

BLOOD AND IRON

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Since the postal hike has been delayed, this ish will be 12 pages instead of 10. I had intended to do two issues over vacation, but I spent the time on the Great Lakes Gamers Census #1, which includes 1,001 listings (address and interest(s), when known) for Michigan, Wisconsin, Indiana, Illinois, Ohio, Minnesota, and Ontario. This is available from me for 50¢ (MGA members 35¢). Ever type a thousand addresses in two days? Ugh.

The MGA Wintercon II at Ann Arbor was fine. Congrats to Barry & friends (especially Russ Stambaugh, who enticed SPI into contributing an amazing number of games for prizes). We also had a good Board meeting and decided, among many other things, to raise the dues to \$1.50 as of January 31. We're also changing things for persons outside the area, but a final decision has not been made.

By the way, the GLGC is available only to persons in the area covered and in states and provinces bordering it. Also, we've not included phone numbers, since that would be a breach of privacy in my opinion.

Now excuse me while I adjust my armor....there.

While I was at the convention I happened to read some material of the International Confederation of Wargamers (ICW). I'd heard of them through The Rigot and The Flying Buffalo's Favorite Magazine, but all I knew about them was that they have no dues, claim many members in other countries, and publish Jagdpanther.

What I read was a copy of the ICW Newsletter -- #31, but actually the fifth since the club "went national". It had been sent to Stephen Baird, who wanted nothing to do with ICW, whom he had heard of only through Mike Bartnikowski, who had been a member but was no longer (though he was listed in the membership list). The postmark was November 19, 1973, by the way.

The 'zine begins "Dear Member, Yes, indeed, you are a member of the ICW! ((Remember, Baird knew nothing about them!)) We are a service Organization dedicated to helping you get more out of your hobby. If we have your name in our file box, it is because you wrote us, or some friend of yours did. We charge no dues, so being a member is entirely to your benefit." This seemed pretty amusing, reminding me of an old club I was a member of in 1969 which attained over 100 members, although very few were active (and at least that club didn't "induct" people into the club without a request from the person!). The rest of the page is just as amusing, recounting a "civil war" which resulted in the resignation (or firing) of many people in the club, mostly people on the "staff" of the Vice-President.

On the second page is a list of Corps and Division commanders (also Brigades and Chapters). This is also very reminiscent of the

old-time wargaming clubs which have, fortunately, faded away. As I said, Bartnikowski is in this list although he no longer has anything to do with ICW. Other people who are in this list, whether voluntarily or not, include Richard Loomis and David Staples, among others.

On the third page (there were four altogether) I ran into The Offending Paragraph (melodramatic enough for you?). I quote it below in toto; as you read it, remember that I have had absolutely no contact with ICW.

"Controversy still rages on Diplomacy Registration. The two strongest groups seem to be the Pulsipher/von Metzke Boardman group, and the Horst "General List". Some of you have never heard of Horst. We have never seen him in print anywhere, but he informs us that he does not gamemaster games himself, just registers other gamemasters. Pulsipher has been dealing with us through an intermediary. Their case is a 10 year old system, but they won't give us facts like number of GM's and players, which Horst does. Probably because they publish massive lists anyway. Then there is Pauer, who claims to have invented the system Pulsipher uses, but Pulsipher has never heard of him. Prager claims to have the largest list, but it is smaller than (sic) Horst's and doesn't overlap it at all. Three other Overlords seem to have dropped out of the race, anyway, we haven't heard from them or their supporters. We are glad we got out of that business!"

Naturally when I read this I got hopping mad, as anyone who was anywhere near me at that time at the con will attest. I am tired of having positions, views, statements, and actions attributed to me which have no basis in fact. Obviously the man who wrote this, a Mr. Steve Cole, is quite confused. As I later found out from Mike Bartnikowski, Mike attempted to explain the postal Diplomacy numbering system to Cole, but Cole didn't seem interested in getting it straight, and finally Bart gave up in disgust. Apparently Bart is the "intermediary" that Cole talks about. Unfortunately Mr. Cole has not learned to make sure he has the facts straight. If he had wanted to know what I think, he could have got my address from Mike and asked.

