THE ZINE REGISTER

NO. 6



# **BOHEMIAN RHAPSODY!**

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The Zine Register costs subscribers \$1.50. \$3 gets you two issues. Four issues for \$6.

DEADLINE FOR ISSUE 7: JULY 31st

BE THERE!

\$1.50

#### A QUICK WORD TO MY SPONSORS ...

Welcome once again to the plain old Zine Register. Inside you should find the latest details on many more zines and services than last issue. Thanks to everyone who sent me information for the first time this issue. I estimate that the  $\underline{ZR}$  now lists 90% of all North American zines. Let's hope I'll hear from the remaining 10% next time.

More importantly, I hear that the <u>ZR</u> is helping editors attract new players and subscribers. Now that the <u>ZR</u> is being distributed as part of both novice publications (<u>Masters of Deceit</u> and <u>Supernova</u>) as well as gathering a sub-list of its own, I hope the zine will establish itself as the hobby's main reference source.

# ZIAMVIA/BARATARIA

Ziamvia and Barataria are two publications, associated with Diplomacy World, which together list games openings for both regular Diplomacy and its variants. After some discussion with Larry Peery, I've decided to do my bit for DW by taking these two lists over and putting them on a regular publishing schedule. After all, since I trade with most zines nowadays, I have a regular supply of information. The deadline for the first issue will be May 30th. I intend to list all openings though, of course, if you don't want your zine's games to be mentioned, I'll leave them out. Unfortunately I can't afford the postage of mailing copies to every editor, so if you want to see the first issue, you'll have to send me an SSAE. However I will enclose a copy of the second issue with the next ZR, so that you can all see what's going on. Ziamvia/Barataria will come out every two months.

#### TRADES

Of course, if I am going to provide up-to-date information on on game openings, I need to trade with all of you. If you're not trading with me, or just sending me a sample copy every now and then, I would urge you to trade with the ZR on an all-for-all basis. Not only do your trades give me the necessary information to list you in the Zine Register and Ziamvia/Barataria, but they also are sent out to prospective subscribers via the Zine Bank. You can't say you don't get your money's worth...

Speaking of trades, if you want to send a few issues to Elmer Hinton's Granite Archives, you can send them to me for forwarding. In return Elmer will send the Zine Bank any duplicates he receives.

### WHAT'S WRONG WITH THE NORTH AMERICAN HOBBY?

Out of interest I compared the number of zines listed in the  $\overline{ZR}$  with the British zines listed in Zine With No Name.

•	North America	<u> Great Britain</u>
Diplomacy Zines Non-Diplomacy Zines	53 11	55 12
Total	64	67

These are pretty damning statistics when you consider that the population of N. America is five times that of Britain and that the hobby started in the US eight years before it spread to the UK. Comments anyone?

#### HOW TO READ THE ZINE REGISTER

This is how a typical entry is laid out:

THE ZINE'S NAME: to whom you should send your subscription checks where the above person lives

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

# A list of postal games already being run in the zine

# A list of open games, ie ones requiring new players

A description of the zine. Most of these will be fairly interesting and bearing the editor's initials. The boring ones will have no doubt been written by me and will end with my initials: SCB.

# DIDNTANYONENOTICETHESECRETCOMMUNISTSPYMESSAGEHIDDENINTHELASTISSUE?EH?

If you're interested in subsribing to a few zine, don't just send the editor \$5 straight away. First be certain that the zine is still in publication and accepting new subsribers. Most editors will be happy to send you a sample copy of their zine in return for the cost of an issue in 22¢ stamps. (Editors can always use stamps...)

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

On with the ment tofu of the zine...well, what do you expect from a vegetarian?

75¢, digest, xerox, 20 pages, monthly, #30 (March), circ. 50

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

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. DKM

25¢, open page, ditto, 2 pages, 3 weeks, #78 (November), circ. 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

Electronic Publication, 5 or 6 pages, weekly, #156 (January) circ. 30-50

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

Free, reduced xerox, 2 pages, 4 weeks,

Runs: Diplomacy(5)

This is a warehouse zine available only to players and standbys. Inquire for gamefees and openings.  $\underline{SH}$ 

\$6.50/17 issues, open page, xerox, 12 pages, 3 weeks, #237 (March)

Runs: Diplomacy(4), Conquest of the Empire Openings: Diplomacy

Boast is a slim, inexpensive zine with a long history of running games to regular deadlines. It also contains a couple of pages of reviews and news about games. SCB

Free, open page, xerox, 6 pages, 3 weeks, #21(March), circ. 25-35

Runs: Diplomacy
Openings: Spy Diplomacy, standbys

This is a "quasi-szine" which is free for the asking. It ostensibly exists to run a single game of Diplomacy though recent issues have been principally concerned with the musical merits of such groups as the Replacements, the Pogues and the Bongos. The szine is produced on a really flashy Xerox 9700 laser printer. SCB

It's April 14th...

...Do you know where your tax dollars are?

Free to standbys, open page, xerox, 8-10 pages, #23(March), 5 weeks

Runs: variant "S.P.Q.R." game #2 Openings: standbys welcome

Bread & 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

\$10/year, reduced xerox, 12 pages, irregular, #1(January)

Openings: Diplomacy

BST is a zine devoted to games and other amusements. The first issue contained a wealth of well-written articles on such subjects as roleplaying, casseroles, baseball, euchre, comics, lust and Robert Heinlein. With only one opening (so far), the zine is obviously intended as a reading zine rather than a gamezine. SCB

\$6/12 issues for non-players, \$9 flat fee for players, \$5 flat fee for standbys, open page, xerox/mimeo. 10 pages, monthly, #174 (April), circ. 72

Runs: Vacation Diplomacy III, L'Imperialisme II-B, Zeus V, Turnabout Openings: standbys and probably Balkan Wars III

Bush is devoted exclusively to variant Diplomacy games and is now in its 14th year of publication. Rules and maps for new variants are sometimes printed and readers get to vote on which ones they want to play. We also print items on hobby news, astronomy, politics, science fiction, or whatever else we feel like writing about. Players receive \$1 discount for all subsequent games. FCD

50¢, open page, mimeo, 24 pages, 5 weeks, #82 (November)

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

No zine devotes as much attention to Third Reich as <u>TBB</u>. It's En Garde houserules expand on that fine game and have served as a model for other zines. Although <u>TBB</u> isn't really 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, 10-15 pages, 6 weeks, #11 (March), circ. 50

