

The Gentle Art of Making Enemies

The friendly Amateur Postal Diplomacy Zine

Editorial

Welcome to this special pre-launch edition of GAME. For a while now I have been raring to start a Diplomacy Magazine, but holding off until I settle in my new job. Six months down the line, its still here, and providing I don't make this a fortnightly zine, then it should not interfere with my work. This was initially going to be a sub zine, but I am reliably told by editors (*hmm 'zine', 'editors' and 'reliable' in the same sentence!*) that the difference is minimal, so why not control my own beast.

So what can you expect to see from GAME? Well its aimed to be a bimonthly zine, though this may change, containing articles, letters, trivia, news, and (of course) games. The cost is 90p including postage for 20 or so A4 packed pages. Articles will be harvested from around the world (using the electronic conspiracy network called the Internet), as well as my own diatribes. This will not just be Diplomacy strategy articles from Albania or the U.S. but some related to state of the art computing - have you wondered how Toy Story was done or what it is really like floating around completely submerged in Cyberspace. Then there is music, why spend days at a Dip Con when you can slum it in a tent pitched in a muddy field, cooking beans 'in-the-tin' !! I will be going to Phoenix, just after my trip to the Netherlands (err, just before you jump to conclusions, its a business trip - Eindhoven isn't that exciting, and even the locals go elsewhere in the evenings). Letters and trivia are self explanatory, but be warned I will not shirk the idea of writing an 18 page editorial should no letters turn up! The games will include various flavours of Diplomacy including SpyDip, most will initially be slight variations on standard Diplomacy, since my main concern is to get the zine up off of the ground. What the zine actually ends up like, we will all have to wait and see, and depends on what input I receive.

So why an issue zero? Well I was going to send out some form of flyer with a questionnaire on it, but decided instead to do a 2-page preview with some information on. I was going to include an article or two, but then it started turning into more than I wanted to send out initially. So instead I decided on doing a mini-FAQ, answering some of the questions people might ask. Hopefully it will generate some enquiries, or at least some letters.

cheers

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Announcing **S_{ub}MAZINE** the monthly games only sister zine of G.A.M.E. This mini-zine will be sent separately in between G.A.M.E. issues and will be included in the main zine so **S_{ub}MAZINE** is a sub zine! The cost is printing and postage (around 30p - 40p) for the issues sent separately.

Main Deadline:
1st July 1996

The Gentle Art of Making Enemies mini-FAQ (Frequently Asked Questions)

◆ So what is The Gentle Art of Making Enemies?

It is a new bimonthly postal gaming zine that mainly runs Diplomacy and variants, as well as having articles on strategy trawled from around the world, and news and views on state of the art computing and the like.

◆ Bimonthly! does that mean all the games will be slow?

Not at all, apart from G.A.M.E. I am also launching SubMaZine which is a games only zine that will be included with GAME will also be published in between, so you can have 'monthly' or 'bimonthly' games. If you have email access then you may be interested in the fast game that runs to faster deadlines.

◆ What is character on the cover?

Ah, well the initial theme for this zine was 'spies', and so I drew it whilst listening to music. The title was initially going to be 'Until the Act is Done', from a song. This changed to "The Gentle..." which is, you guessed it, from another song, but this had the abbreviation g.a.m.e.

◆ What type of variants will be played?

Initially simple ones, some of which, may not have been played postally before. The ones that I am starting with are SpyDip, Silent Running and Fleet-Rome. SpyDip is a normal game except one player has spies in all powers embassies, and so knows their moves and wins if (s)he survives to the end of the game, even if they only have one unit! Silent Running is Gunboat Diplomacy without the press. The only way you can communicate with other powers is by ordering your units. So in Spring 1901 England may want to ally with France against Germany so could order A(Lvp) Supports French A(Par) - Mun. Fleet-Rome is standard Diplomacy with a fleet in Rome instead of an army.

◆ What will the turn around time be?

The idea of going bimonthly is so that by the deadline most of the zine should be ready. Typically this should be under a week, although you should have it in a maximum of a ten days after the final deadline.

◆ How does SUBMAZINE vary to G.A.M.E.?

It will mainly consist of games, and so I will have the deadline on a Friday afternoon, get the zine printed on Monday and hopefully out on Tuesday. It will probably have an editorial, though its main aim is to allow most games to run monthly.

◆ Can I see my name in print?

Sure I will include letters and articles sent to me. The best way of guaranteeing this is to ensure I don't have to retype it. Send it on a 3.5" computer disk as ascii or formatted text on a PC disk (but I can read Mac disks too), or email it (ensuring GAME is in the subject line), or at least type it so I can use a scanner and OCR software.

◆ Will you have maps?

Yes, mostly. There is no point in being a computer whizz without being able to make it save me doing extra work! So I will also be using adjudication software that will produce maps for most games.

◆ Is there a game fee?

No, or not initially. Maybe I will include one if with every game start you get a laminated wallet to keep your correspondence in, but currently there are no plans for this.

◆ So why is this zine good to sub to?

The zine will have a similar layout to this flyer, and will have a varied content (how many zines deal with high tech computer research or sci-fi and music?) as well as a lot of friendly chat. Okay it has a strange title, but many people think Diplomacy and the inherent stabbing is asking for trouble! The zine is meant to be fun, and my strange sense of humour should add to that. Wait for the "I was abused by a Zine Editor, says PC" exclusive.

Next Issue: House Rules, a freebie Orders form for your own use, letters, articles, variant rules, and much more....

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Hopefully by now you are considering subscribing to the zine, or maybe you just want to send me your comments. Then why not sample the first issue for free, just send me a stamped SAE (for up to 100g, eg an A5 envelope with 29p stamp) and I will send you a copy.

Hope to see most of you next time!

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