

# THE NEW

# ZINE REGISTER





NO. 5



\$1.50

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Send all entries, trades and subscriptions to the above address.

DEADLINE: FOR ISSUE 6: MARCH 31st

# EDITORIAL/BEGATHON

I'd like to take this opportunity to thank everyone who has helped with the <u>Zine Register</u> so far. Since I announced that I had taken over the zine, my mailbox has been stuffed full of zines, entries and much friendly advice.

It would take too long to mention everyone who has assisted me. (That is one listing I know I couldn't do!) However I would especially like to thank Gary Coughlan, Cathy Ozog, Fred Davis, Mark Berch, Rod Walker, John Caruso, Kathy Byrne, Melinda Holley, Mark Coldiron and Conrad von Metzke.

However there are still ...

# MORE WAYS TO HELP

INFORMATION

Alas, errors creep unbidden into any listing.

If I have inadvertently typed the wrong
information then please let me know as soon as
possible. I'm only human but, at least, I can try not to make
the same mistake twice.

SUGGESTIONS
I'm always keen to receive suggestions and constructive criticism. I listened to John Caruso and Melinda Holley and as a result I ditched the old ZR policy of "mandatory inclusion". Write to me and I'll listen to you.

ENTRIES Don't forget to send me your new entry by March 31st!

TRADES I would especially urge you to start up an all-for-all trade with the Zine Register. Although it may seem strange trading with a four-monthly zine, it is worth your while since all trades will go to the Zine Bank, eventually finding their way into the hands of novices. Also the more zines I receive, the more informed I will be about the American hobby. The more I know, the more comprehensive the listings will be.

SHIPMENTS

If you want to get more out of the Zine Bank, why not send me a batch of back issues and over-prints? I've already received bulk shipments of Diplomacy Digest, and Costaguana, but I will need more.

<u>PLUGS</u> Don't forget to tell everyone that the <u>ZR</u> is back on the road and eager to accept subscriptions.

NEXT ISSUE Hopefully next time the <u>ZR</u> should be bigger and more comprehensive as more people send in entries and trades. I also hope to start a small, regular listing of PBEM "electronic mail" zines

#### HOW TO READ THE ZINE REGISTER

A typical entry is laid out below:

THE ZINE'S NAME: The editor(s) name(s) Where the editor(s) live

the cost of the zine, the format, the method of printing, the page count (approximately - these things can vary!) the frequency (ditto above), the number of the latest issue and when it was published, the circulation of the zine.

A list of postal games already being played in the zine.

A list of "open" games which require more players.

A description of the zine. These will invariably be written by the editor and will bear the editor's initials. Others (mostly in the British section) will be written by me and will finish with my initials: SCB.

If you're interested in subscribing to a few zines, don't just send \$5 straight away. First be certain that the zine is still being published and will accept new subscribers. Most editors will be happy to send you a sample copy of their zine in return for a couple of stamps. (Lord knows we editors always need stamps!)

Alternatively you could also send \$2 and a large (preferably 'business' size) envelope to receive a selection of zines from the new American Zine Bank. This is a new hobby service run by me (Simon Billenness, 61A Park Avenue, Albany, NY 12202). I don't have spare copies of every zine but I'll do my best.

Enough. On with the listings...

25¢/issue, open page, ditto, 2 pages, 3 weekly, #78 (November), ca 21

Runs: Diplomacy, Intimate Diplomacy, Titan, Stellar Conquest Openings: None, but see below

AG is now a two page flyer carrying only game results. I do not expect to have game openings until one of the present games ends. ML

No sub fee, reduced xerox, one sheet, 4 weekly,

Runs: Diplomacy

This is a warehouse zine which is available only to players and standbies. Inquire for gamefees and openings. SH.

\$6.50/17 issues, open page, mimeo. 8 pages, 3 weekly #230 (November)

Runs: Diplomacy (5) Openings: Diplomacy

This is a small, friendly zine which runs games to prompt deadlines. There's also a couple of pages of reviews and news about games. <u>SCB</u>

Free to stand-bys, open page, xerox. 5 or 6 pages, #20 (October), ca a dozen

Runs: variant "S.P.Q.R." game #2 Openings: stand-bys welcome

Bread and Circuses presents "S.P.Q.R.", a new game created by Michael Mills. "Senatus Populusque Romanus" is the banner under which your Imperial Legions march as you compete for power in the year 191AD. Conspiracy and diplomacy are the rule: at your disposal are legions, fleets, and barbarians, gold and silver, Senate votes even written treaties to hold your allies to their promises. Feed your provinces, conquer your neighbors, control the Senate, and have yourself named Roman Emperor..."S.P.Q.R." takes Diplomacy into a vast new realm of competition! CA.

\$6/12 issues for non-players, \$9 flat fee for players, \$5 flat fee for standbys, open page, photocopy/mimeo, 10 pages, monthly, #169 (November), circ. 70

Runs: Diplomacy variants. We try to run three different games at all times

Openings: A choice of new Diplomacy variants announced as needed. Standbys needed for "Vacation Dip III"

Bushwacker is devoted exclusively to Variant Diplomacy games. Readers get to vote on which ones they want to play. Rules and maps for new variants are sometimes printed. We also print items on hobby news, astronomy, politics, science fiction, or whatever else we feel like writing about. Now in its 14th year of publication. Players receive \$1.00 discount for all subsequent games. FCD.

