

Eternal Sunshine #176

January 2024

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Quote of The Month – “You know, it occurs to me that the best way you hurt rich people is by turning them into poor people.” – (Billy Ray in “Trading Places”)

Welcome to **Eternal Sunshine**, a zine only worth reading if you are playing in More Than Ever, or if you’re discerning enough to appreciate Andy York’s wonderful content. If you print a hard copy of this zine, it can be used in the fireplace as fuel during the cold winter. We’re about to drop into single digits here in Dallas and stay below freezing for three days. Here’s hoping it doesn’t get too bad!

I guess that’s it from me for now. See you in February!

Game Openings

No game openings, as the zine will fold when the currently-running games are completed.

Standby List: Current standby list who are qualified to standby in More Than Ever: Harold Reynolds.

The Dining Dead – Eternal Sunshine Movie Reviews

Older Movies Watched (that I’ve seen before, sometimes many times) – Silent Night Deadly Night, Dismembering Christmas, Excalibur, The Full Monty, March of the Wooden Soldiers, Better Off Dead, Scrooge, Silent Night Bloody Night, Chernobyl, Scent of a Woman, Three Days of the Condor, When Harry Met Sally, Trading Places.

Out of the WAY #64

by W. Andrew York
(wandrew88 of gmail.com)

Howdy!

Holidays are past, and a new year is beginning to unfold. My December was pretty quiet, just one holiday party for my local Mensa group (thankfully no White Elephant exchange this year). Did get in a few movies at AFS Cinema (particularly liked “The Boy and the Heron”) and enjoyed some dinners out with friends.

On the baseball front, the Rangers brought down the Commissioner’s Trophy to Dell Diamond. Season ticket holders, corporate sponsors and Express staff were able to go to see it and get their picture taken. It was nice to see some folks that I generally don’t in the off-season. Rangers Winter Caravan is coming through next week, so I’ll get a chance to chat with a few players, get some autographs and hear thoughts on the upcoming season. I’m certainly look forward to it!

Not much else to report on, pretty low key around here. Hope everyone is having a great start to 2024!

See 'ya next month!

Letter Column

(always welcome, send them in!)

(if something shouldn't be included here, clearly mark it as a personal comment)

None received, send some in!

Mini-Book Reviews (finished since last issue)

The English Standard Version Bible with Apocrypha (2001; 1446p).

This was the version I choose for my annual read-through of the Bible, with the added bonus of the Apocryphal books (which are interesting, if you've never read them). This translation is more readable than others, being written in more "modern" English. The one thing I missed is the pronunciation guidance, so I did read it with my Revised Standard Version handy so I could say the names more properly.

Only of interest if you're looking to read a different translation/presentation or to read through the Apocrypha. [December 2023]

The Secular City by Harvey Cox (1965; 276p).

This book has been on my "to read" list for decades (you can tell how long I've had it pending, the cover price of the paperback is a whopping \$1.45). It is a look into the Christian (and pre-Christian) faith, how it has changed over time as the Jewish nation and Christian church moved from a nomadic/pastoral people, into the Kingdom (and exile), the Christian church becoming more "global" as it spread through the Roman world, the rise of the Catholic faith and, with the Reformation, how the Protestant faith arose to meet the needs of a more urban/scientific society.

From there he's extrapolating how the next morph of the church may occur. With the rise of the urban/suburban metroplexes and the increased secularization of society, he feels the Church needs to change to meet the "new" reality. For instance, the fragmenting of individual/family groupings from a unit that mostly interacted with each other all day (think of the family farm, the storekeeper that lived above the store with his family members as staff, etc.) to one where the children go to school and the adults go to their jobs without familial interaction. Then return home, leaving their jobs and that aspect of their lives behind, to a separate life experience.

One thing that is missing, from today's perspective, is the influence of the Internet, social media, smart phones and the like. However, from the '60s that wasn't really something that he'd be able to incorporate into his presentation. I wonder if someone will update the book as society has had a quantum shift from the reality it was written in.

I'm just touching the depth of what is presented. After reading it through, I'm still mulling things and definitely need to have a solid, second, read in a few months. There's a lot there, and even 50+ years later, you can see what he's pointing out to where America (in particular) has been heading. Definitely not for someone who wants a quick/light read. [December 2023]

Walking in Grace published by Guideposts (2023; 428p).

A collection of daily devotionals written by a stable of writers for the Guideposts organization. Mostly of interest to those who want a daily guided Bible based lesson. [December 2023]

Babylon 5 Quote

In "Interludes and Examinations" – Morden: "Anything I can do to help?"

Vir: "Short of dying...no, can't think of a thing."

Source: But In Purple...I'm Stunning! by J. Michael Straczynski, edited by Sara "Samm" Barnes, copyright 2008.

