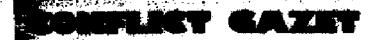


Politesse YGGDRASILL CHRONICLE



EDITOR THE BUILDINGS

PIRE TOTAL I have moved:

630 MICHORY BLVD. APTOP. STATER ISLAND, NY 10301

phones (718) 981 6247

The Marieter costs subscribers a measly \$1,50. That makes it \$5 for four lesues. It's also available free with copies of measure or masters of Deceit.

DEADER FOR TESUE 6. DECEMBER 31at

XXXII TO THE TOTAL CONTRACTOR OF THE TOTAL CONTRACTOR

A Quest Finencial Appeal

It has proved rather difficult to squeeze everything into 32 pages this issue. Now that the number of North American sines seems to be growing again, it's going to be even harder next time. Since I'd also like to expect the European section slightly, something else has to go or I have to play for 36 page issues. Since I can't receive money from the PDO auctions (I'm co-organiser this year) I'll either have to chop the subsine section of few voluntary denations. Personally I'd rather cut the subsine section and then do a proper job on the overseas sines by increasing the page count anyway. In any case, I'm interested to see that people think. Are subsines worth listing?

\$1.50

A QUICK WORD TO MY SPONSORS ...

Firstly I must apologise for the delay in producing this issue of the Zine Register. Unfortunately, when I set the deadline for July 31st all those months ago, I didn't realise that I would be moving to New York City on that date! Since I had to find a new job and sort out the new apartment as soon as I arrived, I decided to extend the deadline to August 31st. I mentioned this to as many people as I could, but I expect that many of you are just hearing this for the first time. Rest assured, I won't be moving again for a long time though I am doing my best to find another job; foreign exchange is dull...

ZINE BANK

Thanks to all of you who have donated sines. I currently have plenty of copies of Frobess, Europa Express, Yandraeil Chronicle, Keissa, Bohemian Rhapsody, Retaliation and for-ran. If other editors could send me a package of samples and back issues, I would be very grateful. Since the last ZR, I've received about 15 requests to use the Zine Bank, and I've certainly got enough samples and trades to cope with many more enquiries. Could editors please give this service a plug? Please note that to use the Zine Bank now costs \$2.50: 10s for a sturdy envelope and \$2.40 postage.

PONTEVEDRIA

Last issue I got it wrong. Pontevedria is the list of Diplomacy game openings. Ziamvia is a list of new blood". I had intended to produce an issue of Ponte a couple of months ago, but since I only had one request on hand, I didn't bother. Since then I've heard from Larry Peery that he's had a few requests sent to him, which he didn't forward to me because I hadn't produced an issue of Ponte! Good organisation, eh? As a result I will really, truly produce an issue of Pontevedria, after I've mailed this issue of the ER, and send it to those who've requested it (and anybody else who asks for it). Prom then on it should be produced every two months or so. Scott Hansen has offered to help out with this, so future issues may well be a collaborative effort using Scott's nifty word processor. Watch this space...

CHANGES ARE APOOT

I've become a little bored with the straight-forward listing of sines in alphabetical order. I'd very much like to experiment a little with different formats. How about dividing the North American sines into categories? Next issue I may well lump each sine into one of four broad categories:

<u>DIPLOMACY:</u> Pretty self-explanatory really. In this section will go zines which just concentrate on the game like <u>Divlomat</u> and <u>Ter-ran</u>.

GAMES: Zines which try to run other games like The Buszard's Breath,
The K-Zine From Kasco and The Gamer's Zine.

VARIANTS: Here I could plug the NAVB. MNC as well as <u>Bushwacker</u>. The <u>Home</u> <u>Office</u> and <u>The Appalachian</u> General.

CHAT: Of course there needs to be a section for sines which mostly contain non-gaming material like No Fixed Address, Europa Express and Costaguana.

Editors: How would you categorise your zine? If you let me know by next time, then you can place your zine in a category of your choice. Let me know what you think of the idea anyway.

HOW TO READ THE ZINE REGISTER

This is how I lay out a typical entry:

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

the cost of the zine, the format, the method of printing, the page count, the frequency, the # of the latest issue and when it was published, the circulation of the zine, the month and year the zine started

A list of postal games already being run in the zine. (the # of each game is in brackets)

A list of open games, ie ones accepting new players (the price of gamefees is in brackets)

Each entry is rounded off by a brief description of the zine. Most of these will be fairly interesting, bearing the editor's initials. The more boring ones will have been written by me and will end with my initials: SCB

AFREECOPYOPTHEZ INEREGISTERTOTHEF IRSTPERSONWHOTELLSMETHATTHEY ACTUALLY READTHES

If you're interested in subscribing to a few sines, don't just send the editor \$5 straight away. Pirst, be certain that the zine is still in publication and accepting new subscriptions. Most editors will be happy to send you a sample copy of their sine in return for the cost of an igsue in 22¢ stamps. (Editors always need stamps...)

Alternatively you could send me \$2.50 to receive a selection of times from the <u>Zine Bank</u>. This is an established hobby service run by myself: Simon Billenness, 630 Victory Blvd. Aptor, Staten Island, NY 10301. I don't have copies of every time published but I'll do my best.

Hey, ho - here we go...

postage + copying to the nearest nickel, open page, xerox, 3 pages, monthly, #13 (August), circ. 25, april 1985

Runs: Gunboat Openings: Diplomacy(\$5), Gunboat(\$5), Downfall(\$5)

A very small zine with only 2 or 3 games running at one time, TACT does not overly encourage players' press due to space limitations and the editor's jealousy. TACT hopes to make it to its fourth month as literature's only hobby zine. Finances will force me to drastically reduce the sub list in July 1986; courtesy copies to hobby custodians will stop; instead of a full zine. TACT will be reduced to flyers sent only to players. As the hobby's 318th oldest publication, TACT has been promptly distributed in every month in which it has been published. Most importantly ((That's it, John! SCB))

5¢ per page + postage, open page, xerox, 6-7 pages, irregular, #11 (August)

This is the official publication of the Miller Mumber Custodian. It lists Diplomacy variant gamestarts and finishes as well as news of the activities of the MNC. SCB

75¢ or \$10 for 15, digest, xerox, 12 pages, monthly, #34 (July), circ. 30, August 1983

Runs: Diplomacy(2). Gunboat(2), Youngstown, Final Conflict. Civilization Openings, standbys only

TAG is mainly devoted to playing diplomatic games. Maps are provided for all games to help observers keep up with the action. The only other regular feature is a military quiz, questions one issue and answers the next. Prize is usually related to the subject. There will be no new game openings until January 1987. DEM

25¢, open page, ditto, 2 pages, 3 weeks, #78 (November), circ. 21

Runs: Diplomacy, Intimate Diplomacy, Titan, Stellar Conquest

AG is now a two page flyer carrying only game results. ML

electronic publication, 5 or 6 pages, weekly, #156 (January), circ 30-50

Runs: Diplomacy(?) Openings: Diplomacy

The Armchair Diplomat is the home of the 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 TAD within 72 hours of the adjudication. Many players feel, as I do, that PHEM is the ideal way to play Dip. Inquiries to the editor are welcome: KH

free, reduced xerox, 2 pages, 4 weeks

Runs: Diplomacy(5)
Openings: Diplomacy (\$6.50)

