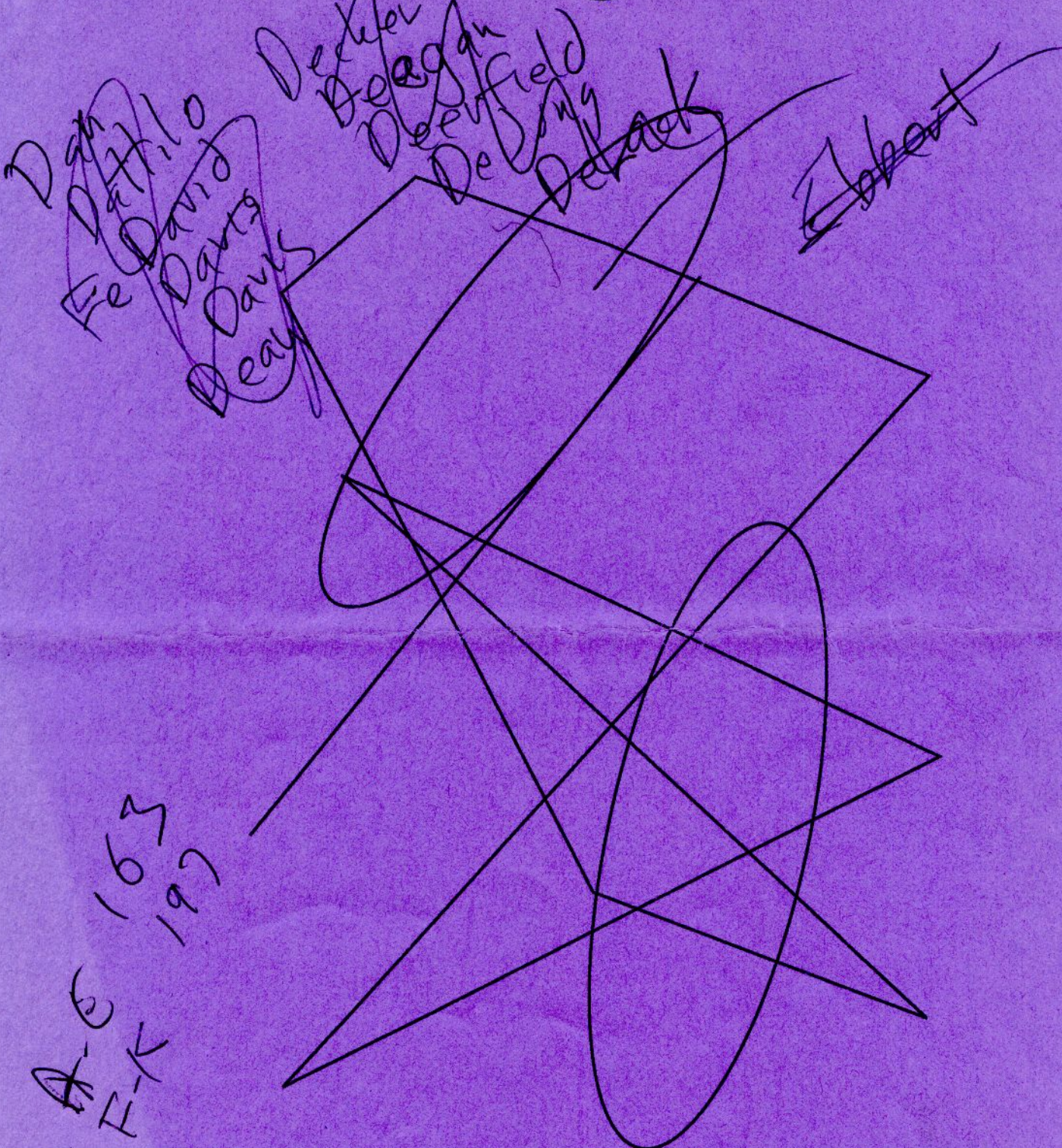


Zine Register #27



~~Dan~~
~~DeHillo~~
~~David~~
~~David~~
~~Deary~~

~~Decker~~
~~Deagan~~
~~Deerfield~~
~~DeLong~~
~~DeRak~~

~~Robert~~

163
 197
 A-E
 F-K

January 1998

North American Game Zines

Absolute! (#57/December 1997)

Paul D. Kenny
23 Coulter Avenue, Collingswood NJ 08108-1208
H: (609) 869-3160 pdkenny@net-gate.com
»A five weekly, 22 open page zine first published in April 1991 with a circulation of 65. Price: \$.75/issue
Games running: Diplomacy, Gunboat, Anarchy Dip (vt)
Game openings: Dune, Mythology

• Diplomacy zine for regular Diplomacy, but also has Gunboat and variant games. Houses orphan games and currently has two orphan Gunboat games. Publishes with a relaxed schedule, mainly due to the publisher's home life — babies, family, job, business, etc.

ABS also has a letter column, various contributions from various writers, and articles on the editor's favorite topics, including beer, Northern Ireland, the International space station, hockey, and history. Also tries to include stories of local interest. *PK:ed*

• I think it is far to describe this as *Absolute!*, the good zine as opposed to *Absolute!* the great zine of a few years back. As Paul's life has changed, so have his priorities. *Abs!* is not as central to Paul, I think it is fair to say, as it once was. On a practical level, this means a generally smaller zine, with fewer of the brilliantly interesting subzines by FoPs (Friends of Paul) that made *Abs!* different from the average zine. Worse, Paul has had some trouble keeping his zine on a timely publishing schedule; there was a six month gap between issues in the spring.

With a recent job change, though, things seem to be picking up; turnout is improved though certainly not the fastest around. The zine's letter column remains interesting. Let's hope that things stay that way... *MPL*

The Abyssian Prince (#198/December 1997)

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, Colonial Diplomacy, Nuclear Yuppie Evil Empire Diplomacy
Game openings: To Be Announced

• This is a long running project of Jim Burgess' and some of its history is reflected in it. Jim has a very wide readership as he distributes *TAP* electronically as well as by mail. You'll find many names from the Hobby's history still playing here, and the games tend to have a lot of press (strongly encouraged by Jim), frequently running off on tangents or employing a story telling style rather than just the usual "I'll do this, you do that" negotiations. In addition, Jim does a lot of commentary on music and receives and prints a lot of comments from his readers as well. *DP*

• Just goes on, and on, and on ... and comes out regularly and frequently. Lots to read! *TH*

• One of the most interesting things (well, to me at least) about the Dip hobby of 5 or 10 years ago was its diversity. You could read one of half a dozen publications and experience the thoughts and concepts of a wide range of individuals. Unfortunately, as the hobby shrank, so has the number of truly interesting people in it. And, it seems to me, that most of the interesting people left in the hobby (well, at least those that have something to say...) hang out in Jim Burgess' zine.

