

The Almost Official
New Unimproved, Extra Generic,
Special Noncommemorative

Zine Register #28

Dated approximately April, 1999

(No Art Work Here)

Brought to you at long last by:

Michael Lowrey
6903 Kentucky Derby Drive
Charlotte, NC 28215

\$2 U.S. and Canada/\$3 Overseas

Editor's Notes

Welcome to this, the 28th *Zine Register*. It is, I hope, an informative and timely look at the various publications in the North American Diplomacy hobby today. Your editor for this issue is Michael Lowrey, 6903 Kentucky Derby Drive, Charlotte NC 28215. Additional copies of this publication are available for \$2 in the U.S. and Canada or \$3.00 overseas.

This past year has been a pretty good one for PBM Dip. I say that because the steady declines in the number of new games and publications has stopped. We started at least 15 (and probably more) new regular Diplomacy games in 1998. The figure for 1997, by comparison, was only 16. In addition, two new zines — *The Flat Earth Society* and *Naima Equinox* started during 1998.

I would not, however, go so far as saying PBM Diplomacy is enjoying a rebirth. While the patient has become stable, he's not necessarily recovering. This hobby remains heavily built around editors who have been at it for many years. Only six active publications — *The Flat Earth Society*, *Flintlewoodlex*, *ishkibble*, *Naima Equinox*, *North Flame (Volume 2)*, and *Yellow Pajamas* — have existed in their current form for less than five years. More publishers than that have put out 100 issues of their zine. Until we see rebirth and growth, especially in the form of new zines, this hobby will remain only a few notches away from extinction. After all, John Boardman, Conrad von Metzke, Jim Burgess, and other veteran editors cannot publish forever.

This issue will be my last one as *Zine Register* publisher. Future editions will be put out by Phil Reynolds, 2896 Oak Street, Sarasota FL 34237. Transfer of codes for ZR to Phil effective immediately.

Lastly, I would like to thank all those that have contributed to this and the other ZRs. I have had the pleasure to meet out. For this issue, that's Paul, Ward, Phil, Brendan, Robert, Jim, Karl, and Tom. Thanks guys! 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/e-mail 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. 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. *Don't send a self-addressed stamped envelop — most zines won't easily fit in one.*

Lastly comes the most interesting part of a listing to most readers: the actual reviews. An identification key to the reviewers is found 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 10).

• **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 10).

• **Number Custodian for Machiavelli:** Chris Hassler, 631 Candia Circle, La Habra CA 90631, provides the same sort of information for Machiavelli games (see also *Niccolo* on page 10).

Services

• **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:** Houses games when a gamesmaster/publisher stops running them. Contact Michael Lowrey, 6903 Kentucky Derby Drive, Charlotte NC 28215.

• *List of useful non-zine publications is found on page 9.*

Diplomacy on the Web

• **Diplomatic Pouch:** If you are interested in Diplomacy on the web, the place to start is *The Diplomatic Pouch* (www.igo.org/DipPouch), your one stop shopping center for Dip on the Web. Despite the venue, there's a lot here for the PBM gamer too, including links to publisher addresses, links to web sites, convention lists, links to various e-mail Dip gaming opportunities, etc. *The Diplomatic Pouch* itself is a very nice e-zine, very similar in scope and coverage to *Diplomacy World* in its prime. Highly recommended.

Key to Reviewers

ed = that zine's editor's description
PB = Paul Bolduc
JB = Jim Burgess
TH = Tom Howell
RL = Robert Lesco
MPL = Michael Lowrey (ZR editor)
KM = Karl Muller
WN = Ward Narhi
PR = Phil Reynolds
BW = Brendan Whyte

North American Game Zines

Absolute! (#68/March 1999)

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 55. Price: \$.75/issue
Games running: Diplomacy, Gunboat, Anarchy Dip (vt)
Game openings: Diplomacy, Gunboat, Dune, Axis & Allies

• *Absolute!/Standard Deviation* is a hobby zine dedicated to the play of Avalon Hill's Diplomacy. Other games are played; gunboat, anarchy, and others. There are two guest GMs: Roger Cox (Dune, Axis & Allies, Ursuppe, Personal Preferences, & The Stock Market Game) and Heath Gardner (Gunboat).

Regular features are Steve Cameron's "Steve's Spot" of Gaming and Convention news and Andy Bingnear's "Beer Hunter." Also, we keep on the Irish news, hobby news, and historical articles. *PK:ed*

• I have been getting *Absolute!* for several years because there's always something a little different in Paul's zine compared to other zines. Recently, it has been Paul's unparalleled reporting on Hasbro's purchase of Avalon Hill and the ramifications of this deal for both the games industry and our hobby. In years past, it was Paul's running of Northern Ireland Dip (although he usually relates important news from Northern Ireland each issue). He recently published letters dealing with the Civil War and the NFL. And there always is news from Paul's home and work fronts. Many hobby gray-beards, as well as a corps of Paul's fellow New Jersians, play here, too. *Absolute!* should be a staple of every hobbyist's zine diet. *PR*

The Abyssinian Prince (#216/April 1999)

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: Star Trek Dip (vt), Breaking Away

• I have received *TAP* off and on for several years. Jim is one of the best GMs I have played for. His errors in adjudication, if any, are few and far between — a rare thing these days. Jim runs his games on a schedule unlike that of any other GM: He always separates seasons for retreats and adjustments, even when there are no retreats or adjustments to be made. Although this is how Diplomacy games are played face-to-face, and it requires no predictions on players' parts, the downside is that games in *TAP* take one-and-a-half to two times longer to play than in traditional monthly zines. But this isn't so bad if you are planning on being in the hobby for a few years! Half-page maps are good. Lively press, with frequent interjections from Jim, are even better. Many hobby veterans, who you won't find anywhere else, play here. Besides the occasional political chat, *TAP* is best known for its sprawling forum

on music, ranging from rock to classical. Much of this goes over my head, since I'm still wedded to '70s rock, but I glean some useful information from the banter every now and then. This zine also features "Tinamou", a promising subzine by the Snowball Fighting - and variant-loving David Partridge. *TAP* is a great source for hobby news. I consider it to be the flagship zine of our hobby. *PR*