\$7/10 issues (\$1.20 each toEurope), open page, litho, 18 pages, 6 weekly, #17 (October),

#### CATHYS RAMBLINGS: continued...

Runs: Orknaire (PRP campaign), Diplomacy (3), International Dip, Gunboat (3), Bourse, Paranoia
Openings: Orknaire, Paranoia, Diplomacy and gunboat standbys

When an editor describes me (of all people!) as having "good looks, charm and a cute body", you just know that they're loopy enough to produce a fine zine. CR is one of the world's top international zines with players from all over North America and Britain. It is renown for its friendly approach and chatty (albeit rather ungrammatical) writing style. SCB

CHEESECAKE: Andy Lischett 2402 Ridgeland Avenue, Berwyn, IL 60402

Free to players & standbys, open page, litho, 4-6 pages, 4 weekly, #69 (November), circ. about 30

Runs: Diplomacy(4)
Openings: 2 games of Diplomacy which will be the only openings
until another game ends

Cheesecake is prompt and cheap and probably boring to non-players. AL

\$2.20/10 issues, digest, photocopy, 20 pages, 3 weekly, #179 (November), circ. 42

Runs: Diplomacy(7)
Openings: Diplomacy, Cline 9 Man Diplomacy

Costaguana was established in April 1965, and is considered one of the "classic" journals. It emphasizes a few games, lots of room for press, and all manner of "filler" material (only rarely related to Diplomacy). One subject is taboo: Hobby feuds, otherwise within the limits of the libel laws, anything is fair. Costaguana once had a circulation near 200, but since 1983 has favored a small, friendly list. CVM

\$4.50/10 issues (Europe 2/5 issues), digest, photocopy, 12 pages monthly, #94 (October), circ. 99

DD runs no games. Instead it contains a whole wealth of articles (usually reprinted) about the strategy and tactics of Diplomacy and the postal hobby as a whole, as well as up to date hooby news. It's an invaluable publication for anyone who wants to get deeper into the hobby... SCB

\$12/year (Canada/\$14, Europe/\$16), digest, photocopy, 48 pages quarterly, #40 (November)

# DIPLOMACY WORLD: continued...

DW has recently been relaunched by Larry Peery, its enthusiastic and talented new editor. It is a quarterly service publication dealing with the game of Diplomacy, which publishes a wide variety of original material. An essential purchase for the North American Diplomacy player. SCB

\$3/6 issues, open page, photocopy, 4 pages, bimonthly, VolIII, No 16, circ. 40

This is the genzine and service for the Mensa Postal Diplomacy SIG. We set up postal games for Mensans.  $\underline{FCD}$ 

\$1.20/issue (sample costs 39¢), digest, xerox, 40 pages, 5 weekly, #49 (November), circ. 150

Runs: Diplomacy(3) plus subzine games
Openings: None, except maybe in the subzines

EE's purpose is to act as a bridge bringing together the North American and European hobbies. The zine features articles, a letter column in which actual Canadian, American and European views (straight from the horse's mouth so to speak) are expressed. All games are run with maps so subbers can easily follow them. The zine is currently running a day-to-day chronology of World War One, upon which our game Diplomacy was based. Were you ever in Iceland? Write and tell me about your experiences there and win free EEs or, if you prefer, issues of another zine. CG

\$2 Canadian/3 issues (\$7 US/10 issues), digest, xerox, 30 pages, 5 weekly, #9 (November), circ. 100 (approx)

Runs: Diplomacy(3), International Diplomacy

Openings: Diplomacy, Superbourse, International Diplomacy,
Patterns II, Clue

Excelsior was to be produced for the benefit of its editor, however, said editor has recently discovered that said benefits are not monetary. Unfortunately an uncanny quirk of fate put XL high on the '85 Runestone Poll list, with 41 of 42 votes 6 of higher. Said editor is now attempting to convince the mugwump who voted XL a "2" to reveal himself, so that others may follow his example. BM

\$5/10 issues, digest, xerox, 16 pages (+ subzines), 5 weekly, #18 (November), circ. 50

#### FEUILLETONIST'S FORUM: continued...

Runs: Presidential Politics(2), Diplomacy(3)
Openings: Presidential Politics (Spring '86), Diplomacy (Summer)

FF is a publication dedicated to the play and discussion of various PBM games including Diplomacy and Presidential Politics. It also contains a heavily political letter column which is intended to act as a forum for debate "in the Lincoln-Douglas tradition". SCB

\$2 CAN/3, \$5 US/9, Open Page, computer printout, 10 pages, 5 weekly, #168 (October), circ. 37

Runs: Diplomacy (5)

Openings: Diplomacy (including one only for players with 2+
Calhamer points), Diplomacy standbys

Emphasis on strategy/tactics/negotiating articles. Zine begun in 1974. RS

\$3.50/10 issues, open page, xerox, 6 pages, 4 weekly, #22 (November), circ. about 40

Runs: Diplomacy (5), World War III
Openings: Expected soon for Diplomacy. Standbys welcome.

 $\underline{Frobozz}$  is devoted to the games themselves, though puzzles are featured regularly. Emphasis is placed on accurate GMing and timely publishing:  $\underline{Frobozz}$  is always mailed within two days after the deadline for orders.  $\underline{JR}$ 

\$6/9 issues, open page, mimeo, 12 pages, 4 weekly, #512 (October)

Runs: Diplomacy(7) Openings: Diplomacy

Graustark was the world's first postal Diplomacy zine and it is still putting out the issues over 20 years after its inception. Each issue is largely devoted to the games though there is invariably some hobby news and political satire. SCB.

Free for players (though you must pay a gamefee), open page, ditto, 4 pages, monthly, #99 (October), circ. 30

Dave has taken a break. IP will restart in January. SCB

50¢ + postage, digest, xerox, 24 pages, 4 weekly, #7 (November), circ. 81

Runs: Diplomacy (2), United, Twixt Openings: United, Twixt, Diplomacy

IT is a pleasant little zine which contributes to transatlantic hobby unity by running United and by the fact that its editor is the American half of the International Subscription Exchange. Apart from the games, IT also contains an interesting letter column, originally only concerned with films but which is now branching into other topics. SCB

\$6/10 issues, open page, xerox, 8 pages, 3 weekly, #232 (November)

Runs: Diplomacy(4)
Openings: Diplomacy, Armored Barbarism, Libourse

Liberterrean will offer 2 or 3 Diplomacy openings in January-February of 1986, as well as one game of Armored Barbarism, a multi-player game in which each player controls one country and attempts to conquer the world. Air, sea, and land units are all utilized, with each player building units with the characteristics he chooses. Espionage, supply, colonization, and weather are all taken into account in this game. Furthermore, around March or April, a LIBOURSE game will open up, which is an economic and trading game, and will be tied to one of the diplomacy games. Gamefees are \$3, with a fee of \$.50 per turn to apply for the Armored Barbarism game. KK

55¢/issue (usually), digest, xerox, 16 pages, 4 weekly, #58 (November), circ. 50

Runs: Diplomacy, Kingmaker

Openings: Diplomacy, Trivial Pursuit, Cold War, Doctor Who (this is the RPG by FASA, not the other one), Pro Wrestling,