That said, the conversation is a bit strange; discussions of odd bands no one has ever really heard of (not a bad thing), hobby history and the like. Overall, a good read and a good place to play a game — except Jim doesn't have any openings. *MPL*

The Appalachian General (#196/November 1997)

David McCrumb
3636 Oldtown Road, Shawsville VA 24162
H: (540) 268-9777 (F): (540) 268-9877
dmccrumb@kollmorgan.com
»A monthly, 4 open page zine first published in August 1983 with a circulation of 8. Price: free to players and standbys
Games running: United soccer
Game openings: United standbys

• One of the few places left to play United — a postal soccer simulation, *TAG's* long term future is in doubt. David is down to eight players (from 18 at the start of last season) and has said that this season may be the zine's last. For those of you brave enough to get this, you can watch my Team Reggaemylitis kick everybody's butts yet again this year :). *MPL*

ark (#109/September 1997)

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: None (?)

• One of the few rail-game zines left. It's pretty much just a Railway Rivals warehouse, with a few comments on Eric's personal life thrown in. The publication schedule is a bit erratic, and follows the ebbs and flows of Eric's free time. If you're a RR freak, you should be getting this... *MPL*

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, AHKS members free

• If you are a member of AHIKS, and you like multiplayer games, there is absolutely no reason not to subscribe to this zine. It is the official zine of multiplayer games for the AHIKS, and as such, members subscribe for free — as long as they are actively playing. He runs a wide variety of games, including some he has developed himself. In addition, there is always an interesting and insightful article on Japan included. Recommended. *CH*

Boris The Spider
(Vol. 5, No. 35/November 1997)

Paul Bolduc
203 Devon Court, Ft. Walton Beach FL 32547-3110
H: (904) 863-9081 prbolduc@aol.com
»A monthly, 20 digest page zine first published in March 1985 with a circulation of 35. Price: \$10.50/12 issues
Games running: Diplomacy, Britannia, 18xx, Advanced Civilization, Stellar Conquest, History of the World, Dune, Magic Realm
Game openings: TBA soon

• In very few places will you find the variety of games that Paul offers in Boris. Along with Diplomacy, he runs Lutoff!, Down with the King, several of the 18xx games, Dune, Stellar Conquest, Magic Realm, and Age of Renaissance, among others, and he seems to be willing to at least consider running just about anything. The zine is well put together and although it lacks maps, it is generally easy to follow the action. It's one of my favorites. *CH*

• You can think of *Boris the Spider* as what you'd get if you crossed the basic design and contents of *Cheesecake* or *Yellow Pajamas* with the variety of games of *S.O.B.*: a warehouse running lots of different games. *Boris* is always reliable and it strikes me as a good place to play a game. *MPL*

The Canadian Diplomat

Robert Acheson
304-556 Laurier Avenue, Ottawa Ont. K1R 7X2 CANADA
»An irregular, open page zine with a circulation of 75.
Price: \$1/issue
Games running: Diplomacy, Gunboat
Game openings: Diplomacy, Gunboat (\$4 each)

• Not recommended unless you like your games on flyer. Although...
RA:ed

The Carolina Command and Commentary
(#108/December 1997)

Michael Lowrey
4322 Water Oak Road, Charlotte NC 28211
H/F: (704) 366-2311 mlowrey@charlotte.infi.net
»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, Acquire, Outpost
Game openings: Diplomacy, Gunboat, Destroyer Captain, Acquire, Outpost

• The *ZR* editor's games zine. It comes out about five weekly, runs a variety of things, and features a letter column, and an article an issue,

either on naval history or on a topic of the day. *MPL:ed*

• My favorite zine, with average turnaround time, good letter column, and maps with the games (even though the maps sometimes have minor errors). *RD*

• A good zine with good, consistent GMing. In addition to running several Diplomacy games Mike usually has opening for several other games such as Acquire, Outpost and Destroyer Captain to provide some variation. There is a small letter column, usually notes to and from Mike, not too much interaction between the writers, but Mike's English subbers provide some interesting peeks into life across the Atlantic. In addition to the games, Mike usually provides some general commentary on his own life, frequently a history of a naval vessel and an interesting article of some topic that interests him. Mike's a teacher and has sold some of his writing. His articles are well researched and written. All in all a very good zine. *DP*

Cheesecake
(#191/December 1997)

Andy Lischett
2402 Ridgeland Avenue, Berwyn IL 60402
»A five weekly, 6 open page zine first published in March 1979 with a circulation of 46. Price: Free to players and standbys
Games running: Diplomacy
Game openings: None

• This is one of the legendary zines, up there with *Costaguana* and *Graustark*, although not because of the writing. Andy runs a warehouse zine, although when he chooses to write longer articles he does it quite well. Mostly that's in the past. If you get *Costaguana* to read Conrad von Metzke and playing games is secondary, then you get *Cheesecake* to play Diplomacy. Anything Andy has written is a bonus. The games are run without maps, but usually with great gobs of press. And it is FREE! Next time you hear that Andy has game openings, get into one... or two. *BM*

• I wouldn't count on any openings in *Cheesecake* in the next year or more; Andy just started five (by comparison, there were only about 17 postal regular diplomacy game starts this year) games! As Brent said, *Cheesecake* is a reliable — both in frequency and its GMing — and a well respected publication that is build around its games. *MPL*

Costaguana
(#266/November 1997)

Conrad von Metzke
4374 Donald Avenue, San Diego CA 92117
(H): (619) 270-8313 metzke@juno.com
»A six weekly, 16 open page zine first published in April 1965 with a circulation of 52. Price: \$.55/issue
Games running: Diplomacy, Gunboat, Black Hole Dip, Railway Rivals, various word games
Game openings: Diplomacy, Gunboat, Black Hole (vt)

• Chaos. *CvM:ed*

• Last time I told you that it was too late to get in on the *Costaguana* experience because Conrad wasn't accepting new players or starting new games. No sooner did I send this off to Mike than Conrad decides

to accept new subscribers and start a couple of games. So now that you can get it, why would you want to? Well for one thing, Uncle Connie is one of the most entertaining writers in the hobby. He goes back to the era when the Diplomacy hobby was an offshoot of the Science Fiction hobby, and writing was very important. Conrad bestows upon his readership his observations on music and a host of other topics, sometimes serious but often with tongue placed firmly in cheek. *BM*

