

And once again, here's...

# THE BEHOLDER #12

(MFP/APC/ZPI)

This is the February 23, 1979 issue of The Beholder, a magazine devoted to the play of postal Diplomacy and published by John Kelley, Box 35, Klickitat, WA 98628, phone (509)369-4332, no phoned orders on dledline day allowed. Diplomacy games are open, with spots left in Ettin for \$4 and my invitational game Illithid (submit short biography with gamefee) at \$3 (if you've heard different, this takes precedence.). To play in a game, submit the gamefee and pay the .30 per issue subscription cost for the length of your participation in the game. I am the gamesmaster for all games played herein, currently 1977-AG, 1978-HD, 1979-CG, HZ, IA, and 1980-M (formerly Dopplegan-ger). Subscribers are invited to take over discontinued positions by joining my standby list; you need pay no gamefee, just subscribe. The list includes Tonge, Russon, Parker, Van Alkemade, Watson, Cusack, Ashley, Hickey, Kreissl, Gibson, Kelly, and Masters.

First off I'd like to say a few words about last issue's initial Banaca blast. The general response has been "hang in there, don't let it get you down, don't fold", and I appreciate it. At the time I wrote that I was very depressed, and I think it was a mistake to let that put the zine into a negative state. But the generally nice response has been quite heartening, so I have no intention of hanging 'em up (now).

Those of you who recieve Brutus Bulletin have seen my letters there. On one occasion I called John Boardman a Nazi (which I admit was erroneous). Would you believe he threatened to sue John, I, and another attacker? Well, I don't know what the other guy did, but John did apologize. I simply retracted the statement. In case you don't know, I'm a minor (16). Any attorneys out there who would accept a fee of one free issue for telling me if I am correct in figuring that a minor is impervious to lawsuits? I don't think it could be made to stick if I publicly retracted it anyway, but who knows. Boardman is, I reluctantly agree, an excellent GM/publisher.

My circulation is 64 now. The minute it hits 75, I'll have to increase the sub price to 40¢ an issue to better cover postage. Not that there's anything special about 75, but I have to draw a line somewhere. Rest assured that not even a postage increase will cause that exorbitant price to rise for a loooooonnnnnng time.

Hey Canada!! Thanks for springing our hostages from Teheran! The entire USA appreciates it, and I hope we can return the favour someday soon.

Let's get the demo game taken care of:

1979-HZ, Winter 1901/Spring 1902:

Austria (Trevor Baillie): Builds A Bud, A Tri; A Ser-Bul, F Gre S A Ser-Bul, A Tri-Ser, A Vie-Gal, A Bud H.

England (Dave Grabar): Builds F Edi; A Nwy-Fin, F Nwg-Bar, F Nth-Ska, F Edi-~~th~~

France (Ron Brown): A Par-Bur, (Builds A Par, F Bre, F Mar), A Bel S A Par-Bur, A Spa-Mar, F Mar-Lyo, F Por-Spa(sc), F Bre-Mid.

Germany (Andy Lischett): Builds A Kie, A Mun; A Pru-Lva, A War S A Pru-Lva, A Kie H, A Mun-Ruh, F Swe H.

Italy (John Michalski): Builds F Nap; F Nap-Apu, A Ven-Tri, A Tun-Alb, F Ion C A Tun-Alb.

Russia (Steve Colombo): F StP(sc)-Fin, F Bla S A Rum, A Rum H, A Sev-Mos.

Turkey (Blair Cusack): A Arm S Russian F Bla-Sev/nso/, A Bul S Austrian  
A Bud-Rum/nso/d/(ret-Con, OTB), F Con-Aeg, F Ank-Bla.

Analysis on next page.

1979-HZ analysis by Rod Walker:

The rapid shifting of visible configurations in this game suggests that many players are extremely flexible in considering their options. But there is such a thing as being too flexible.

The Italian stab of Austria is a case in point. This had perhaps placed him in serious difficulty, depending on how good the Franch player is, and my estimation is that Italy is hurting. Consider: three Franch fleets now bear down on him from the west. In FO2 France will almost certainly order F Mid-NAf, F Spa(sc)-Wes, F Lyo-Tyh, and Tunis has been had. A Mar-Pie will be another nail in the coffin.