Runs: Diplomacy(5), Gunboat(4), Anarchy
Openings: Diplomacy, Gunboat, Anarchy, Stonehenge, Cline 9

 $\underline{\text{TCD}}$  is a zine devoted to the playing of Diplomacy and its variants. There is a little sports and politics but the heart of the zine is its games which are well run and full of press.  $\underline{\text{SCB}}$ 

70¢ (\$1.20 to Europe), open page/reduced, xerox, 16-18 pages, 6 weeks, #20 (March)

Runs: Orknaire (FRP campaign), Paranoia (more FRP), Diplomacy(4), International Diplomacy, Gunboat(3), Bourse Openings: Paranoia, Diplomacy standbys

<u>CR</u> is a very "personal" zine in that Cathy usually writes something about herself, just like editors do in most British zines. <u>CR</u> is one of the world's most transatlantic zines with players from all over North America and Britain and a truly international letter column. <u>SCB</u>

free to players and standbys, open page, xerox, 4-8 pages, 5 weeks, #72 (February), circ. about 30

Runs: Diplomacy(4)
Openings: Diplomacy, standbys

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

?, open page, xerox, 3 pages, 5 weeks ?, #16 (December)

Runs: Diplomacy(2)

Command is still in publication though Dennis is unsure whether to continue with the zine or let it wind down. SCB

50¢, digest, xerox, 24-60 pages, 4 weeks, #230 (April), circ. 82

Runs: Diplomacy(6), Gunboat(2), Cline 9 Openings: Jihad

Harumph! Not enough room. See over the page ...

#### COSTAGUANA: continued ...

COSTAGUANA was established in 1965 and is thus second only to GRAUSTARK as the hobby's oldest 'zine. It prints games on schedule, encourages press, and includes a wide variety of 'filler' material (not often related to Diplomacy). The entire focus is friendliness, fun and foolish behaviour. If you subscribe or play, it is also earnestly hoped that you will contribute; articles, anecdotes, letters, and 'fun' oddments. COSTAGUANA also exists to help out the hobby in the event games are orphaned. But, fair warning: There is one subject (and one only) that COSTAGUANA flatly will not tolerate...hobby feuds. If that's your interest, please do not write. CVM

\$4.50/10 issues, (\$2/5 issues Europe), digest, xerox, 12 pages, monthly, #97 (February), circ. 99

 $\underline{DD}$  has never run any games. Instead it contains a whole wealth of articles (usually reprinted) about the strategy & tactics of Diplomacy and the postal hobby as a whole, as well as up to date hobby news. It's certainly a very useful publication for anyone who wants to find out more about the hobby.  $\underline{SCB}$ 

\$12/year (Canada/\$14, Europe/\$16), digest, xerox, 50 pages, quarterly, #41 (Winter '86)

Dw is currently enjoying an impressive new lease of life after having been taken in hand by Larry Peery, its energetic and talented new publisher and general editor. It is a quarterly service publication dealing with the game of Diplomacy, which publishes a wide variety of original material. It's an essential purchase for any North American Diplomacy player. The latest issue contained numerous special reports which brought the page count to a massive 107 or so! SCB

\$3/6 issues, open page, xerox, 6 pages, bimonthly, #67 (Jan/Feb), circ. 38

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

50¢, digest, xerox, 16-20 pages, 3 weeks

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

The Diplomat is a very punctual game orientated magazine. All Diplomacy games are computer adjudicated and include game maps.  $\underline{TD}$  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 it is not for those who want reading material.  $\underline{DK}$ 

THE DRAGON'S LAIR: Stephen Wilcox (editor), Pete Gaughan (publisher) \*\* 5300 W. Gulf Bank #103, Houston, Texas 77088 (Stephen) 3121 E. Park Row #165, Arlington, Texas 76010 (Pete)

75¢, open page, xerox, 12 pages, quarterly, #6 (Winter)

TDL has undergone a reorganisation. Stephen will continue to update the ratings and receive the trades, whilst Pete will type and publish the zine as well as receiving the subscriptions. The zine 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 & SCB

\$6/9 issues, open page, mimeo, 12 pages, monthly, #223 (Jan), circ. 35

Runs: A Mighty Fortress, Empires of the Middle Ages, Lost Worlds Openings: standbys only

Empire has been continuously published since 1974. In the past it has carried postal games of Chariot, Spartan, Legion, Viking, Yeoman, Frigate, Dreadnought, Russian Civil War, Conquistador, and Origins of World War II, and will again if reader interest should justify it. There will be new openings in the summer. JB & SCB

\$1.20 (sample costs 39¢), digest, xerox, 36-40 pages, bimonthly, #51 (February), circ. 150

Runs: Diplomacy(3) plus subzine games Openings: standbys only

Gary has been reassessing the amount of time he spends on the hobby, and, as a result,  $\overline{\text{EE}}$  will be smaller and less frequent in future.  $\overline{\text{EE}}$ 's purpose remains to act as a bridge bringing together the North American and European hobbies. The zine features a truly international letter column with contributions from Canadians, Americans and Europeans. It also currently runs a day-to-day chronology of World War One, upon which our game Diplomacy was based. Were you ever in Iceland? If you write and tell Gary of your experiences there, you could win free  $\overline{\text{EE}}$ s or even issues of another zine.  $\overline{\text{CG}}$  &  $\overline{\text{SCB}}$ 

\$2 CAN/3 issues, \$7US/10 issues, digest, xerox, 30 pages, 5 weeks, #11 (March), circ. 100 approx

 $\underline{XL}$  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  $\underline{XL}$  high on the '85 Runestone Poll list, with 41 out of 42 votes 6 or higher. Said editor is now attempting to convince the mugwump who voted  $\underline{XL}$  a '2' to reveal himself, so that others may follow his example.  $\underline{BM}$ 

SSAE, open page, xerox, 2-3 pages, monthly, #2(March), circ. 20

<u>FIR</u> is the official newsletter of the Dipcon XIX Admin. Committee. This year's National Diplomacy Championship will be held at Marycon in Fredericksburg, VA, May 30-June 2. For all the hot news on Dipcon, get a  $\underline{FIR}$ !  $\underline{PG}$ 

\$5/10 issues, digest, xerox, 12 pages (+ subzines), 5 weeks, #22 (March), circ. 50