• I've only seen two issues. A chatty zine with a few games. Conrad is somewhat of a hobby legend and he sure can write. One of the places to be for postal Railway Rivals. *PB*

• A great zine that reflects the quirkiness of its author. This may be the oldest zine still around, as, with various stops and starts, it's been going for 20+ years. Conrad is recognized as one of the best writers in the hobby and does a great job here. There are games of course, but they are hardly needed to enjoy this zine. In addition to whatever strikes his fancy, Conrad frequently reviews some of his new purchases of classical music. He's very knowledgeable in this area and they are interesting to read even if you aren't a classical music fan yourself. *DP*

• I've only seen a couple of issues of this venerable zine, but I have enjoyed them both. Conrad has a unique writing style which I find quite enjoyable. There currently aren't many games here, but Conrad is trying to change that. There is plenty of reading material, and you never know what you'll find in each issue. If you haven't seen a copy of this offering, you are missing a big piece of this hobby. *CH*

• Uncle Connie puts out a little zine whose covers feature birth announcements from his subbers. It also features a few games, a letter col, regular reviews of symphonic music, and other stuff seen from Uncle Connie's unique perspective. Usually entertaining, often educational, and guaranteed to make one laugh. A fold date was announced for a few years down the road to coincide with Conrad's retirement date. However, that plan has been abandoned, and new games have been recently started. Sub fees are hard to pin down in this zine, so offer Conrad something, and check it out! *TH*

Crimson Sky
(#81/July 1997)

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

• A monthly, 8 open page zine first published in February 1990.
Games running: Diplomacy, Colonial Dip

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

Crossing the Rubicon
(#13/December 1997)

Jamie McQuinn
1619 Shroyer Rd. Dayton, OH 45419-3215
H: (937) 298-0836 jmcquinn@delphi.com

• A six weekly, 28 open page zine first published in January 1996 with a circulation of 70. *Price:* \$1.50/issue, \$2.50 overseas
Games running: Diplomacy, Gunboat, Colonial Diplomacy, Scrabble
Game openings: Diplomacy, Gunboat, Mega Diplomacy

• Jamie McQuinn's personal life has recently been in a state of flux, and I think that this has had an impact on his zine. Yes, it has been negative; no it hasn't been disastrous. Turnaround has suffered. The letter column, while lively enough lacks a certain spark. Much of the zine is given over to subzines, largest of which is Pitt Crandlemire's (when it is in the zine) "Pragmatic Iconoclast." Pitt runs a number of non-Diplomacy games, while Jamie runs Diplomacy and Scrabble. He uses Stuart Cross' adjudication software (available on the Web) and my only wish is that Jamie would use his own maps rather than the ugly ones that the software generates. *BM*

• As much a word game zine as it is Dip and variants. Runs Scrabble and "The Hunt" while its Runestone Poll-winning subzine, "The Pragmatic Iconoclast" runs other word games. It's color stock cover makes it easy to find in the piles of paper that spontaneously generate on my desk and gaming table. Jamie's had a few late issues recently, but nothing too aggravating. One mild warning though, his obsession with theme-park rodents is definitely a sign of a sick mind. *PB*

• A good zine with a lot for everyone. In addition to his own excellent writing Jamie has two subzines and a number of contributors thus providing a good mix of styles and topics. In addition to Diplomacy a number of Diplomacy variants and many word games are offered, both in *CtR* itself and in the subzines. An active readership provides for good gaming and good letters. Well worth subscribing to. *DP*

• Jamie has managed to put together a fine zine, which showcases some excellent subzines. Although the zine has been a little irregular recently, that will hopefully even itself out as Jamie's personal life settles down. His games are very well run, and his two main subzines, Dave Partridge's "Tinamou" and Pitt Crandlemire's "Pragmatic Iconoclast" are some of the finest subzines out there. Recommended. *CH*

• When Jamie's life allows him the time to publish large issues in a timely manner, this is one of the top two or three publications around. *CtR* combines a good variety of games with a large amount of interesting writing and good layout. That's a combination that's hard to beat. Let's hope the key words don't remain "when Jamie's life allows..." *MPL*

Death Before Dishonor

Ward Narhi
2241 Front Street, Cuyahoga Falls Ohio, 44221
<http://www.cannet.com/~jcarl/engarde.html>

• *Death before Dishonor* is a game set in 17th century France, a time when honor was of paramount importance. Players create a gentleman or noble and embark upon a career for themselves in the timeless city of Paris. Usually, the player will commence with a military, agent, or clerical career and try to distinguish himself from his peers, which hopefully leads to promotions, titles, appointments and riches. Beware as danger abounds such as death, dishonor, or being captured on the battlefield. In Paris, the players can engage in a multitude of actions. Examples of such are: dueling, training, writing treatises, courting lovely ladies, finding brides, buying property, joining clubs, stealing, theatrical productions, parties, military schools and more! The game is based on the En Garde system with a multitude of additional rules. In general, it is midway between a roleplaying game and a boardgame. The current game has over 50 players and turns are adjudicated about once per month. I make a few errors GMing with more than a few typos thrown in but I hope the players enjoy themselves nonetheless. The

home page is at: <http://cannet.com/~jcarl/engarde.html> and I prefer players who have Web access although I will still accept a select few postal players. *WEN:ed*

• North America's leading En Garde zine, currently available by standard mail and through the World Wide Web. The zine is virtually all about the game, including the nefarious dealings of the various players and the social events of 17th Century Paris. The game currently has about 40 players, many of them having joined now that *DbD*'s game has a presence on the Web, where there are three or four other games being run. GM Ward Narhi and his internet advisor Joe Carl seem to be slowing down just a little bit. If you are even a little interested in role-playing but have no patience with dragons, you might want to give this a look. *BM*

• This one's an En Garde! game. That's all there is, although Ward usually throws in a page or so about his personal activities. If you don't know En Garde!, it is role playing in 17th century Paris, and is great fun. Characters (and some of these guys are real characters!) forge alliances, go off to war, engage in the social scene, court mistresses, dissolve alliances, invest in financial mis-adventures, fight duels (including killing each other off!), attend priest school... The list goes on. If one gets tired of one's character's behavior, one can easily arrange for him to be killed off and another one can then be started!