In the East Italy has stabbed a strong ally and will probably get very little out of it. He is taking a chance that Turkey and Germany are not in a position to compete with him in getting Austrian centres. But Italy can't advance very far without Turkish help and the Austrian player happens to be pretty good.

On balance: A strong Franch attack on Italy will net 3 or 4 centres for France (depending on whom gets Venice) and the net effect of Austrian exertions will be to stymie Turkey long enough for France to become the Great Power of the Mediterranean.

Regardless of what Germany does, France is in no big trouble. The moves to Bur and Ruh can't be taken seriously at this point; the latter seems aimed at Holland and the former might only be defensive. But, ultimately, what does Germany expect England and France to do? Sooner or later they will descend on him unless he can get one to attack the other. But they are in a better position to attack each other than him.

That lweves Russia. Italy's stab of Austria ought to move Turkey to a position where he will want to concentrate everything he has on the Balkan situation. Furthermore, Russia is now, for Turkey, a buffer against Anglo-German intrusion into the south. But it's hard to see how Russia can avoid losing St.P and Mos...the right Anglo-German orders will capture both in FO2. In that event, Turkey must convince Russia to remove the fleet and keep an army in Sev...that is an active defense; a fleet in Sev is only passive because it can't move inland.

Long-range prediction: This game is looking more and more like a classic E/F/T three-way finish, a very common occurrence in the early days of the hobby. Diplomacy can of course alter the shades of the future, but that's what is written on the gravestone right now.

Mind Flayer: Well, this game is enjoyable to GM, and provides my most interesting filler, I think. By the way, as of 18 Feb (today) I've got no feedback on the new house rules; if you don't put in your two cents, don't blame me if you don't like 'em. Also, I have no intention of sending them out to each and every one of you of my own initiative; if you want them, you'll have to ask for them (of course, they are free). I suggest you get your request in before next issue (as soon as possible). The reason I'm doing it this way is that if I take responsibility, then forget to send a copy to one or two guys by mistake, I'm in Dutch, so I'll leave it up to you. I have a first draft written up; it covers most things.

Curtis Gibson has asked me to take over 1977-CU, currently run by Dick Martin. Well, I'm flattered that he asked me, but I shall decline for several reasons: 1) I hope, after my recent experience with them, that I never see another again, let alone take one; 2) the zine has too many games in it anyway; and 3) I am not going to walk in and step on Dick Martin's toes. I trust his judgment, and suggest that rather than try to take it away from him, the players there talk to Dick in an attempt to resolve any problems. The only exceptions made to my no-orphan rule would be FSF or BB, even though those two would probably finish all their games up anyway, and of course my mutual guarantee with Andy Lischett of Cheesecake.

Re: AG. The deadline is now 22 March 1980. The new house rules may change this policy, until then, I stick to my present no-retract policy. I have John Leeder's vote, but I strike that! Just heard from him! Turn to p. 4!

Time for THE GAMES:

1977-AG, is still in stasis at the moment. nothing from Ralph yet. What's goin' on, Ralph?

1978-HD: ENDS IN FRANCE-TRUKEY DRAW!!

In the presence of some 'yes' votes and the total absence of 'no' votes, this game is declared a FT draw. Here's the writeup, Lee:

1978-HD. Brouhaha (to FO4), The Beholder. Beardsley (to FO4), Kelley.

A: Jim Lynch. E: Joe Mike (res SO2), Pat Fitzgerald (res FO3), Ron Kelly (out FO4). F: Tom Mirti (drew FO6). G: Jerry Jones (res SO6), Jack Fleming. I: Randolph Smyth. R: Roger Glenfield (drew WO2), CD. T: Tom Thorsen (draw WO6)

A	5	7	7	7	4
E	4	4	3	0	-
F	5	6	7	8	10
G	5	7	7	8	6
I	4	4	4	4	4
R	5	1	0	-	-
T	4	5	6	7	90

Well, Tom and Jim didn't renew subscriptions. If the game had continued, they would have been booted. I only print endgame statements from paid subbers, though, so they both owe me 45¢ (last issue plus the stamp I'll have to pay for to mail them a copy of this sheet), 75¢ in the case they want endgame statements printed next issue.