Car Wars

Life of Monty's most interesting feature is the three-year-old DIP WARZ SAGA - DIP WARZ and TRIVIAL PURSUIT - its TWO most interesting features are DIP WARZ and TRIVIAL PURSUIT, not to mention FNORD - that's THREE - its THREE most interesting features are DIP WARZ, TRIVIAL PURSUIT, FNORD, not to mention the variety of games..... What makes LOM interesting is DIP WARZ, TRIVIAL PURSUIT, FNORD (not to mention the other subzines), and variety, plus the occasional DIP BOWL (the varsity sport of the mouth), DIPRISONER ("Who is the hobby master?" "You are Fleet Syria" "I am not an anchor - I am a free player"), and maybe even some Diplomacy. DDG

30¢/issue, open page, reduced photocopy, 4 pages, 4 weekly, #46 (October), circ. 35

Runs: Diplomacy(2)
Openings: Diplomacy standbys only

LSD is mostly a warehouse zine, with droll cartoons for fillers, occasional letters and hobby news. It is winding down towards a probable late 1986 fold. MC

Free, digest, xerox, 42 pages, monthly, #29 (November), circ. 43

Runs: Diplomacy(4), Range War, Woolworth Openings: Dip Battleships and Diplomacy standbys

This zine is dedicated to the proposition that variety is the spice of life (with a few exceptions). As such, it majors (heavily) on variants (called deviants by some). Apart from the games, there are rock, TV and history trivia quizes. Subs, games and standbys are all <u>free</u>! (for the asking). <u>SCB</u>

\$5/10 issues, Digest, photo reduced, 8-16 pages, monthly, #27 (October), circ. 55

Runs: Diplomacy(6), World War III Openings: Diplomacy

MC caters to players with no gamefees but with hefty NMR fines (\$5 per offense). All submitted press is printed, unless it has no conceivable relevance to the game. It also included two subzines: Bottoms Up! by Dale Bakken and Vertigo by Brad Wilson. PR

\$5.50/12 issues, open page, mimeo, 12-24 pages, quarterly(ish) #77 (August), circ. 32

Runs: Diplomacy, Machiavelli

MM is winding down to its final days, and the zine will fold when the games are completed. The occasional reading issues include a letter column, quizes, articles, Napoleonics and whatever humorous stuff the readers produce. JRB

(( Wah! What an awkward space to fill. How about listing the albums I've been listening to whilst typing? OK, <u>Talking Heads</u>. Stop Making Sense, <u>Husker Du</u>, Flip Your Wig, <u>Smiths</u>, Hatful of Hollow, <u>Red Guitars</u>, Slow to Fade, <u>Bronski Beat</u>, Age of Consent))

90¢ CAN, 80¢ US, \$1 US to Europe, digest, xerox, 48 pages, 5 weekly, #35 (November)

Runs: Diplomacy(6), Blow Up Openings: Diplomacy standbys only, I expect

NFA is particularly noted for its humour and lively letter column. Steve is one of the postal hobby's most talented writers and produces a zine which often has me laughing out loud. Steve has bravely come out the closet and said he's gay so this is not a zine for bigoted fundamentalists. SCB

50¢/issue, open page, xerox, 8-10 pages, 4 weeks (hypothetically) #9 (September), circ. 55

Runs: Diplomacy(4)
Openings: Diplomacy, Game From Ipanema

Captains Log, Stardate Nov. 14th, 2085: adrift in deep space out past universe 9. Scotty has been swearing and cussing a blue streak because the engines have not been cranking out the way the label on them claims they should. His theory? Somewhere between conception and execution the builders left out the motivational generator. Personally I think Scotty just needs to kick some ass down there in engineering, Because we've got some pretty wild and crazy missions yet to accomplish. Till then it's a dull ride. PG

50¢/issue. open page, xerox, 3 pages, 8 weekly, #14 (August), circ. 25

<u>Runs</u>: Diplomatie Classique <u>Openings</u>: Diplomatie Classique

Ouinipique est un des deux seuls zines francophones de Diplomatie en Amérique du Nord. Une liste d'attente demeure toujours ouverte pour les joueurs, qu'ils soient Nord-Américains ou Européens, qui voudraient participer à une partie de Diplomatie classique en francais. Si vous aimer jouer dans une partie où le Maître-de-Jeu (MJ) fait très peu d'erreurs d'arbitrage (ahem), Ouinipique est pour vous! Les joueur de remplacement sont toujours les bienvenus! Essayez quelquechose d'exotique (et de rare), abonnez-vous à un zine canadien-français (qui est publié au Manitoba)! CG

75¢/issue. open page, photocopy, 12 pages, monthly, #38 (December), circ. approx 40

PERELANDRA: continued...

Runs: Diplomacy(3), Snowball Fighting, Literary Quiz Openings: Diplomacy, Gunboat, Downfall of the Lord of the Rings (Definitive version), Ballpark (postal baseball league)

Perelandra moves into its fourth year as the hobby's only literary zine. Guest writers have included Mark Twain and Jonathon Swift; H. Beam Piper and C.J. Cherryh; John Muir and H.D. Thoreau. We offer games nobody else in North America offers. Perelandra only makes one promise - we'll never be mundane! PG

39¢/issue, open page, photocopy, 18-24 pages, monthly, circ. 50-60

Politese, the monthly publication of the Washington Area Retinue of (Tacitly) Highly-Organised Gamesters, is of, by and for the mid-Atlantic local gaming community - most particularly in the Baltimore/Washington area. The core of Politese is the Havagame (which announces upcoming gaming meets) and Hadagame (which reports on...well, you catch my drift) sections, but it contains plenty of other diversions, including the postal (although mostly local) Dip games, guest GMed by Jeff Close in his section, the Diplomat-Times, the latest intrigues in the WARTHOG bureaucracy, reports on services and goings on in the postal hobby, reports on preparations for Dipcon/Marycon '86 in Fredricksberg, Virginia and chat by yours truly and Ed Wrobel. KP

35¢/issue (45¢ overseas), open page, reduced xerox, 4 pages, 5 weekly, #54 (November)