DbD is also available via the web. There are supposed to be changes in the air, which will allow the reported 50 players on the waiting list to join in. Perhaps you can also, and be the one to depose Ward's fiance from the top of the social order! *TH*

Diplodocus
(#51/December 1997)

Stephen Koehler
2906 Saintfield Place, Charlotte NC 28270
H: (704) 544-2849 Steve_Koehler@prodigy.com
»A five weekly, 36 page digest first published in March 1992 with a circulation of 45. Price: \$1.50/issue

• This zine has been a little irregular of late. This is due mainly to the fact that Steve has changed jobs and has a small child with another on the way. Even so, it remains a very well-run zine. The primary games are Diplomacy and Colonial Diplomacy, with a spicing of other games such as Pax Britannica. He has a budding letter column and an occasional episode of Chuck Shepard's News of the Weird — always amusing. He had been running a serial of a science fiction/mystery story, but it has taken a hiatus until things settle down for him. Despite the current difficulties, it is recommended. *CH*

• I haven't been getting *Diplodocus* for a while. That said, it's a brilliant zine. As Chris said, the question is if Steve's real life will eat up the time he needs to do a zine. Here's hoping it won't happen. *MPL*

Dippy
(Vol. 27, No. 13/September 1997)

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

• We are in our final game before folding the *Dippy* supplement. *JB:ed*

• Not much to look at, but the quick deadlines make for a nice, fast-paced game. Perhaps we can urge Jim to open another game, as he certainly one of the hobby's finest GMs. *RD*

• After a 20+ year run, *Dippy* is running down to a fold. It will be missed. *MPL*

Flintlewoodlewx
(#7/November 1997)

Karl Muller
66-12 755 Street, Middle Village NY 11379-2218
(H): (718) 416-1103
»A monthly, six open page zine first published in December 1996 with a circulation of 15. Price: \$3/year
Games running: Diplomacy
Game openings: Diplomacy (\$1), Black Hole Dip (\$1)

• *Flintlewoodlewx* is a zine for having fun — oh yeah, and playing Dip, too. Get your fix with us! *KM:ed*

• Hey, it's a new zine, as improbable as that may sound in the generally declining postal hobby. *Flintlewoodlewx* is a little six pager, running only one game, though there are some game openings. Contents are pretty basic, with the single game spread over three pages, plus two pages of letters, personal notes, and sports predictions/chat. As with all new zines, it's hard to predict what this one will turn into, though Karl's low profile in the postal hobby probably means that his zine will never have a large circulation. Currently, he's going through player drop out problems, with about one player disappearing per game year...

If I'm not mistaken, *Flintlewoodlewx* is a Mensa Dip SIG zine. I'm not sure how the apparent pending collapse of *DiploMag* and the SIG in general will affect this publication, though player recruitment certainly won't be helped... *MPL*

Forlorn Hope
(#4/December 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

• After a gangbuster start, *FH* has been suddenly and silently fading away since Rich's mild heart attack about a year ago halted production for a few months. Working 16 hour days trying to keep the Buffalo Post Office's antiquated letter sorting machines running no doubt contributed more to the malady than did the usual NMRs and late orders. When it was running it was weekly or biweekly, and quite active, but I haven't seen but one issue in the last six months. *PB*

• The information is reprinted from the last *ZR*. It's pretty much common knowledge about Rich's heart attack and his slow return to work. That said, the zine proper has been MIA for about a year now (I was in an orphaned game that ended up going to *FH* and we were trading zines) and my e-mail asking what was up received no reply.

Beyond the obvious warning this implies, I have no specific idea what the situation is... *MPL*

Grand Hyatt

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)

• This is a warehouse zine. There is no letter column and no writing outside of the games themselves. The zine is dedicated to the memory of Fred Hyatt and the play of his Colonia variant. This variant uses a worldwide map and 9 players. It's a lot of fun. The use of colonies provides for spirited and active games as players may be at odds in one area of the world yet allied in another, and there are many good opportunities for exercising your tactical talents. *DP*

Graustark

(#676/November 1997)

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.

Price: \$15/10 issues or free with game

Games running: Diplomacy, Britannia

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

• The original Dipzine, still going strong after 670-odd issues. Sporting book reviews and cartoon collages, it is nonetheless not for the faint of heart as John is a man of strongly-held, devilishly well-articulated, opinions upon religion, the military, and censorship. Game fees are probably the highest around, although they include a sub for the life of the game — and one of *Graustark's* games holds the postal record, finishing somewhere around 1939 — so that could be a bargain. *PB*

• Paul sums this one up nicely. *Graustark* has been around longer than I have been alive (!) and continues as one of the most reliable zines in existence. John is one of the more opinionated editors in the hobby, and is not bashful about making his views known. The recent fold of John Boardman's other gaming zine, *Empire*, into *Graustark*, means that the latter now carries its traditional reviews of historical detective novels as well as the "Dungeons and Christians" column formerly in *Empire*. Overall, *Graustark* remains a quite good zine, though definitely not for everyone. Be forewarned that the game reports are very minimalistic in the information they present. *MPL*

ishkibibble

(#4/ November 1997)

Phil Reynolds
2896 Oak Street, Sarasota FL 34237-7344
H: (941) 953-6952

»A monthly, four open-page zine first published in August 1997 with a circulation of 12. Price: Free for now

Games running: Diplomacy, Balkan Wars, Power
Game openings: Mitotic Dip, Siedler von Catan

• Fun games for a friendly group of players. Draws include all survivors. Features editor's thoughts on sports, politics, TV, movies and videos, music, books, religion and social issues, etc. *PR:ed*

• A brand-new zine by Phil Reynolds, one I believe will be quite enjoyable. Humor Phil, join a game. I like his movie and book reviews, plus the sports talk. *RD*

• This is about Phil's fourth attempt at doing a zine. Ordinarily, I'd say something about how I hope Phil — who is a truly nice person — has developed the sense of himself necessary to keep his hobby activities in focus and to a manageable level. (Note that the zine is free for the first year as a way to attract subscribers who might otherwise be wary of Phil's track record.) However, given the serious medical condition Phil faces (cancer), I simply wish him a speedy recovery and the hope that this publication will fill some of the voids in his life. *MPL*

Making Love In A Canoe

(#39/December 1997)

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: Gunboat (\$3)

• Since last time, I've decided that my main hobby is publishing. To that end I've improved the means of production with a new computer and publishing software. A more modern printer is likely in the near future. All of this is meant to make it easier for me to publish the zine and get it out on time. Naturally what has happened is that it is taking me, on average, an extra week of turnaround. Which bothers me; I mean I never wanted to be a turbo-phreak but I would like to be known as timely! *BM:ed*

• This zine kind of reminds of what my zine, *The Carolina Command and Commentary*, once was: a 20 page digest, with some games thrown in, plus naval history articles. Except for one big thing: Brent is Canadian. And even going by the standards of Canadians, he doesn't particularly think highly of American culture. It also follows that there's lots of talk about Canadian politics and happenings. The overall result is that *MALOC* is one of the very best places to get something to read with your Dip games.