So, let me straighten Mr. Cole out, and perhaps enlighten some of the newer readers as well. John Boardman began the present numbering system for regular games in 1963. Each game is identified by the year and a letter indicating its sequential position in time in the year. Thus 1963A is the first game of that year, 63Z the 26th, 63AA the 17th, 63Ba the 53rd, etc. The "Boardman Numbers" are currently assigned by Conrad von Metzke, PO Box 4, San Diego, CA 92112. The custodian of the numbers not only assigns number; he also keeps records of the game ("supply center charts"). Conrad was the first man to run a postal Dippy game; John was the first to successfully do so, and postal Dippydom stems primarily from John and his first games. The custodianship is passed on fairly often; Conrad is the fifth man to take care of it, I believe. Normally when sidestream groups are discovered they join the system without any fuss; the concept of a Diplomacy Overlord is rather more juvenile than the average player could stomach. Jeff Key, for example, is the most famous leader of a splinter group, perhaps

because he and his friends had misinterpreted one of the rules (the "Key Rule"). There are probably a few wargamers who are running games without knowledge of mainstream Diplomacy--Cole, I am told, is involved in running many games, and perhaps a John Dowling (whose name I have seen in GENERAL ads) is another.

I have never heard of any "Overlords". I have never heard of Horst, Pauer, or Prager. The numbering system which I took care of for slightly over a year and a half is the Miller Numbers for variant postal Diplomacy games. Don Miller modeled the system on Boardman's, with lower case letters identifying which variant is played. The current custodian, the third, is Burt Labelle, Forest Park #23, Biddeford, Maine 04005. Traditionally the Miller Number custodian has not kept supply center charts, but I've heard that Burt intends to try (info from Mark Weidmark).

There are currently around 50 gamesmasters. 20¢ to Conrad will get you the latest complete list (I believe it's in Everything #14). The latest Diplomacy Census is rather old--April 73--and includes addresses for 919 players. There are many more by now, I am sure. The latest address I have for Ray Bowers, who produced the Census, is 11870 Twillwood Dr., St Louis, MO 63128. Ray may have moved recently.

Now I hope Mr. Cole will check with Conrad about getting his games "registered". I also hope that he will persuade these so-called Overlords to contact Conrad so that we can get this mess cleared up. I'm sure Conrad would be more than willing to find people to help him. The job of custodian has become too big for one man, and he is looking for people to keep supply center charts for certain sections of this country and others where the game is played.

Meanwhile, I'll let the readers form their own opinion of the ICW. The address, by the way, is 1540 Parr, Amarillo, TX 79106.

One more question comes to mind. Dave Staples is associated with ICW, providing GMing services. Why in hell didn't he straighten Cole out?

I'm told (by Pat Carroll) that my name appeared recently in The Rebel, which is associated with ICW. If that was more of the same, I'll have to clear that up as well.

@ @ @

"A leader must fly high like an eagle, not grub in the depths like a mole." -- Admiral von Hipper.

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The following is a response to Greg Warden's editorial, which was printed in BI 28. As many of you know, Rod was custodian of the Boardman Numbers and THE publisher when he dropped out for a time. He has now returned to Dippydom and has resumed publication of Erewhon, but his activity level will be much lower than before.

@ @ @

by Rod Walker

For what it's worth, let me give you a few comments on drop-out publishers straight from the horse's mouth.

There is no such thing as a "reliable publisher" (unless one considers John Boardman, who was the first publisher, and who is the only one I consider remotely reliable, and who might drop dead tomorrow--as might any of us). We didn't realize that in the early days;

then, those who dropped out were eccentrics or penny-ante artists. It was a great shock when John Koning suddenly vanished. I guess for the first time we came up against the fact that even the most competent and highly respected publishers could suddenly go. I don't imagine that anyone gave a thought to the possibility that I could disappear--but I did, abruptly. The fact is, we cannot guard against this.

It seems to me that the "overextension" argument is overextended. It holds water,...but. I will not deny that in my own case I was grossly overextended. However, I dropped for entirely other reasons. We cannot do anything about such things as heart attacks, new jobs, erupting family problems, nervous breakdowns, financial disasters, and the host of physical and emotional difficulties which face modern man.