Runs: Diplomacy, Gunboat(2), Presidential Politics(2) Openings: Diplomacy, Gunboat

<u>FF</u> is a zine dedicated to the play and discussion of various PBM games including Diplomacy and Presidential Politics, a game designed for postal play by Jake Halverstadt. It also contains a predominantly 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, 8 pages, 6 weeks, #170 (January), circ. 32

Runs: Diplomacy (3)
Openings: standbys only

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

\$3.50/10 issues, open page, xerox, 6 pages, 4 weeks, #26 (March), circ. about 40

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

<u>Frobozz</u> is devoted to the games themselves, though puzzles are featured regularly. Emphasis is placed on accurate GMing and timely publishing; <u>Frobozz</u> is always mailed within two days after the deadline for orders. <u>JR</u>

\$1, open page, mimeo, 16 pages, monthly, #93 (March), circ. 70

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

TCZ draws most of its subscribers from Connecticut, although there are several players from other states. The zine features the unique "En Garde...with an English accent" which, as you've probably guessed, shifts the games action from Paris to London. SCB

\$15 fee per baseball season, open page, xerox, 6 pages, weekly, 12 teams in the league

Runs: Jake Halverstadt's 'Gonzo Baseball' Openings: Inquire now about the 1987 season

Gonzo Baseball, like Gonzo Football, allows to own and manage your own professional team. You draft your own line-up of major league players and match them against other teams in the league. Each players real-life performance in the field, at the plate, and on the mound is counted for his Gonzo team. Games are played every Saturday during the baseball season, culminating with a Gonzo Series in September. Cash prizes for the top three teams! CA

\$15/season, open page, xerox, 2 pages, weekly during football season, Vol II #14 (December), circ. 8

The Gonzo Report has been a vehicle of the Gonzo Football League. The GFL, an invention of Jake Halverstadt, allows players to own and manage a professional football franchise. Each owner 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. The GFL ran 16 teams in two sections, with each section champion receiving \$50. The GFL will continue next year, but the status of the Gonzo Report remains questionable. KS

\$6/9 issues, open page, mimeo, 8-12 pages, 4 weeks, #518 (March)

Runs: Diplomacy (10) Openings: Diplomacy

Graustark is the oldest bulletin for the postal play of Diplomacy in the world. Each issue is largely taken up by the games although John often writes some beautifully cutting pieces of satire on both the hobby and the world of politics. SCB

35¢, digest, xerox, 12 pages, 6 weeks, #30 (February), circ. 36

Runs: Diplomacy(3), Bourse
Openings: Bio-War, Final Conflict, New Improved Extra Strength Dip.

Mark is trying to get <u>Hai!</u> Jikai! back on schedule after some delays. He writes: "as you can see, the rumours of  $\underline{HJ}$ 's death are greatly exaggerated!"  $\underline{SCB}$ 

\$6/12 issues, open page, xerox, 2-3 pages, monthly,

Runs: Diplomacy

Openings: Diplomacy, Origins of World War II, Empires of the Middle Ages,
Parlement, Pax Britannica

Games of Diplomacy in <u>Hansard</u> may not be rateable; the BNC disapproves of the GM's standby policy.  $\overline{\text{RS}}$ 

\$6/12 issues, open page, xerox, 17 pages, monthly, #1 March), circ. 13

Openings: Diplomacy, Colonia VI, Youngstown

After an absence of five years, Fred has decided to restart his old zine: The Home Office. Games are free to paid up subscribers and traders and on offer is what Fred describes as the definitive version of his favourite variant: Colonia. This will probably be a good players zine since Fred is both an enthusiastic and experienced GM. SCB

50¢ + postage, digest, xerox, 36 pages, 4 weeks, #10 (March), circ. 91

Runs: Diplomacy(4), Hare & Tortoise, Sopwith, United Openings: Sopwith, United & Diplomacy standbys

Like Cathy's Ramblings, IT! is an honest fun zine which is heavily influenced by the British hobby. Steve does his best for hobby transatlantic unity by running such games as United and Sopwith, and also through his sterling work with the International Subscription Exchange. IT also contains a well thought out letter column, originally only concerned with films but which is now branching into such topics as censorship and hobby recruitment. SCB

\$6/4 issues or \$10/8, digest, offset, 16-24 pages, 4 weeks, #108(March)

Runs: Diplomacy(3)

Openings: Diplomacy (inc. El Cheapo and novice games), Cline 9,
DiProduction

Kaissa is edited, and it's games run by the world's Senior Professional Gamemaster, who celebrates his 10th publishing anniversary this year!

Kaissa caters to the intelligent gamer by providing fine (paid) articles and reprints; and especially for the beginner, Novice Games, with commentary; and a new 21-player economic variant: DiProduction. Last openings until late 1987; but subscribers welcome: Active letter column, News, trivia, and the Best Maps In The Hobby, every issue! Join these satisfied customers: Conrad von Metzke: "Superb"; Simon Billenness: "One of the best for hobby news"; Ken Peel: "As well done as it is, I am surprised that it is not better known." WEH & SCB

free, open page, xerox, 4-7 pages, 4 weeks, #14(April)

Runs: Diplomacy (2)
Openings: standbys only

Kathy's Katch All Kornor is a zine dedicated to giving players a break. It contains only orphan games which I pick up and run. It comes out every four weeks and is free. It is only received by players and standbys - no exceptions. At the moment two games are in progress. KB

\$1, digest, xerox, 28 pages, 4 weeks, #107 (January), circ. 155

Runs: Diplomacy(6)
Openings: standbys only

Kathy's Kornor/Whitestonia is a zine comprised of 4 subzines. Since Kathy's Kornor is the main portion of the entire zine, this zine is not recommended for those without a sense of humor. KK is insanity at its finest, along with GMing discussions, sports discussions (esp. Mets) and any useful trash my subbbers send in. A total of 5 games is run between all the sub zines. There are currently no game openings. Our sub list is closed as we try to keep it down. KB

50¢, open page, xerox, 8-10 pages, 4 weeks, #20 (February), circ.33

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

The K-Zine is a quiet, reliable publication which runs a league of United, a soccer management game invented by an Englishman: Alan Parr. It should prove interesting to any fan of soccer. SCB

55¢, digest, xerox, 16 pages, 5 weeks, #61 (March), circ. 45

Runs: Diplomacy, Kingmaker

Openings: Diplomacy, Railway Rivals, 1830,
Doctor Who (FASA RPG, not the other game)