The downsides of *MALOC*? I think it's safe to say that most reading zines have slow turnaround times between the game's deadlines and when the next issue comes out. And here, Brent's zine is certainly no exception. Also, look for impending editor unhappiness when Brent realizes that he can't start new games anywhere as fast as the current one are/soon will be ending... (Do I think Brent will be overly sensitive about these matters? Not at all. It's just that the dearth of new players and the hobby's limited ability to start new games is only now hitting the slower turnaround, second tier zines like *MALOC*, *Empire*, or *Northern Flame*. How individual publishers react will at least in part determine the future of the PBM Diplomacy hobby. The sad, almost desperate reality is now only starting to sink in across the hobby.) *MPL*

Maniac's Paradise
(#105/December 1997)

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

»A monthly, 28 open page zine first published in March 1989 with a circulation of 57. Price: \$2/issue, \$4 overseas

Games running: Diplomacy, Gunboat, Colonial, African Dip, Balkan Wars, *Fictionary Dictionary*, Snowball Fighting, Woolworth, Narnian Wars, Kremlin, Kingmaker

Game openings: Colonial Diplomacy (\$5), Modern Dip

• Kind of sad really when the ZR editor is the only person write on one of the hobby's top publications. Well, I guess I'll just have to carry the load for the uncooperative masses!

Perhaps no zine better expresses the strengths and weaknesses of the hobby today. *MP* is, by far, the biggest zine in North America in terms of volume of material in each issue. From a large zine you'd expect slow turnaround. Well, *MP* certainly shatters common stereotypes here, with its three day turnaround (Doug has slowed down; it once was two days).

While *Maniac's Paradise* proper is essentially a big, fast warehouse — there are but a few all too brief bits of writing thrown in, generally about Doug's life or short movie reviews — the nongame matter comes in the form of numerous subzines. The best known is perhaps "Oasis", which includes a recipe and a *Fictionary Dictionary* game. There are also two Star Trek based subzines, which fall into a category all their own (Steve McKinnon definitely needs to get out more...), plus contributions from Andrew York, Jack McHugh, Robert Stimmel and others.

That said, *MP* is getting a bit stale. No, let me reword that, it's readers and the hobby at large are. Recent issues show a certain lack of spark and excitement (several of the subzines are appearing about every other issue at best), and a reduced page count. Twenty-eight pages may be big, but *MP* was averaging 48 pages a year ago. All publications — even one as large and varied as *Maniac's Paradise* — can use some new blood... *MPL*

Northern Flame (Volume 2)
(#70/October 1997)

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 40. Price: \$1/issue

Games running: Diplomacy, Gunboat

Game openings: Diplomacy, Gunboat, Mitotic Diplomacy (all \$4)

• *Northern Flame Volume 2* isn't especially pretty or prompt but I try to make things easy for players by including maps and player addresses in every issue and I hope I am making things interesting for non-players as well. It's quite possibly your only chance to sub to a zine published by a Ned Flanders look-alike. *RL:ed*

• Let's see. Last time I called Rob Lesco a neo-conservative technoluddite. I haven't been slapped with a libel suit, so he must agree with me. He is notoriously slow, but give the guy a break. He is the father of two kids and currently studying to improve his professional qualifications. The zine is interesting to read, once you get beyond the fact

that it is done on a typewriter, as he covers a variety of subjects. He has a one page editorial and usually reviews a variety of magazines of interest to him, or to gamers. Of special interest is the music column by "Robert S. Chopin-Liszt." One other thing I should mention (since he's asked, nay begged me to do so) is that he desperately needs players so he can start some more games. So SIGN UP! *BM*

• Ah Brent, I hate to say this, but we can all use new subscribers...

North Flame (Volume 2) is a decent enough, second tier zine. This is another throw back to what publications once looked and felt like zine: typewritten pages (!), slow turnaround for a small publication caused, in part, by the use of a typewriter, a well read editor commenting on this and that, no games besides Dip and variants there of. An interesting package, though the slow pace of the zine may be too frustrating for some players' tastes.

NF (V2) is also another case in point of my theory that the key to being successful/popular is not necessarily doing a good job and hoping you'll be noticed but rather doing at least an OK job and promoting yourself. Robert has very low hobby visibility and, unfortunately, it is showing as his game starts have been slow to fill. In another era, this wouldn't be a problem; today it most certainly is... *MPL*

off-the-shelf

(Vol. V, no. 8/November 1997)

Tom Howell
1011 West 18th Street, #1, Port Angeles, WA 98363-7413
off-the-shelf@pt.olympus.net

»A six weekly, 24 digest page zine first published in October 1992 with a circulation of 45. Price: \$1/issue, \$1.50 overseas

Games running: Diplomacy, Gunboat, Downfall, Fog-of-War Diplomacy, Golden Strider, Sea of Despair

Game openings: Diplomacy, Golden Strider

• In the midst of moving house and selling the old one, this 'zine has managed to move to color coded game maps... How does he do that? Inquiring minds want to know! (His own.) We try to keep limericks and other such nonsense confined to one game at a time here, and occasionally succeed. Come on, and join the fun. Everyone subbing in the next year will get a chance to throw their favorite neighbor to the sharks in Sea of Despair, *off-the-shelf's* latest mania! Remember, punning is not required for subbing to this zine; however, it will score points with the resident Denny. *TH:ed*

• One of the great small zines. Relatively games intense but there is a very personal editorial section and a large and very lively letter column. Tom's life in the Pacific Northwest is the primary focus of the editorials. The off-the-map section is generally intriguing, even if I can't always figure out the mystery site being presented. His odd placement of responses to conventional mail letters (all together after the letters) has been commented upon, but there aren't many other zines where you can read a note from the editor's Mom. *BM*

• *off-the-shelf* one of my favorite zines. Tom normally has a large section of ramblings which normally covers things he has done since the previous issue. I like his letter column for the most part. The e-mail section has his responses immediately following each letter, but the postal letters are all answered in a section at the end. This is not a big deal if these pages are facing each other, but when they are several pages apart it gets annoying going back and forth to identify who he is responding to. The games are fantastic. I have yet to find an error. I also

like his selection. He has Diplomacy, variants plus some simple games that take little time but are fun. The addition of color during the last issue was a nice bonus. It makes the maps much more lively and easier to read. *DMcC*

- A very good zine with excellent writing by Tom. Tom has Diplomacy and some variations on it, including Fog of War and Downfall. There is usually some form of all player game running as well to allow everyone to interact a bit. Tom always has some interesting stories to relate on his life and usually has short bits from a lot of his readers in the letter column. The zine has deservedly done very well in the various polls. *DP*