Openings: Hase und Igel/Hare and Tortoise

Pommes is not a games zine rather an international talk zine which features political discussions. Recent topics discussed include the news media, peace demonstrations, the sinking of the Rainbow Warrior and the ethics of putting mayonnaise on your French fries. SCB

80¢ CAN, 60¢ US/issue, open page, photocopy, 16 pages, 5 weekly, #1 (November), circ. 37

Runs: Diplomacy(3) Openings: Standbys only

Praxis features "The Party Line" (an extensive letter column), "Solidarity" (the editor's embarrassing personal relations) and, most importantly "Demystification" a showcase for half-formed ideas about the strategy, tactics and psychology of Diplomacy. To its subbers Praxis is like a half-tipsy bore at a party: not the greatest thing to spend your time on, but better than talking to your ex-wife's new husband. AS

Postage, open page, photocopy, 3 weekly, #21 (November), circ. 15

Runs: Conquistador(3), Kingmaker(2), Pax Britannica, Civilization, Source fo the Nile

Source fo the Nile

Openings: Source of the Nile. Later maybe Kingmaker, Pax Britannica,
En Garde, Monopoly or any SPI negotiation game

Each subscriber to <u>Proto</u> receives a page or two of articles, satire, rules discussions etc plus the reports of any games he's playing. By only sending game reports to players, I am able to keep my page count and costs down. <u>Protozoan</u> is also <u>guaranteed</u> not to give you leprosy (or your money back). <u>SC</u>

REDWOOD CURTAIN: Kevin Tighe 2026 Agate, Eugene, OR 97403

25¢/issue, open page, xerox, 3 weekly, #15 (November), circ. 23

Runs: Diplomacy(2) Openings: Diplomacy

Step behind the Redwood Curtain and discover fast, well-run Dip games with one page of filler from the man who brought you <u>Humboldt</u>. <u>RC</u> is a cheap thin 'zijn and proud of it. <u>KT</u>

Free, digest, xerox, 5 weekly, #32 (October)

Runs: Diplomacy(3), Machiavelli, Woolworth

Openings: Diplomacy, Stonehenge Diplomacy, Royal Navy, Flattop,
Wooden Ships, Ironbottom Sound

Untrue to its name, <u>Tacky</u> is a neatly produced and efficient gamezine. The latest issue included "The Gulf of Genoa" a new Wooden Ships scenario which should prove very interesting to owners of the game. <u>SCB</u>

\$1/3 issues ?, open page, ditto, 7 pages ?, 4 weekly, #111 (November), circ. 40-50

Runs: Diplomacy(5), Cosmic Balance III(5) Openings: Diplomacy, Cosmic Balance III

30-35¢/issue, open page, xerox, 3 pages, monthly, #8 (November), circ. no more than 20

## THE ALAMO CITY TIMES continued...

Runs: Diplomacy, Gunboat (with NMR allies)
Openings: Gunboat or Gunboat (with NMR allies)

This is a pleasant (no feuds, only good hobby news), cheap (fairly low gamefee; if you get 2nd choice on your country preference list you get \$1 back; 3rd choice, \$2 back; etc), and very small zine. TACT's best and biggest feature lately has been the players' press in the gunboat game. Black press is okay. The right to edit for libel, obscenity, good taste, etc is reserved but so far nothing has been cut. Each game gets a map each issue. The first 10 people to volunteer to standby receive free subs! JW

75¢/issue, digest, photocopy, 12 pages, monthly, #26 (October), circ. 50

Runs: Diplomacy(2), Gunboat(3), Youngstown IV, Youngstown XII, Civilization Openings: Standbys for all the above and Final Conflict III

The Appalachian General is a journal devoted to the playing of diplomatic games. Gunboat is offered for those with less time but a desire to play something. There is a quiz on military history every other issue, the prize being a book related to the subject of the quiz. Reliability and precision are the trademarks of The Appalachian General. DM

Electronic Publication, 3 or 4 pages, weekly, #147 (November) circ. 35-50 active players

Runs: Diplomacy(7)
Openings: Diplomacy

The Armchair Diplomat is the home of Play-by-Electronic-Mail Diplomacy on the CompuServe Information Service Network. Games are played via electronic mail and public message service on the CompuServe network. Game turns are usually every two weeks and the average game lasts about six months. Correspondence between players is transmitted instantly (no more waiting on the mailman) and is absolutely confidential. Orders are transmitted directly to the GM and are posted in The Armchair Diplomat within 72 hours of the adjudication. Many players feel, as I do, that PBEM is the ideal way to play Dip. Inquiries to the editor are welcome! KH

50¢/issue, open page, mimeo, 24 pages, 5 weekly, #82 (November)

THE BUZZARD'S BREATH: continued...

Runs: Third Reich(9), Source of the Nile, War & Peace, En Garde Openings: Third Reich, En Garde, Source of the Nile

With several games running as well as articles and letters on the subject, it can be said, without doubt, that no zine devotes as much attention to Third Reich as TBB. It's En Garde houserules expand on that fine game and have served as a model for other zines. Although TBB isn't really a part of the Diplomacy crowd it stays in touch and boasts a loyal following of its own. SCB

\$1 CAN/2 issues, \$2 US/5 issues, open page, xerox, 15 pages, 6 weekly, #8 (November), circ. 50

Runs: Diplomacy(3), Gunboat(3), Anarchy Openings: Diplomacy, Gunboat, Anarchy

 $\overline{ ext{TCD}}$  is a publication devoted to the play of Diplomacy and its variants. There is some political and sports that but the heart of the zine are its games which are well run and full of press.  $\underline{ ext{SCB}}$ 

THE DIPLOMAT: Dave Kleiman 551 Fenster Court, Indianapolis, IN 46234

50¢/issue, digest, xerox, 16-20 pages, 3 weekly

Runs: Diplomacy(8), World War IIIb, Gunboat, Trivial Pursuit Openings: Diplomacy

The Diplomat is a very punctual game orientated magazine. We're on 3 week deadlines and we mail each issue within 24 hours of the deadline. TD has had 49 issues since its start in November 1982. All Diplomacy games are computer adjudicated and include game maps. TD was placed 9th in the 1984 Runestone Poll and I placed 10th in the GM poll. It features a very few articles, some contests and cartoons, but is not for those who want reading material. DK

50¢/issue, letter size, xerox, 12 pages, quarterly, #5 (Fall '85)