LIFE OF MONTY's most interesting feature is DIP WARZ. It was DIP WARZ, TRIVIAL PURSUIT, subzines, variety of games, plus the occasional DIP BOWL and DIPRISONER, but most people just mention DIP WARZ (may THE BOURSE be with you). Besides, since D&D players are supposed to be able to cast spells (ever see 60 MINUTES?), LOM is planning to use the DOCTOR WHO RPG to construct a TARDIS and travel back to 1961 in order to start a PBM DIPLOMACY game before John Boardman comes up with the idea. DDG

30¢, open page, reduced xerox, 4 pages, #46 (October), circ. 35

Runs: Diplomacy(2)

Openings: standbys only

 $\underline{\text{LSD}}$  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.  $\underline{\text{MC}}$ 

Free, digest, xerox, 22 pages, monthly, #32 (March), circ. 28

Runs: Diplomacy, Woolworth(2), Mixed Breed, Range War

Openings: standbys only

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). Unfortunately, Mark needs to cut down on the time he spends on the hobby, so the zine will continue in a games-only "warehouse" format. MC

\$1, digest, xerox, 48-56 pages, monthly, #56 (March), circ.53

Runs: Diplomacy(4), Bourse(1) and carries Diplomacy(6),
Final Conflict(1) in subzines
Openings: standbys for all the above and as games close. Go Moku anytime.

Articles, light fiction, humour, a continuous round table discussion, hobby news and three subzines (<u>Fiat Bellum</u>, <u>Strange Doings</u>, and <u>Hare of the Dog</u>) round <u>Magus</u> out. Occasional puzzles and cartoons are used as filler. Subbers are encouraged to participate in the zine. <u>SL</u>

\$5/10 issues, digest, xerox, 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 includes two subzines: Bottoms Up! by Dale Bakken and Vertigo by Brad Wilson. PR

\$5.50/12 issues, open page, mimeo, 12-24 pages, quarterly, #79 (January), circ. 32

Runs: Diplomacy, Machiavelli

MURD'RING MINISTERS: CONTINUED ...

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

90¢ CAN, 80¢ US, \$1 US to Europe, digest, xerox, 60 pages, "5 weeks", #36 (January)

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

NFA is particularly noted for its humour and its lively letter columns. Steve is one of the hobby's most talented writers, producing a zine which often has me laughing out loud. NFA is also noted for its subzine: 12 Pages of Homosexual Crap, which is specifically written for born-agains... SCB

50¢, open page, reduced xerox, 15 pages, irregular, #11(March), circ.61

Runs: Diplomacy(3)
Openings: Diplomacy, Game from Ipanema

The Not New York nightmare continues. Noncos are earned and counted up and the Nothead of '85 went to Steve Courtemanche. However he's got some competition for the '86 award. There's Kevin Tighe's movie reviews (of films that I wish I could see) and Craig Wisecup with his silly fictions about Noncos and noc-a-holics. Of course, silliness is important business here at the NNY corporate headquarters and for that reason we reward all sorts of silly people for the silly things they do. to increase the silliness, Mike Lee will be checking in with something called Club Voltaire - should be fun. SCB

\$6/12 issues, open page, xerox, 2-4 pages, monthly, circ. 14

Runs: Diplomacy(2) Openings: standbys

This is a warehouse zine which carries orphan games only - hence the name. Games of Diplomacy in <a href="The Orphanage">The Orphanage</a> may not be rateable; the BNC disapproves of the GM's standby policy. RS & SCB

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

Runs: Diplomatie Classique Openings: Diplomatie Classique

#### OUINIPIQUE: continued ...

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 a une partie de Diplomatie classique en français. Si vous aimer jouer dans une partie ou le Maitre-de-Jeu (MJ) fait très peu d'erreurs d'arbitrage (ahem), Ouinipique est pour vous! Les joueurs de remplacement sont toujours les bienvenus! Essayez quelque chose d'exotique (et de rare), abonnez-vous a un zine canadien-français (qui est publié au Manitoba)! CG

75¢, open page, xerox, 12 pages, monthly, #41 (April), circ. 41

Runs: Diplomacy(3), Snowball Fighting, Literary Quiz

Openings: Diplomacy, Gunboat, Downfall of the Lord of the Rings,

Ballpark (postal baseball league), Snowball Fighting

Perelandra continues 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¢, open page, xerox, 18-24 pages, monthly, circ. 50-60

Politesse, the monthly publication of the Washington Area Retinue of (Tacitly) Highly-Organized Gamesters, is of, by and for the mid-Atlantic local gaming community - most particularly in the Baltimore/Washington area. The core of Politesse 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 mainly 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 hooby, reports on preparations for Dipcon/Marycon '86 in Fredericksberg, Virginia and chat by yours truly and Ed wrobel. KP

35¢ (45¢ or 6 IRCs/5 issues overseas), open page, reduced xerox, 4-5 pages, 5 weeks, #56 (February)

<u>Pommes</u> is an international journal of the Diplomacy hobby which features political discussions. Recents topics discussed have included Nicaragua, arms control, South Africa, the media and the World Cup soccer tournament in Mexico. Scott is very keen to pick up some more British subscribers and is even offering some free subscriptions. <u>SCB</u>

PRAXIS: Alan Stewart \*\*\*\*\*\* 702-25 St Mary St., Toronto, Ontario, Canada M4Y 1R2

80¢ CAN, 60¢ US, open page, xerox, 20 pages, 5 weeks, #5 (April), circ. 65

Runs: Diplomacy(3) Openings: standbys

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

THE PRINCE: Jim Meinel PO Box 832, Anchorage, AK 99510

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

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

Although there are no openings in this zine at present, standbys are always welcome. Subfees are waived for standbys.

