxford OX1 5BL, UK

• With *Spring Offensive* folding soon, *One Man's Rubbish* will be one of the few zine's in Britain (or anywhere) running articles about the game of Diplomacy and also having game openings. There's a wide variety of games being run and open, some of which are run in one of *OMR's* three subzines. There's an extensive letter column, although at times it feels like you've walked into a private club inhabited by old Oxonians. Nevertheless a run read. *BM*

17 Centers

Andrew Goff
123 Duffy St., Ainslie A.C.T. 1602, Australia

• An Australian zine that I saw for a few issues. It seems to run on an infrequent schedule, as most Aussie zines have tended to do. At least we know the Aussie hobby is still around — the zine has plenty of hobby news. I cut my trade for *17* when I scaled back my *MP* trading, and when I realized Andrew was waiting two months or more to send out my trade copies. *DK*

S.N.O.T.

James Hardy
21 Gourley Road, Liverpool L13 4AY, UK

• A great zine published by my #1 UK toady, James Hardy. James has admitted many times in his zine that I am his true inspiration for publishing, and that while he does like *S.N.O.T.*, he thinks everything I write (even shopping lists) are more enjoyable and coherent. Seriously, James has a great sense of humor (which I gave him) and I can scarcely believe that *S.N.O.T.* has been published for 21 issue now! It seems just the other day that James was clawing his way out of the Liverpool sewer system to snatch the handbags of old ladies... *DK*

Spring Offensive

Stephen Agar
79 Florence Road, Brighton, East Sussex BN1 6NL, UK

• Sadly, Stephen will be folding his zine at the end of the year. Fortunately, he isn't dropping from the hobby! Stephen will then start a new *Diplomacy World*-type zine instead. He also has finally taken the UK Archives from Andy Bates (who used to publish *Froggy*), so we can expect even more reprint material in Stephen's zines in the future. *DK*

• One of the truly great British zines, and certain one of the best internationalist zines, *Spring Offensive* will fold as a mass market publication with issue 50. This is a bad thing. However, Stephen will

start publishing a new zine, *The Tangled Web We Weave*, which he describes as a British *Diplomacy World*. This is a good thing. *BM*

Springboard

Danny Collman
14 Westover Road, Westover Road, Handsworth Wood, Birmingham B20 1JG, UK

• *Springboard* is "the Diplomacy Magazine for the newcomer to postal play", something of which we have no current equivalent in the U.S. Still a controversial idea to many people, the idea is to have all new PBMs play a game here before they move on to other zines. Danny and wife Kathy provide a wealth of information each issue — zine reviews, hobby news, lots of games, reprint articles, and a lively letter column. *DK*

Western Front

Brad Martin
15 Turo Close, Willetton 6155, Western Australia, AUSTRALIA

• I confess that this is now my favorite overseas zine, maybe my favorite zine of all. Brad's subjects are eclectic, including discussions on human rights in Asia, the Crusades, mini-biographies of diplomats during the period leading up to World War I, and more. There is a very wide variety of games offered, and if the game is out of print, Brad will send you photocopies of rules and maps (for \$2), so you can play. Good idea that. Best of all is the En Garde game. At last count there are players from eight or nine different countries playing. I wish someone in North America were offering the game; there are certainly people in the hobby I would quite like to get at the end of a rapier. *BM*

• I sampled a few foreign zines in my odyssey of Dipdom. Some looked fairly good but I had heard there were problems with the International Subscription Exchange (since resolved, I believe) so resisted the urge. In the meantime I found this zine which proved irresistible and I even sent cash through the mail just to get it! Yes, I know you postal employees are swooning out there but read on. *Western Front* runs Diplomacy, En Garde, and a host of other board games. Reading material? What doesn't he include is the best way to put it. Diplomatic history, zine write ups, historical battles, Asian politics, games info (board and roleplaying). This thick zine is so complete the only complaint I can possible level against it is the lack of maps which would make it too huge! What other letter grade can I give it? Grade: *A. WN*

• Brad runs an interesting zine. It always has a number of history articles which are quite good. In addition, he runs a wide variety of games, and seems willing to at least consider most anything. An excellent zine and definitely worth a look. *CH*

And so ends this, the 26th issue of the *Zine Register*. Thank you all for attending (and your support). The next issue should be out in the fall of 1997. Comments/feedback is always welcome (how can I improve this publication without it?) and should be sent to Michael Lowrey, 6503-D Fourwinds Drive, Charlotte NC 28212.