1979-IA, Fall 1901: Sorry, guys, but Denver didn't get #11. It is my practice to delay the game one month when things like this happen, so I'll send him a copy of the SO1 results with this, and reset the deadline for Fall 1901 at 22 Mar 1980.

1980-M (formerly Doppleganger): There was a request that I allow four more weeks, as is the common postal practice, so here they are. Spring 1901 is due here 22 Mar 80.

Blind game, Hippogriff: Well, it's like this. I got a vote to make it a regDip game, so that's that. The players signed up were Dave Pilant, Vernon Parker, John Michalski, John Masters, Bob Albrecht, Dave Grabar, and Clive Tonge. However, John Masters said he'd have to beg off if it became regDip, so his gamefee will be returned. So we would have six, but lo and behold, Steven O'Brien also signed up, as a standby. The formerly assigned positions are hereby dissolved; you all have to re-affirm your status. Your gamefees (except Steve, I think) can all cover this. The problem came because: a) Dave Pilant and John Michalski found out about each other's presence, and b) Vernon erred by mentioning to Michalski (who he couldn't have known to be in the game) that he'd signed up. I'm not angry; but a little disappointed. Oh well, that's how it goes. All of you need to let me know if you're still in.

1979-CG, Winter 1902/Spring 1903: JUST LOOK AT THESE GUYS! LOVE THAT BLOOD! Austria (Nick Russon): Builds F Alb, A Gal; F Alb-Crete/nsu/(deserts to Min-oans), A Gal-nowhere/nsu/(COWARDS!), A Bud-Tri, A Vie S A Bud-Tri, A Ser-Bul, F Gre S A Ser-Bul.

England (Gerry VAn Alkemade): A Bel-Hol, F Nth S A Bel-Hol, F Eng-Bel, F Mid-Eng, F Swe-Den.

France (Clive Tonge): F Nat-Mid, A Pic-Bur, A Par S A Pic-Bur, A Mar-Spa, A Bre H.

Germany (Markus Rostig): A Den-Lva, F Bal C A Den-Lva, A Ruh-Bur, A Mun S A Ruh-Bur, A Sil-War.

Italy (Francois Cuerrier): A Ven-Tri, A Tyo S A Ven-Tri, F Adr S A VEn-Tr, A Tri-Alb, F Ion S A Tri-Alb.

Russia (Trevor Baillie): Removes A Boh; F Nwy-Ska, F StP(nc)-Nwy, A War-Ukr, F Rum-Sev, A Mos S F Rum-Sev.

Trukey (Bob Albrecht): Builds A Con; A Con-Bul, A Bul-Gre/a, A Sev H, F Bla S A Sev, F Aeg S A Bul-Gre.

To avoid any problems with the Bul adjudication, any GM will tell you that no unit can cut the support of an attack on itself. I think I got it right.

CG press:

Act 1. Scene 1

McAlbrecht

An open place. Thunder and Lightning. Enter three Witches (Cusack, Baillie, Guerrier).

Cusack (Witch 1): "When shall we three meet again  
Inthunder, lightning, or in rain?"

Baillie (Witch 2): "When the Hurly-burly's done,  
When the battle's lost or won."

Guerrier (Witch 3): "Shut thee up ye stupid Buggers,  
Let's get MacAlbrecht (like the others)!  
Fair is foul, and Foul is Fair;  
Hover through snow and Lethbridge air!"  
(Witches vanish)

London-Paris: Watch Your Mouth.

Ankara-Mind Flayer: That's the last time we ever save your diplomats!

Mind Flayer-Ankara: Fine. Hey, Carter, can we seize the Canadian Embassy,  
demanding return of all our Veitnam draft dodgers?

Ankara-Vienna: To quote the immortal R. Smyth, "There are no babies in this  
game, they grow up in a hurry or die." Did that hit a nerve or two?

Ankara-All: I was the only country with a build! Come on guys, aren't you  
trying?

Berlin (UPI): Kaiser Markus MCMLXXX announced today that he will bring back  
the draft. He is doing this to counter the Russian threat to the Middle  
East oil fields. This announcement was the cause for massive demonstrations  
on college campuses. The Kaiser ordered the National Guard in and had  
all demonstraters shot. No demonstrations are expected in the future and  
recruiting offices are flooded with volunteers.