\* PROTOZOAN: Scott Cameron 4 Meadow Lane, Hicksville, NY 11801

postage, open page, xerox, 3 weeks, #21(November), circ. 15

Runs: Conquistador(3), Kingmaker(2), Pax Britannica, Civilization, source of the Nile

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

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

THE RAZOR'S EDGE: James R. Early 3705 Uruguay, Pasadena, TX 77504

\$6/10 issues, digest, xerox, 6 weeks, #11 (February), circ. 50

Runs: Final Conflict III(2), Diplomacy(2), Gunboat(2), US Diplomacy Openings: standbys

TRE is a pleasant little zine which concentrates mainly on games. A variety of variants are offered and each game report is accompanied by a map. The zine has suffered a few delays recently but James is working hard to ensure future issues come out on time. Samples are free so why not check it out? SCB

20¢, digest, reduced xerox, 18-24 pages, monthly, #16(March), circ.60

Runs: Diplomacy(9), Gunboat(3) Openings: Gunboat

The gunboat opening will be the last until another game ends. Maps are provided for each game. <u>Rebel</u> is also host to an excellent subzine, <u>High Inertia</u>, produced by Steve & Linda Courtemanche. <u>MAH</u>

REDWOOD CURTAIN: Kevin Tighe

25¢, open page, xerox, 3 weeks, #21 (April), circ. 23

Runs: Diplomacy(3)
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>

\$1/3 issues (players/standbys only please), open page, xerox, 6-10 pages, monthly, #99 (January)

Runs: Diplomacy(3)

Openings: Diplomacy, Monopoly

Pretty yellow covers. DM ((That's all he sent! SCB))

\$1 CAN, digest, xerox, 28 pages, #31 (September), circ. 80

Runs: Diplomacy, variants, chess

This is a local Montreal zine with games running to 2-3 week deadlines. The zine concerns the activities of the "Club des Joueurs de Diplomacy du Quebec" although it is slowly going international. SCB

\$3.50/10 issues, open page, xerox, 12 pages, 4 weeks, #8 (Feb), circ. 35

Runs: Diplomacy(4)
Openings: Diplomacy

Send Me A Postcard is the former Dip & Brew. The zine is xeroxed on multicolored paper to distinguish the games apart and I use maps for all games. We also print articles, cartoons, puzzles, jokes, ratings, and other things of interest such as hobby news. The zine is growing and will soon come out in digest format as we run out of space. Press no matter how much, is always welcome. CG & SCB

\$2 CAN/3 issues, open page, reduced xerox, 8 pages, 5 weeks, #49 (January), circ. 75

Runs: Diplomacy(18), Rail Baron(6)
Openings: Diplomacy

SK is another of those quiet, reliable zines which just gets on with the job of running games without bothering with reams of chat. There is a short letter column and a couple of sick jokes (which are thoughtfully printed upside down so you can avoid them if you like) but the bulk of the zine is taken up with its numerous games. SCB

\$5/10 issues, open page, xerox, 8 pages, 5 weeks, #20 (January)

Runs: Diplomacy(5)
Openings: Diplomacy

 $\underline{\text{Stabback}}$  is pretty much like a younger version of  $\underline{\text{SK}}$  (though without the gross jokes). It is full of well-run Diplomacy games and not a great deal else. A perfect zine if you just want a game of Diplomacy with a minimum of frills.  $\underline{\text{SCB}}$ 

\$1/3 issues, open page, ditto, 8 pages, 4 weeks, #116 (April), circ.40

Runs: Diplomacy(7), Cosmic Balance(3)
Openings: Diplomacy, Cosmic Balance, standbys

It's cheap, on time, and never been eaten by an iguana. SH

\$15/annual fee, open page, xerox, 14-24 pages, 7-8 weeks, #62 (March), circ. 25

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

Touche is a small PBM club now under limited membership. Interested parties should inquire beforehand submitting an SSAE. A current sample of <u>Touche</u> may be had for \$1.76 in stamps. All members must play in at least one game. Several games are featured separately from the regular zine schedule. Several also include multicommander and "fog-of-war" aspects. <u>RL</u>

Playlist this issue has included <u>New Order</u>, Low Life, <u>Husker Du</u>, Candy Apple Grey, <u>The Smiths</u>, Meat is Murder, <u>Talking Heads</u>, Little Creatures.

free, open page, xerox, 1-2 months, #2 (February)

Runs: Traveller Openings: Traveller

The Traveller's Aide is a newsletter carrying the standards and variations used in a campaign of postal Traveller (an SF role-playing game from Game Designers Workshop). The newsletter is free to players. The game may be entered at any time, either singly or in groups. Power-game fee structure, averaging the minimum \$1 per turn (maximum cap of \$5 per turn). First issue (with general campaign rules) free but a couple of stamps are always appreciated. EH

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

40¢, open page, xerox, 6-20 pages, 2 weeks, #5 (March), circ. 12

Runs: Empire Builder

Trax is devoted solely to Empire Builder and British Rails by Mayfair Games. The zines serves as a forum of discussion for the play of those games as well as the medium for the first ever postal game of Empire Builder. SCB

VALOR OF IGNORANCE: John Boardman 234 East 19th Street, Brooklyn, NY 11226

\$6/9 issues, open page, mimeo, 10 pages, monthly, #7 (January)

Runs: Pax Britannica (2) Openings: standbys

The Valor of Ignorance is a bulletin for the postal play of Victory Games' Pax Britannica, designed by Greg Costikyan. The zine carries the games, rules questions, press and articles related to the game and/or the era. JB

\$10/12 issues, computer print out, 4 pages, monthly, circ. 16

Runs: Diplomacy
Openings: Diplomacy

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 Avalon Hill. 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! DG

\$1/3 issues, open page, mimeo, 12 pages, 3 weeks, Vol 14, No 4, circ. 50

Runs: Diplomacy(3)
Openings: Diplomacy

Dippy is well known for its reliability and longevity. WSFP is a very strange publication but what do you expect from a man who has to work opm to 2am on his birthday? Jim, you have my sympathies. SCB

\$12/year, digest, xerox, quarterly, 24 pages, Vol XX, #1 (January)

Runs: Diplomacy(2)

Xeno is scaling down its operations now that Larry is spending most of his time and energy on Diplomacy World. However the zine will certainly continue, existing as a more reflective "escape valve" from the pressure of  $\underline{DW}$ . It still remains one of the best reads in the hobby.  $\underline{SCB}$ 

\$5/10 issues, open page, xerox, 10 pages, monthly, #148 (January)

Runs: Stocks & Bonds, Diplomacy(3), En Garde, Freedom in the Galaxy Openings: Diplomacy, Stocks & Bonds, En Garde

YC 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 to play your first game of Diplomacy. SCB

ALIENSXAREXA BOUTX TOTAKEX OVER THE ENTIRE HOBBY BY DISGUISING ASENGLISHMENNNNN

#### SUBZ INES

I don't intend to attempt a comprehensive listing of subzines in the <u>Zine Register</u>. However any subzine editor is free to send me an entry for publication. Unfortunately I really don't have the money to send subzine editors complimentary copies of the <u>ZR</u>, but since most you subscribe, that's not really a problem. Subzine entries will lapse after two issues unless I'm sent an update.