The growth of the hobby is a complex problem. The current rapid expansion is due to the appearance of the GRI flyer and the work of people who are dedicated to bringing in novices. There is a certain circular reinforcement to this. An increase in the number of players means a rapid increase in the number of publishers, since many of these new people will want to publish. This in turn leads to a real upward curve in the number of games starting, not only because of the new publishers but because each GM gets a lot of pressure to "open just one more game so I can play in it, please, please, please".

I suspect there will be a leveling-off point to all this. Every big surge in the number of players in the past--each one brought about by expansion into a new market area--has eventually reached a plateau. At some time in the future, the number of new players coming into the hobby will tend to equal the number of players dropping out. Increased costs will make postal play less attractive (although the solution to that is to spread the cost out over time--dropping the traditional "game fee" and instituting a "pay as you play" plan of some sort). And so on (e.g., increasing supply of stand-by positions should lessen the demand for new games).

There appears to be no way of "regulating" publishing. Anybody with access to any repro equipment can publish. And publishing is fun--whether it's an egoboo or whatever. So many, many players will be attracted to publishing. We know that most of them won't make it through the first year. We know that many will open a lot of games before they vanish. I see no end to that problem.

Greg, I believe your "apprentice publisher" idea will make things worse. It will not appeal to the guy who has access to a ditto, or mimeo, or xerox, or whatever. He can do his own thing, and will. Your idea will appeal only to guys who have no repro facilities. Ordinarily such a person would not think of being a GM. So you create a forum for games that otherwise wouldn't exist, thus compounding the problem. Furthermore, the chief problem for any publisher is time, and you should know that running a game takes practically no time at all. It's the typing, running off, collating, addressing, folding, sealing, and stamping that takes all the time. So each "apprentice" game places the major burden precisely where it should not be--on the host publisher. (And the host might suddenly find he's inherited games from vanished "apprentice GM's", or he might vanish himself, leaving an active GM without publishing

facilities.) If expansion is your complaint, why create more of it?

(I know, you want to put some control on it--but I feel your suggestion would, as I said, do nothing more than bring GM's into the field who otherwise would never have opened games.)

I see no real answer For as long as the hobby exists, publishers will pop in and out. That is the nature of amateur publishing.

For most, Diplomacy is a passing fad which strikes during the school years. Thus, most Dippy publishers will be young, with all the sloppiness and flagging enthusiasm which is typical of that age group. (I don't mean to put kids down, Greg, but in asking for quality and reliability, you are really asking for maturity. You will seldom find that among guys in their teens.)

With this problem you can do two things. You can say "Kismet" and throw up your hands. Or you can work on bigger and better orphan game projects, game insurance, and whatnot. You could also find a way to channel the flow of novices. If the GRI flyer, for instance, gave a single, permanent, reliable address, or no more than half-dozen such addresses, that would help. The new player would write and receive a standard packet of materials which would introduce him to the hobby and direct him away from publishers who were known to be unreliable or bad news in other ways.

Of course, whoever controls the flow of novices ultimately controls the hobby. That's a baaaaaad chestnut. It might be administratively impossible to realize such an arrangement, and GRI might not cooperate but perhaps it's worth a try as a way of smoothing out the worst lumps in the bed we all have to sleep in.

On the whole, however, I remain pessimistic. Things will probably continue as they have been and, as you point out, get worse as growth continues. But look at it another way. It is all part of the congenial chaos which this hobby has always been, at bottom. It's inevitable, so relax and enjoy it. Even the efforts to rectify the situation can be fun in a way, if you don't get emotionally involved. (I did, once, by the by, and that was a bummer, let me tell you.)

I hope your article stimulates a lot of discussion. This is one thing that is going to take a lot of skulling. Who knows? Maybe this sour old pessimist will have to eat his words. In this case, I'd love to.

*

This sour young optimist (lew) tends to disagree with Rod. I think that we can improve the situation by educating new people, even though we don't control the inflow. (And remember, many new players come in through wargaming now, rather than through the GRI flyer.) More articles about the difficulties and travails of publishing might make some of those "youngsters" think twice. And if more publishers avoided plugging everyone, and gave factual reviews, then a lot of the new people might think twice about getting started, or about opening a mass of new games. A player isn't going to ask Joe Neo to open another game if he reads of openings in other 'zines which are, as stated in whatever he's reading, clearly superior to Joe Neo's operation. Right now we don't have enough communication and enough courage to say, "this guy is young and unknown so watch it". Greg and Conrad have started doing "honest" reviews, and I have tried to keep what I've said above in mind when I've plugged variant.

openings. But there are too many well-intentioned people (especially Walt Buchanan) who tend to give everyone a "break" and a good word. You had that tendency yourself, Rod.