• A big one for sure, *TAP* is one the most interesting reads and best overall zines I see. While the layout is rather basic, the content is what drives *TAP*: a large letter column centered on the Diplomacy hobby (Jim sponsors contests to find long lost PBM Dippers...) and music of all sorts. (Unlike Phil, most of it doesn't go over my head, but then I'm also a volunteer DJ at a public radio station that plays a little bit of everything.) The letter column typically runs several pages, though as with *Maniac's Paradise* in its time, attempts are not really made to minimize the total size, taking the content as a given, of the zine. In addition to the zine proper, there are no lack of subzines, with notable efforts coming from David Partridge, Pete Gaughan, and Peter Sullivan. The games, meanwhile, are well run and between Jim and his subzine editors, there is a wide selection on offer. Recommended and a bargain at only \$1 an issue. *MPL*

ark (#113/March 1999)

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 (?)

• *ark* is one of the few publications dedicated to Railway Rivals and other rail games left these days. And, in *ark's* case, it is barely hanging on. A nine month gap between issues indicates that while Eric's life is busy, his interest in this project is probably waning. *MPL*

BluesMobile

Berry Renkin
Berry.Renkin@hunze.iwg.nl

• An e-zine Berry started charging this year and it is worth it. If you don't mind reading your zine off email then sign up. Definitely an international flavor, this zine lets one get a lot of different perspectives on the world. The games are plentiful, the chat even more so! Berry's outlook on life is refreshing in the wake of consumer capitalism's triumph. This is the hallmark of ezines as no other even compares. *WN*

Blut und Eisen

Tom Butcher
12269 Horado Road, San Diego, CA 92128-2713
H/F: (619) 613-3988 chikakoB.@aol.com
»A six weekly, 20 open page zine first published in August 1993 with a circulation of 30. Price: \$1.05/issue, AHKS members free

• Official multiplayer organ of AHIKS (Avalon Hill International Kriegsspiel Society) but open to all comers. Games under way: Conquistador (2), 1830 (2), 1829, 1835, 1870, 1856, Machiavelli, After the Holocaust, The Consummate Railroad Game (2), Stellar Conquest (2), Age of Renaissance, Thalassic Empires. *TB:ed*

• A great place for the 18xx buff — even 1829 spoken here! *BuE* also features other games you won't often find: Conquistador, Stellar Conquest, and some even lesser known games. Having said that, I haven't found his notation system to be very obvious and sometimes the game reports are maddeningly missing details that a standby player might need. I expect the notation system will grow on me with experience. *PB*

Boris The Spider
(Vol. 6, No. 15/March 1999)

Paul Bolduc
203 Devon Court, Ft. Walton Beach FL 32547-3110
H: (850) 863-9081 prbolduc@aol.com
»A monthly, 20 digest page zine first published in March 1985 with a circulation of 35. *Price:* \$10.50/year
Games running: Diplomacy, 1830, Silverton, Advanced Civilization, Stellar Conquest, History of the World, Magic Realm, Circus Maximus, Balkan Wars VI, Settlers of Catan, Age of Renaissance
Game openings: Too numerous to list

• "The play's the thing," to quote I.A. Horowitz, who was misapplying *Hamlet* to chess. I don't bore you with my political or moral philosophy and I don't have the time to retype yours or the space to print it. The emphasis, properly, is on playing the games. I do my best to get it right (but *Errari humano est*) and back to you promptly. If you're looking for a punctual zine with an eclectic mix of games, *Boris* may be what you're looking for. *PB:ed*

• Paul's description is dead on. This is a games-only publication providing a good game-service (one week turnarounds are the rule) with a very wide variety of games offered. If you have diverse gaming interests, this (along with *S.O.B.*) is a zine you should be getting. *MPL*

The Canadian Diplomat
(#57/March 1999)

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

• It's still going — Canada's oldest running zine. It's a lot skinner than it used to be and there seems to be a lot less effort going into the "filler" — primarily stuff from the internet, nothing new or unusual. The deadlines are much shorter than before, which hampers communications, but the turnarounds are as long as ever. It hurts me to say so but it has to be noted that errors are starting to creep into the games.

That said, it's been going for a long time through all variations of personal circumstances and I have no doubt that it will continue to do so. He has lots of games and players, both the sort of gamer who play everywhere and several you will only see here. So many zines, mine included, suffer from a small pool of players but not Bob's. *RL*

The Carolina Command and Commentary
(#121/March 1999)

Michael Lowrey
6903 Kentucky Derby Drive, Charlotte NC 28215
H: (704) 569-4269 m_lowrey@charlotte.infi.net
»A five weekly, 12 digest page zine first published in October 1987 with a circulation of 29. *Price:* \$.75/issue, \$1.25 overseas
Games running: Diplomacy, Gunboat, Outpost
Game openings: Diplomacy, Viking Dip (vt)

• For those that have been paying attention, you will have noticed that this is the *ZR* Editor's games zine. My intention a year or so ago was to run *CCC* down to a fold. However, after some additional thought, I've decided to continue publishing.