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

Runs: Paranoia

Openings: Paranoia, Kamakura

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

Runs: International Diplomacy Openings: International Diplomacy

This is the world's only international gaming subzine and it appears in zines in the USA, Holland, Belgium, West Germany and now England. Scott is keeping a listing of international Diplomacy openings, so he's the person to contact if you want to play in a game with players from overseas. SCB

\*\*\*in No Fixed Address\*\*\*

Runs: Diplomacy, Blowup Openings: standbys only

Everything in <u>D-Day</u>! is secondary to reliable GMing. It is graced with highly personalized essays on family life, the hobby, and whatever catches the fancy of the sardonic, irreverent, and literate editor. RJB

\*\*\*in Rebel\*\*\*

<u>High Inertia</u> runs on a deadline ten days before that of the parent zine Rebel. Games are sent out on a flyer without press when they are adjudicated. Linda runs the discussion part of the subzine, while I handle the games.  $\underline{SC}$ 

\*\*\*in Europa Express\*\*\*

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?"  $\underline{KT}$ 

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

Runs: Diplomacy, Gunboat Openings: Far East Diplomacy, Trivial Pursuit

Komerex Zha is a subzine dedicated to the play of Diplomacy, its 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. SD

#### \*\*\*in No Fixed Address\*\*\*

The MegaDiplomat is published in every even-numbered NFA. Official publication of the Feud Number Custodian. Prints humorous Feudrelated material such as "Illuminated Megadip", a version of the game ILLUMINATI based on The Feud, printed in NFA 34. Attempts to report feuds without getting involved in them: "The FNC is not responsible for stating who started a feud or who is guilty in a feud as these are irrelevant concepts in MegaDiplomacy." CC

Runs: Diplomacy
Openings: Diplomacy, standbys

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

Vertigo is a subzine that understnads what a subzine should be: short but packed with goodies. In addition to exciting games, we feature music, sports and the occasional political diatibe, usually against some liberal. Our staff includes Dip's resident alcohol expert: Ted "Swizzle" Stick. We always welcome novices, Europeans and other misfits. Vertigo is available - free - to non-MC subbers on request - please join us! BW

\*\*\*in · KK/Whitestonia\*\*\*

Runs: Diplomacy(3)

Russ doesn't 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.  $S\underline{CB}$ 

MISFITS?PAHMISFITS?PAHMISFITS?PAHMISFITS?PAHMISFITS?PAHMISFIT8?PAH!!!!!

# HOBBY SERVICES

There are many worthwhile and valuable services provided by individual hobby members. These are provided by dedicated, enthusiastic and altruistic people and operated on strict loss-making basis (like the <u>Zine Register</u>). All you asked to do is 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.

This also costs \$1 and contains many articles which would interest novices. Writers include Mark Berch, Rod Walker, Fred Davis and several others. Another invaluable publication for hobby newcomers.

This is a novice handbook and is best described in a review by Lu Henry: "New (and old) Dip players would be well advised to invest \$2.00 for ... a well done 21 page article ... explaining many of the nuts and bolts matters relating to postal Dip that have nothing to do with strategy and tactics but which you have to know to play the game well."

For \$5 (inclusive of postage) you can receive this monster (128 page!) 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 receive a whole wodge of zines listed in the Zine Register? If you do, then just send me a large "business size" envelope and \$2 to cover postage and in return I'll send you as many zines as I can force into the envelope. I don't have copies of every zine but I'll do my best!

These are lists of game openings for Diplomacy and its variants. This service is associated with <u>Diplomacy World</u>. The listings will be updated at least every two months and both are available for just an SSAE.

Of course for a mere 22¢, you could try another listing. KGO is an independent hobby service, continuously published since 1974. It includes multi-player diplomatic play-by-mail games with information no more than 3 months old.

There exist many variants of the game Diplomacy, many of which are played postally. If you want to find out more about this fascinating section of the hobby, then contact Fred.

This is a split listing of players who wish games; one, the <u>Postal Player Locator</u>, is a new-game wanted list of players who want gamestarts; the <u>Postal Standby Locator</u> is a list of those willing to take standby postions. Invaluable for the GM who needs standbys, or the new gamer who wants the serious GMs to come to him. There's no cost to get on the lists. Published monthly in <u>Foundation</u>.

The job of the BNC is to list Diplomacy gamestarts and finishes. The lists are published in <u>Everything</u> along with news about the service and discussions. It costs between 50¢ and \$1 a copy.

The job of the MNC is to list Diplomacy variant gamestarts and finishes. The lists are published in Alpha & Omega which costs 5¢ per page plus postage and is only published when there is enough material to warrant it.

There is an attempt to install another Miller Number Custodian, who goes under the pseudonym of Karel Alaric. At present there is very little support for this alternative MNC. If you want to find out more about this then write to Karel c/o Robert Sacks, 4861 Broadway 5-V, New York, NY 10034, enclosing a 22¢ stamp for the publication Lord of Hosts.

The last public-postal Archive; desires universal trades and any unwanted zines (excess duplicates to be sent to the Zine Bank), and any closing collections. The Archivist (who has had professional archival experience) will locate and copy information on request on games, players, zines etc. for minimal costs. Goal at present: a complete set (or near enough) from 1977 to present; all zines, flyers, newsletters of postal gaming. For details ask for the Granite Archives house organ, Foundation from the above address.

Sometimes a zine which you're playing in will stop publishing without warning. If this happens then your games have 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 be able to help to get your subscription money back.

John Caruso holds a list of names of people who have volunteered to act as mediator (ombudsman) for disputes between GM/player as well as between hobbyists. If you have a problem, you'd like to have resolved, contact John Caruso for his help.

The FNC tracks the various feuds between hobby members for the fun of it, and publishes findings and results in <a href="The MegaDiplomat">The MegaDiplomat</a>, the FNC custodial zine. Registering a feud is free. Feuds are ranked on a scale of 10. If you know of a feud or a zine catering to feud material, please let the FNC know about it.

#### EUROPEAN ZINES

Europe easily boasts as many zines as North America, if not more. Since Europe, as a whole, is much more efficient at recruiting new blood than America, then Britain, and especially the Continent, should be regarded as the hobby's principal growth area.