The Dragon's Lair houses the DragonsTooth Rating System, the standby rating system, and a system combining the two: a total of over 700 listings. Also, in each issue appears a chart showing the number of wins, draws, survivals, and eliminations by country showing their relative strengths, and a list of the top five players for each country. A letter column appears in most issues discussing anything related to rating systems in general. A useful tool in sizing up your opponents. SW

\$1/issue, open page, mimeo, 20 pages, monthly, #89 (Nov), circ. 70

Runs: Diplomacy(3), Final Conflict, En Garde(2), Source of the Nile Openings: Diplomacy, En Garde, Source of the Nile, standbys required

This zine is particularly geared for gamers in Connecticut although there are several subbers from other states. Standbys are desperately needed in return for free copies of the zine, though you have to subscribe first. SCB

\$15 per season, open page, xerox, 2 pages, weekly during football league system, Vol II #10 (November), circ. 8

The Gonzo Report is one of two zines currently running Gonzo Football League. The other is the Esse Fantasy Football Bulletin published by Ed Wrobel. The GFL, an invention of Jake Halverstadt, allows players to own and manage a professional football franchise. Each player drafts a team of NFL players, makes trades, signs and waives players and sets a weekly lineup. Weekly game results are based on the actual performance of NFL players. This year's champion will receive a prize of \$50, while the runner-up collects \$25. Last year the GFL had six teams, and this year 16 between the two sections. The GFL will continue next year, but the status of the Gonzo Report remains questionable. Players interested in playing in the Gonzo Baseball League should contact Chuff Afflerbach, 5632 Oakgrove Avenue, Oakland, CA 94618. KGS

50¢/issue, open page, xerox, 8 pages, 4 weekly, #17 (November), circ. 33

Runs: United Openings: Standbys only though new positions will be available around June 1986

The K-zine is one of those quiet, reliable publications which just gets on with the business of running a United league. It should be of interest to any soccer fan. SCB

\$1/issue, digest, xerox, 36 pages, 5 weekly ?, #5 (October), circ. 34

Openings: Diplomacy

TNPH is intended as a letterzine for Dipdom. It's mainly concerned with the "Great Feud" though Steve also plans to run a \$15 gamefee dipgame with the proceeds going to <u>Diplomacy World</u>. <u>SCB</u>

25¢/issue, open page, xerox, 2 pages, monthly, #39 (October), circ. 13

Runs: Diplomacy (2), Prophetic Play Openings: Standbys only

Although there are no game openings at present, standbys are required. Subfees are waived for those who become standbys. SCB

75¢/issue, digest, xerox, 16 pages, monthly, #8 (Oct), circ. 50

Runs: Dipolmacy(2), Final Conflict III(2), Gunboat, Confusion, US Diplomacy IV
Openings: Diplomacy. Standbys always needed

TRE is a rather new zine, and is definitely a players' zine. It has many features which help the player, such as the names and addressesof players in every issue and maps for all games. TRE has a variety of games to follow, including both regular Dip and variants. It has other interesting aspects, such as colored pages, a guaranteed article every issue, a subzine, and a running Trivial Pursuit contest. TRE is read by many publishers so it is a good place to plug hobby projects (and I always do so). Samples are free so check it out! JE

\$10/12 issues, published every 30 days

Runs: Diplomacy (\$5 gamefee)

The Vortex will be completely kept on record by computer, using a Tandy 1200 Hard Disk, and software entitled "computer Diplomacy" published by Microcomputer Games, a division of the Avalon Hill Game Company. All rules will be according to this software, and accordingly there should be NO Game Master errors, and a complete even handed reporting of the games. A complete print out of each game will be given at the conclusion of each game. Diplomacy only will be carried!

price ?, digest, xerox, #29, circ. ca 90

Runs: Youngstown (run by flyer)

No one is really sure if this zine is dead or alive, including its editor. Some word about its present and future status should be expected sometime before 1989.

\$15/annual fee, open page, xerox, 18-21 pages, 7-8 weekly, #60 (November), circ. 25

Runs: WS+IM(3), Conquistador(2), Civilization, Dune, Submarine(2)
Afrika Korps, Magic Realm, Source of the Nile, 1776,
Campaign Trail, B-17, Napoleon's Last Battles
Openings: Magic Realm, Civilization, Machiavelli, Rail Baron,
Source of the Nile, Conquistador (variant)

Touche is really a small PBM club and is now under strict limited membership. Interested parties may inquire submitting an SSAE. A current sample of Touche costs \$1.76 (in stamps). All members must play in at least one game. Touche will shortly be entering its eighth year and it features many diverse games. In addition it offers to the mature and responsible player a solid cadre of fellow members who participate in several gaming adventures featuring "multicommander" and "fog of war" aspects. RL

40¢/issue, open page, xerox, 10 pages, irregular, #1 (November)

Trax is devoted exclusively to Empire Builder and British Rails by Mayfair Games. The zine serves as a forum for discussion of the play of that game and the possibility of playing the game by post. It would be of interest to most Empire Builder fans. SCB

\$1/3 issues, open page, mimeo, 5-9 pages, 3 weekly, Vol 15, #41, circ. 30-50

Runs: Diplomacy(4)
Openings: standbys only

Dippy is reknown for longevity and reliability. WSFP is plain weird.

XENOGOGIC: Larry Peery PO Box 8416, San Diego, CA 92102

\$12/year, digest, offset, quarterly,

Xeno is one of the hobby's oldest publications, founded nearly 20 years ago. Recent issues have been as massive as 100 pages long! From now on, however, the zine should be smaller and less frequent now that Larry has taken on the great burden of editing <a href="Diplomacy World">Diplomacy World</a>. Nevertheless 1986 represents the zine's 20th birthday so expect something unusual to appear. For up to date information on Xeno write direct to Larry enclosing a courtesy \$12 sub to <a href="Diplomacy World">Diplomacy World</a>. SCB

Only one more North American zine to go!