The "pay-as-you-play" plan has been used for years by Andy Phillips and myself as well as many others. I suppose it hasn't caught on among all the new publishers because they talk to traditionalists who like the old way, and because they need all that money (or think they do) in order to get started.

Edi Birsan has suggested that we should persuade more aspiring publishers to take up orphan games rather than start new ones. This would take some of the pressure off the old publishers, who could open more games, and that would decrease the pressure on the new publishers. Moreover, the neo's will just about have time to finish their orphans before they drop out. But again, this requires more communication and education than we have now.

What struck me most about Rod's article was his comment on the age of publishers. I told him that most of the publishers I know are beyond college age, and he said that if this was so it was certainly a change. This brings up a larger question: we talk often about the typical player or typical publisher, and we bandy generalizations, but we really know very little about the actual facts. A hobby-wide (or rather, continent-wide) survey to determine some of these things, like age, occupation, deadline preferences, even repro preferences, might be very valuable. But I'll have to think about that for a while.

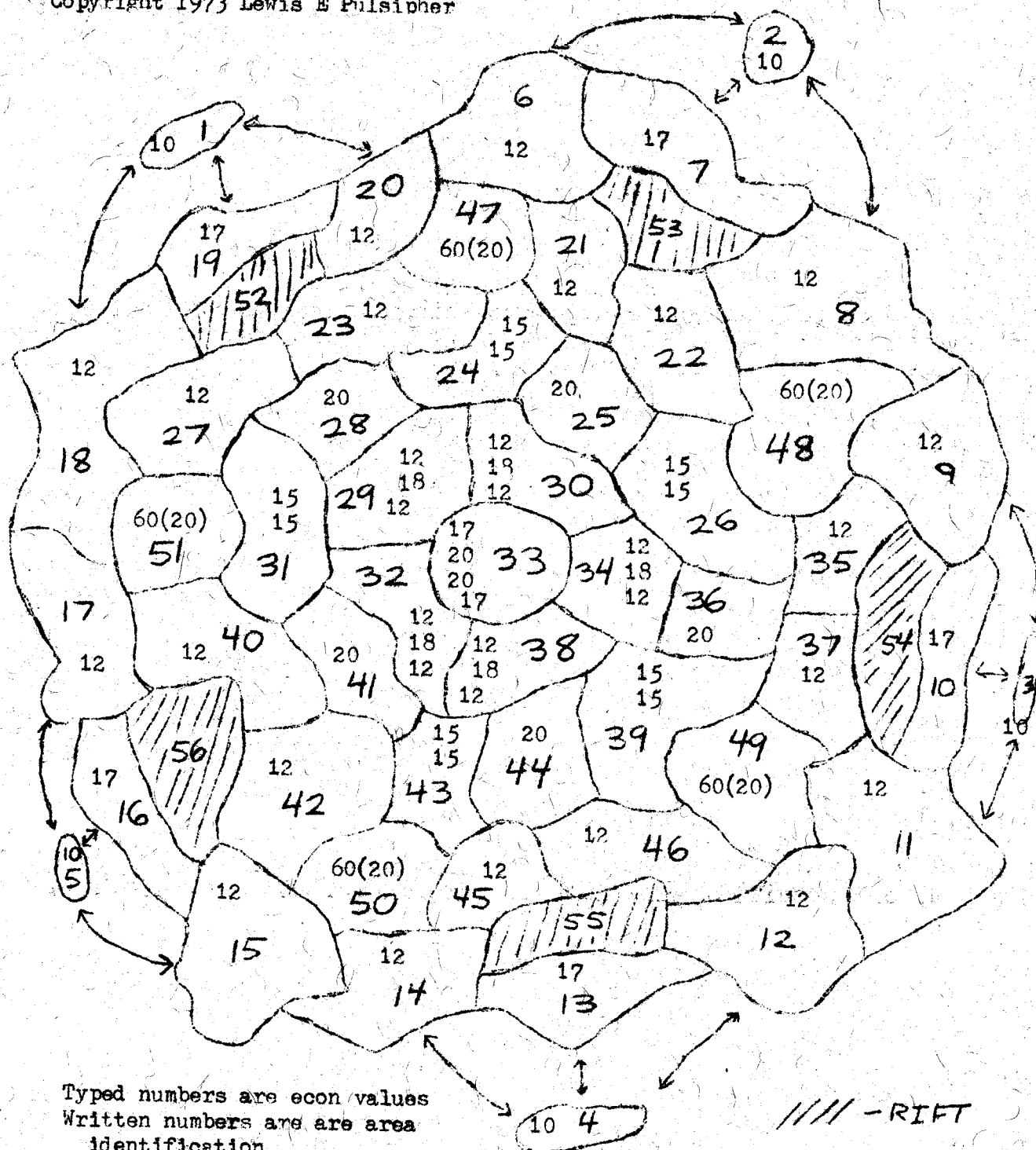
Meanwhile, let's look at the ages of publishers. I've only covered the Great Lakes area, generally, because I happen to know a lot about it and not too much about other areas. First, publishers and their ages (give or take a year). Barents 23, Hilliker 23, Wood 30, Van De Graaf 29, Wrobel 31, Bartnikowski 29, Antosiak 25, Buchanan 30(?), Lakofka 29, Leeder ?, Hulland 16, Anderson ?but surely over 22 (El Conquistador), Eynon 21 (local only, may be cc) Coleman ?but 22 or more judging from appearance. Now GM's who don't publish (carbon copy) J. Pulsipher 21, Langs 20, Tilson 22, Thomas high school? ((I forgot to mention that I'm a few days on the good side of 23.)) Now "failed" publishers--those who provided for their games first. Pettis 19, Weidmark 17. Others: Pandin college senior, Koning college graduate, Thompson over 50, Schwass 17, Hunt 16 (oop, he provided for the games in some way, I think), Ferris 17 (a special case), Schleicher? late 20's or more.