Sadly, transatlantic contact is still relatively small. This is a shame since there are many zines on both sides of the Atlantic which have openings for international gamers. If you want to subscribe to a foreign zine, then check out:

### THE INTERNATIONAL SUBSCRIPTION EXCHANGE

Here's how it works. If you're American and you want to sub to the British zine <u>C'est Magnifique...</u>, then simply send Steve Knight a check for, say, \$5. Make sure you tell him which zine the money is for and whether you want to receive the zine by air or seamail. (Airmail is fast (3-10 days) but expensive. Seamail is not all that much more than domestic postage but letters take over a month). Steve will then inform Doug Rowling of your request and Doug will send the editor concerned the equivalent in pounds sterling. The service is fairly quick and it certainly saves you wasting money for converting dollars at banks.

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

<u>USA</u>: Steve Knight, 2732 Grand Ave. S., #302, Minneapolis, MN 55408 <u>UK</u>: Doug Rowling, 228 Kinnell Ave., Cardonald, Glasgow, G52 3RU <u>Canada</u>: Bruce McIntyre, 6191 Winch St, Burnaby BC, V5B 2L4 Canada

Note: the following sections are far from exhaustive. They are merely included to give you a brief overview of some of the more transatlanticist European zines. If you want a full listing, then get Zine With No Name (details at the end of the section).

10p + postage, open page, mimeo, 14 pages, 3 weeks, #19 (March)

Runs: Diplomacy(4), Abstraction, Rather Silly Openings: Diplomacy, Superbourse, International Diplomacy

<u>C'est Mag</u> is a very reliable publication produced by the British Miller Number custodian. (And, yes, you've guessed it, Britain is currently clocking up more variant gamestarts than the US...) Peter is starting to branch out into the international hobby and is looking for players for a 6 week deadline Diplomacy variant. The zine also hosts that roving international subzine <u>Bahnhof Zoo</u>.

1 (airmail), open page, mimeo, 40 pages, 5 weeks, #44 (March)

Runs: Diplomacy(5), Downfall(5), Excalibur, 1066, Vain Rats, Milan(3), MAD, Cline, Imperator, Blitzkrieg, Touchdown! Openings: Downfall, Milan, Suvorov

# DENVER GLONT: continued...

Denver is one of Britain's top gamezines, running a large number of games to regular deadlines. Glover is also one of Britain's most entertaining and anarchic writers, though pressure from the zine's large gameload does seem to have curtailed Glover's fascinating essays and the letter column. The zine also boasts a large subzine: Heimskringla, from John Norris, once a prolific games player, now a highly productive postal game designer. SCB

see below, open page, offset, 22 pages, 4 weeks, #23/19 (March)

Runs: Railway Rivals(18), Maneater(3), 1829(3), Grab For Africa(4)
1828
Openings: Railway Rivals, Maneater, 1829

<u>Diversions</u> and <u>Monochrome</u> are companion zines. The former is packed full of all sorts of interesting postal games you won't find in American zines, and it is free to players who pay a £2 gamefee. The latter is free to confirmed elitists only. The entire package "combines elitist chat with an efficient and regular games service." <u>SCB</u>

25p + postage, open page, mimeo, 5 weeks, #16 (February), circ.70

Runs: Diplomacy, Cline, Rather Silly Dip, GLC Battleground Dip, United, Sopwith(2), Sopwith Vain Rats, Circus Maximus Openings: Diplomacy, Downfall, GLC Battleground Dip, Nuclear Dip, Sopwith, Warlock, Music Biz, Chess, Election X, Charades, United standbys

This is a chat/games zine with a youngish readership (and editor). The writing style is ungrammatical, occasionally unintelligible and concentrates on the interesting events in the editor's life, obscure music, humour and an anarchistic attitude to life. Silly games are of interest to the editor, who is probably the only person alive who would consider running international Rather Silly Diplomacy.

DJ

15p + postage, open page, xerox, 22 pages, 5 weeks, #22 (January), circ. 110

Runs: Railway Rivals(3), Diplomacy(7), Maneater, Stab, Formula One, Sopwith(3), 4000AD, Chess
Openings: Diplomacy, Railway Rivals, Sopwith, Maneater, Finchley Central

The running of a wide variety of games, designed also to appeal to the non-player, is a priority for this popular zine. The editor is also the clearing house for all UK hobby enquiries (particularly Diplomacy) and maintains a close relationship with the game's manufacturers. News of developments in this area form a regular part of the zine. RB

- 11 to US (no doubt), open page, mimeo, 32 pages, 7 weeks, #128 (January), circ. 140 (approx)

Runs: Trainer, Espionage, Diplomacy(5), FA Cup Bourse, Football League Almanack

Openings: Diplomacy, Geophysical, Railway Rivals, Bourse, Football League Almanack

 $\underline{GH}$  is the hardy perennial of the British zine scene. Three times winner of the Zine Poll,  $\underline{GH}$  has always been regarded as a top notch zine. Pete's writing should appeal to those in the US since he has a deep interest in America.  $\underline{SCB}$ 

30p + Postage, open page, reduced xerox, 4 pages, 6 weeks, #56 (January), circ. 160

Runs: United, Win Place & Show, Confrontation, Diplomacy, Latino, Plutonomy, Railway Rivals, Middleman, Golden Strider, Rail Baron, Executive Decision, Kingmaker

Openings: United, Middleman, Railway Rivals, Confrontation, Regatta, Latino, Ten Penny, Abstrac, Entropy

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 expense of getting it to you. You have been warned! AP

25p + postage, digest, offset, 28 pages, 8 weeks, #3 (January)

Runs: En Garde, Judge Dredd, Baseball Wars Openings: En Garde

This is primarily a chat and more wordy games zine. It also includes a letter column and other features - reviews of music, films, books, zines, games or whatever, articles, news, rules for new games etc - as long as I (or anyone else) can find time or energy! The Judge Dredd and Baseball Wars are both run by external GMs as (sort-of) subzines. BB

25p + postage, open page, mimeo, 20 pages, 5 weeks, #116 (March), circ. 166

Runs: Diplomacy(9), Bourse, Multimind, Deluge, Railway Rivals Openings: Diplomacy, Jotto and another variant

MP is fairly small, rather conservative, devastatingly regular and is always impeccably GMed. It's one of the best zines for news about the British hobby and it will soon be running a few reviews of US zines written by somebody called Simon Billenness... SCB