- Despite the upheaval in Tom's personal life at the moment, he has managed to keep *off-the-shelf* humming along relatively unaffected. He runs mainly Diplomacy (with predictive adjustments preferred, so keep that in mind), and usually one of the Lord of the Rings based Diplomacy variants (currently Downfall of the Lord of the Rings and the Return of the King). There is generally one or more other, smaller games as well, plus an excellent letter column. One tiny gripe with the letter column is that for non-email letters, he puts all the responses in a different place (called, aptly enough, "Some Assembly Required"), so you have to switch back and forth for that part. However, it's become something of a trademark, so it is unlikely to change. He has started to play around with color maps, however, but he is still evolving his ideas along those lines. Definitely worth looking at. *CH*

- The downside of being the long running ZR editor is that there are zines like *off-the-shelf*. You know, the good, formula zines, the publications that come out regularly, run their games well, and have a few other interesting things as well. (In Tom's case, these are a letter column, some notes on his personal life, and a map quiz.) These zines attract a loyal following and Tom is a super nice guy too. So what do you say about a zine like *ots* the third time you write a review about it? See why doing ZR is no fun? *MPL*

S.O.B.
(#48/November 1997)

Chris Hassler

631 La Candia Circle, La Habra, CA 90631

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

» A five-weekly, 24 open page zine first published in April 1993 with a circulation of 43. Price: \$1.50/issue

Games running: Machiavelli, History of the World, Outpost, New World, 2038, Dune, Modern Art, Merchant of Venus, Liftoff!, Die Macher, SolarQuest, Settlers of Catan, Wembly, Age of Renaissance, Fireside Football

Game openings: Stock Car Racing, no game fees

- Here it is, a place to play games. Ask for a sample, and if you like what you see, send some money for a subscription. *CH:ed*

- Colorful, eclectic, timely. What more could you want? A trivia contest? A physics lecture? Got 'em. Machiavelli, Merchant of Venus, History of the World? Got 'em. A subzine running Settlers of Catan and Slapshot? Got it. The only cloud on this horizon is Chris's imminent nuptials. Newlywed life has caused several zines to founder in the past. My advice is to get her involved; if nothing else let her be the goddess of Fate and have her do all the dice rolls and card draws. Works for me and Ms Nar. Yeah, a goddess clad only in the flimsy negligee of Fate! Yeah, that's the ticket! *PB*

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, Scorpio's RoundTable, Category 23.

Internet: The place to start is *The Diplomatic Pouch* (www.igo.org/DipPouch), the one stop shopping center for Dip on the Web. You'll find answers to your questions, links to other sites (including to the five or so Dip zines with their own web pages), tournament lists, and lots more cool stuff. Highly recommended.

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 (\$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

• *S.O.B.* a gaming zine. If you like Machiavelli, this is for you, several games running and all maps are in color. This makes the games much easier to follow for observers as well as the players. Most of the other games are very involved, so if you don't have the time for lots of ordering, this zine is not for you. The subzine, however, has several games which are easy to play, some of which you cannot play anywhere else. For those into NASCAR, a new race game is just starting. A football (soccer) league based on Fireside Football started a couple of issues ago. Very little writing. *DMcC*

• Well, it won the Runestone, so it can't be too awful. In fact, it is another zine which runs a lot of games. Sixteen in the main zine itself, seven in a subzine, and at least one by flyer. Four of these were gamestarts in the October issue, removing all the games from the game openings list. It has a wish list, so I suspect that there will soon be new game openings. Chris prints it on his color printer and it looks very nice. It doesn't have a lot of reading material, which consists of a quarter to half a page of editorial comments, an all too short letter column, and an informative astronomy column. The Trivia Quiz could be placed in both categories, as far as I'm concerned. Chris just got married, so I figure we should have at least a year before there are any serious changes in this one. Read it soon! *TH*

• If the postal gaming hobby survives the next few years, it will be because of zines like *S.O.B.* Let's face facts, the PBM Diplomacy hobby is largely dead; the PBM gaming hobby, which involves playing games besides just Dip, might just survive.

In this bold new multigame world, *S.O.B.* is tops. Chris offers an impressive package, highlighted by an incredible array of games — excluding Diplomacy. His publication is timely and accurate. And with lots of *color* maps, good layout, and a neat physics column thrown in, *S.O.B.* is a zine that will make you want to play and read. And run to the game store to buy new games just to play here... *MPL*

Starwood

Melinda Holley

1823 Enslow Blvd, Huntington WV 25701

H: (304) 523-5613 rebel8954@aol.com

»A monthly, 10 open page zine first published in November 1985 with a circulation of 14. 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 Young is a very good GM! *TTA* is a very good zine to play games in, certainly the best in Canada to play in. It is as regular as someone who eats bran muffins daily, and the adjudications are generally impeccable. He constantly has four openings, two Gunboat and two Regular Diplomacy. Eric can be an interesting writer and I do wish he would do more than his habitual two pages an issue. In fact the only thing I can fault Eric on is the layout of his game pages. *BM*

Yellow Pajamas (#16/October 1996)

Paul Milewski

7 Mallard Drive, Amelia OH 45102-2148

H: (513) 752-2411

»A six weekly, eight to ten open page zine first published in April 1995 with a circulation of 40. Price: \$.50/issue

Games running: Diplomacy, Gunboat

Game openings: Diplomacy, Gunboat (no game fees)

• A bit slow on the turnaround time, but a well done zine! I enjoy Paul's commentary on the games, only thing missing is the maps. *RD*

• Sort of a through-back to the zines of a decade or more ago, *YP* is a small, Diplomacy-only publication. The focus is the games; with just a tinge of other material — general house rule related — thrown in for good measure. A good enough place to play a game, if you don't mind a fairly bare bones presentation of game results. *MPL*

Vertigo/Meet George Jetson

Brad Wilson

3rd Floor, 123 N. 3rd Street, Easton PA 18042-1803

• It's back! Well, maybe. After three fairly quick turn around, the coming issue seems a bit tardy. But it is high school football season, and that's Brad's beat. Actually it's not doing badly for a 'zine declared dead in the last couple of *ZRs*. Brad sure could use some standby players; at the present rate I'll be in all the games soon, so drop him a line and volunteer. *Vertigo* hasn't changed much during its hibernation. News, views, and CD reviews. *MGJ* has been carrying the games of late and does an adequate, albeit sporadic job of it. *PB*

• The reason *V/MGJ* was in the Missing In Action file last issue was that, well, it hadn't come out in over a year... so just to personally prove me wrong, Brad starts publishing again. (Remember, I am the Michael, the most powerful force in Dipdom — few dare defy my commands.)