STOP PRESS: SEE PHANES MIT MAYO'

This is a reliable, warehouse zine available only to players and standbys. SCB

\$6.50/17 issues, open page, xerox, 8 pages, 3 weeks, #243 (August), September 1971

Runs: Diplomacy(5)

Openings | Diplomacy (\$12)

 \underline{Boast} is a small and exceptionally reliable zine. It invariably contains a couple of pages of reviews and news about games.

free, open page, zerox, 8 pages, twice monthly, #26 (August), circ. 30-40, March 1984

Runs: Diplomacy, Spy Diplomacy Openings: Gunboat, standbys

The Boob Report was originally a quasi-szine which ran only a couple of games and contained discussions on the musical merits of groups like the Smiths, the Replacements, the Pogues and the Tetes Noires. It will soon be a subszine to a full-sized, new sine which Jim plans to launch upon the hobby shortly. SCB

free to standbys, open page, zerox, 8-10 pages, 6 weeks, #26 (July)

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 Populesque 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 you 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, #2(May), Jenuary 1986

Openings: Diplomacy

 \underline{BST} is a zine devoted to games and other amusements such as cookery, \overline{SF} , sport and roleplaying. The zine is obviously intended as a reading zine rather than a gamezine. \underline{SCB}

\$6/12 issues for non-players, \$9 flat fee for players, \$5 flat fee for standbys, open page, xerox/mimeo, 10 pages, monthly, #178 (September), circ. 72, March 1972

Runs: Vacation Diplomacy III, Zeus V. Turnabout Openings: Balkan Wars III, standbys

Bush is devoted exclusively to variant Diplomacy games and is now in its $\overline{14th}$ 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. \overline{FCD}

Don't you hate spacefillers?

50¢, open page, xerox, 24 pages, 5 weeks, #84 (January), January 1977

Runs: Third Reich(10), Source of the Nile, En Garde, War & Peace Openings: Third Reich, En Garde, Source of the Nile

No zine devotes as much attention to Third Reich as <u>TBB</u>, with its mix of games, articles, letters and rules forum. it's En Garde houserules expand greatly 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. <u>SCB</u> & <u>MM</u>

\$1 CAN/2 issues, \$2 US/5 issues, open page, xerox, 24 pages, 6 weeks, #14 (August), circ. 50, December 1984

Runs: Diplomacy(6), Gunboat(5), Anarchy

<u>Openings</u>: Diplomacy, Gunboat, Anarchy, Stonehenge, Cline 9, Youngstown, Econopolicy

 \underline{TCD} is a zine devoted to the play od Diplomacy and its variants. There is a little chat on politics and sport as well as the occasional con report. \underline{SCB}

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70 ¢ (\$1.20 to Europe), open page reduced, xerox, 14-18 pages, 6 weeks, #23 (August)

Runs: Orknaire (FRP campaign), Parancia(ditto), Diplomacy(4), Gunboat(2), International Diplomacy
Openings: Parancia and probably Diplomacy

 \underline{CR} is a very "personal" zine in that Cathy usually writes something about herself, just like British editors do in their zines. \underline{CR} is one of the world's top international zines with players from all over North America and Britain and it contains a truly international letter column. \underline{SCB}

free to players/standbys, open page, xerox, 4-10 pages, 5 weeks, #77 (August), circ. about 30, March 1979

<u>Runs</u>: Diplomacy(6) <u>Openings</u>: standbys

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

\$1, digest, xerox, 16 pages, monthly, #1 (July), circ. 30

Runs: Diplomacy(2)

Openings: Diplomacy, Car Wars, Dueltrack, Third Reich

free, open page, xerox, 8 pages, twice monthly, #28 (August), circ. 30-40, March 1984

Runs: Diplomacy, Spy Diplomacy Openings: Gunboat, standbys

The Boob Report was originally a quasi-szine which ran only a couple of games and contained discussions on the musical merits of groups like the Smiths, the Replacements, the Pogues and the Tetes Moires. It will soon be a subszine to a full-sized, new zine which Jim plans to launch upon the hobby shortly. SCB

free to standbys, open page, xerox, 8-10 pages, 6 weeks, #26 (July)

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Rung: Vacation Diplomacy III, Zeus V. Turnabout Openings: Balkan Wars III, standbys

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Don't you hate spacefillers?

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Openings: Parancia and probably Diplomacy

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free to players/standbys, open page, xerox, 4-10 pages, 5 weeks, #77 (August), circ. about 30, March 1979

<u>Runs</u>: Diplomacy(6) <u>Openings</u>: standbys

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

\$1, digest, xerox, 16 pages, monthly, #1 (July), circ. 30

Runs: Diplomacy(2)
Openings: Diplomacy, Car Wars, Dueltrack, Third Reich

THE COMMUNIST DINER: continued ...

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This zine doesn't have much to do with the hobby, but it is very entertaining. The format is intended to make you laugh, with a few articles and super artwork. Some of the jokes are real bombers though. DB

10/\$5, digest, xerox, 24-32 pages, 4 weeks, Vol. XI/2 (July), circ. 88

Rung: Diplomacy(6), Cline-9, Gunboat, Jihad-II, World War III Openings: Rather Silly

COSTAGUANA is the hobby's second oldest active journal; it started in 1965. It runs variant and regular games, and is working to have an even mix. Other than games, it is overwhelmingly a reader's zine, offering letters and rejoinders, chat, lots of filler (frequently non-hobby), fun, silliness and incessant idiocy. Feuds are not allowed; anything else is welcomed. Good spelling and grammar is requiered. Not intended for squeamish or inhibited people; those in precarious emotional balance should consider concurrent gift subscriptions for their analysts.

\$4.50/10, £2/5 to Europe, digest, xerox, 12-16 pages, monthly, #99 (June), circ. 101, July 1977

DD has never contained any games. Instead it contains an array of articles (usually reprinted) about the strategy, tactics and psychology of Diplomacy, the hobby as a whole and up to date hobby news. The next issue (#100) will be an extra large special. SCB

\$12/year (Canada/US\$14, Europe/US\$16), digest, xerox, 60 pages, quarterly, #43 (Summer '86). \$4.00 for a sample issue.

DW continues its quest to become the hobby's flagship publication once again by offering a wide variety of feature articles and new items, including several Demo games played by some of the hobby's best players along with commentary, strategy and tactics articles, contests, and matters of hobby record; all presented in an objective format. More than a dozen people contribute to DW on a regular basis and it has the largest circulation of any Diplomacy 'zine. DW is the one hobby publication that tries to cover it all. LP

\$10 (USA), \$12 (Canada), \$14 (Overseas), legal size pages, zerox, 200 pages, printed on book weight paper and with comb binding.

At last the hobby has its own coffee table art book, the first volume of the DIPLOMACY WORLD Anthology. Vol I features some 60 articles from the first 39 issues of DW as chosen by its previous editors/publishers. They cover every aspect of the game, the hobby and Diplomacy culture. It is profusely illustrated with artwork, maps, and even a reproduction of the first DW cover. LP

\$75 (USA), \$75 + postage (for eight pounds) for overseas, legal size pages, xerox, 1.320 pages, printed on book weight paper, unbound.