Paris-London: You had better amke this good!

Paris-Ankara: Use your imagination! Beautifuls-Memories, "Thanks for the  
memories!"

London: Her Majesty's Prime Minister, the sinister Sir Gerald P. James, V.C.,  
K.C., K.B.E., is anxiously awaiting, in his bombproof shelter under No. 10  
Downing Street, the reports on the success or failure of his deliberate,  
dastardly stab of his faithful German Ally and Friend. The main motive of  
this vile deed of treachery was the simple desire of his Guiding Light of the  
colonies to finally try to pull an honest-to-goodness stab. This not-too-  
bright Light has never before stabbed a friend in cold blood during his un-  
distinguished 18 months Diplomatic Career, and decided it was time to exper-  
ience this particular and peculiar thrill. How did it feel?? Wait for a  
further press release after the fateful Spring of 1903!

Special from London to Paris: I did as I told you. Did you as I asked you?

London-Berlin: 'Honi soit, qui mal y pense' is the legend on the regalia of  
the Order of the Garter, which was graciously bestowed on the P.M. by her  
majesty, the Wicked Witch.

Mind Flayer: I'm a coin collector, and if I remember rihgt, that was the  
motto on some colonial coin or tax stamp or some-such. Looks Latin; I had  
some Spanish in my freshman year, but all I can seem to make out ("what bad  
and think"?), the last clause, makes on sense. Oh well, any students of  
Latin in the crowd?

Bob asked for a separation, but it just didn't seem like a good idea to  
do, since the conditionals weren't complicated or anything.

1977-AG: Just got Ralph's ruling deadline day. John Leeder said he would  
allow the retreat, if he were in my position; Ralph said he would not allow  
the retreat in my position, and thinks that I was on firm ground beforehand,  
so I gress it's up to me. Well, I still feel the way I did before; the ret-  
reat should be disallowed. Note that no matter whether I have gotten into  
a tussle with Claude (personal) about this, I am still neutral as long as  
I'm the GM. The fact that I've practically thrown him out of the zone for  
his ingratitude is notwithstanding. So the GM is not allowed. See p. 3, 190.

((And after two months, here's Luarence's subzine:

THE SIBYL'S PROPHECY

The Sibyl's Prophecy is published irregularly by Laurus J.P. Gillespie, 249 Houde Drive, St. Norbert, Manitoba R3V 1C7. It will appear from time to time in The Beholder, depending on how soft-hearted John is feeling these days, and how much he can resist reader pressure to reduce "that D&D stuff" in TB. TSP will be devoted almost totally to Fantasy Roleplaying (known as FRP) games, with the occasional digression into Diplomacy, etc., depending on what John wants. There are no game openings, but I'm willing to run dungeon expeditions by mail for those who are into that sort of thing. Be forewarned, however, that I have the most deadly dungeon in this half of the country.

\*\*\*\*\*

Since this is a Canadian subzine, it's only fair that our first issue will be devoted to a Canadian game. And what better game to examine in an FRP Dipzine but Chivalry and Sorcery?

CHIVALRY AND SORCERY REVIEW

Chivalry and Sorcery (known to its friends as C&S) is the Canadian answer to D&D. Stressing roleplaying rather than gamesmanship, and oriented towards world creation rather than dungeoneering, it has somehow proved to be the biggest fantasy game sensation since D&D. In Nova Scotia, for example, C&S outsold the original D&D by 4 to 1 on the east coast, to the point where few Nova Scotian campaigns remain uninfluenced by it. What's more, writings in Alarums and Excursions (the largest independent FRP zine) suggest a similar process is underway elsewhere on the continent. Almost half the articles in a typical A&E are now devoted to C&S, impressive coverage for a game barely two years old and under formidable competition from a host of TSR products.

What's the secret of C&S's success? That's a hard one to answer. Somehow, C&S has something D&D lacks, but the actual quality is question is not easy to pin down. The differences between the two systems are obvious, though.