It certainly appears that the failures tend to be under 20. Offhand I can add Fred Winter, 19, to that list. But Hull, Cooper, Turpin, were all over 22. Barents and I started when we were 21 and 20, but we seem to have escaped the "youth" period. We can see that most of the current publishers are over 22 and out of school. Is this a good sign, at least for this area?

On the other hand, I'd say that a much larger percentage of the players are in their teens. For the players, it is more likely to be a fad; publishing takes a bit more work than most people can stomach as part of a fad, however.

Another problem that has arisen. How are we to treat those publishers who drop out but who help provide for their games--Hull, Weidmark, Pettis, etc.? Obviously this is better than just dropping

INTERSTELLAR DIPLOMACY III
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INTERSTELLAR DIPLOMACY III

Lewis Pulsipher

This is a revision of ID I which improves rule clarity (primarily by eliminating an explanation of regular Diplomacy rules), simplifies the board (and removes problems of balance), and reduces the number of players from seven to five. One ID I game is being played in Belgium, and a couple more are open in Britain. I will GM one game of ID III in Ragnarok. Players must sub (8/\$1, 7/\$1 after postage goes up) and pay a \$2 game deposit which is refunded if they don't quit the game.

The Board

1. Each area enclosed by lines is a "space" (see exception--rule 3).
2. Rifts are devoid of stars and have no economic value. Any fleet remaining in a rift for more than one consecutive movement season (spring or fall) is eliminated.
3. Some areas enclosed by lines contain up to four levels, each of which is a space. (This reflects the greater thickness of the Galaxy in its center.) Areas are identified by handwritten number. Economic value for each space is identified by typed number. For example, in area 18 there is one space with economic value 12--it is identified simply as "18". In area 33 there are four spaces, with economic values of 17, 20, 20, and 17. These are identified respectively as 33a, 33b, 33c, and 33d. Each is a separate space; they just happen to be piled up on each other rather than adjacent in a two-dimensional manner.
4. Multiple space areas connect as follows. All one-level spaces (such as 28) connect to both spaces of adjacent two-level areas, and to space b of adjacent three-level areas, as well as to all adjacent one-level areas. That is, 28 connects with 27, 23, 24a, 24b, 29b, 31a, 31b, and only with those spaces. The upper (a) space of a two-level area connects to the a and b spaces of an adjacent three-level area, and the b space connects with the b and c spaces. The two spaces of a two-level area connect with each other as well. Then 24a connects with 24b, 47, 21, 25, 23, 28, 29a, 29b, 30a, 30b. The a space of a three-level area connects to the a space of adjacent three-level areas, and to the a and b spaces of a four-level area, as well as to the b space in its own area and spaces of two-level areas as mentioned above. Then 30a connects with 30b, 33a, 33b, 34a, 29a, 24a, 24b. It does not connect with 25. The b space of a three level connects with both other spaces of its level plus the b and c spaces of a four-level, and to other spaces as mentioned above. A space in a four-level area connects as mentioned above, and with the space adjacent above and below (if any) in its own area--such as 33b connecting with 33a and 33c, but not 33d.
5. There are five extra-galactic clusters (spaces 1-5). The arrows showing which spaces these clusters connect with can be thought of as rifts in which any number of fleets can move without being able to conflict with each other. For example, player A can order F19-R1 and player B, F1-R1, without conflict; both are in "R1", the region between the cluster and space 19. On the following turn A could order FR1 to 1 or 19; if the move fails, however, the fleet is elim. Note that intragalactic rifts can be occupied by the fleets of only one player, just as any normal space.