As for a description of *CCC*, it is a cute little 12 page, five weekly digest. Don't let the small page count fool you: a space conscious editor packs a lot into the zine, including an article on naval history or North Carolina public policy, a decent sized letter column, plus the games. And, for extra flavor, there are the random thoughts of the legendary London postal employee Denis Jones. *MPL:ed*

Cheesecake
(#203/March 1999)

Andy Lischett
2402 Ridgeland Avenue, Berwyn IL 60402
»A six weekly, six open page zine first published in March 1979 with a circulation of 44. *Price:* Free to players and standbys
Games running: Diplomacy
Game openings: None

• First of all I'd like to congratulate Andy on publishing 200 plus issues of this fine little warehouse. It is truly an impressive accomplishment. That said, don't think a zine starting on its three century of issues isn't vibrant. Andy's warehouse remains one of the best — if not the best — place to actually play a game of Diplomacy. Of course, there's only one problem for all those hoping to play here to prove their worth: Andy started five games (!) back in 1997 and doesn't have any current openings. I wouldn't count on any of the current games ending before the fall either, but maybe then... *MPL*

Costaguana

Conrad von Metzke
4374 Donald Avenue, San Diego CA 92117
(H): (619) 270-8313 metzke@san.rr.com
»A six weekly, 16 open page zine first published in April 1965 with a circulation of 52. *Price:* \$.55/issue

• Another of the long-running zines. Conrad runs a few games, but it's his writing that marks the zine as special. *PB*

• Is this a games zine? Very few games running here but a great read nonetheless. Conrad is the great-granddaddy of Dip zines and ruminates about a lot of things. He's crazy, by gum! I mean, how often can you change emails in a single issue? Well, despite this, Conrad's pages overflow with interesting tidbits to read. His *By Popular Demand* is always fun he just needs to get more games in here. But that might push some of his ruminating aside! Hmm... this is a dilemma! *WN*

• Boardman and von Metzke — they are the only ones way out ahead of me in currently active pubbers in the States. I have lots of peers on the other side of the pond, but not here. Conrad never fails to surprise me with some obscure musical point or a funny story from the news that I missed. The only negative is that Conrad has a tendency to sit at his keyboard and spin out depressive tomes on the state of the hobby and other such matters from one who really has lived through all of the hobby's diverse stages. I'm actually kinda excited about the hobby at the moment, so Conrad's "end of an era" comments hit me sideways, but if you can get past that, he still runs great games! He's almost *too* careful as a GM to try to deal with all protests as fairly as humanly possible. As in his recent game "The Fist", this went on a bit too far and though (in my humble opinion) he made the correct remedy, perhaps he could have made it quicker. I find that profuse apologies and quick corrections usually are best. This is the *only* place you will find such all round great guy dippers as Bart Denny, he has funny and unique puzzles, and hey, just relaxing on the couch with Conrad is about as good as it gets among Dip szines. Conrad really is the epitome of the gentle giant. But, hey, keeping track of those E-Mail address changes? A challenge for all of us! Check out one of the hobby institutions if you've never seen it before. *JB*

Diplodocus
(#57/November 1998)

Stephen Koehler
2906 Saintfield Place, Matthews NC 28105
H: (704) 372-4800 Steve_Koehler@prodigy.com
»A seven weekly, 40 page digest first published in March 1992 with a circulation of 45. Price: \$1.50/issue
Games running: Diplomacy, Colonial Diplomacy, Gunboat, Migrane Dip (vt), African Dip (vt), Necromancer, Mind Trap

• If you like a thick zine crammed with games this is the place to be. Always gamestarts available and nicely printed maps. There isn't much press in the games but a plethora of additional reading materials. Steve usually has plenty of jokes, quizzes and sports talk to fill out the zine. He has been a bit slow on turning the zine around lately but he is still reliable and worth the wait. *WN*

• The zine with the dinosaur theme does resemble the fabled terrible lizards in a lot of other ways too. Like a T Rex, *Diplodocus* moves at a plodding pace, appearing perhaps once every two months. When it does show up, like a big reptile, you will know it. *Diplodocus* is a large zine, measuring some 40 digest-sized pages, and offers a lot of reading and gaming opportunities. A house favorite is Migrane Dip, an eight-player symmetrical variant that Steve himself designed. Good Stuff, especially for variant fans. *MPL*

The Flat Earth Society
(#10/April 1999)

Scott Morris
12110 Shelbyville Rd, Louisville KY 40243
H: (502) 893-8260 Scottm221@aol.com
»A six weekly, 24 open page zine first published in August 1998 with a circulation of 34. Price: \$1.50/issue
Games running: Diplomacy, Colonia Diplomacy, Brain Drain, By Popular Demand, Sea of Despair
Game openings: Migraine Dip (vt), 1900 Diplomacy (vt)

• My zine is quirky fun. I am an extreme liberal and that unabashedly comes through. But hey, I provide equal time. Just ask the fascist Goz :-). The Dip games are fierce and bloody as well. *SM:ed*

• Best newcomer award definitely is placed at Scott's feet when he started publishing when *CTR* folded. Irreverent, boisterous, and funny, Scott puts out an excellent zine with plenty of stuff to read. I don't know how the games are run yet but I have confidence in Scott's abilities. Kudos also to his politics as he is not afraid to put his opinions out there. I'd ridicule him more if I didn't agree with him so often! *WN*

• I've got to agree that *TFES* is the best new zine of 1998. Of course, given that there were all of two new zines, that admittedly isn't saying a great deal. *TFES*, however, is good enough and big enough to have won best new zine honors in years past when the PBM Dip hobby was much more dynamic. A big letter column, play of game articles, quizzes, a subber spotlight, and the like appear in abundance in a zine that is very punctual for something this big. A subzine by Warren Goesle is also included. The overall feel reminds me greatly of *Crossing the Rubicon*, where this was a subzine for a while.