Would you pay \$161 for a Diplomacy book without a cover? Someone did. It got them a complete reprinting of the first 40 issues of DIPLOMACY WORLD, all 1,320 pages or so, produced from the originals. Every page is included. Price includes a copy of the INDEX AND MENU DIPLOMACY WORLD, a 30+ page index of DW by author, subject, and issue. The printing of the 1985 edition is already sold out. Reservations at the above price are being accepted (accompanied by a \$25 deposit) for the 1986 edition which will include DWs #1-44. Prices on publication will be higher. LP

\$3/6 issues, open page, xerox, 4-6 pages, bimonthly, #70 (Jul/Aug), circ. 42, July 1976

This is a service and genzine for the Mensa Postal Diplomacy SIG. We set up postal games for Mensa members. Information on various hobby services and publications is provided for the high proportion of novices among its readers. Also, a running account on the progress of the several all-Mensa games. Anyone may subscribe, but only Mensans may vote on SIG business. <u>PCD</u>

50¢, digest, rerox, 12 pages, 3 weeks, #5.62 (August)

Rung: Diplomacy(5), World War III Openings: standbys

The Diplomat is a very punctual game orientated magazine. All Diplomacy games are computer adjudicated and include game maps. It features a very few articles, some contests and cartoons, but it is not for those who want reading material. \underline{DK}

50¢, open page, xerox, 2 pages, twice monthly, circ. 10, September 1985

Runs; All Asia Openings: All Asia, standbys

When I started this zine, I didn't know what a "zine" was or that the rest of you were out there. I have only just discovered the mainstream of the hobby via Fred Davis and the MENSA SIG/ZINE. I ran a postal game in College, XX years ago, and at a recent reunion began to reorganise roughly the same group of people again. Therefore!! My zine is like it was in college. The first half page has the moves, the rest is announcements and press from the players. Moves are due on the 15th and last day of the month. KR

75¢, open page, xerox, 10-12 pages, quarterly, #7 (Spring)

THE DRAGON'S LAIR: continued...

TDL 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 wing, 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 sixing up your opponents. SW

\$6/9 issues, open page, mimeo, 10-12 pages, monthly, #228 (June), circ.35

Runs: Empires of the Middle Ages(2), A Mighty Fortress Openings: standbys

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. JB

5/\$6 US (USA & Canada); 5/\$12 (overseas), sample 39#/IRC, digest, xerox, 44-52 pages, 5 times a year, #53 (August), circ. 150, January 1981

Runs: Diplomacy(2)
Openings: Malmbergers (standbys) only

As the games wind down, RE will concentrate more on its letter column which features heavy European participation. Subbers can win free issues by participating in the picture contest, catching GM errors in the games and various other contests including a big year end one in each December issue. EE is currently doing a day-by-day chronology of World War I, the scenario on which our Diplomacy game is based and which was happening 70 years ago. Were you ever in Iceland, or know someone who was? Tell me about it and you can get free EEs or issues of another sine. CG

50¢-\$1, digest, xerox, 8 pages, quarterly, #69 (Summer)

This is the official publication of the Boardman Number Custodian. The BNC, amongst other things, lists Diplomacy gamestarts and finishes recording them in <u>Everything</u>. <u>SCB</u>

3/\$2 CAN: 10/\$7 US: digest, rerox, 28 pages, 6 weeks, #14 (August), circ. 100 approx, February 1985

XL is, as far as its editor knows, the only zine that is mailed from two different countries. US subbers avoid the incompetancy of Canada Post by the editor's trip to Pt. Roberts, WA every sixth week. However, most couldn't care less about page 2 on, as they're addicted to XL only for the cover art.

10/\$5, digest, xerox, 12 pages, monthly, #26 (July), circ. 50, October 1984

Runs: Presidential Politics, Diplomacy, Gunboat(3)
Openings: Diplomacy, Gunboat, Presidential Politics (maybe this fall)

FF is a forum for hobby debate on political and hobby matters, as well as the play of postal Diplomacy and Presidential Politics. During this coming Pall there will also be a 16 team Gonzo Football League. If you are looking for a lively letter column, first class reproduction, and competitive Diplomacy, but without the hobby gossip, this is the place to be. Ranked 15th in the Runestone Poll. GE

\$2 CAN/3, \$5 US/9, open page, computer printout, 8 pages, 6 weeks, #170 (January), circ. 32, July 1974

Runs: Biplomacy(3) Openings: standbys

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

free, digest, xerox, 4 pages, monthly, #10 (April)

This is the organ of the Granite Archive, established to aid in the collection and preservation of postal-game hobby information and to promote the material currently held therein. Substare free but a stamp or contribution is always appreciated. WEHJ & SCB

10/\$3.50, open page, xerox, 6-8 pages, 4 weeks, #31 (August), circ circ. about 40, April 1984

Runs: Diplomacy(5), World War III Openings: Diplomacy, standbys

<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; \$4.75/6, open page, mimeo, 16 pages, monthly, #97 (July), circ. 70, July 1981

Runs: Diplomacy(2), En Garde(2), Source of the Nile Openings: Diplomacy(\$7), En Garde(\$5), Source of the Nile(\$5)

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

\$15 fee per baseball season, open page, xerox, 8 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 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

9/\$6, open page, mimeo, 12 pages, 4 weeks, #523 (August), May 1963

Runs: Diplomacy(13)
Openings: Diplomacy(\$20)

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

35¢, digest, xerox, 12 pages, 6 weeks, #30 (Pebruary), circ. 36, Jan. 1983

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

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

12/\$6, open page, xerox, 10 pages, monthly, #6(August), circ. 53, March 1986

Rung: Diplomacy(3), Colonia(3), Gunboat Colonia, Youngstown(2), Woolworth Openings: standbys only

The Home Office is a well-run and impeccably published players zine. Fred is the Miller Number Custodian and, naturally, his interest in Diplomacy variants is reflected in the kind of games played in his zine. SCB

\$1. open page. xerox, 26 pages, irregular, #7 (August), circ. 95

House of Lords is a recently resurrected zine for publishing and publishers. It consists largely of an enormous letter column dealing with a variety of subjects and issues of the day. Fascinating. SCB

50¢ + postage, digest, xerox, 32-36 pages, 5 weeks, #12 (June), circ. 90

Runs: Diplomacy(3), Gunboat, Sopwith, United, Hare & Tortoise Openings: United, Sopwith, Diplomacy standbys

Like Cathy's Ramblings, IT! is an honest fun zine which is heavily influenced by the British hobby and running United and Sopwith, both British inventions. IT! also contains a well thought out letter column which is currently discussing films and censorship. SCB

\$6/4 issues or \$10/8, digest, offset, 16-24 pages, 4 weeks, #110 (June), circ. 134

Runs: Diplomacy(2)
Openings: Diplomacy(free, \$10, or \$10/5 turns), Cline-9, Civilization

