

BBBB	RRRR	EEEE	W W	AAA	NN	N	DDDD
B B	R R	E	W W	A A	NN	N	D D
R R	R R	E	W W	A A	N N	N	D D
BBBB	RRRR	EEEE	W W W	AAAA	N N	N	D D
B B	R R	E	W W W	A A	N N	N	D D
B B	R R	E	W W	A A	N	NN	D D
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Number 3

June 17, 1978

RRRR	EEEE	EEEE	FFFF	EEEE	RRRR
R R	E	E	F	E	R R
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# JUESUSCRISTOYFORLAANORDEDIOSWHYDOPEOPLEHAVEUNLISTEDTELEPHONENUMBERSWHAT

Good Morning, Mr. Phelms. Your mission, should you decide to accept it, is to play Postal Diplomacy in a new 'zine, Brew And Reefer. To aid you in your mission here are all the facts known about this mysterious 'zine. It is published by Roy Smith, who also edits and prints this publication. It is believed that Roy has recently expanded his duties to include being the 'zine's only GM. As far as we know, Roy lives at 64 Addicks Rd., Westwood, NJ, 07675. We believe his phone number is (201)-666-2887. According to informed sources, subs are available for 1½¢ per page plus postage. We do not yet understand how he manages the bookkeeping involved, but he claims that early next fall, he will transfer all of his financial records to a highly secret computer system in the East Village. We have intercepted messages containing references to such things as pdc-11/45 and U\*N\*I\*X, but as yet we are only beginning to break his code. It is widely thought that he is insane, since he charges no gamefee, though he does require a \$2.00 refundable deposit. This piece of paper will self destruct in 10 seconds unless you send Roy the money you owe him.

# HAPPENSWHENBOMEONEHASTOCALLYOUANDTHEPEOPLEATDIRECTORYASSISTANCEREQUESTO

## Not-so-Important Information

The games situation is shaping up a bit. My first game has started (see inside). How many publishers can say that they can fill a game in one month. Pardon my gloat.

By next issue, I will know what is going to happen with 1977FJ and 1977HH (the two orphan games). I have written to all of the players at least once, but as of today (June 11) I have only heard from two of them: John Michalski and Richard Locke. Both have said that they would play. The rest of the players have remained mysteriously silent. I should be able to fill a couple of positions in each game with standbys, but unless more people show interest in keeping these games going, I am going to have to give up in my attempt to revive these games, and let them die a natural death. I have not yet decided what to do about a deposit for these games. Since I don't feel it is fair to ask you for more money on top of the gamefees you have all paid to one person or another, I can't see asking for the full \$2.00. On the other hand, to discourage people from dropping out, I feel that it is only fair to me (and the other players) to ask for some kind of deposit. I think I will ask for \$1.00 as a deposit, as a compromise. If you think this is unfair, tell me, but for God's sake, don't just ignore my letters!

Richard Kovalcik is going to Eu one for most of July, and the first week or two of August. That means that he will not be able to publish his 'zine, The Tetracusid. I have agreed to run his games for him for one season, to prevent their being delayed. I will also publish, but not GM Fred Brenner's games. Richard's games are 1975CR and 1975GL. Fred's

games are 1975GM, 1976BU, and 1976IJ. For those of you who are not familiar with The Tetracusid, Fred Brenner is one of Richard's guest-GM's. Ira Rosen, Richard's other guest-GM will be running his game (1977HS) by carbon copy.

This is my PENN CON '78 issue. I am going to print up lots of copies and distribute them at PENN CON, in the hopes of picking up a few more subscribers, and getting a few more people to enter games. If you are reading this at PENN CON, and want to see me in person you can do one of two things. First, you might try looking for a person wearing a convention-type name tag which says Roy Smith. Second (more likely to have success with this one), leave a message for me. I will be staying at the Howard Johnson's Motor Lodge (13th and Edgemont Sts.). Ask the person at the desk what room I am staying in. I am not making the reservation, so you might try asking what room Alan Rowland is staying in. You could leave a message on the door, or try slipping one under the threshold. If these prove impossible, leave a message at the desk. Let me know how I can get in touch with you (room number at HoJo's, dorm room number, home address, ect.) and I will get back to you as soon as possible.

Free samples are available for a stamp (no SASE's, please). Please make all checks and money orders payable to Roy Smith. I will pay for all original articles and letters to the editor printed. Inquire for rates.

GIVE YOUR NUMBER WHAT ARE YOU SUPPOSED TO DO THEN HUH I MEAN WHAT GOOD IS A PHONE IF NOBODY

1978??/W'00

WORLD LOOKS ON AS  
EUROPE GEARS UP FOR WAR!

1978??/W'00

First of all, I would like to say that I am letting Alan Rowland and Andrew Tomcufcik play in the same game even though they both live in the 201 area code. Alan goes to school in Pennsylvania, and thus spends at least 9 months of the year in the 215 area code, so I count him as living there. Good luck to all!