The only downside I see is that this includes a Sea of Despair game in Goz's subzine. And here I must agree with what the legendary Tom Nash wrote in a *Zine Register* many years ago: though this game may have been fun years ago, for those of us who have been around a while and who see lots of zines find it tiresome. Like most party games, after the first or second go around, it is just plain pointless. *MPL*

Flintlewoodlex
(#15/January 1999)

Karl Muller
75-17 60 Place, Glendale, NY 11385
(H): (718) 416-1103 pegandkarl@mindspring.com
»A five weekly, ten open page zine first published in December 1996 with a circulation of 25. Price: \$6/year
Games running: Diplomacy, Fantasy Football
Games openings: Diplomacy, African Dip, Minimalist Dip, Woolworth II-D, Anarchy VI, Prisoner's Dilemma, Michigan Diplomacy

• Get your Dip fix at *Flintlewoodlex*, a zine dedicated to having fun and playing some games. Send 50 cents (stamps OK) for latest issue, and I'll send you the next issue for free! Upfront warning: there may be some slight delays through late February, as I'm buying and moving into a house. *KM:ed*

• *Flintlewoodlex* is a pleasing little effort that has experienced some delays in recent months, but Karl appears to be dedicated to publishing his zine for some time. The two games Karl is running — including one game for MENSA members only — feature a fair amount of press. Maps are half-page in size and very clear. Karl also was running a simple Fantasy Football contest, but we players never got to do much other than draft the pros due to publishing problems. Karl has shown a desire to run some uncommon Diplomacy variants. As a fellow variant enthusiast, I wish him the utmost fortune. *PR*

• *Flix* is another of those zines that, for whatever reason, has never really caught on. (Of course, the fact that Karl gets very few other zines and doesn't play in very many games could be a factor) This is a shame, for *Flix* is, in its own way, a nice place to play a game, especially if you are into unusual or rarely played variants. That said, this is a small enough publication (though one unburdened by efforts to conserve space) so that recent publishing delays are a bit worrisome. *MPL*

Grand Hyatt

Doug Kent
10214 Black History Rd, Dallas TX 75243
73567.1414@compuserve.com
Games running: Colonia

• *Grand Hyatt* is as missing in action as Doug's other zine, *Maniac's Paradise* and, for precisely the same reason. *MPL*

Graustark (#693/March 1999)

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

• If I could find last year's review, I'd just copy it and change the latest issue number. This is the Granddaddy of Dip zines, being in continuous operation since the early '60s. Game fees are high, but there's a 35-year track record of reliability. *PB*

• There are some people who simply enjoy publishing and sharing their opinion with other people. John is one of those people. The result is a large, well written publication on whatever John finds important at the moment (anti-war commentary and parody, bashing those trying to ban RPGs, reviews of historical crime novels etc.). And oh, yes, Dip is played here. And has been for some time — something like 36 years I do believe. Get it if John's subject matter interests you. *MPL*

ishkibibble (#19/ March 1999)

Phil Reynolds
2896 Oak Street, Sarasota FL 34237-7344
preyno@yahoo.com
»A monthly, 12 open-page zine first published in August 1997 with a circulation of 25. *Price:* \$1/issue
Games running: Gunboat Power Dip, Balkan Wars, Mitotic Dip, Snowball Fighting, Simple Fantasy Football
Game openings: Colonial Dip, Machiavelli, Kremlin, Northern Ireland Diplomacy, Fog of War Dip, Age of Renaissance, Raj, Fictionary Dictionary

• I would prefer to focus on Diplomacy variants, but they are tough to fill these days, so I offer a number of non-Diplomacy games. I encourage black press among players and between players and myself as GM. Other regular features are my musings on the NFL and sports, movie reviews, Diplomacy strategy and tactics articles, game reviews, hobby news reports, political diatribes, and sick humor. I hope readers will submit responses to these, and I print them when they do. But make no mistake: the priority is the games. Of my 15 issues, only one was published more than five weeks after the prior one. *PR:ed*

• Phil's got a fun zine here. Full of movie reviews, great sports chat (though how he picked the Giants to go 10-6 is beyond me), sharp political commentary (he leans way to the left, but nobody's perfect),

and games with great press (I'm jealous). With eight game openings, it's worth checking out just to see if something tickles your fancy. *KM*

• *ishkibibble*. Gee, is that how it's spelled? I think so. Probably the most misspelled szine name, even more than my *The Abyssinian Prince!* Phil has three great things going for his szine: (1) Some diverse and unique game openings, including Raj, Northern Ireland Dip (a personal favorite), and Kremlin. Kremlin is a lot of fun postally and probably should be offered more often. I played in a game years ago that MadLad Puppy Frueh ran... gee, seeing Puppy again at Brad Wilson's place last September, he and James Wall hadn't changed a single bit! I, of course, looked *much* older; (2) A great mix of hobby old farts like Barno, up and coming pure postal players like Rick Copeland, and a heavy representation of the brand new players who don't seem to be playing elsewhere; and (3) a very sensitive letter column that mixes the personal with the hobby in just the right mixture. Phil has his detractors because illness and other real life matters have forced him to be less than regular with his szine products, but he seems to be going full steam right now! Like many reformed delay plagued pubbers, he's even a bit of a turbophreak now, meant in the good way! Check out this little szine that seems to be growing into a hobby stalwart in an age where it feels real lonely out here! *JB*

• While Jim is obviously very optimistic about *ishkibibble*, I am only willing to go along with about three quarters as far. There is no doubt that Phil puts out a nice publication that has, despite some real life problems, become one of the better publications out there. Yet *ishkibibble* is really still a semi-warehouse, with probably 80 percent of the space in zine going to the games with a few movie reviews, some hobby news (which often features my name, so he's obviously doing something right), and a little bit of hobby chat thrown in. Phil is one of the better writers in the hobby; seeing more of these talents on display and the emergence of a real letter column would eliminate (along with access to a better printer) some of that warehouse feel and promote Phil's publication from the mere very good to the top echelon of Dip publications. *MPL*

Making Love In A Canoe (#45/January 1999)

Brent McKee
901 Avenue T North, Saskatoon, Sask S7L 3B9 CANADA
H: (306) 382-0710 bmckee@the.link.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 (\$4)

• Ordinarily, I'd say something about *Making Love In A Canoe* being one of the last — if not the last — zine that is mainly about one person publishing for the joy of publishing, exchanging ideas with old friends in their publication for the sake of exchanging ideas etc. The term once used is a "reading zine", with in Brent's case the focus being on Canadian politics and Canadian naval history.