\$5/10 issues, open page, xerox, 8 pages, monthly, #145 (October)

Runs: Stocks & Bonds, Diplomacy(2). En Garde, Freedom in the Galaxy Openings: Diplomacy, Stocks & Bonds, En Garde

YC was started in 1972 as a Diplomacy zine but since then it has expanded to include other games. It's reliable, neatly produced and probably a good place in which to play your first game of Diplomacy. SCB

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# SUBZINES

Subzines are very much a part of the North American postal Diplomacy hobby. I don't intend to attempt a comprehensive listing of them in the <u>Zine Register</u>, however any subzine editor is free to send me in an entry for publication. (It's also helpful, in some cases, if you could arrange for me to be sent a copy of your parent zine!)

\*\*\*in Cathy's Ramblings\*\*\*

Runs: Paranoia Openings: Paranoia, Kamakura

The latest publishing effort of the hobby's most unreliable publisher.  $\underline{DP}$ 

\*\*\*in Oxymoron, Mach Die Spuhl, Sauris Allstar Unlimited\*\*\*
& Europa Expree\*\*\*

Runs: International Diplomacy Openings: International Diplomacy

This is the world's only international gaming subzine which appears in zines in the USA, Holland, Belgium and West Germany. Scott would like publishers in other countries, especially the UK. <u>SCB</u>

\*\*\*as of Jan. 1st 1986 in Europa Express\*\*\*

Runs no games. Has no game openings.

A free flowing subzine that tries to connect Dip with sports and Alex Von Humboldt. It has caused many people to sit up and say, "Huh?"  $\underline{\rm KT}$ 

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# \*\*\*in The Diplomat \*\*\*

Runs: Diplomacy, Gunboat Openings: Far East Diplomacy (\$5 per game), Trivial Pursuit (free)

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Komerex Zha is a subzine dedicated to the play of Diplomacy, Diplomacy variants. Trivial Pursuit, and anything else you want to play. I am willing to GM anything here if there is enough interest in playing it. Except for Trivial Pursuit, a sub to The Diplomat is not required. Please send SSAE for current game openings. SD

# \*\*\*in North Sealth West George\*\*\*

Runs: Diplomacy

Openings: Press generating standbys

 $\overline{\text{TBR}}$  is published every three weeks and reprinted in  $\underline{\text{NSWG}}$  at extremely irregular intervals (best description of  $\underline{\text{NSWG}}$ 's schedule). Simple subzine with a reknown simpleton for a GM. The game features press, press and more pressand three week turnaround on "Rusnak deadlines" (All summer and winter seasons seperated). Maps accompany the game. Guest press welcome.  $\underline{\text{JB}}$ 

## \*\*\*in Midlife Crisis\*\*\*

Runs: Diplomacy
Openings: Diplomacy, standbys

<u>Vertigo</u> is dedicated to running fun games and having a little fun besides. We feature music, sports, and cuisine besides Diplomacy and press. I always welcome newcomers, international players and anyone looking for a good, competitive game.

<u>Vertigo</u>'s not real big, but I hope it's real fun. BW

#### \*\*\*in Whitestonia/KK\*\*\*

Runs: Diplomacy(4)
Openings: none

Russ does not intend to have any game openings till mid 1986, if at all. At this point he is planning to finish his games and then see what happens. SCB

### HOBBY SERVICES

Worthy of your attention are the many valuable services run by individual hobby members. These are provided by dedicated, enthusiastic and altruistic people and operated on strict loss-making budgets. All you asked to do is to use and enjoy them.

This costs \$1 and it contains a wide variety of articles of special interest to newcomers to the hobby. Writers include Bob Olsen, Kathy Byrne, Ed Wrobel, Tom Hurst, Tom Swider and many others. An invaluable publication for the novice.

Supernova: Bruce Linsey 73 Ashuelot Street, Apt. 3, Dalton, MA 01226

This also costs \$i and contains a wide variety of articles of special interest to newcomers to the hobby. Writers include Bruce Linsey, Randolph Smyth, Mark Berch, Rod Walker, Fred Davis amd many others. Another invaluable publication for the novice.

For a mere SSAE you can receive this 8 page listing of hobby services, conventions and a few zines. It is available free at major gaming conventions.

For \$5 (inclusive of postage and packing) you can receive this very chunky (128 pages!) list of hobby members, zines, services and conventions. A useful publication if you want to find some gamers who live near you.

Do you want to see sample copies of zines listed in the Zine Register? If you do then just send a large "business size" envelope and \$2 to cover postage and in return you'll receive as many zines as I can force into the envelope. Send more money and the USPS will let me send you more zines. I don't have copies of every zine you might ask for but I'll do my best.

<u>DIP ZIP</u> is a voluntary listing of zines and services. It's published every four months in order to keep the material current. It's not as comprehensive as the <u>ZR</u> (only 28 entries) but since it only costs an SSAE, it's certainly worth checking out.

For a mere 22¢ you can receive yet another zines listing. The  $\overline{\text{ZD}}$  lists 34 publications and is conducted by the New York Game Board as a non-profit project.

This is the official publication of the American Boardman Number Custodian and it exists to list Diplomacy gamestarts. It costs between 50¢ and \$1 per issue.

This is the official publication of the Miller Number Custodian whose job it is to list Diplomacy variant gamestarts and endings. The zine costs 5¢ per page plus postage and it is published only when there is enough material to warrant it.

Sometimes a zine which you're playing in will stop publishing without warning. If this happens your game has been orphaned. If you want to continue your game then contact the Orphan Service. They will do their best to find your game a new parent zine and they may help to get your subscription money refunded.

BLOODYFORE IGNERS: BLOODYFORE IGNERS: BLOODYFORE IGNE

#### EUROPEAN ZINES

Europe probably boasts as many zines as North America. Since Europe, as a whole, seems to be recruiting more efficiently and at a faster rate than in America, Britain and especially the Continent should be regarded as the main growth areas for postal gaming as a whole.

Transatlantic contact, however, is currently much lower than it used to be in the 1960s. This is a shame since many European and North American zines are crying out for international players and subscribers. If you want to subscribe to a zine across the Atlantic then you should contact the...

#### ... INTERNATIONAL SUBSCRIPTION EXCHANGE

Here's how it works. If you're an American and you want to sub to a British zine, then simply send money to Steve Knight in US funds. Make sure you tell him what zine the money is for and whether you want to receive the zine by air or seamail. Steve will then transfer the money to Doug Rowling in Britain via their joint bank account thus avoiding expensive exchange charges. On receipt, Doug will then send the money to the British editor concerned giving your name and address.