10p + postage, open page, mimeo, 8 pages, 4 weeks, #31 (March)

Runs: Diplomacy(2), Elitist, Excalibur, Downfall(2), Mercator, Judge Dredd
Openings: Diplomacy, Sand, Deluge, Judge Dredd, Gunboat

Playing Dip to 4 week deadlines <u>is</u> possible but not ideal for Americans, hence the offer of Gunboat (to be run British style ie retreats with orders, builds with Autumn orders etc). Otherwise, <u>Mopsy</u> is a games zine offering Dip and variants to fast deadlines. BB

1 (probably), digest, xerox, 56-64 pages, 5 weeks, #16 (February)

Runs: Soccerleague, Warlock, Parliament(2), Elementary, Snits Revenge(2), Diplomacy, Abstraction, Kingmaker, Chronicles, Title Bout

Openings: Diplomacy, Fluid Dip, Holy Roman Empire, Davis Dip,
Abstraction, Stab Abstraction, Deluge, Struggle,
Vain Rats, Parliament, Snits Revenge, Touchdown, Title
Bout, En Garde, Soccerleague, Warlock, Chess, Chronicles,
Elementary

Morrigan is a very chunky zine which offers the largest number of game openings in the world. Despite its massive bulk, the editorial collective seem to be perfectly capable of publishing it on scedule. The is noted for its totally unserious letter column and an artist who regularly reveals that he has no talent at all in drawing female anatomy... SCB

40p, open page, mimeo, 14-20 pages, 4-5 weeks, #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. BC

40p/surface, 70-75p/air, digest, offset, 24 pages, 5-6 weeks, #70 (October), circ. 140

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

ODE: continued...

 $\underline{\text{Ode}}$  has slowed down lately, 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.  $\underline{\text{JM}}$ 

80-90p/air to US, digest, xerox, 48-72 pages, 7 weeks, #9 (February), circ. 110

Runs: Diplomacy(5), Touchdown, Game of Clans, En Garde, Formula One, El Nabisco (Wild West RPG), Soccerleague, Sagittarius, Sword & Shield, Sopwith, Hare & Tortoise

Sword & Shield, Sopwith, Hare & Tortoise

Openings: El Nabisco, En Garde, North West Frontier, What!,

Soccerleague, Diplomacy, Downfall, Touchdown,

Sword & Shield, Sagittarius

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 won'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 lots of news about the British and Continental hobbies. SCB

30p + postage, digest, xerox, 24 pages, 7 weeks, #77 (February), circ. 135

Runs: Railway Rivals (26), Rentsville, Agribusiness, Investment Trust, Big Steel(2), Destroyers & Dreadnoughts(2), 1829

Openings: Railway Rivals

David Watts is the inventor of that ubiquitous British postal game: Railway Rivals, which explains why he runs so many games of RR. The zine often features news about the games business which you probably wouldn't be able to read elsewhere. SCB

£1/3 issues, open page, mimeo, 28 pages, 5 weeks, #43 (March)

Runs: Diplomacy(3), Railway Rivals
Openings: Diplomacy, Railway Rivals, Machiavelli, Utterly Ludicrous Dip

THING - the champagne of zines. Yes, it's the zine that gets up everybody's nose. the zine is brought to you by Pete "Cerebus the Aardvark" Doubleday, ably assisted by Chris Spall, a quart of tequila, two snorts of PCP, an abort of a typewriter and 25 imported cigars. Thing, the well brought up zine. PD & SCB

40p, digest, xerox, 20 pages, 4 weeks, #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'e 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/surface. 70p/air, open page, mimeo, 28 pages (av), 4-5 weeks, #38 (April)

Runs: Diplomacy(7), International Diplomacy, Woolworth(3), Excalibur Openings: Diplomacy, International Diplomacy

The three main aims of <u>W&P</u> are to run games of Diplomacy reliably, 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 also feature. 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! DC

50p/surface, 80p/air (probably), digest, offset, 28 pages, quarterly, #2 (January), circ. 200+

ZWNN is the European equivalent of the Zine Register. Every three months Martin intends to print a listing of Britsh and Continental postal gaming zines. Every month he hopes to put out a small hobby news bulletin. It's a very worthwhile purchase if you want to find out more about the European hobby. It's certainly a lot more fun to read than the ZR!

#### THE NETHERLANDS

1.60f + postage, digest, xerox, 40 pages, 4 weeks, #53 (April), circ. 114

More details overleaf ...

#### OXYMORON: continued...

Runs: Cricketboss, United, Diplomacy(10), Gunboat, Stab IV,
Abstraction(2), Downfall, Sopwith, Eleusis, White Box
Openings: Diplomacy, Gunboat, Fleet Rome, Stab, Vain Rats,
Abstraction(2), Downfall, Republic, Diadochi V,
United, Experimental United, Cricketboss, Wite
Agribusiness, New Eleusis, White Box, 1829, Sopwith

Oxymoron is the founder and flagship of the Dutch hobby. Since Jaap is fluent in English, the zine often contains "Outlandos D'Amour" a short column of hobby news and political views written in English.

#### NORWAY

40p/\$1/issue, digest, offset, 24-40 pages, 6 weeks, Volume III, #2 (February), circ. 63

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

A well producuced xyn from a Briton fated to wander for all eternity around continental Europe. The xyn only runs games as an excuse to contain articles about foreign countries and the strange people within them who can't drive on the proper side of the road. Films, music and books always feature heavily as well as any hobby news and any wacky new variants that come along. MS

#### WEST GERMANY

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

Runs: Diplomacy, Intimate, U-Boat, United, Der Fuhrer Openings: Diplomacy, U-Boat, Speed Circuit, United, Decathlon, Grand Slam OOTC is the small, friendly zine from the industrial heart of West Germany. International subbers are always welcome; international games will use the English language. OOTC means quality since 1984: UB

2-3DM/air, digest, offset, 32-48 pages, 5 weeks, #46 (March), circ. 120

Runs: After the Holocaust, International Diplomacy(5), Diplomacy(6),
Ancient Empires III, Machiavelli, Capitalist(2), Imperial
Governor, Barbarian Kingdom & Empire, United
Openings: After the Holocaust, Diplomacy, International Diplomacy

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 there is an English letter column. CS & SCB

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# FIRST CLASS POST!

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