These are not ordinary times, however. There simply has been rather less of *MALOC* to read lately. Like most such zines, Brent's publication never has been a turnaround king, but it did have a certain schedule to it. Until recently. With only two issue out in the past eight months, *MALOC* has slowed noticeably. While part of this is because of real life issues, part is, as Brent describes it as being "just (being) physically tired" and the appeal of other free time activities (computer games, the internet etc.).

This is not, to my mind, a good sign at all. It is, I fear, the first signs of burnout. As someone who published a very similar 20 page digest for several years, I can certainly relate to the demands of the task. Right sizing a zine to your time and energy level is something that is critical to the long term survival of any even medium-sized publication and is something Brent should consider. *MPL*

Maniac's Paradise

Doug Kent
10214 Black History Road, Dallas TX 75243
H: (214) 234-8386 F: (214) 234-8742
73567.1414@compuserve.com
Games running: Diplomacy, Gunboat, Balkan Wars (vt)

• Alas poor Kent, I knew him well... *Maniac's Paradise* was once one of the top zines, featuring a legendary two day turnaround and a host of other cool stuff to boot. Now... well deep personal problems have put everything besides job and family on the back burner of Doug's life. At best, *MP* again be a warehouse that will continue running down to a fold. At worse, it will never appear again. *MPL*

Metamorphosis

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

• Missing in action for several months. The last issue I received was #32 (July 1998). *Metamorphosis* had about 10 games going, including Snowball Fighting and variants like Fog of War Diplomacy. Other regular features included letters and quizzes on Star Trek and its spin-offs. Word is that David is no longer interested or capable of publishing his zine. There has been talk of rehousing his games. Others know more about this situation than I do. Without some clarification from a reclusive David, we should not expect to see *Metamorphosis* again. Too bad... *PR*

Naima Equinox (#5/February 1999)

Heath Gardner
3017 Mayview Road, Raleigh NC 27607
H: (919) 834-4832 bassoon@mindspring.com
»A five weekly, 12 open page zine first published in June 1998 with a circulation of 25. Price: \$1.50/issue
Games running: Diplomacy, Gunboat, By Popular Demand
Game openings: Colonial Diplomacy, Gunboat

• An enthusiastic start from one still in high school. (There's hope for the Hobby yet it seems). Heath is just beginning to experience the frustration of having half the players of a game NMR on you. So sign up as a standby and give the Hobby's future some encouragement. *PB*

• It's always great to see a new zine being published, but I wonder if Heath can handle a monthly schedule considering he still is in high school. A couple of his young games have sputtered due to NMRs and publishing delays. Heath appears to be regrouping (having published an issue via e-mail in early February) after not having published since Thanksgiving. That earlier issue featured some letters about our hobby, music, and Bill Clinton, as well as Heath's recounting of his

experience at a recent face-to-face Diplomacy gathering. I hope Heath can manage his hobby life with his real life. *Naima Equinox* is a promising freshman effort. *PR*

• It is always difficult to predict what a new zine will become over time. In the case of *Naima Equinox*, we have a very promising rookie effort, with two games (named, er *Naima* and *Equinox*), and some general chat. That said, I do have to agree with Phil; whether the real world constraints in Heath's life will allow permit him to publish a zine on a regular schedule is questionable. Yet if pure youthful determination were enough, *NE* would be one for the ages. *MPL*

Northern Flame (Volume 2) (#79/April 1999)

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

»An eight weekly, 20 digest page zine first published in September 1994 with a circulation of 53. Price: \$1/issue
Games running: Diplomacy, Gunboat
Game openings: Diplomacy, Gunboat, Winter 1900, 1499 (vt)

• It's not particularly pretty but I try to make it easy to play in by including maps and player addresses in every issue. In defiance of all predictions, *NF V2* has been growing in size, circulation and number of games running — even after accounting for the orphaned games I've picked up. *RL:ed*

• Robert puts out a nice, bimonthly, digest zine. Though hardly handsome (Robert does not like computers — I believe one bit him as a child) *NF V2* is still a very worthwhile publication, with the standard Dip zine features including Diplomacy and Gunboat games, and a letter column. More unusual features for a Dip zine include a column on classical music and discussions of wargaming magazines. Definitely a through back, though a good one. *MPL*

off-the-shelf (Vol. VII, no. 3/March 1999)

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 50. Price: \$1/issue, \$1.50 overseas
Games running: Diplomacy, Downfall, Fog-of-War Diplomacy, Golden Strider, RoboRally Sea of Despair
Game openings: Diplomacy, RoboRally, Banquette of Borgias

• Let's see... *off-the-shelf*, what can I say? We try to maintain a friendly little zine whilst ignoring the occasional black-press-inspired abuse. This is a quiet little neighborhood, currently; none of the games feature poetry, despite the presence of all the usual suspects. Game maps are in color, as is the occasional cover. Beyond that, this despondent saith not; judge the zine by what the reader-reviewers write... *TH:ed*

• One of the sturdy zines of yore. Tom has a lively letter column, good writing on whatever is going on in his life at the time, and a good cross-section of games. He always has an all player game which gets some of the less active players to contribute. This zine is probably my most read zine as I bring it to work with me to peruse in my spare time. Press

in games is very strong as well. There are some NMR problems (myself included!) but not terribly bad. Tom adjudicates games well and even reminds players through email when the deadline is nearing. This is the place to be if you want a sense of community. *WN*

• "It's not just a bunch of tree-hugging hippy crap". This caffeine-free zine comes from the wilds of Washington state, but has managed to go into color recently, and runs a mix of Dip, Downfall, Sea of Despair and a previously-orphaned RoboRally game. There is a map quiz, and a commentary on Tom's recent expeditions into the Olympic Ranges, his dance classes, or building his new house in what must be close to paradise... A fine zine, small but chummy, and great to curl up with in front of the tent, under a starry sky, and to digest along with the lentils. It's back to earth Dip. Get it now, before the rain forests disappear. *BW*

