

BLOOD AND IRON

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"Not by speechifying and counting majorities are the great questions of the time to be solved...but by blood and iron."--Otto von Bismarck

This is BLOOD AND IRON, a zine of postal Diplomacy ((C) Games research Inc.) and its variants, and of postal Origins of WWII ((C) The Avalon Hill Co.) and its variants. Subscription 8/\$1, single issue \$.15. Edited and published by Lewis Pulsipher, 321A Twin Towers, Albion, Mi. 49224 (home--8244 Swift Rd., Battle Creek, Mi 49017)..

This zine will carry one 7-man Diplomacy game, using the new edition of the rulebook, which is supposed to be out soon. The moves of the game will be printed, along with my comments on the game and Diplomacy in general, in the Spartan International magazine (formerly monthly, now quarterly). Since it is quarterly, and deadline for articles is some time before publication, my comments should have no effect on the game (assuming that one or more of the players sub to SIM, which is unlikely). In order to have a well-played game for demonstration purposes, this is only open by invitation; a check will follow if you are invited to join _____. Game fee is \$2.00, which will entitle you to all issues of BI carrying moves of the game for the entire game. General orders will be required so as to avoid misses; two misses and you will be dropped from the game (and your BI sub will be canceled). Deadlines between publication will be 3-4-3 weeks for spring, fall, and winter moves respectively, though I may call for spring moves with winter at times.

Secondly, BI will carry three games of Origins, Historical version. I have prepared a four-page description of procedures which will be used, drawing on my experience in postal Diplomacy, where each gamesmaster prepares such "House Rules" for players in their games (and as I have done for the above game). Briefly, the game "fee" will be a subscription to BI for the duration of the game, plus a \$1 position deposit which will be refunded at the end of the game if you don't drop out or resign. If a player misses moves twice in a row he will be removed (drops out) and a new player will take over what's left of his country (unless players vote not to allow replacement). Period between publication of moves will be three weeks, longer at the beginning and end of the game when more negotiations will be necessary. Otherwise I will follow the PBM rules in the rulebook. My house rules, which cover everything I can think of which someone might ask, are available for 15¢, which will be refunded if you join a game. One game is open to Michigan residents only, and will have shorter deadlines since the players will be near each other; the other two are open to anyone.

BI will also carry Diplomacy variants and variants of Origins (such as the "what if?" situations or "blind" game). Rules for variants will be in BI when not available elsewhere. BI will also carry ratings systems for Diplomacy variants and Origins, and possibly one for 7-man Diplomacy.

Personal qualifications: I have been involved in postal gaming for four years, though I played for some time before that; in postal Diplomacy for 2½ years plus; as a gamesmaster for 7 months. Two of the three 7-man games I run are the fastest postal games on record, so far as I know. I also publish Supernova, a 'zine devoted to science fiction wargaming--sample 15¢, subscription 7/\$1.