Kaissa, in its tenth year, provides quality (paid) articles, reprints;
Novice Games for beginners, variants; active letter column, News & Views,
trivia, and The Best Maps In The Hobby, every issue! For intelligent
gamers like these; Conrad von Metzke: "Excellent" "Superb"; J.R. Baker:
"I really liked the...article, that was excellent and a point of view
I never considered." Simon Billenness: "One of the best for hobby news."
Tony Strickland: "your maps...they are a tremendous advance." David
McCrumb: "Kaissa has the best maps in the hobby." MEHJ

free, open page, xerox, 4-7 pages, 4 weeks, #17 (July)

Runs: Diplomacy Openings: standbys only

<u>Kathy's Katch All Kornor</u> 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 my last orphan game is headed toward completion. <u>KB</u>

\$1, digest, xerox, 28-44 pages, monthly, #113 (July), circ. 151, Jan. 1979

Runs: Diplomacy(7), one variant Openinge: Diplomacy

 $\underline{KK/W}$ is a zine composed of five subzines, which make their appearances regularly to sporadically. \underline{KK} is the main portion of the zine and is not recommended for those without a sense of humor. \underline{KK} is insanity, GMing discussions, sport talk (esp. Mets) and any useful or non-useful trash submitted by the readers. \underline{W} is now the secondary portion of the zine, and contains the infamous Barroom Babble letter column. $\underline{KK/W}$ voted best letter column zine in the 1986 Lifer Poll. It's all here. Including a pretty white cover. \underline{JC}

50¢, open page, xerox, 10 pages, 4 weeks, #22 (May), circ. 33

Rung: United Openings: United

This is a quiet, reliable zine which runs a league of United, a soccer management game invented by an Englishman: Alan Parr, who produces the zine <u>Hopscotch</u>. It should be of interest to any soccer fan. <u>SCB</u>

55¢, digest, zeroz, 16-20 pages, 5 weeks. #65 (August), circ. 45, May 1986

Runs: Diplomacy(2), Kingmaker

Openings: Diplomacy(free), Kingmaker, Railway Rivals, 1830, Pederation

& Empire, Stab of the Century (Dip for couples), Empires in Arms

I am sorry to announce that, due to a slight misunderstanding regarding the significance of LCD digital watches with 37 neat functions, none of which have anything to do with telling time, and the anger of some alien civilization over the fact that we thought of them first, this planet will be totally eliminated, completely annihilated, entirely disintegrated, and absolutely exterminated - read all about it, plus DIP WARE and a few games, in LOM. May THE BOURSE be with you! (Good news - the attack fleet miscalculated Mars' gravity and was diverted into the sun. Read LOM anyway.....) bog

\$1, digest, xerox, 48-56 pages, monthly, #61 (August), circ. 53, Aug. 1982

Runs: Diplomacy(4), Bourse, Snowball Fighting, plus Diplomacy(4) in subsines Openings: standbys only

Articles, light fiction, humour, a continuous round table discussion, hobby news and three subsines (<u>Piat 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 sine. <u>SL</u>

50¢, open page, computer printed, 6 pages, 6-8 weekly, #18 (July), circ. about 20, December 1983

Runs: Diplomacy(3)
Openings: Diplomacy, D&D

This zine just started out as a "monthly" results letter to keep friends in touch who were headed to different parts of the country for college etc and it expanded from there. It's still more of a games results zine than anything else. GR

Playlist so far: Cabaret Voltaire, Crackdown; The Fall, Perverted by Language; The Danse Society, Seduction; New Order, Blue Monday (three times!), Clash, Combat Rock; Pillows and Prayers; Prefab Sprout, Swoon.

12/\$5.50, open page, mimeo, 12-24 pages, quarterly, #79 (January), circ. 32, October 1978

Runa: Diplomacy, Machiavelli

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

90¢ CAN; 80¢ US; \$1 US to Europe, digest, xerox, 52-60 pages, irregular, #37 (March), August 1982

Runs: Diplomacy(5), 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. Sadly, Steve has decided to abandon schedules because he simply does not have the time and energy to put out the zine every 5 weeks.

50¢, open page, reduced zerox, 8-18 pages, irregular, #14 (August), circ. ?3, December 1984

Runs: Diplomacy(6) Openings: standbys needed <u>urgently</u>, Kathy Byrne, Brazilian variant/1914

Warehouse sine - that's what I've become. Boy do I have warehouse sine size standby problems. This is definitely the way to check out NNY, the perks are good (two free issues just for joining the standby list, get the sine free while standing by...). There is a possibility that the world's second postal Empire Builder game will take place in NNY. Enough serious stuff. Am still trying to be as irrevelant (sic) as ever. On the other hand I may settle down and write an actual strategy article someday. Ta! PG

50¢, open page, xerox, 2-3 pages, 8 weeks. #16 (March), circ. 25, Jan 1983

Runs: Diplomatie Classique Openings: Diplomate Classique

Cuinipique 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 français. Si vous aimer jouer dans une partie ou le Maître-de-Jeu (MJ) fait très peu d'erreurs d'arbitrage (ahem), <u>Ouinipique</u> est pour vous! Les joueurs de remplacement sont toujours les bienvenus! Essayez quelque chose d'éxotique (et de rare), abonnez-vous à un zine canadien-français qui est publié au Manitoba! <u>CG</u>

39¢, open page, xerox, 24 pages, monthly, #40 (August), circ. 75, Nov. 1982

with the reuniting of Ken Peel and Ed Wrobel - the yin and yang of the Mid-Atlantic gaming community - the age of Aquarius has returned.

Politesse serves the Washington Area Retinue of (Tacitly) Highly Organized Gamesters, and is dedicated to the play of multiparticipational, interactive boardgames. We announce upcoming game meets, report on past games, publish reviews and analyses of new and old games, and fanatically avoid taking curselves seriously. (We also shamelessly toady to Prof. Richard Dale Martin, Dean of CRISTLEPIG U., and sometimes we too have yellow covers.) Politesse is for anyone in the Baltimore-Washington area who would enjoy multiplayer FTF gaming with a friendly, really cool cast of characters. Correspondents and writers are always welcome, no matter from whence they hail. KP

35¢, 60¢ with game results; overseas 45¢ or 70¢, open page, reduced xerox, 7 pages, 5 weeks, #59 (August)

Runs: Diplomacy(4)

Openings: United Hockey, standbys

Scott has decided to expand <u>Pommes</u> into a proper sine containing hobby news, editorials and <u>Big Kits of Mid-America</u> as a gaming subzine. There will be probably be less politics but the sine will be more frequent and may even contain music reviews and a column from Franke. <u>SCB</u>

80¢ CAN; 60¢ US, open page, xerox, 20 pages, 5 weeks, #6 (August), circ. 65

Runs: Diplomacy(3)

Openings: Advanced Diplomacy, Strat-O-Matic Baseball League,
A Question of Scruples, 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

free to players and standbys, open page, xerox, 2 pages, monthly, #45 (April), circ. 12, September 1982

Runs: Diplomacy, Prophetic Play Openings: standbys only

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

postage, open page. merom, 3 pages, 3 weeks, #21 (November), circ. 15, August 1984

Rung: 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 <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 out 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>

10/\$6, digest, xerox, 6 weeks, #13 (May), circ. 50

Runs: Final Conflict(2), Diplomacy(3), Gunboat(2), US Diplomacy Openings: standbys

TRE is a pleasant little time which concentrates mainly on games. A variety of variants are played and each game report is accompanied with 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, zeroz, 24-32 pages, 4 weeks, #20 (June), circ. 55-60, November 1984

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

When the Diplomacy waiting list filled in May, Melinda decided to make it the last gamestart until a current game ends. Rebel is also host to an excellent subzine, High Inertia, produced by Steve and Linda Courtemanche.