• Fuzzy Wuzzy was a bear. Fuzzy Wuzzy had no hair. Fuzzy Wuzzy did have taste in his Dip zines though, which is why Fuzzy Wuzzy subbed to *ots*. That, and Fuzzy Wuzzy needed a map to get home, and Tom's zine is a great source for such maps. *MPL*

S.O.B.
(#61/April 1999)

Chris Hassler
631 La Candia Circle, La Habra, CA 90631
H/F: (714) 773-0940 70514.37@compuserve.com
»A five-weekly, 20 open page zine first published in April 1993 with a circulation of 37. Price: \$1.50/issue; \$2.25 overseas
Games running: Machiavelli, History of the World, Dune, Die Macher, SolarQuest, New World, Outpost, Age of Renaissance, Liftoff!, Settlers of Catan, Fireside Football, Stock Car Racing
Game openings: Silverton, Slapshot (no game fees)

• *S.O.B.* is a zine for those who like to play games. Games are the primary emphasis of the zine, but don't let that discourage you from contributing to the letter column or submitting a trivia quiz. I run a variety of games and am willing to consider most any game suggested. Andy Lewis' subzine, "In the Doghouse", is similar. If you would like to know more, ask for a sample. *CH:ed*

• Offering color maps, a wide range of games, a trivia contest, and a monthly physics essay, *SOB* is a delight. While the emphasis is Machiavelli, Chris also runs Dune, History Of The World, Die Macher, Liftoff!, and Merchant Of Venus. Andy Lewis's subzine compliments the main fare with Settlers Of Catan, Slapshot, and Age Of Renaissance. *PB*

• Still proving the mainstay in the non-Dip arena. If you have not subbed to this already you must be a newbie. Great layout and look. This zine offers a collection of oddball games along with Machiavelli. Chris is a consummate GM and I have watched as his sub list expands due to the high quality of his work. Color maps, difficult trivia, tours of the universe... what more could you want? He also is very reliable in turning the zine around. *WN*

• *S.O.B.* really impresses me. Chris runs an intriguing variety of games, from Avalon Hill classics like Machiavelli and Age of Renaissance to obscure titles like Liftoff! and Outpost. Each issue has color laser-printed maps for most of the games — what a treat! I have been subscribing to *S.O.B.* only for a few months, but Chris seems to be quite on top of handling so many varied and complicated games. I plan on participating in this zine as long as both Chris and I are still around. *PR*

• One of the advantages of doing *ZR* is that most editors trade publications with you. As a result, you get to sample a lot of zines that you might not otherwise have tried out. One publication that I will keep getting after I finish my term as *ZR* editor is definitely *S.O.B.* Visually the most impressive zine in the hobby (Chris' color maps are a thing to behold), *S.O.B.* also offers an extremely broad range of games to whet all but the most Dip-addicted gamer's taste (Diplomacy is the one thing Chris won't run), including History of the World, Dune, New World, Age of Renaissance... Throw in good GMing and a respectably-fast schedule and you have the makings on a winner — unlike my play in Outpost here: (. *MPL*

Starwood

Melinda Holley
1823 Enslow Blvd, Huntington WV 25701
H: (304) 523-5613 rebel8954@aol.com
»A six weekly, 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)

• Round Robin Gunboat tournament. No press. A rapidly lost part of the hobby. *ME:ed*

The Tactful Assassin #163
Eric Young
4784 Stepney Road RR #7C2, Armstrong BC V0E 1B0 CANADA
(H): (250) 546-6943 eyoung@sd22.bc.ca
»A five weekly, eight to ten open page zine first published in 1990 with a circulation of 25. Price: \$1/issue (more in the U.S.)
Games running: Diplomacy, Gunboat, Mitotic Diplomacy
Game openings: Diplomacy, Gunboat, Mitotic Diplomacy

• *TTA* is the best Canadian zine to play in. It's the most regular, with the best GM'ing, the players are all there to play, so the NMR's are very low. The deadlines are very closely followed, but not with 'strictness'. The editorials are left leaning, social-democratic, environmentally friendly. The letter column has had some good disagreements about economics in the past, but there is no 'trashing' allowed in the zine. The author is crazy about riding motorcycles and enjoys telling about his journeys. *EY:ed*

• I think I have been subscribing to *TTA* ever since it started — what, about 10 years ago? It hasn't changed much since then. Eric usually runs a handful of games with clear, third-page maps. Sometimes he runs uncommon variants like Mitotic Diplomacy. *TTA* players tend to be veteran hobby types, and many of them — more so than in any other zine, I would bet — are Canadian. Eric revels in his zine's Canadian flavor, though he doesn't hide his passion for the American NFL! Other features include brain teasers and the occasional letter column. This zine may not be fancy, but it's dependable. *PR*

• By the time this is published, this zine will be on hiatus until late August. While I can't predict if Eric will decide he can live without publishing, my bet would be that he returns to business as usual. It's been said many times that *TTA* is the best zine to play in published in Canada. His deadlines are his bond and he successfully forecasts them well in advance. He encourages press and his players respond enthusiastically. *RL*

Brad Wilson

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

H: (610) 923-6610 dolphin_146@hotmail.com

»An irregular, 16ish open page zine first published in August 1982 with a circulation of 50. Price: \$.55/issue

Games running: Diplomacy, Gunboat, Philadelphia Dip

Games openings: Diplomacy, Gunboat, Philadelphia Dip, Balkan Wars VI, Fictionary Dictionary

• Tottering into the new millennium, *Vertigo* continues to provide a place to play casual Diplomacy and variants, discuss music, gaming, and politics, and feature my oddball play lists, feature articles and Ted "Swizzle" Stick on drinking. Plenty of decrepit dinosaurs of the hobby still graze here but new blood is welcome and I need new players. All welcome. Even Stan Johnson! *BW:ed*