The Rules

1. All 1971 rules of Diplomacy are used except as follows.
2. Interstellar is played by five people, each representing a nation which is attempting to gain control of the Galaxy. Each of the players begins in one of the spaces with "60(20)" economic value. Each position is identical with the others, you'll note. This home space is worth 60 credits per winter to the original owner, but only 20 per winter when held by another.
3. At the end of each autumn season each player receives credits equal to the total economic value of the spaces he controls.
4. The only military unit used in this game is the space fleet, abbreviated "F". Each fleet represents thousands of warships and auxiliaries, and millions of troops and support personnel. Each space contains as many as 250 inhabited systems and military bases, so that a large part of a year is required for a fleet to gain control of a space, establish supply and reinforcement services, etc.
5. Fleets are built and maintained by the expenditure of credits. They may be built only in winter and only in industrial centers. Each home space contains two industrial centers. No more than two fleets may be built or scrapped in an industrial center per year. Industrial centers may be built by a player in any space in his control with an economic value over 12 by the expenditure of 20 credits in winter. New industrial centers become operable in spring.
6. Fleets cost 19 credits to build. Each move season 8 credits must be expended for maintenance of each fleet.
7. Any actions taken by a fleet must be paid for as follows:
 - a. hold without battle (including fleets in excess of those needed to defend a space), or support of a unit not involved in battle--no cost
 - b. unopposed move--one credit
 - c. involvement in a battle--two per fleet per battle (i.e., a fleet which unsuccessfully attacks and then defends its own space from an attack requires expenditure of four credits)
 - d. retreats--two credits
8. Fleets may be scrapped (eliminated in any movement season or winter when at an industrial center). A player receives 8 credits for each scrapped fleet. Fleets which are being scrapped have no combat value and are destroyed if dislodged.
9. When a player is not able to pay for maintenance of one or more fleets, any number of his fleets, up to the number of unmaintained fleets, which are attacked in that season have no combat strength. If more fleets are attacked than the number of unmaintained fleets, those farthest from one of their own industrial centers lose their strength first. A player's fleets may not move unless all of his fleets are maintained.
10. Players controlling adjacent unisolated spaces may trade. For every ten credits a player RECEIVES from another player as trade, he gains an additional one credit "profit". When a player sends credits to another for trade purposes the order must be designated "foreign trade".
11. A player may send some of his credits to another as a gift or as part of an agreement. There is no provision for enforcement of agreements, however. Players involved must control adjacent, unisolated spaces. Foreign trade and other transfers of credits may take place in spring, fall, or winter.

12. All fleets must be able to trace a continuous line of controlled spaces (or spaces designated friendly by their controlling player) to one of their industrial centers. Fleets that do not maintain this line of spaces for two consecutive movement seasons are isolated, are destroyed when attacked, may not move, and require no expenditure for maintenance. When the line is restored the fleet returns to normal status.