First and foremost, C&S is a mediaeval fantasy game. When it comes down to the crunch, C&S invariably opts for the world of The Mabinogian and the Morte d'Arthur over pure Swords and Sorcery a la Conan. The whole game is set within the framework of mid-mediaeval Europe, where Chivalry reigns, the Church dictates, and the peasants just follow along. Consequently, in a pure C&S world, players have much less freedom of action than they would in D&D, because of C&S's overriding social constraints. Though individual social levels may vary, players invariably have masters, ties, and a disheartening array of feudal obligations. All this works to make free-lance adventures a la D&D difficult if not impossible for some (notably those players who get peasants!). Nonetheless, the better C&S referees in Halifax have turned these restrictions into foundations for some of the most exciting worlds to be run under any system. And most of these referees claim, moreover, that this is because of (not in spite of) the mediaeval orientation of C&S.

C&S's emphasis on role-playing probably has a lot to do with this. In C&S, it is not how high (in levels) you go, but how you get there that counts. It encourages referees to build worlds rather than dungeons, and to strive for verisimilitude rather than high energy power trips. No referee adhering to the spirit of C&S, for example, would dream of tolerating the sort of city-smashing and planet-busting that is the essence of Monty Hall D&D. On the contrary "authenticity is the hallmark of Chivalry and Sorcery". Players are encouraged to take their characters' social class into consideration while playing them, to play their serfs like serfs, their knights like

knights, and their clerics like mediaeval priests. Though this sort of game is also possible with D&D, C&S contains countless little details which make it so much easier to achieve. Its pages are crammed with all the information you need to turn a paper character into a living flesh and blood entity as the campaign progresses.

For all its minor details, however, C&S's success as a game rests on its combat and magic systems. These are far more detailed and in certain senses more realistic than D&D's. Though C&S doesn't go to the cut and thrust extremes of Runequest (where single melees can last for an hour sometimes) a typical C&S fight involves for more than the abstract "to hit" rolls of D&D. Characters can be knocked off thier feet ("bashed" in C&S parlance), stunned, and fatigued. They can dodge, parry, and even go berserk on occasion. As a result, if you have the time to conduct a C&S melee properly, you usually get something that feels much closer ot real combat.

For its part, the C&S magic system really has to be seen to be appreciated. A dozen different magical character classes (as opposed to the original D&D's one), a variety of spells unrivaled before the advanced D&D players handbook, and a comprehensive system for creating magical articles (from scratch) are just a small part of C&S's magic rules. For the DM who wants to go whole hog into a simulation of "real" magic, C&S is thus pretty hard of beat.

In fact, C&S as a game period is pretty hard to beat. To be sure, its mechanics can be cumbersome at times. In spots, its mythical and historical research can only be described as inept, as its authors frequently make lofty pronouncements on subjects they know very little about. But overall, C&S remains one of the b3st values in the fantasy game field today. For those interested in fantasy roleplaying, as opposed to pure gaming, I can recommend no title more highly.

#####

#### PLUG

If you'd like to read more about FRP games, consider picking up a copy of Alarums and Excursions, the largest independent fantasy gaming periodical in the world. Every issue contains roughly twenty subzines the size of The Beholder, ((JK here; makes me sound awful small-time, eh?)) written by fantasy gamers from all over North America, Australia, and Eurpoe. Every issue deals with a mind boggling array of topics, ranging from DM ethics, practical dungeon design, rules problems, variants, to playability versus realism in FRP. On aveage, each issue contains thirty to forty new monsters, treasures, magical items, and character classes. There is a wealth of game reviews (from an incredible variety of perspectives) and of course a tremendous amount of hobby news. Since a number of professional game designers (Dave Hargrave of Arduin Grimoire, Ed Simbalist of C&S, to name a couple) write for A&E, it's a great place to discover the whys are whreeforesof what went into their designs too. No serious fantasy gamer should go without it. A&E is available from Lee Gold, 3965 Alla RD., Los Angeles, California 90066, cost variable, but roughly \$1.50/issue.

-Laurence J.P. Gillespie

((Ah, good to get a little of my old fantasy emphasis back into the zine. I saw a copy of A&E in Vancouver (not B.C.), but didn't purchase it. IT was mimeoed, about 1/2 inch thick. It even dwarfs Laurence's own Zeppelin!))