• Declared dead in these pages several times over the last few years, *Vertigo* and it's less talky alter ego *MGI* still live! True, the deadlines tend to be 1/4 to 1/3 of the turn around time, but think of it as possibly the best deal in Dipdom — a ten issue subscription could last two or three years! The caliber of play is still quite high, so having the *sitzfleisch* and skill to win a game is an accomplishment. *PB*

• When it is published, *Vertigo* is one of my favorite zines, and it always has been so. Brad has the best letter column in the hobby regarding politics and current events. *Vertigo* is a great source for hobby news and opinions — Brad's and others' — on hobby matters. There's also a good dose of sports chat (not surprising given Brad is a sports journalist!). In the meantime, those of us playing in Brad's games get *Meet George Jetson*, his warehouse effort for Diplomacy, variants and games like Fictionary Dictionary. Many hobby old-timers play here. The press is great, and Brad doesn't hesitate to chip in his own chiding press. It's great being one of the gang here. *PR*

• There are a few things that have been a constant in this hobby for the ten plus years that I've been in it. *Vertigo/Meet George Jetson* is one of them. Never really on time, Brad manages to put out an interesting product which is heavy on the chat, hobby news, and sports and music. And, as Paul and Phil have said, it is a major bargain and, in general, a kind of cool place to hang out. Get this because you want to play games at a somewhat erratic pace in a zine with this certain feel to it and find what Brad has to say interesting. If, however, speed of turnaround, top rate GMing, and overall look are your key factors in selecting a zine, you should look elsewhere. *MPL*

Yellow Pajamas (#35/April 1999)

Paul Milewski

7 Mallard Drive, Amelia OH 45102-2148

H: (513) 752-2411 pmilews@gibsongreetings.com

»A six weekly, ten open page zine first published in April 1995 with a circulation of 42. Price: \$.50/issue

Games running: Diplomacy, Gunboat

Game openings: Diplomacy, Gunboat (no game fees)

• *Yellow Pajamas* is basically a warehouse zine. It is for people who like to play. *PM:ed*

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).

• Whilst this is a warehouse zine, that doesn't mean we never get reading material. Sometimes the reading material is strictly limited to the press in the games. Other times we are treated to several pages of Paul on diverse subjects. *YP* features a detailed analysis of each turn for every game. Just the thing for our novice players, and I also recommend them to the experienced player. For those who care, it looks pretty, too. *TH*

• This strikes me as probably the ideal place for a newcomer's first game. With each adjudication Paul includes an explanation about why certain moves failed, etc. Old pros will skip this but it will be valuable to a novice. *RL*

• The one thing that sets *Yellow Pajamas* apart from other zines is Paul's commentaries on each game's adjudication. I don't think I have ever seen this done before. This should be very helpful for new players or those who otherwise might not understand why what just happened, happened. His players tend to be hobby institutions who have been around forever. This makes for highly competitive play and entertaining press. Paul also gives his thoughts on hobby events, like GMs orphaning games without any consideration for the players involved. And he usually provides a dose of news from the home or work fronts for a personal touch. *Yellow Pajamas* has shown itself to be a dependable, albeit modest, zine for playing Diplomacy. *PR*

• *Yellow Pajamas* is basically just a Diplomacy warehouse zine with a bit house rules/play-of-the-game discussion thrown in. It's another of those dependable games zines — publications that aim to be little more than a good place to play a game — that forms the backbone of this hobby. *MPL*

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. To be honest, I have not seen most of these publications in the past year. Some I do not receive. Others are essentially missing in action. Finally cheap samples of service zines are generally not available; if you want to see a service zine, you pay the listed price. *MPL*

Alpha and Omega

Lee Kendter, Jr.

1503 Pilgrim Lane, Quakertown PA 18951

»A semiannual, eight open page zine.

Price: \$.75/issue

Comment: MNC statistics and related items.

• *Alpha and Omega* is the publication of the Miller Number Custodian; it includes information of variant game starts and finishes. I understand Lee is looking for a replacement, though I haven't heard more about this recently. *MPL*

Diplomacy World

Pitt Candlemire

7 Franklin St #3, Brookline MA 02146

Comment: The hobby's "flagship" publication

• *Diplomacy World* is another victim of the Doug Kent melt down. Doug was suppose to have done one more issue before turning this over to Pitt; that was, however, before Mara Kent's recent suicide attempt. Doug has since publicly confirmed the transfer effective immediately, so this is now Pitt's ~~problem~~ baby. I would expect to here some feelers from Pitt soon looking for articles etc.

As an observer of Dipdom, I must question the current need for a publication like *Diplomacy World*. A flagship publication, with articles on how to play the game, convention notes, etc. is a wonderful thing in a robust hobby. North American PBM is not, at this point, particularly robust (this *might* change after Hasbro releases a new edition of *Diplomacy* later this year). A better outlet for a potential publisher's efforts is almost certain a new games zines (the PBM *Diplomacy Hobby* is, after all fundamentally about playing games) rather expending considerable effort to publish something for which the writing and circulation bases probably no longer exist. *MPL*

DiploMag

Kate Slaminko

14708 56th Ave South, Tukwila WA 98168

H: (206) 242-7633 KRS@hsdc.org

»A quarterly, four open page zine first published in July 1976.

• Quarterly report of Mensa Special Interest Group. *KS:ed*

• Yes Mensa has a *Diplomacy Special Interest Group*. There are about five Dip games aimed at Mensans, appearing in otherwise normal zines. *DiploMag* gives brief summaries of these games and also includes some general hobby news. *MPL*

Everything

Conrad von Metzke

4374 Donald Avenue, San Diego CA 92117

H: (619) 270-8313 metzke@san.rr.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 *Diplomacy* 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...