To quote an old Who song, "Meet the new boss, same as the old boss", Brad's zine hasn't changed a bit. Brad remains an interesting writer on a range of topics, from sports to music to the Dip Hobby. His zine still runs games, er, slowly and Brad isn't likely to win the Hyatt Award for GMing excellence any time soon. Get this publication if you like Brad's writing... and are willing to wait for it. *MPL*

Folded & MIA Zines

The following North American zines/editors have stopped publication since the last *Zine Register* came out: *Boast* (Herb Barents), *Empire* (John Boardman), *League of Nations* (Mark Kinney), *Rambling WAY* (Andrew York).

In addition, *Metamorphosis* (David Wang) and *The Rail City Railway Gazette* (Michael Quist) are missing in action, with any future issues publication considered unlikely.

Finally, the *ZR* editor has no knowledge of the status of *The Batyville Gazette* (Ralph Baty) and *jGoooooooooooo!* (Don del Grande). These publication may well still be coming out, but the *ZR* editor does not receive them, no one commented on them, and requests for information were not responded to.

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 (#34/February 1997)

Lee Kendter, Jr.
1503 Pilgrim Lane, Quakertown PA 18951
»A semiannual, eight open page zine.
Comment: MNC statistics and related items.

Price: \$.75/issue

• *Alpha and Omega* is the publication of the Miller Number Custodian; it includes information of variant game starts and finishes. The "semiannual" is more a rough guide than a rule; #33 came out in October 1996, with #34 out in February 1997. I'd imagine Lee publishes this as he gets enough starts/finishes to warrant doing an issue. *MPL*

Diplomacy World (#83/Summer 1997)

Doug Kent
10214 Black History Road, 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 publication about the game and hobby of Diplomacy. Lots of articles on strategy, tactics, variants, conventions, zines, news, and the like. The articles are interesting and come from a broad range of writers. No games are actually played here, besides demonstration games with outside commentators. Highly recommended. *MPL*

DiploMag (Vol VI, No. 11/November 1997)

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.

• Oh dear. This was the publication overseeing the Mensa Diplomacy special interest group. The idea was for Mensans interested in Diplomacy to all sign up in one central site, with the games being farmed out to various zines/GMs. "Was" may well be the key word; Andrew is burned out and no one else seems interested in taking over. Unless someone steps up to the plate soon, the SIG and zine are kaputt. *MPL*

Everything (#97/November 1997)

Conrad von Metzke
4374 Donald Avenue, San Diego CA 92117
H: (619) 270-8313 metzke@juno.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

• *Everything* contains just two things: lists of game starts and game finishes, complete with year-by-year supply center histories of the games. Pretty dry, but you can glean some interesting insights if you take the time. Note that I am making no statement about what your social life must be like if you should choose to do this... *MPL*

Niccolo

Chris Hassler
631 La Candia Circle, La Habra, CA 90631
H: (714) 773-0940 70514.37@compuserve.com
»A semiannual, 12 open page zine first published in October 1989.
Price: \$1/issue
Comment: NCM statistics and related items.

• This is the Machiavelli number custodian's forum for reporting game starts and finishes, game status, player rankings, and the occasional article. *CH:ed*

Pontevedria (#83/December 1997)

Conrad von Metzke
4374 Donald Avenue, San Diego CA 92117
H: (619) 270-8313 metzke@juno.com
»A bimonthly, 4 open page zine first published in August 1990.
Price: \$.32/issue or a sample for a SASE
Comment: Games opening newsletter

• A (bi)monthly flyer listing the remaining zines and what they are offering, it has recently been taken over by Conrad von Metzke of *Costaguana* fame. It does its job without fanfare or fuss. Where to go first if you want to play by mail. *PB*

• A useful listing of game openings. Conrad has made the sensible decision to come out every two months with this, which seems about right. Also included is a list of upcoming conventions. *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, 4322 Water Oak Road, Charlotte NC 28211, 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!

Non-North American Zines

This issue we have an even more limited selection of reviews of overseas zines. (Doug Kent, who actually gets more than 3 British zines didn't have time to do any reviews.) Oh well, so goes it. 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.

And Then There Were Six

Tim Lurz
c/o JE Technology, Chung-Cheng 2nd Rd, #141, 4th Fl-1, Kaosiung,
Taiwan ROC

• *ATTWS* is a forum for decadent, jaded, warped, sick, and weird people who just happen to play Diplomacy. There is usually something written about life in Taiwan. There is usually also a Personality Profile that satires a *ATTWS* subber. Included is a Top Ten list that tries to offend someone as well as a letter column and serialized short story.

For those of you who starch their underwear and insist on having little paper umbrellas decorate their cocktails, I don't recommend *ATTWS*. LZ:ed

• This zine is not for everyone. It is Diplomacy in the Raw. On the other hand, it has a very active readership and Tim has lots of interesting views on things and commentary on his life in Taiwan. If you are not easily offended, then it's worth checking out, particularly if you like some good give and take. DP

• That Tim Lurz sure is a smooth talking devil. He gets his subbers to write most of the stuff in his zine, then says rude things about the stuff. *ATTWS* has been described as "Dip Porn." If you enjoy that kind of thing, and people being rude to each other, this one might be for you. Before you ask for one, though, be sure you can handle a 'zine that you wouldn't want to leave on the coffee table when your mum comes to visit. TH

Damn the Consequences

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

• *Damn the Consequences* is my favorite New Zealand zine. It may not be the prettiest zine out there, but it has quite a lot of character. Between Brendan's thoughts on political correctness or the role of the English language in New Zealand education, you can be sure to get a clear idea of Brendan's views on certain topics. The games are varied; mainly Diplomacy, with some variants, Machiavelli, several homegrown Railway Rivals games, and Sopwith. The maps may be hand drawn, but at least there are maps. I would definitely recommend it. CH

• This is, strangely enough, about the only zine that I have been getting for all of my eight years as a zine editor. Over those eight years I have seen a lot of growth too. *DTC* has become a very good read, presenting the views of someone from, literally, the other side of the world. Brendan also runs a wide variety of games, though until he has email again I can't say that playing somewhere where it may take 10 days or more to get your orders to is necessarily the brightest idea. MPL

FIST

Andy Turner
12/13 Coronation Drive Stuart Park, NT Australia

• Politically Correct this one is not. As a matter of fact, it's probably not correct in any way. In comparison, *FIST* makes *And Then There Were Six* look very tame. *FIST* features a fairly even split between games and, well, I hesitate to call it "reading material." I like it! TH