-Diplomacy is letting other people have your way.-

(filched from VOD) "Texas. Know how to get to Texas? You walk west until you smell it, go south until you step in it, and you're there!" (John Mickalski)



MFP/APC

IB, P.7  
K, A.1

# KOBOLD #3

**Kobold:** The only Canadian Subzine of An American Diplomacy zine. November, issue #3.

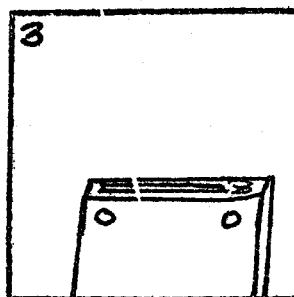
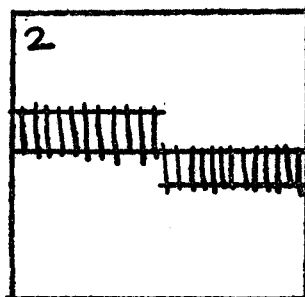
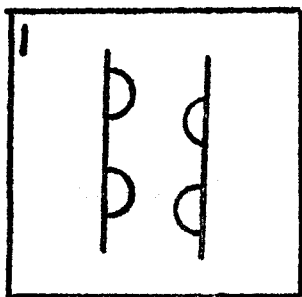
**Kobold** is published monthly, by Albrecht publishing Co., #2-2005-23rd St., N, Lethbridge, Alberta T1H 4K3. Kiplomacy is a registered trademark of a game owned by Avalon Hill Games and invented by Allan B. Calhamer. For home delivery, phone (403) 328-7660, or write to the above address. No games are carried yet, but sign up for super cheap gamefees.

For the first time in three years, the vaunted Winston Churchill High Football team lost. We had a 31 game winning streak, before losing to CCH. My only consolation is that we are still first in the league.

Joe Clark finally decided to open Parliament, back on Oct. 9. He so far has not had much to say about PetroCan, but otherwise it's too early to tell about the rest.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX  
Dibs and Dabs:

1. After reading what's his face's fabulous zine article on dungeons, I've invented my own dungeon. I only allow first level players and it has 46 levels. One thing though, the weakest monster I have is a large ancient red dragon.
2. I just have revised my oplicy on gamefees. They are still a buck and a quarter, but they are refundable. The twist, however, is on the NMRs. For the first non-consecutive NMR nicks you a nickel, second-20¢, and the last means you've lost it all. And in addation, number 3 means a drop from the game. So if you don't NMR too often, then there is nothing to lose.
3. Thanks to John Michalski for his plug in tnBB, and to Andy L. for his clog.
4. Finally, Bob's famous Droodles re-surface! (Answers on last page)



This ishe of Kobold is divoted to Curtis Givbson's reply to my ST. Pete article. He said,

"Bob Albrecht has added, or started, another chapter in the long history of proposed Diplomacy improvements, in his littl articl in Kobold#2 (Oct. '79) on t benefits of all owing Russia a canal joing t N. and S. coasts of St.P province.

Altho I've bn in t hobby only 3½ years, and 15 games, I've bn one of t 'progressives' tt did a lot of study and proposing revisions like that myself. Most of the some 500 variants tt hv bn invented hv bn based on either obvious or conceived defects in t standard rules, & tho I've done only a am-all amount of lookg into t list of variant rules I guess a St.Pete canal wd be found in several of these.

England has a defense handicap tt wd be remedied by use of the Caledonian ship canal, and tho it wd require deepeng, & larger locks, for 1901 bat-



56

1

lg

LES

2

•

XXXXXXXXXXXXXXXXXXXXX



Plugs: This month, I give you Vollerwanderung. It may be hard to say, but is legible and good reading. It is completely dip orientated. Gming, from what I've seen, is a 9, zine 9.0.

Another issue has come to pass. Before I sign off, I'd like to thank Curt Gibson, for his great reply to my article, and to Dave Carter, author of the doodles. (OOPS! Here's the answers. 1) Bear climbing tree. 2) Meeting of the Trans-Newfoundland railway. 3) Termite's eye view of a T.V. set.

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX  
T! END

((Back to me. Well, finally got that published, after a 3-month stay in my files. In the future, subziners, please restrict yourselves to 1(one) page (of the zine). Here's a letter from Randolph Smyth, publisher of Fol Si File)

"The matter of the German replacement in 1978-HD--his eligibility to vote and claim to become the player of record--has been partially responsible for a delay in this game. However, it's possible to resolve such problems entirely through GM discretion, if procedures are followed which give no players an unfair advantage or disadvantage.