25¢, open page, xerox, 3 weeks, #28 (August), circ. 30

Runs: Diplomacy(3)
Openings: standbys only

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>. RC is a cheap, thin sign and proud of it. \underline{KT}

3/\$1, open page, "pretty", 8-14 pages, monthly, #105 (August), circ. 30, June 1979

RETALIATION: continued...

Runs: Diplomacy(6), Monopoly Openings: standbys for both the above

Random titles! DM

90¢-\$1.67 CAN, digest, xerox. 10-28 pages, 2 weeks, #37 (March), circ. 60

Rums: Diplomacy(7), Super Diplomacy(3), Apocalypse Super Diplomacy, Diplomacy Fantomas, Quebec Diplomacy, Blitz Diplomacy
Openings: International Diplomacy

This is essentially a game-running zine for local players around Montreal. There are some articles, jokes and a letter column. There is also a subzine, Diplodocus, published by Dominic Tremblay once a month. The zine is now open to everyone for playing international games, if you don't mind playing in a French-speaking zine. CA

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

Runs: Diplomacy(4)
Openings: Diplomacy

Send Me A Fostcard is the former Dip & Brew. The zine is xeroxed on multicoloured 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

3/\$2 CAN. open page, reduced xerox. 8 pages, 5 weeks, #49 (January), circ. 75, April 1981

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

 \underline{SK} is a low-profile, reliable zine which just gets on with the job of running lots of games without producing pages of chat. There is a short letter column and a couple of sick jokes: \underline{SK} is renown for its sick jokes which are printed upside down so that you can avoid them if you like.

STABBACK: Howard Christie

10/\$5, open page, xerox, 8 pages, 5 weeks, #23 (June), June 1984

Runs: Diplomacy(6)
Openings: Diplomacy

STABBACK: continued...

Stabback is another players' zine which runs a lot of games. The zine has suffered from a few delays of late, though I hear that Hugh Christie, Howard's father, may lend a hand in future to ensure that the zine comes out on time. SCB

The unofficial hobby cockbook costs \$2 and includes a variety of real (and some not so real) recipes donated by hobby members. From soup to dessert a collection of items is offered to tempt the Dippy gourmet. Also includes a variety of Dippy related and beverage lore, including a variant Diplomacy game. Makes a neat gift for a non-Dippy playing friend.

\$1, digest, xerox, 12 pages, 5 weeks, #37 (August)

Runs: Stonehenge Diplomacy, Diplomacy(3), Machiavelli, Wooden Ships
Openings: Diplomacy(\$10), Machiavelli(\$5), Royal Navy(\$3), Wooden Ships,
Ironbottom Sound, Flattop, Standbys

Never mind the name, <u>Tacky</u> is neatly produced multigames zine. Lu is one of the few people who tries to adapt boardgames to postal play. As you can tell from the openings, the zine is excellent if you want to play naval simulations by mail. <u>SCB</u>

3/\$1, open page, ditto, 8 pages, 4 weeks, #121 (August), circ. 40, May 1977

Runs: Diplomacy(7), Cosmic Balance(3)
Openings: Diplomacy, Stellar Conquest and maybe Soccerleague

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

free, open page, xerox. 5-6 pages, monthly, #9 (August), circ. 25, April 1985

Runs: Diplomacy Openings: Diplomacy, standbys

TBFY is strictly a warehouse style zine which is devoted to running games efficiently and finishing out orphans. Occasionally there is some reading material, but, for the most part, TBFY likes its current, small-time status.

\$10/11 issues, open page, xerox, 12 pages, monthly, #1 (August)

Runs: PBM wrestling simulation game

THUMP 'N GRUNT: CONTINUED ...

This is a brand new time from a seasoned editor offering a unique PBM professional wrestling simulation. The game report is a long, very amusingly written narrative. The time should be of interest to any professional wrestling fan. <u>SCB</u>

\$15/annual fee, open page, xerox, 14-24 pages, 7-8 pages, #64 (June), circ. 25,

Runa: WS+IM(3), Conquistador(2), Civilization, Dune, Submarine(2),
Afrika Korps, Magic Realm, Source of the Nile, 1776, Campaign
Trail, B-17, Napoleons Last Battles

Openings: Magic Realm, Civilization, Machiavelli, Conquistador (variant), Dune

Touche is a small PBM club now under limited membership. Interested parties should inquire beforehand submitting an SSAE. A current sample of Touche 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 multi-commander and "fog-of-war" aspects. RL

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

<u>Runs:</u> Traveller <u>Openings</u>: Traveller

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

10/\$4, open page, photocopy, 6-10 games, 2 weeks, #17 (August), circ. 18, November 1985

Runs: Empire Builder Openings: standbys only

Trax is the home of the first postal game of Empire Builder. It is possible that a second EB game, or a game of British Rails, will open soon. The sine contains occasional articles or letters limited strictly to the above-mentioned games, but the focus is definitely on the one game I'm running - some issues contain nothing more. If you're not playing, there's not really much of interest. BL

Interesting: a whole page without a single mention of D=pl=m=cy...

9/\$6, open page, mimeo. 6-10 pages, 4 weeks, #14 June)

Runs: Pax Britannica (2) Openings: standbys needed

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

12/\$10, 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!

3/\$1, open page, mimeo, 12 pages, 3 weeks, Vol. 16 #31 (August), July 1972

Runs: Diplomacy(3)
Openings: Diplomacy(\$5)

Dippy is a zine well-known for its reliability and longevity. It shares a staple with the WSFP, a collection of amusing news snippets and photos with added captions. There is no zine like this elsewhere. SCB

?, open page, xerox, 6 pages, monthly, #38 (July)

Runs: Diplomacy(2), Cosmic Diplomacy
Openings: Diplomacy, Cosmic Diplomacy, World War IIIb

The primary goal of Who Cares? is to have results in the mail within 36 hours of the deadline. This has been accomplished in 37 of the 38 issues. Games are run on a double deadline with all spring and fall moves due on the 20th of the month. All summer and winter adjustments are due on the 1st of the following month. This keeps games moving at the rate of 6 game years per calendar year. Gamefees are \$10 which include a free sub as long as you remain active in the game. Once you are eliminated from your game, you are eliminated from the mailing list. RR

\$12/year, digest, xerox, quarterly, 50 pages, Vol. XX, #2 (April)

Runs: Diplomacy(2)
Openings: standbys only

XENO. even scaled down, is still one of the hobby's biggest zines. A small issue runs 50 pages. A big issue can run 100 or more. This year XENO is celebrating its 20th anniversary by sponsoring the XENOGOGIC/XXTH ANNIVERSARY ESSAY CONTEST with cash and game prizes for the best essays on the game and hobby. Winning entries will be published in XENO and perhaps in The GENERAL. XENO also features news of PEERICON and BEETHOVEN, two of the west's major Diplomacy PTP events. XENO hits back at the mid-life crisis with the thought that, "We're 20 years young, not 20 years old." LP