Greatest Hits

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

• *Greatest Hits* is listed as a Diplomacy zine since at one time publisher Peter Birks actually ran Diplomacy games in it and still plays occasionally. As he might put it, he's grown out of that now, although there is a football (soccer) draft game being run, having been orphaned from another publication. Oddly enough, I find that this takes something away from the zine. Pete is one of those truly entertaining writers and I resent anything that keeps him from writing, or which causes him to put something in the mail before he's ready to. This is my kind of zine. In fact when I grow up I want to be Peter Birks! BM

Lepanto 4-Ever

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

• Per Westling's zine is a mainstay of the internationalist branch of the hobby. This may explain why there seems to be a lot of Larry Peery in every issue. For a North American the games are of only marginal interest, but Per presents a lot of discussion of the international hobby. The most recent double issue (54/55) was particularly enjoyable. Not only was there the requisite amount of Peery-blah, but there were also two views of a trip to the British Manorcon by a group of Swedes. Per also writes about bridge, but since I don't play that doesn't matter much to me. BM

One Man's Rubbish

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

• Mark Stretch's zine might be described as a typical English zine. There is a wide variety of games run by Mark. There are three or four subzines, each running more games. Mark writes a fair amount, sometimes about games, sometimes about other things. His subzine editors (one in particular) write a lot too. Mark travels to a great many more cons in a year than some North American publishers do in a lifetime. He writes about them too. The resulting zine is *BIG*, larger than what most North Americans would try to produce. And yet I think that zine's like Marks may teach North Americans a bit of a lesson. Something on the lines of bring 'em in with Diplomacy, but keep 'em with other stuff. BM

• *One Man's Rubbish* has games. Twenty six in the 'zine itself, and another 20, or so, in three different sub-zines. With this many sub-zines, some would say it should be called "Several Men's Rubbish." Whatever you call it, you'll spend a bit of time with it as it contains plenty of reading material. All the sub-zines are more than half reading material, and Mark covers almost as many pages with non-game stuff as with games. Whether you are interested in British hobby happenings, the lives of the four editors, British music, British humour, or just playing games, I highly recommend this one! *TH*

Spring Offensive

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

• Let me see if I remember this right. Stephen Agar publishes the purist Diplomacy zine *Spring Offensive*, setting a high standard for writing about Diplomacy and variants. He folded the zine with issue #50, with the birth of a second child imminent. He rehoused his games and takes his Diplomacy articles to start a new zine, *The Tangled Web We Weave*, which is to be a sort of British *Diplomacy World*. He discovers (a) that the British hobby is not in desperate need of their own version of *DW* or any more willing to contribute to its version than Americans are to theirs, and (b) that the guy with whom he rehoused his games folded his zine after one issue, having been fired for photocopying it at work. So Stephen retools and restarts *Spring Offensive* as a smaller digest, and brings it up to the high standard he set with the original pretty quickly. *BM*

Western Front

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

• I think that a convincing argument can be made that the Australian zine *Western Front* is the best zine in the world. Purely a speculative opinion on my part of course, but Brad Martin's zine has just about everything I'm looking for in a zine. There is a wide variety of games, some run on fliers that go out with the issues to players only. There are plenty of reviews and news items about zines and magazines that might be of interest to gamers. There are history articles, and the editorial display a social conscience. The only drawbacks are that there is no letter column (but he occasionally prints letters) and for whatever reason it doesn't get to me nearly as quickly as I want it to. *BM*

• One of the best zines it has been my pleasure to encounter. It has it all — historical articles, quizzes, current events, and a very wide selection of games. There appears to be almost no game that Brad isn't willing to run, and if he is unwilling, there is always someone else willing to guest GM it for him. It only comes out about every 6 weeks, but given the vagaries of international mail, it is impractical for it to come out any more frequently. Highly recommended. *CH*

And so ends this, the 27th issue of the *Zine Register*. Thank you all for attending (and your support). The next issue should be out in the fall of 1998. Comments/feedback is always welcome (how can I improve this publication without it?) and should be sent to Michael Lowrey, 4322 Water Oak Road, Charlotte NC 28211.

Editor's Notes

Welcome to this, the 27th *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, 4322 Water Oak Road, Charlotte NC 28211. My phone number is (704) 366-2311. Additional copies of this publication are available for \$2 in the U.S. and Canada or \$3.00 overseas.

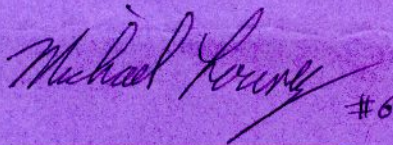
As I write this, I look over a postal Diplomacy hobby that seems to be in a state of slow decline. Through November, only 17 regular Dip games have started this year in North America. Though this number is likely to be down only slightly from the 21 of last year, these numbers of game starts, in the medium term, do not even come close to supporting the number of zines currently in existence.

That became acutely apparent this year. Only three zines started two or more new games of regular Dip — *Cheesecake* (5), *Maniac's Paradise* (2), and *The Carolina Command and Commentary* (2). Meanwhile, both *Empire* and *Boast* folded simply because not enough people were interested in their game offerings — a trend that will likely continue. Eric Brosius has abandoned doing the Runestone Poll and Andrew York has given up on *Diplomag* for the exact same reasons; in neither case does anyone seem to be interested in taking over.

The question in my mind is whether this trend can be checked over time or whether the postal Diplomacy hobby is truly an endangered species.

Finally let me take this opportunity to again thank Chris Hassler, Brent McKee, Tom Howell, Paul Bolduc, David Partridge, David McCrumb and Randy Davis for contributing views to *Zine Register* and the Diplomacy hobby at large for allowing me to do ZR.

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 Conrad von Metzke, 4374 Donald Avenue, San Diego CA 92117. The zine of the Boardman Number Custodian, where all this gets reported and recorded, is *Everything* (see page 11).

• **Miller Numbers:** A similar record keeper for variants of Diplomacy is the Miller Number Custodian (MNC). The MNC current is Lee Kendter Jr., 1503 Pilgrim Lane, Quakertown PA 18951. The zine of the Miller Number Custodian is *Alpha & Omega* (see page 11).

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 11).
- **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 *Portevedria* on page 11 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 gamesmaster/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 9.

Key to Reviewers

- *ed* = that zine's editor's description
- *PB* = Paul Bolduc
- *RD* = Randy Davis
- *CH* = Chris Hassler
- *TH* = Tom Howell
- *MPL* = Michael Lowrey (ZR editor)
- *DMcC* = David McCrumb
- *BM* = Brent McKee
- *DP* = David Partridge