That said, I haven't seen *Everything* in some time. I'm not sure if I missed an issue or if it just hasn't been out lately. In any case, three times a year is a bit often in a hobby with about 15 regular Dip game starts a year. *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

Conrad von Metzke

4374 Donald Avenue, San Diego CA 92117

H: (619) 270-8313 metzke@san.rr.com

Comment: Games opening newsletter

• Say you're looking to start a new game and want to know what zine is currently offering such a contest. The answer is *Pontevedria*, which simply lists zines, game fees, and game openings. At least that is how it's suppose to work. Conrad has announced that he is no longer issuing *Pontevedria* on a regular basis but rather responding to inquiries only. The *Pont* listing on the web is dated (March 1998) as well. *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, 6903 Kentucky Derby Drive, Charlotte NC 28215, 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

On to the limited number of overseas zine reviews. The best way to get money to foreign zine editors is via the International Subscription Exchange (see page 2). For a more complete description of these zines, see *Mission From God*, available from John Harrington, 1 Churchbury Close, Enfield, Middlesex EN1 3UW, United Kingdom or on the internet through the *Diplomatic Poach*.

Damn the Consequences

Brendan Whyte
Geography Department, University of Melbourne, Parkville 3052
AUSTRALIA
b.whyte@pgrad.unimelb.edu.au

• *DtC* has been around since 1987, though the first couple of years were plagued by Christmas holiday folds, but since 1989 or so, it has run on a 6-8 week turnaround, providing an antipodean insight into the world, with a political/travelogue editorial, occasional feuds, and a diverse range of games: Diplomacy, variants, Machiavelli and Railway Rivals are favorites, with forays into other PBM games, along with a now-hobby-obligatory quiz, and some numbers games. A fun read, a good game or a bumwipe, but you can't beat the longevity, or reliability: *DtC* has emerged from the editors typewriter in such diverse places as NZ, USA, Thailand and now Australia. What other zine spans a decade and three continents? *BW:ed*

• What other zine indeed? And I can honestly say that this zine has become one of my favorites, over the ten years that I've received it. Brendan said it all: *DtC* runs a variety of games. My favorite part of the zine is Brendan writing about his travel adventures. And as a grad student in geography, he certainly gets around... *MPL*

• More reading material can be found in *Damn the Consequences*, published by Brendan Whyte. Brendan has lived in and produced his 'zine from New Zealand, Los Angeles, Thailand, Sri Lanka, and now Australia. He's taken time out to spend 6 month's traveling in the southern Pacific, so this is another zine whose arrival can not be used to set any timepieces. However, it is usually chock full of games as well as Brendan's astute and acute (pun intended) observations of the world as he encounters it. Definitely worth checking out! *TH*

Diplomat

Thomas Franke
Hülsenbuschstr. 9-11, D-44229 Dortmund, GERMANY
Thomas_Franke@do.maus.ruhr.de

• Thomas was nice enough to send me an issue of *Diplomat* for review purposes. I must say that I am impressed. *Diplomat* is a good looking, English-language digest split about equally between games and chat. The articles — and I do mean articles in a very positive sense — focus on the game of Diplomacy, the gaming hobby, and conventions. The games, meanwhile, are Dip and Dip variants. Recommended. *MPL*

Spring Offensive

Stephen Agar
79 Florence Road, Brighton, East Sussex BN1 6NL, UK
stephen@diplomacy.co.uk

• If you're only going to get a couple (or even just one) Brit zines, get this one. *Spring Offensive* is part British *Diplomacy World* (publishing classic articles and commentaries on the Brit Dip zine history), part down and dirty Dip gaming zine (more than ten Dip games going on at once, how does he do that much adjudicating???) and part general interest letter column (you can always count on pithy letters from Brit hobby stalwarts such as Pete Doubleday, John Harrington, and John Piggott). I find it the most readable (least insider self referential) and most Diplomacy oriented Brit zine I see (I get about ten). Recently, Stephen Agar has gotten "Conrad von Metzke" disease in lamenting about the drops in enthusiasm in the Brit Dip hobby. His E-Mail address even illustrates how he likes to be thought of as Mr. Brit Dip, though, so I think it might just be a temporary state of affairs. *JB*

Western Front

Brad Martin
15 Turo Close, Willetton 6155, Western Australia, AUSTRALIA
westfront@hotmail.com

• A fat, broadsheet zine, packed with historical articles, Asian news updates, and a chunky games section. Brad runs all sorts, from Diplomacy to History of the World, Empires of the Middle Ages, Railway Rivals, and everything in between. While there are no maps to accompany the games (my only quibble), this zine provides a great read, and a great forum to play in, or to air one's views on north Korea, Australian Foreign Policy or Mahathir's madnnesses. No other publisher today puts as much work and effort into a zine, and it pays off well, bringing together dip players, letter writers, wargamers and history buffs. Diplomats tend to be in between the wargamers and the boardgamers, and this zine brings both sides of the spectrum together for the benefit of both. It's not all quiet at the *Western Front*, it's alive, and long may it be so. *BW*

The White Cat

John Wilmas
26 Powrie Place, Hilltown, Dundee DD1 2PQ, United Kingdom

• If you'd like reading material, and are also looking for some games to play, check out John Wilmans' *The White Cat*. This is not a regularly scheduled zine, nor does it pretend that it ever will be. However, John provides plenty to read and entertaining games, including Dip and a poetry writing game. *TH*

Folded & MIA Zines

Finally, we have the list of North American zines/editors that have stopped publishing since the previous *Zine Register* came out: *The Appalachian General* (David McCrumb), *Crimson Sky* (Michael Gonsalves), *Crossing the Rubicon* (Jamie McQuinn), *Dippy* (Jim Benes), and *Forlorn Hope* (Richard Gorneson). Of the overseas zines listed last time, *And Then There Were Six* (Tim Lurz), *Obsidian* (Alex Richardson), *FIST* (Andy Turner), and *One Man's Rubbish* (Mark Stretch) all are no more.

Lastly, I should add that *The Batyville Gazette* apparently still exists, though in all these years of doing ZR I've never seen it or gotten anybody to write a review of it. But that is Phil's problem now...