25¢, open page, xerox, 8 pages, varies, #8 (June), circ. 20-60, Nov. 1985

Openings: standbys needed for orphaned games

YVSC is published to cover the activities of the US Orphans Service. Trades are actively sollicited. A letter column addresses subjects of current interest in Dipdom, and a survey of missing games currently is underway in cooperation with the BNC. JB

10/\$5, open page, zerox, 8-14 pages, monthly, #155 (July). January 1972

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

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

SUBZ INES

Due to space constrictions, I don't intend to attempt a comprehensive listing of subzines. However any subzine editor is free to send me an entry, if they like. Sadly I really don't have the money to send subzine editors complimentary copies of the ZR, but since most of you listed subcribe anyway, that's not really a problem. Subzine entries will tend to lapse after two issues unless I'm sent an update.

in Cathy's Ramblings

Runs: Paranoia

Openings: Parancia, Kamakura

The latest effort of the world's most unreliable publisher. DP

in Oxymoron. Mach Die Spuhl, Sauris Allstar Unlimited, C'est Magnifique. Europa Express

Runs: International Diplomacy(2)
Openings: International Diplomacy

This is the world's only international gaming subtine, which appears in zines in the USA, Holland, Belgium, West Germany and Great Britain. Scott also keeps a list of international Diplomacy openings, so he's the person to contact if you're interested. SCB

in Costaguana

<u>Runs:</u> Railway Rivals <u>Openings</u>: Railway Rivals

Oddly enough, this four-page-maximum ditty offers David Watts' Railway Rivals and chat about it. Two games run at a time. It is sent only to those COSTAGUANA subscribers who have specifically requested it. CVM

in No Fixed Address

Runs: Blow-Up Openings: standbys only

Everything in $\underline{D-Day!}$ is secondary to reliable GMing. It is graced with highly personal essays on family life, the hobby, and whatever catches the interest of the sardonic, irreverent, and literate editor. \underline{RJB}

in Feuilletonist's Forum

TGP is the 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 line-up. Game results are based on the actual performance of NFL players. The GFL has recently been taken over by Greg Ellis for the coming year. SCB

in Rebel

Runs: Diplomacy

<u>High Inertia</u> is a fun, free-wheeling subzine which features one RegDip game, a discussion forum, letter column, contests, cartoons, Woody abuse, and chatter from two of the hobby's latest newlywed pubbers: Players must sub to Rebel, but we encourage contributions from everyone. <u>LMC</u>

in Europa Express

"Astonishing...it'll charm your socks off." Roger Ebert
"If you read one subzine this year, read Humboldt." Vincent Canby
"Capitalistic Trash by a godless American." Bhagwan
"Huh?" Ronald Reagan

in No Fixed Address

The MegaDiplomat is the official publication of the Feud Number Custodian. Prints humorous feud related material such as "Illuminated Megadip", a version of the game Illuminati based on The Feud, printed in MFA 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

VERTIGO: Brad Wilson PA 19301

Runs: Diplomacy Openings: Diplomacy, standbys

<u>Vertigo</u> is a subzine that understands what a subzine should be: short but packed with goodies. In addition to exciting games, we feature music, sports and the occasional political distribe, usually against some liberal. On staff is Dip's resident alcohol expert: Ted "Swizzle" Stick. <u>Vertigo</u> is either with another zine or has gone independent now that <u>Midlife Crisis</u> has folded. <u>SCB</u>

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HOBBY SERVICES

There are many services provided by individual hobby members. These are run by dedicated people and are operated on a strict loss-making basis (like the Zine Register). All you are asked to do is use and enjoy them.

This costs \$1 and contains a wide variety of articles intended to introduce newcomers to the many nuances of the hobby. Writers include Kathy Byrne, Ed Wrobel, Tom Hurst, Tom Swider and many others. An invaluable publication for anybody who's new to the hobby.

This also costs \$1 and contains many articles which novices would find both interesting and useful. Writers include Mark Berch, Rod Walker, Fred Davis, Randolph Smyth and many others. Another invaluable publication for newcomers to the hobby.

Quick! Turn the page! Turn the page!

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 \$3 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."

This is a glossary of the hobby and its history, including scores of tactical ploys, variants, organizations, openings, GMing and publishing jargon, famous press bylines, strategic concepts, scoring and rating systems, various tricks, special projects (many never implemented), a wide variety of flotsam and jetsam plus a few ringers. Alphabetized with over 450 entries plus an accompaning essay, it's already a hobby classic and reference text. 35 pages for \$1.25. Son of Lexicon is an update with 150 new entries, corrections of old entries and a subject index to Diplomacy Digest #1-57. 12 pages for a mere 50¢.

\$5 (USA), \$6 (Canada), \$7 (Overseas), digest, xerox, yearly, 100+ pages

The BBB is the hobby's own telephone book, with a difference. Instead of just name listings you can also find people by looking in its separate Area Code and ZIP Code Listings. The 1986 edition includes 1,492 names of individuals, publications, and services/organizations devoted to the hobby in North America. If it's fundamental to the hobby it's in the BBB.

Do you want to receive a whole wodge of zines listed in the <u>Zine Register</u>? If you do, then just send me \$2.50 and in return I'll send you as many zines as I can force into a large envelope.

<u>Pont</u> lists game openings for Diplomacy. This service is associated with <u>Diplomacy World</u>. The listings should be updated every two months and they are available for just an SSAE.

For \$3 you can receive Once Upon A Deadline, a 204 page novice editors' package. It contains articles on every conceivable aspect of GMing games and publishing a zine. It is an excellent introduction for anybody who would like to start a zine.

Boardman Number Custodian: Steve Heinowaki

The job of the BNC is to assign Boardman Numbers to new Diplomacy games and list Diplomacy gamestarts and finishes. If you want to find out more about this service then, you should get hold of a copy of Everything, the BNC service zine. (See page 9)

The job of the MNC is to list Diplomacy variant gamestarts and finishes. If you want to find out more about this service, then you should get hold of a copy of Alpha & Omega, the MNC service zine. (See page 3).

We have maps and rules on hand for about 700 Diplomacy variants. Most are available for sale @ 10¢ per page. The Bank produces a Catalog which lists the games according to their various categories. The categories are explained in the introductory material. While they last, copies of the old Catalog are available for \$1. The 1986 Catalog, when ready, will sell for \$3. There are variants for almost every time period and every part of the world, as well as games played on the Regular map with all sorts of rule changes. The best way to find out what's available is through the Catalog.

This is a split listing of players who want 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 positions. 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. They are published monthly in Poundation. (See page 10).

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. (see page 10).

Tracing its roots back to Walt Buchanon's original hobby archives, the IDS Archives include the largest collection of Diplomacy publications and memoriabilia in the hobby. More than 30,000 Diplomacy publications are included, ranging from the 7,500 piece Larry Peery Collection, to the Don Miller Memorial Collection, to copies of Dippy publications from all over the world, and fotos from the 1984 Olympics Diplomacy event. Where else would you find translations of the Rules of Diplomacy in English, French, French-Canadian, Spanish, Mexican-Spanish, Mex-Tex, German, Dutch, Parsi, and Piscanian?