If you're British then simply send a few pounds to Doug Rowling and he'll send it to Steve. If you live in Canada, you should contact Bruce McIntyre.

USA: Steve Knight, 2732 Grand Ave. S. #302, Minneapolis, MN 55408

UK: Doug Rowling, 228 Kinnell Ave, Cardonald, Glasgow G52 3RU

Scotland

Canada: Bruce McIntyre, 6191 Winch St., Burnaby BC, Canada, V5B 2L4

Enough, on with the listings...

#### GREAT BRITAIN

1/issue (airmail), open page, mimeo, 40 pages, 5 weekly, #41 (November)

Runs: Diplomacy(6), Downfall(4), Excalibur, 1066, Vain Rats, Blitzkrieg, MAD, Cline 9, Milan(2)
Openings: Milan, Downfall

Denver is one of Britain's top game zines, running a large gameload to regular deadlines. However Glover is also one of Britain's most ungrammatical and entertaining writers, attracting a virtual cult following especially amongst Americans living in Chicago...The zine also boasts a large subzine, Heimskringla, from John Norris a star British player now turned GM. SCB

See below, open page, xerox, 22 pages, 4 weekly, #18/14 (October), circ. restricted to 70

Runs: Railway Rivals(15), 1829(4), Maneater(4), 1828, Grab for Africa (4) Openings: Railway Rivals, 1829, Maneater, Grab for Africa, 1828

Diversions and Monochrome are companion zines. The former is free to players who pay a \$\frac{1}{2}\$ gamefee. The latter is free to confirmed elitists only. The entire package "combines elitist chat with an efficient and regular games service." RG & SCB

50p (85p air to US), digest, photocopy, 32 pages, 4 weekly, #93 (October), circ. 160

Runs: Diplomacy(22), Dipsomashy, Vain Rats, Super Bourse Openings: Diplomacy, Super Bourse, Jotto

Dolchstoss is currently running more games than any other UK zine, and is therefore not anxious to attract further customers! RS 21

- 1 to US (probably), open page, mimeo, 44 pages, 7 weekly, #125 (September), circ. 143
- Runs: Diplomacy(7), Espionage, Trainer, Bourse, Football League Almanack
- Openings: Diplomacy, Geophysical, Railway Rivals, League Almanack, Bourse
- GH is the hardy perennial of the British zine scene. Three times winner of the British Zine Poll, GH has always been one of the top notch. Pete's writing should appeal to most Americans. SCE
- 30p + postage, open page/reduced, photocopy, 4 pages, 6 weekly, 54 (October), circ. 160
- Runs: United, Win Place & Show, Confrontation, Diplomacy,
  Plutonomy, Railway Rivals, Latino, Middleman, Golden
  Strider, Executive Decision, Kingmaker, Rail Baron
  Openings: Confrontation, Railway Rivals, Latino, Middleman,
  Golden Strider
- Clapped out and long past its prime just like its editor. While several Americans do receive the zine, others are warned that Hopscotch really isn't worth the trouble and the expense of getting it to you. You have been warned! AP
- 40-50p + postage?, digest, offset litho, 40 pages, 5 weekly, #22 (August)
- Runs: Diplomacy, Rather Silly Diplomacy, Fleet Rome, Saga(2), Sopwith(2)
- Lok is predominantly a chatzine which might well appeal to North Americans. Brian writes about Norse mythology, FRP games, music, comics, politics, films, books and of course the postal gaming hobby. If your interests mirror his, why not send him a subscription? SCB
- 25p + postage, open page, mimeo, 18 pages, 5 weekly, #113 (November), circ, 165
- Runs: Diplomacy(11), Jotto, Multimind, Bourse, Railway Rivals
  Openings: Diplomacy, Bourse, Railway Rivals and maybe another variant
- MP is (officially") Europe's top zine after winning our Zine Poll. It's fairly small and restrained, devastatingly regular and always impeccably GMed. It's also good for important British hobby news. SCB

\*\*\*\*\* NMR!: Brian Creese 256 Canbury Park Road, Kingston upon Thames, Surrey KT2 6LG

40p, open page, mimeo, 14-20 pages, 4-5 weekly, #66 (November), circ. 120

Runs: Diplomacy(6), Railway Rivals(3), Sopwith Openings: Diplomacy, Stab, Railway Rivals

A modest little Diplomacy zine, running a few games as efficiently as possible, and preceded by a few pages of chat - often politically based - which varies according to the time available to a grossly overworked editor.

ODE: John Marsden Flat 1, Lynwood, The Roundrel, St Leonards on Sea, TN37 7HE

40p/surface, 23p + postage (us. 70-75p) airmail, digest, litho, 24 pages, 5-6 weekly, #70 (October), circ. 140

Runs: Diplomacy(13), Diadochi V. Seismic, Vain Rats, Dipsomashy, Gesta Danorum, Bourse, Railway Rivals(2), 1829(3), Machiavelli, Wooden Ships & Iron Men, Sopwith, Origins Openings: Mercator, Diplomacy, Origins of World War 2

Ode has slowed down lately due to the editor's engagement, but will soon be offering again a good games service and reading material on games and the hobby. It currently features a series of strategy articles by Steve Jones on Mercator, a 'whole world' variant popular in the UK. Sample copies are free on request.

PRISONERS OF WAR! Wallace Nicoll and Doug Rowling \*\*\*\*\*\*\*\*\*\*\* 228 Kinnell Avenue, Cardonald, Glasgow, G52 3RU, Scotland

80-90p/airmail to N. America, digest, photocopy, 48-72 pages, 7 weekly, #7 (October), circ. 110

Runs: El Nabisco (Wild West RPG), North West Frontier, What! (Indian Raj wargame), Hare & Tortoise, Soccerleague, Touchdown! (NFL sports game), En Garde, Sword & Shield, Formula One, Diplomacy(3), Game of Clans Openings: El Nabisco, En Garde, North West Frontier, What!

Soccerleague, Downfall, Sword & Shield, Sagitarrius

POW is probably the best bet for North Americans who want to play in a British zine. Not only are there plenty of openings for games you can't find in the States, but the deadlines are also long enough apart for you to diplome and send in orders. In addition there is a pleasant, chatty letter column and plenty of news about about the British hobby. SCB

THE THING ON THE MAT: Pete Doubleday 302 Lordswood Road, Harbourne, Bimingham

price ?, open page, mimeo, 40 pages, 6 weekly

THE THING ON THE MAT: continued ...