13. The game begins with 5000 AD builds. Each player begins with his home space and 400 credits. As many fleets may be built in this turn as desired within the limits of a player's monetary resources. Players should name their nations at this time.

14. At no time may a player owe credits. If a player cannot pay for the action of a fleet, it is destroyed AFTER taking that action.

15. Fleets of different players may not occupy the same space. Any number of the fleets of one player may occupy a space.

15. Fleets ordered to enter a space containing fleet(s) of the same player may not be stood off, though the entire group may be dislodged.

16. A group of fleets forced to retreat need not all retreat to the same space. When fleets of different players retreat to the same space, the smaller group is forced to retreat to another space instead. Fleets may retreat to spaces occupied by other fleets of the same player. If no valid retreat order is given, the GM retreats the fleet(s) according to Just's Right Hand Rule (if no right or left is available, up comes before down). There is no retreat off the board.

17. If fewer fleets attack a space than there are fleets in it, the last fleet(s) in that space to be listed in the player's orders are the ones which defend it. Example, if A orders F 42-43a, and B orders F 43a (S) F 43a-43b, (F 43a-43b), and F 43a (S) F 54-14 (that is, two fleets remain in 43a), then the second support fails, as underlined.

18. To win a player must control over 60% of the economic points of the Galaxy and over 60% of the fleets. The game may also be ended by unanimous agreement of the players. "Control" belongs to the last player to have occupied a space in ANY season (i.e., not just in fall).

Interstellar 2a--same rules as ID III except that it is played Kriegspiel Diplomacy style--a player knows only of actions affecting his own fleets and spaces.

* * *

Hmmm, this is going into both SN and BI, so what can I use to fill the page?

DOOM is a multi-player space wargame designed by Glenn E Kidd, 47 Euclid, Ludlow, KY 41016 which shows a very strong Loomisian influence. It reminds me of Nuclear Destruction somewhat altered and moved to the stars. There is no board; essentially a unit may move from one planet to any other in one turn. There are player planets and minor planets which may be controlled by players either militarily or by economic-political influence. The rules are very simple--two pages. I asked Glenn for permission to print this game in Supernova, but I received no reply. Since it is an experimental game, he may have changed it. A copy might be available from him.

Mail service to and from Durham is very bad. At latest count, 10-11 first class and 1 or 2 third class items going to or from there have been lost since the beginning of September. Keep that in mind if I don't reply or you don't receive something you expect from me.

out without notice, but we don't want to encourage new pubbers to think that they can take their obligations lightly, and throw their games into other hands whenever they feel like it. The games still force people to expend time and effort just as a normal orphan does; money is the only difference. I'm baffled.

Of course, if you recall that Conrad has orphaned more games than anyone in his long career, that throws ALL calculations to the dogs...

MISCELLANEOUS

1. Looks like I'll have to do #30 along with this issue and mail them out together. There's too much material to let it sit. Logical Diplomacy II will be in next issue.

2. Conrad is cutting Rename to barebones--just games and press.

3. One of my profs tells me that President Johnson used to have the following to say about our dear Veep, Gerry Ford: "he played too much football with his helmet off"; "he can't walk and chew gum at the same time".

4. The press war continues in Yggdrasil Chronicle, with five or six pages accompanying the Michigan Diplomacy game. Unfortunately for you guys YC doesn't have any openings--it's one of the better 'zines around.

5. The MGA team competition is coming along. My brother got us into the league section when I thought we were going to be in the challenge section only. We managed to play two matches during vacation and won both, tromping the Zeeland Chix and Grand Rapids.

6. In case anyone is wondering, the AWA now has 40 members. Presumably after their convention (which they call The Wintercon II, they'll have enough to have elections. So far I am very disappointed with this group. They show a distressing tendency to be Eastern rather than national, and so far any pretense at democracy is a joke.

7. This may be a harbinger of the future, but I think it's just funny. Russell Powell, founder of SICL and one of its bigwigs, now lists his occupation (in an issue of The Gamesletter) as "Professional Strategy Gamer"!

8. Anyone know what PWA is doing, if anything?

9. Third Millenia (Battle Flag magazine) has temporarily gone broke. They spent too much on ads that didn't come through (in Analog, for example) as well as \$2,000 for the rights to the name "Star Trek". They haven't published since September; they say they'll start again, on a quarterly schedule, in February.

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