Sometimes a zine in which you're playing will stop publishing without warning or suffer from excessive delays. If this happens, you might want to contact the Orphans Service so that your games can continue in another zine. The service might also be able to help you recover subscription money, if it is not returned when a zine folds.

EUROPEAN ZINES

THE INTERNATIONAL SUBSCRIPTION EXCHANGE

Even though the major growth area of the postal gaming hobby is Europe, transatlantic contact is still relatively small. This is a shame since there are several zines with openings for international gamers. If you want to subscribe to these zines, then you should use the <u>ISE</u>.

Here's how it works. If you're an American and you want to sub to the British zine War & Peace, then you simply send Steve Knight a check for, say, \$5. Make sure you tell him which zine the money is for and whether you would like to receive the zine by air or seamsil. (Airmail is fast (3-10 days) but more expensive. Seamail is cheaper but letters take over a month). Steve will then inform Doug Rowling of your request and Doug will send the editor concerned (in this example Derek Caws) the equivalent sum in pounds sterling. The service is fairly quick and it certainly saves you the ridiculous fees banks charge for sending money abroad.

If you're British, then you should send your money to Doug Rowling. If you're Canadian, 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 Canada: Bruce McIntyre, 6191 Winch St. Burnaby BC, V5B 2L4 Canada

10p + postage, open page, mimeo, 10-14 pages, 3 weeks, #22 (June)

Runs: Diplomacy(3), Intimate(2), Abstraction(2), Rather Silly, Superbourse Openings: Diplomacy, Railway Rivals, Superbourse, International Diplomacy

C'est Mag is a very reliable zine produced by the British Miller Number Custodian and organiser of the UK Variant Bank. Peter is looking for players for a 6 week deadline international Diplomacy variant. The zine also houses that reving international Diplomacy subzine: Bahnhof Zoo. SCB

see below, open page, offset, 10-22 pages, 4 weeks, #28/24 (July)

Runs: Railway Rivals, Maneater, 1829, Grab For Africa Openings: Railway Rivals, 1829, 1830, Diplomacy

Diversions and Monochrome are companion zines. The former is packed with all sorts of interesting postal games which you will rarely find in US zines, and it is free to players who pay two pounds gamefee. The latter is free to confirmed elitists only and often contains material on art. SCB

25p + postage, open page, mimeo, 5 weeks, #19 (May), circ. 70

Runs: Diplomacy(2), Circus Maximus, GLC Battleground, Rather Silly, United, Sopwith(4), Sopwith Vain Rats, Election, Cline 9

<u>Openings: Chess, Diplomacy, Downfall, GLC Battleground, Sopwith, Warlock, United standbys</u>

THE FIVE YEAR PLAN: continued...

This is a chat/games time 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, 24 pages, 5 weeks, #24 (June)

Runs: Diplomacy(9), Railway Rivals(3), Formula One, Chees, Stab, Sopwith(4), Maneater

Openings: Diplomacy, Railway Rivals, Sopwith, Maneater, Finchley Central, Formula One

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 a 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

30p + postage, open page, reduced xerox, 4 pages, 6 weeks, #59 (May), circ 160

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

Clapped out and long past its prime - just like its editor. While several Americans do receive the zine, others are warned that Hopecotch really isn't worth the trouble and expense of getting it to you. You have been warned! AP

25p + postage, digest, offset, 24-28 pages, 8 weeks, #5 (June)

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 Bredd and Baseball Wars are both run by external GMs as (sort of) subsines. BB

25p + postage, open page. mimeo. 16-20 pages. 5 weeks. #119 (May), circ 168 Runs: Diplomacy(10), Deluge, Bourse, Jotto, Railway Rivala Openings: Diplomacy, Multimind and another variant

MP is slim, rather conservative, extremely regular and always well GMed. It's one of the best for news about the British hobby and it runs an occasional column of American zine reviews by someone called Simon Billenness.

10p + postage, open page, mimeo, 8 pages, 4 weeks. #35 (June)

Runs: Elitist, Excalibur, Mercator, Downfall(2), Diplomacy(3) Openings: Diplomacy, Sand, Deluge, Gunboat, Judge Dredd

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 i.e. retreats with orders, builds with Autumn orders etc.). Otherwise <u>Mopsy</u> is a games sine offering Dip and variants to fast deadlines. <u>BB</u>

40p + postage ?, digest, xerox, 40-64 pages, 5 weeks. #19 (June)

Runs: En Garde, Warlock, Parliament, Hegemony, Diplomacy(2), Bourse,
Elementary, Murder, Touchdown, Snits Revenge, Kingmaker, Title Bout
Openings, Diplomacy, Bourse, Super Fluid Dip, Holy Roman Empire, Stab
Abstraction, Vain Rats, Downfall, Struggle, Davis Dip, Deluge,
Abstraction II, Parliament, Snits Revenge, Touchdown, En Garde,
Maze Games, Finchley Central, Archway, Title Bout, Soccerleague,
Warlock, Chronicles, Elementary

Morrigan is a hefty zine which offers an amazing selection of games. Despite the zine's bulk, the editorial collective seem quite capable of publishing it regularly. The letter column is large and rarely takes itself seriously. \underline{SCS}

40p, open page, mimeo, 16 pages, 4-5 weeks, #74 (August), circ. 120

Runs: Diplomacy(7), Railway Rivals(2), Stab Openings: Diplomacy, Railway Rivals

NMR! is a modest, little Diplomacy zine, which has always run games regularly. Most issues contain a few pages of chat and a letter column both of which are usually dominated by politics. SCB

40p/surface, 70-75p/air, digest, offset, 32 pages, 5-6 weeks, #75 (May), circ. 140

Runs: Diplomacy(10), Seismic, Gesta Danorum, Dipsomashy, Gesta Danorum, Railway Rivals, Machiavelli, Wooden Ships & Iron Men Openings: Diplomacy, Seismic, Origins of World War II, Mercator, 1829

After a few changes in its editor's life, <u>Ode</u> is again offering 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, and game reviews by Tony Bromley. Sample copies are free on request. <u>SCB</u>

Further Playlist: The Fall, Live at the Acklam Hall, London Bloody brilliant. Doesn't anyone in America like them?