Game Section

Everyone Plays Games: Hangman, By Definition

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"Round Rock Express"

(No-Press Gunboat, Game #1)

MN: 2021Crb32

Austria, France, Germany and Italy DIAS Passes in Fall 1910

Started on July 2021 in Out of the WAY #35/Eternal Sunshine #146
Ended December 2023 in Out of the WAY #63/Eternal Sunshine #175
GM: W Andrew York

Players:

Austria: Kevin Wilson (Draw)
England: David Burgess (drop F09); CD
France: Graham Wilson (Draw)
Germany: Mark Firth (Draw)
Italy: Heath Davis-Gardner (drop W05); Andy Lischett (Draw)
Russia: Brad Wilson (elim W06)
Turkey: Doug Kent (elim W08)

Supply Centers

	01	02	03	04	05	06	07	08	09
Austria:	05	06	07*	07	06	05	06*	06*	06*
England:	05	05	06	06	06	06	07	06	05
France:	03	05	03	03	03	03	02	03	02
Germany:	05	07	09*	09	12	12	12	11	12
Italy:	04	04	04	05	05	07	07	08	09
Russia:	04	04	02	02	01				
Turkey:	04	03	03	02	01	01			

*Playing 1 unit short due to inability to build

End-Game Statements

Kevin Wilson (Austria) – First, thanks to Andy for running the game. I don't often play gunboat as the discussion between players is such an important part of the game. But, every once in a while it can be a bit fun.

Second, congrats to Germany, whoever you are. Nicely done.

I thought I got off to a good start with the usual early Austrian gains and with a solid Italian ally thought both of us might prosper. But, Germany successfully ran a two-front war, keeping us at modest gains until Russia was gone and west in disarray and then it was simply stop him. I proposed several concessions as by the late game it was simply survival and keeping Germany from a solo. I'm still surprised the DIAS passed. I wonder if Germany forgot to vote?

It was fun and I'll do it again but I think I'll wait a while first.

Graham Wilson (France) – The DIAS was indeed a surprise. I had thought that the game would eventually end as a victory composed of some subset of AGI.

This was my first diplomacy game in many (many) years, and it taught me to NOT rely on my memory of the game board. My memory of such has definite faults. After screwing up my moves in 1901, I got out my old board and pieces and spent the rest of the game trying to stay one step ahead of, and not be wiped out by, England.

It was a fun game. Thanks to all for playing and special thanks to Andy for GMing.

Mark Firth (Germany) – Seems a fair outcome.

Having taken territory from Russia early, I would then have happily kept the neighbour in place through the game. But in the end the southern Powers were too much for me to maintain both my units and help Russia's and I had to watch Turkey go too. Likewise I was content to work with England. But, perhaps rightly, they saw fit to turn on me, fearing a stab.

Nevertheless, as the game went on and Germany still expanded, I was never reaching a point where I felt it wasn't going to crumble. Gunboat often affords the leader an opportunity to push on, whilst rivals step on toes or fail to coordinate. But that didn't look the case here. Italy and Austria were slowly getting into place and France, who I saw now as a necessary ally, also had the odd pop on my direction. No negotiations possible, I had to hope my moves would convince.

I would have liked to have played on even so, but the loss of an active England meant any victory would be less merited. With the tide close to turning, I decided to see if everyone else was ready to lay down arms. They were.

Thanks to everyone for the game, to Andy for running it and to Doug for providing it a home.

Andy Lischett (Italian Standby) – Had I been paying attention I would have vetoed the draw, because this game was fun and had a ways to go. I simply missed the call for a vote.

I don't remember playing a gunboat game before, and when I took over Italy it was frustrating not to be able to say, "Let's stop Germany. I'll support you to XXX if you'll help against YYY." Instead I tried building goodwill by not attacking potential allies, and supporting some of their orders from the previous turn and hoping they would notice. I thought of submitting orders such as, "Italian A ... wishes Austria would support him to Tyrol next time" but even if Andy would have allowed it, that's contrary to the idea of gunboat.

When I joined, Germany was running away with the game and, although I don't know what happened earlier, nobody seemed to be trying to stop him except on their own turf. So I started supporting Austria around Rumania and didn't attack him. I did attack Turkey, however, because he was too small and remote to help stop Germany, and then I attacked France for basically the same reason, plus France was distracting England from fighting Germany.

And that's how it went until England disappeared. Everything in gunboat is slow-motion, but Germany had been stopped, Austria and I were cooperating and I think England was realizing that I would help him get France out of his way.