Consider these arguments:

(1) There is no compelling reason to give a vote on the concession to the standby player, before he even submits a move. If the original players are happy with the proposal, the game should end as it is without the possibility of a veto by the standby.

(2) Nor is there a reason to list a standby who has never submitted a move as the player of record--whether he wishes to be considered the player of record or not. He has had no participation in the game if it ends immediately. Until he has had some influence on the German position, the credits or debits of that position are still vested in the original player for recording and rating purposes.

John seems to disagree with the first point, which forces him into disagreement on the second as well. But if they can be accepted, then the whole question can easily be resolved by using a sequential Gming procedure. The German resignation must of course be accepted, but there is no need to plug in a replacement right away. Hold the vote first: the leaderless German gets no vote, but it is hard to make a case that he deserves one."

((Well, I based my decision on several points: 1) That I hate to see a country in anarchy of any sort, for any length of time, (and in previous sets of house rules have in fact promised to follow that line) and 2) since that necessitates a standby, why deprive him of the right to full participation in the game? If I follow your procedure, taking the original player at his word and resigning him immediately, who am I going to list as the player of record? CD? Eric Blake? I disagree. But it all hinges upon the resignation of the original player, and I think you'll agree that I can't let him make that conditional; you throws yone dice and you takes yone chances. To elaborate further would be redundant, so Mark Berch, can you back one of us up or knock us both over with a response? Note, subbers, (that is, potential complainers, anyway) how Randolph presents his points. He doesn't criticize me a whit; he applies the ruling universally, without singling me out; that's the kind of protest I can take. Note that he doesn't try in the least to prod me into action. I'm not trying to point at this for all you; the majority have not complained. But if one must disagree, there's no doubt that this is the way to do it. Thanks for writing.))

There seems to be a problem with people writing to other people who are in games that they're not in, telling them what they should do. I'm going to outlaw this. Anyone, from now on, caught doing this may, at my discretion, be thrown out of the zine, player status in other games notwithstanding. Some instances of it will be more serious than others; I'll handle them as they come.

Good, now I have a little time and space to editorialize. It's been a good month; virtually no complaints, got rid of another one of these darn orphans, picked up a couple traders.

John Michalski suggested a format change; if any of you have good ideas in that vein, I'd like to hear them. Any interest in playing a Tolkien Dip Variant I happen to have on hand, (I think it's by Hartley Patterson)? I can make copies available for 80¢ apiece (I'll have to put it on a dittomaster), let me know if you're interested. The gamefee would be about \$4.00.

If any of you former HD players want to see the endgame statements from Tom and Jim, better get on their backs.

Also, here's a statement of policy. One person (anonymous) asked, "Would you accept a ruling by the CEO Ombudsman if the players called on him?" The answer is, NO! Any Ombudsman responding to a player's request will be roundly ingored. If I consent to call upon an Ombudsman, that's quite different. Once consulted by me, his decision will count. Also, one player in 77-AG has asked me if I think I own the game. Nope! In fact, if you all want to move the game, vote next issue; a unanimous vote will do it, and you can have it. I'd be more than happy if I never saw it again, after the brouhahas there've been. Not that I am not willing to continue running it; but far be it from me to hold the players against their collective will. OK?

That's my total hostility for this issue. (That is, that's all the hostility I'm going to put into it.) Mostly, I enjoy publishing a great deal. And for the most part, people have come through with a great deal of support. I hope I don't have to throw anyone out, the way I did Gautron, anymore. It's a shame when someone act like that, though, and it's gotta stop somewhere.

Don't forget, deadline for all games is 22 Mar 80.

DO SVIDANIA!!

John



\_\_\_\_\_ sub credit good through (or on address label; be sure and check)  
\_\_\_\_\_ Se code symbol  
\_\_\_\_\_ please see p. \_\_\_\_\_  
\_\_\_\_\_ sample

John Kelley  
Box 35  
Klickitat, WA 98628  
USA  
FIRST CLASS MAIL  
RETURN POSTAGE GUAR-  
ANTEED



Jerry Jones  
1854 Wagner St.  
Pasadena, CA 91107