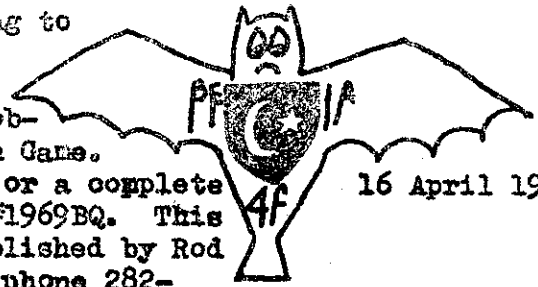


This is MESEROVIA, which may or may not be going to the dogs, but seems to be going to the Turks, which is undoubtedly worse. It is the home, alas, of game #1969BQ, the GobbleGobbleGobbleGobbleGobbleGobble Game, formerly the Triton Game. Subs are 10/\$1, or 5¢ a copy by hand delivery, or a complete run of all issues for \$1 at the completion of #1969BQ. This is Pandemonium Publication #138, edited and published by Rod Walker, 5058 Hawley Blvd., San Diego CA 92116; 'phone 282-1921; member, NFFFCB Diplomacy Division and IFW Diplomacy Society.



LOOKY, LOOKY, LOOKY, HERE COMES ... LANKHMAR??

Yea, verily, we are opening up a new game. It will appear in LANKHMAR, a new 'zine opened for the purpose. The game will be run entirely by mail, so that you'll be able to play even if you leave San Diego over the summer. The game fee is \$1.50, which includes: admission to the game, a set of annotated rules (if I haven't already given you one), a set of my House Rules (ditto), and 10 conference Diplomacy maps. In addition, the game will cost you one first-class stamp (6¢ or whatever Uncle Dick raises it to) with each set of moves or for each season reported.

The game will run at the following pace: deadlines will be 14 days apart, save that Winter builds will be due 9-14 days after Fall moves are published, depending on my schedule. Moves will be adjudicated and mailed on the day of the deadline, by carbon copy, and mailed by air mail if you are east of the Mississippi, in Canada, or at an APO address. We will make use of conditional moves whenever possible to keep things going rapidly. If everyone in the game is in San Diego, we can speed things up. If you all return to UCSD next year, we can shorten the deadlines and finish the game in a couple of months.

We can start play any time there are 7 players registered ("registered" means I have your \$1.50). If you are interested, or know anybody who is, see me at MC 402, office #3, or call me at the number above (evenings before 10, only, please).

#1969BQ

ENGLAND PREPARES TO GO DOWN FIGHTING

Fall 1908:

ENGLAND (Parrish): F Eng-Mid S by F Iri & F Gas, F Nth-Eng, A Bre-Par, F Kie-Den, A War H /d/ Sil/. Owns: ~~Ed~~, Lon, Kie, Bre, ~~Bel~~, ~~Mar~~, ~~Par~~, Den (6). Remove 1.

FRANCE (Baer): A Bel-Hol, A Mar-Spa. Owns: ~~Par~~, ~~Mar~~, ~~Hol~~ (2). No change.

ITALY (Oberschulte): F Nat-Lpl, A Yor S TURKISH F Nrg-Edi, A Tyr H. Owns: Rom, Ven, ~~Mar~~, Lpl (3). No change (1 not built 1907).

RUSSIA (LaMotte): F Nwy-Bal (impossible), A StP MS A Mos, A Ber-Pru, A Boh-Mun. Owns: Mos, StP, Ber, Swe, Hw, ~~Den~~, ~~Mun~~ (6). No room to build 1.

TURKEY (Everson): A Lva-Nar S by A Ukr, A Sev-Mos, A Bud-Gal S by A Vie, F Rum-Bla, F Adr-Ion, F Tyr-Lyo, F Mid MS F Spa(sc) (F Mid /d/ /NAf, Wes/), F Por S F Spa(sc), F Nrg-Edi, A Arm /h/. Owns: Ank, Con, Smy, Bul, Gre, Rum, Ser, Tun, Sev, Nap, Tri, Spa, Por, Vie, Bud, ~~Mos~~, ~~War~~, ~~Edi~~ (17). Build 3 (no room for fourth; 3 not built in 1907).

WINTER 1908 BUILDS & REMOVALS are due today, Thursday, 16 April 1970, by 3:00 pm.

SPRING 1909 MOVES are due, as usual, on Wednesday, 22 April 1970, by 12 NOON

I might add that if any of you wish to concede to Turkey, you could do so. Although his position is strategically not as strong as it might be, I do not see how he can be prevented from winning in 1909 (but then, hope springs eternal...so the rest of you might not agree with this). Naturally, we will continue the game to the bitter end if you think you have any idea at all that Turkey can be stopped. He must gain at least 1 more supply center and build at least 2 more units in order to win.