But then England and his six units went into Civil Disorder, leaving a bunch of supply centers and control of the seas open to Germany. I stopped attacking France and sent my fleets around Spain into the Atlantic and as far as the Irish Sea, and think Austria, France and I had a good chance of stopping Germany. To suggest that alliance to Austria and France I even proposed an AFI draw.

But I didn't see the DIAS proposal and NVRed. Rats.

Thanks to all the players for an interesting game. Who are you, anyway?

Doug Kent (Turkey) – All I remember is I took a sip of coffee and I'd been eliminated.

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Hangman, By Definition

This is a five-round game, with each round consisting of a variable number of turns. The winner will be the person who wins the most rounds, with a tie breaker being fewest total number of turns in those winning rounds. Second tie breaker will be the greatest number of letters guessed (by total count revealed, not by individual letter).

Each round will consist of identifying a word of at least six letters. Along with each word will be the first definition given. All words and definitions will be identified by blank spaces. Words and definitions are verified in a dictionary that was my high school graduation gift (slight hint to those who might want to find the edition).

The goal is to guess the word in as few turns as possible. Each turn, all players will submit up to three different letters to be revealed. The letter submitted by the most players will be the letter revealed in the next turn. Ties will be broken by a randomized method. Additionally, each player should submit a guess for the word. Once the word is correctly identified (spelling is important), that round will end and a new round will begin. All players who guess the word in the same turn will share in the win for the round. If the word is not guessed by the end of six turns with no letter being revealed, no one will win the round.

Along with revealing letters in the word, letters will be revealed in the definition. There are no bonus points for guessing any part of the definition, it is only there to help players figure out the word. No guesses about parts of the definition will be confirmed or displayed except by the letter revealed in that round. The letters "E" and "S" can never be chosen as the letter to be revealed.

Game 2, Round Five, Turn 1:

Letter Vote: T

Words Guessed: (Firth) Aftermath; (Galt) Obsessive; (Howell) Dramatize; (Kent) Parataxis;
(Lischett) September; (Maslen) Zymurgies; (Wilson) Mezzanine

Solution:

Word: _ _ _ _ _ (9)

Definition: T _ _ (3) T _ _ _ T _ _ _ (11) _ _ (2) _ _ _ _ T _ (6)

_ _ (2) T _ _ (3) _ _ _ _ _ (7) _ _ (2)

_ _ _ _ _ T _ _ _ (9); _ _ _ _ _ (7);

_ _ _ _ _ T _ _ _ (11)

Never Revealed: E, S

Already Revealed: T

Words Previously Guessed in this Game: tbd

Game Words Correctly Guessed: Metamorphosis (Firth, Maslen, Smith, Wilson); Chromatic (Firth, Maslen, Smith);
Petroglyph (Maslen); Regalia (Howell, Maslen)

Player Comments:

[John David Galt] – I'll give the last Hangman game a go.

[Andy Lischett] – My guess is SEPTEMBER, although the definition is too long with too-long words.

[Dane Maslen] – I'll again start with the alphabetically last 9-letter Scrabble word. I think I can be confident that I'm wrong.

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Deadline for the Next Issue of Out of the WAY:

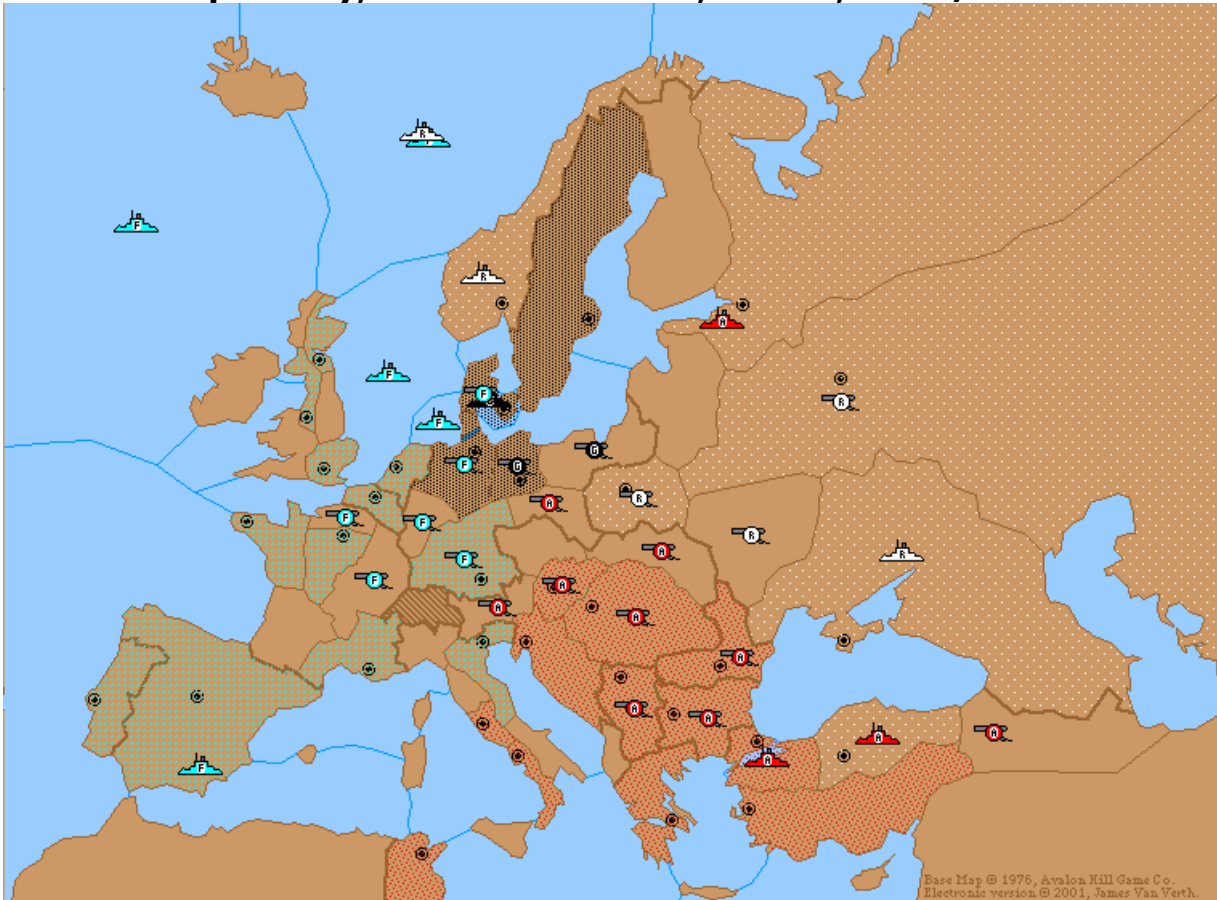
**February 7, 2024 at noon Central US Time Zone
See You Then!**

Game entries, letters of comment and other material can be sent to:

wandrew88 at gmail.com; or by post to: W. Andrew York; POB 201117; Austin TX 78720-1117

Eternal Sunshine Game Section

Diplomacy, "More Than Ever", 2021A, W 11/S 12



Austria: Andy Lischett – andy@lischett.com – Remove F Adriatic Sea..

A Armenia Supports F Constantinople – Ankara, A Budapest Supports A Serbia - Rumania (*Fails*),
A Bulgaria Supports A Serbia - Rumania (*Fails*), F Constantinople – Ankara, A Galicia - Warsaw (*Fails*),
F Gulf of Bothnia - St Petersburg(sc), A Rumania - Ukraine (*Fails*), A Serbia - Rumania (*Fails*),
A Silesia Supports A Galicia – Warsaw, F Smyrna – Constantinople, A Tyrolia Supports A Munich,
A Vienna - Galicia (*Fails*).

France: Brad Wilson - fullfathomfive675@gmail.com - Build F Marseilles, A Paris..A Belgium – Denmark,
A Brest – Picardy, F Helgoland Bight Supports A Belgium – Denmark, A Holland – Kiel, F Marseilles - Spain(sc),
F Mid-Atlantic Ocean - North Atlantic Ocean, A Munich Supports A Holland – Kiel,
F North Sea Convoys A Belgium – Denmark, ~~F Norwegian Sea Supports F North Sea~~ (*Dislodged*, retreat to
Edinburgh or Clyde or OTB), A Paris – Burgundy, A Ruhr Supports A Holland - Kiel.

Germany: Andy York – wandrew88@gmail.com - Retreat A Silesia - Prussia..A Berlin Supports A Kiel,
F Denmark Supports A Kiel (*Dislodged*, retreat to Skagerrak or Baltic Sea or Sweden or OTB),
A Kiel Supports F Denmark (*Disbanded*), A Prussia Supports A Warsaw.

Russia: Graham Wilson - grahamaw@rogers.com – Remove A Ankara..F Barents Sea - Norwegian Sea,
F Black Sea – Sevastopol, F Norway Supports F Barents Sea - Norwegian Sea, A Sevastopol – Moscow,
A Ukraine Supports A Warsaw (*Cut*), A Warsaw Supports A Ukraine (*Cut*).

A/F Draw Fails

PRESS

PARIS: Northward ho!

PARIS to VIENNA: Gobble up that Turkey.

PARIS to BERLIN: A noble effort, sir. But now ...

Deadline for F 12 is February 10th at 7am My Time

Deadline for the next issue of Eternal Sunshine is: February 10th, 2024 at 7am My Time (U.S. central time) –subzine deadline is earlier