Runs: Diplomacy(4)

Openings: Diplomacy, Railway Rivals, Sopwith, Acquire,
Stab Happy, Machiavelli

Since, by Pete's own admission, Thing's games service is marked by "sheer whining inefficiency, this is probably not the best British zine to play in. However Pete's writing on both the hobby and life in general is amongst the best in Britain, so Thing is certainly worth the money if you want good reading. SCB

30p + postage, digest, photocopy, 24 pages, quarterly, #13 (June)

20yo is the European equivalent of the Zine Register. It lists far more British and Continental zines than the ZR ever will, so it's certainly a worth while purchase if you want to find out more about European zines. SCB

40p. digest, photocopied, 20 pages, 4 weekly, #7 (October), circ. 50

Runs: Diplomacy(3), Quadroscrabble, Chess Openings: Diplomacy, Milan, Sopwith, Machiavelli, Chess

VVV aims to provide a reliable service for playing Diplomacy and related games to four week deadlines with a week's turnaround. There is a strong interest in chess among the readership and we have entered a team in the "Postal Chess League". The subzine, Marvin's Bit. is run by Bernard Emblem, another ageing hippy, and is concerned with computers, computer games and the songs of Bob Dylan. BF

40p/issue (surface), 70p (air), open page, mimeo, 28 pages (av.), 4-5 weekly, #34 (November),

Runs: Diplomacy(11), International Dip, Woolworth(3), Excalibur, Bourse
Openings: Diplomacy, International Diplomacy

W&P is an international Diplomacy zine. It's three main aims are to run games of Diplomacy reliably and efficiently, to include regularly new and old articles on the play of the game, and to establish international links between players in different countries. A series of overseas correspondents, including Bob O'Donnell, Bruce Linsey and Ulf Jiretorn of Sweden, write regularly. Strategy articles from Richard Hucknall, Randolph Smyth and myself are included. International games are run externally to independent deadlines to provide the most efficient service. Join one of the few British zines actively involved in the international hobby!

# CONTINENTAL ZINES

#### BELGIUM

40p/\$2/issue, digest, litho, 16 pages, 6 weekly ?, Volume II, #7 (October)

Runs: Dragon Pass, Acquire, Railway Rivals Openings: Diplomacy

BR is atrue international zine. The first volume was published in Britain. The second volume is being edited from Belgium until Malcolm moves to...Norway! Only a complete nutcase like Malcolm could do this... Americans may find BR interesting. It is certainly unique. SCB

# THE NETHERLANDS

1.60f + postage, digest, photocopy, 48 pages, 4 weekly, #49 (October), circ. 108

Runs: Cricketboss, United, Diplomacy(11), Anonymous, Stab IV, Abstraction(2), Downfall, Sopwith(2), New Eleusis(2), White Box, Sum Up

Openings: Diplomacy, Fleet Rome, 34 35 36, Stab, Scramble For Africa, Vain Rats, Abstraction II, Downfall V, Republic, Diadochi V, United, Experimental United, Cricketboss, Agribusiness, New Eleusis, White Box (Phew!)

Oxymoron is the founder and flagship of the current, dynamic young Dutch hobby. Quite how Jaap and Aglaia manage to produce such a large zine on a regular basis is certainly beyond me! In addition Jaap is now interested in running a continental Zine Poll along the lines of the British and American versions. Jaap speaks and writes English fluently which allows non-Dutch speaking subscribers the opportunity to read about the hobby (and indeed the world in general) from a distinctly Dutch viewpoint. SCB

30 NLG/per year, digest, offset, 16-40 pages, monthly ?, #93 (November), circ. 200

<u>Conflictgazet</u> runs no games. Instead it gives all the news about the Dutch Conflict Simulations Games Society. The latest issue contains news of the society's meetings and a Beneluxcon. There are also a couple of game reviews. Unlike <u>Oxymoron</u>, this zine is entirely in Dutch. <u>SCB</u>

Before any wise guy tells me, yes, I know I put those zines in the wrong order...

#### WEST GERMANY

1.20 DM + postage, open page, photocopy, 15 pages, 5 weekly, #13 (November), circ. 30

Runs: Diplomacy, Intimate(3), U-Boat Diplomacy, United, Der Fuhrer

Openings: Diplomacy, U-Boat Diplomacy, Speed Circuit, United, Decathlon, Grand Slam

Oath On The Colours is the small, friendly zine from the industrial heart of West Germany. International subbers are always welcome; international games will use the English language. If you want to become the ruler of Europe 80 years ago, win the majority in the Reichstag of the Weimar Republic 50 years ago, score more goals than Pele, beat "wunderkind" Boris Becker, Daley Thompson or Alain Prost, it is yours in Oath On The Colours. OOTC means quality since 1984! UB

4.40 DM, digest, offset, 44 pages, 5 weekly, #44 (November), circ. 120

Runs: United, Diplomacy(3), International Dip(6), Ancient Empires III, Woolworth, Capitalist(2), Imperial Governor, After the Holocaust Openings: Diplomacy, International Diplomacy, Hare & Tortoise

Sauris is one of the world's top international zines with over 25 foreign readers and a franchise for Bahnhof Zoo. Soon, however, the International games will be run separately from the zine proper. From time to time we have an English letter column. CS & SCB

# THENDTHENDTHENDTHENDTHENDTHEDONTMISSTHESATANICMESSAGETHENDTH

...and so ends my first edition of the new Zine Register. I've certainly enjoyed editing a sine listing again, and especially an American one. It's fascinating to see the differences between the European and American hobbies. In fact I feel like writing a long article about it all, when I've finished the 1001 things I meant to do this month. (Hmm, that reminds me. Must clear the snow from the path outside tonight.)

Please let me know what you think of the latest <u>Zine Register</u>. I'd be particularly interested to know if any editors receive any new subscribers because of the <u>ZR</u>. I'm also keen to know how useful the zine has been to novices. All feedback is greatly appreciated, so don't hesitate to write. See you in April!

# FROM

SIMON BILLENNESS 61A PARK AVENUE ALBANY, NY 12202 USA