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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. DI

15p + postage, open page, xerox, 24 pages, 5 weeks, #24 (June)

Runs: Diplomacy(9), Railway Rivals(3), Formula One, Chess, Stab,
Sopwith(4), Maneater
Openings: Diplomacy, Railway Rivals, Sopwith, Maneater, Finchley Central,
Formula One

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30p + postage, open page, reduced xerox, 4 pages, 6 weeks, #59 (May), circ 160

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

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25p + postage, digest, offset, 24-28 pages, 8 weeks, #5 (June)

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Openings: Diplomacy, Sand, Deluge, Gunboat, Judge Dredd

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40p + postage ?, digest, xerox, 40-64 pages, 5 weeks, #19 (June)

Runs: En Garde, Warlock, Parliament, Hegemony, Diplomacy(2), Bourse, Elementary, Murder, Touchdown, Snits Revenge, Kingmaker, Title Bout Openings: Diplomacy, Bourse, Super Fluid Dip, Holy Roman Empire, Stab Abstraction, Vain Rats, Downfall, Struggle, Davis Dip, Deluge, Abstraction II, Parliament, Snits Revenge, Touchdown, En Garde, Maze Games, Finchley Central, Archway, Title Bout, Soccerleague, Warlock, Chronicles, Elementary

Morrigan is a hefty zine which offers an amazing selection of games. Despite the zine's bulk, the editorial collective seem quite capable of publishing it regularly. The letter column is large and rarely takes itself seriously. <u>SCB</u>

40p, open page, mimeo, 16 pages, 4-5 weeks, #74 (August), circ. 120

Runs: Diplomacy(7), Railway Rivals(2), Stab Openings: Diplomacy, Railway Rivals

NMR! is a modest, little Diplomacy zine, which has always run games regularly. Most issues contain a few pages of chat and a letter column both of which are usually dominated by politics. SCB

40p/surface, 70-75p/air, digest, offset, 32 pages, 5-6 weeks, #75 #75 (May), circ. 140

Runs: Diplomacy(10), Seismic, Gesta Danorum, Dipsomashy, Gesta Danorum, Railway Rivale, Machiavelli, Wooden Ships & Iron Men Openings: Diplomacy, Seismic, Origins of World War II, Mercator, 1829

After a few changes in its editor's life, <u>Ode</u> is again offering 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, and game reviews by Tony Bromley. Sample copies are free on request. <u>SCB</u>

Further Playlist: The Fall, Live at the Acklam Hall, London Bloody brilliant. Doesn't anyone in America like them?

35p. digest, xerox. 2-6 pages, monthly. #19 (June), circ. 10

Runs: Downfall II. Intimate, Railway Rivals. Cline 9 Openings: standbys only

This is the minizine, which is the external part of <u>Shire Record</u>, a sub-zine of a games zine called <u>The Ring</u>. <u>TR</u> started life as a sub-zine which was then relaunched to house the games from its erstwhile parent, a zine called <u>Outposts</u>. Life is never simple, however <u>Outposts</u> is supposed to be. The aim is to run well the games that are already running, with some occasional spice! <u>AP</u>

90p/#1 air to US/Canada, digest, offset, 60-68 pages, 7 weeks, #12 (July), circ. 110

Rung: Touchdown, Diplomacy(2), Game of Clans. Downfall. El nabisco, En Garde, Superbike Challenge, United, Sopwith(4), Sagittarius, Sword & Shield

Openings: El Nabisco, En Garde, United, North West Frontier What!, Diplomacy, Touchdown, Gesta Danorum, Swashbuckler, Origins of World War Two

<u>PCW</u> is one of the best bets 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 far enough apart for you to diplome properly and send in orders. In addition there is also a pleasant letter column, some reviews and lots of news about the British and Continental hobbies. <u>SCB</u>

30p + postage, digest, xerox, 20 pages, ? weeks, #81 (July), circ. 146

Runs: Railway Rivals (30), Agribusiness, Atlantic Airways, Rentsville, Big Steel(3), Dreadhoughts & Destroyers, 1829
Openings: Railway Rivals, Big Business

David Watts is the inventor and chief publicist for that ubiquitous British postal game: Railway Rivals, which explains why he runs so many games of RR. The often features inside news about the games industry which you won't be able to read elsewhere. <u>SCB</u>

1/3, open page, mimeo, 22 pages, 5 weeks, #46 (July)

Runs: Diplomacy(2), Railway Rivals(2), Sopwith, Acquire, Utterly Ludicrous Openings: Diplomacy, Railway Rivals, Slightly Disappointing, Broker, Machiavelli, Pax Britannica, Empires of the Middle Ages

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

40p, digest, xerox, 24 pages, 4 weeks, #13 (May), circ. 61

Rung: Diplomacy(4), Quadroscrabble, Chess Openings: Diplomacy, Milan, Machiavelli, Sopwith, Cluedo, Chess, Quadroscrabble

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

((bloody long address! Nearly went off the end of the page. Move, Derek.))

40p/surface: 70p/air, open page, mimeo, 28 pages, 4-5 weeks, #40 (August)

Runs: Diplomacy(8), 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 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! <u>DC</u>

50p/surface: 70p/air, 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 British and Continental postal gaming zines. Every month he hopes to put out a small hobby news bulletin. It's certainly a worth while purchase if you want to find out more about the European hobby. It's a bit scruffier than the ZR but it is certainly more fun. SCB

1.40f + postage, digest, zerox. 28 pages, 4 weeks, #56 (August), circ.104

Runs: Cricketboss, United, Diplomacy(9), Gunboat, Abstraction(2), Downfall, Sopwith, Eleusis, White Box

Openings: Diplomacy, Gunboat, Stab, Abstraction, Downfall, Republic, United, Cricketboss, Agribusiness, New Eleusis, White Box, 1829, Sopwith, Middleman

OXYMORON, continued...

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

MORWAY

Odvar Solbergevel 206, 0973 0elo 9

\$1, digest, offset, 32-48 pages, 6 weeks, Vol III, #5 (July), circ. 76

<u>Pung:</u> Dragon Page, Railway Rivals, Diplomacy Gognings, Diplomacy

A well produced myn 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 hobby news and any wacky new variants which come along. MS

WEST GERMANY

GATH ON THE COLOURS: Ulrich Hlennemarn ***************************** Rosental 76, D-4320 Hattingen

1.10MM + postage, open page, xerox, 25 pages, 5 weeks, #19 (June), circ. 41

Runs: Diplomacy, Intimate, U-Boat, United, DerFuhrer, Pinchley Central, Grand Slam, Decathlon, Speed Circuit
Openings: U-Boat, Diplomacy, Der Puhrer, Finchley Central, Speed Circuit,

Grand Slam, Machiavelli, Das kleine Egon-Spiel, Homas Tour, United

Onth, the steadily improving little sine from the industrial heart of West Germany, always welcomes international subbers. International games use the English language. Although running the games - some rare ones - is the stress point of the sine, Oath contains a letter column, news of the Gersen PEN scene and of Conflict Simulations. From time to time the subsine Enjoy Thompson Lives in France/ Major Thompson and I is included. Oath means quality since 1984! UB

3.50-4DM/air, digest. offset. 44 pages. 5 weeks. #49 (July), circ. 106

<u>Buns</u>: United, After the Holocaust(2), Diplomacy(6), International Dip, Capitalist(2), Ancient Empires III, Woolworth, Machiavelli, Barbarian Kingdom & Empire, Imperial Governor

Openings, Imperial Governor, Diplomacy, International Diplomacy, SPQR, Capitalist, Yox Populi

Sauris is one of the world's top international sines with over 25 foreign subscribers and a franchise for Bahnhof Zoo, Scott Hansen's worldwide gaming subsine. From time to time there is an English letter column. <u>SCB</u>

I've also been asked to plug the British Variant Bank Package. This is a tollection of articles about Diplomacy variants and is available from and a stailable from and the Poole (27 Holafield Avenue East, Braunstone, Leicester, LEJ 3FD) for a mere one pound (or the equivalent in International Reply Coupons).

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