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	The Stars and Stripes		D-6100
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Old Tappan, NJ 07675

ITALY: Craig Regis  
16 W 761 White Pines Rd.  
Bensenville, Ill. 60106

RUSSIA: Bernie Oaklyn  
13412 Brackley Terr.  
Silver Spring, Md. 20904

TURKEY: Richard Kovalcik, Jr.  
Room 205, Bexley Hall  
50 Massachusetts Ave.  
Cambridge, Ma. 02139

Important Information

The deadline for all games is Friday, July 21, 2:00 PM by both mail and phone. My number is (201)-666-2487, but there is no guarantee that I will be there to answer the phone. Leave your orders with another member of my family ONLY IF YOU MUST, I will make no guarantee for the accuracy of any messages or even that I will get any message at all. Press is encouraged, but please, get it in early.

The following people have not yet sent me their \$2.00 refundable deposits for the new game: Alan Rowland, and Andrew Tomcufcik. I am also yet to receive sub money from them, as well as others.

Effective next issue, the following will be added to my house rules:

- 14) Press is encouraged, however I reserve the right to limit, edit, or delete press. As a general rule, I will not limit press unless it runs over half a page per release, and I don't have the room. I won't edit press unless it is grossly racist, obscene, or otherwise objectionable, and is without any 'redeeming social value'. A half page of why all the Jews, Blacks, and Gays should be killed, for example, would more than likely not be printed. Press will be delayed if the season to which it belongs is also delayed. Press will not be accepted after four days before the deadline for moves, in most cases.

YCANFINDYOURNUMBERSOTHEYCANCALLYOUITHINKTHATIHAVESTRETCHEDTHISLINEARSEP

News of the Hobby, by the Hobby, for the Hobby

As mentioned last issue, Andy Cook of 807 Crescent Drive, Alexandria, Va., 22302 is once again sponsoring the Cook Awards. Pull over the following questions and send you answers to Andy.

- What is the best article you have read in 1977?
- What is the best new 'zine for 1977?
- What is the best 'zine for 1977?
- What is the best variant for 1977?
- Who made the most outstanding contribution to the hobby in 1977?
- Who is the hobby MVP for 1977?
- Who is the rookie of the year for 1977?
- Who should be expelled from the hobby?

John Leeder is conducting this year's North American 'Zine and Gamesmaster Poll. The purpose of the poll is to get an overview of how the hobby in general feels about the quality of its 'zines and gamesmasters. The more people that participate, the more accurate the poll will be. Anybody may participate (including foreign readers): All you have to do is the following:

- List all the North American 'zines that you receive and rate each one on a scale of 1 (good for lining the bottom of your bird cage) to 10 (rave review):
- List all the gamesmasters of all the games in which you are currently playing and rate them on the same 1 to 10 scale.
- Sign your ballot, give the date of your most recent relation to the hobby, and send your ballot to John at 1211 5th St. NW, Calgary, Alberta, Canada, T2M 3B6 before the end of June

IMSORRYBUTIDIDNOTTHINKTHATIVOULDNEEDQUITESOMANYLINIARSEPERATORSTHISISSU

If you took the time to read the double linear separator at the bottom of page 1 of last issue, you would have been able to get your name printed in this issue. The only person who took the time to tell me what it said was 'Bobcat' Bill Newell.

A Few Words on GM Ethics

Why the hell did I say I was going to write an article on GM ethics? Each time I have sat down to write it, I have gotten a page or so written, and then gotten disgusted with how poorly it was turning out. Such is life.

As far as I am concerned, the question of GM ethics falls into two separate categories: First is the case of the intentional ream-job. Second is the case of the honest dilemma. It should be rather obvious to all of you what the first category consists of (painfully obvious to some, I'm afraid). The second category, however, is not quite so self-explanatory. In the case of an honest dilemma, the GM has a problem which he would like to adjudicate fairly but if he rules one way, he screws one player, and if he rules the other way, he screws another player. Sort of a 'Damned if I do, Damned if I don't' situation. The rest of this article is devoted to a recent encounter of mine with a situation of the second category (Something like a Close Encounter of the Third Kind?).

Case 16, Docket 43906: Alexander vs. Smith

The following is a true story. The names have not been changed to protect the innocent. The scend: The Warmonger, 1976DT. The GM: Roy Smith. As the curtain rises, we see Roy Smith adjudicating a recent season. He notes with annoyance that the French player, Dave Alexander, has NMR'd, and he non-chalantly appoints a standby. And so the drama begins.

For those of you who are interested in doing a little more research into this matter, the season in question was F'04. This game had started in The Diplomatic Journal (published by Roger Oliver) and was transferred to The Warmonger in, I believe, the S'03 season. At that time Roger was having troubles publishing and had a couple of games transferred. It was at that point that I became involved with the game as a guest-GM.

To make a long story short, the day after the deadline Dave called me up to change his press. I told him that since the issue had already been printed, it was quite impossible. Then I remembered that I had recieved neither orders nor press from him, and told him that. Dave protested, saying that he had sent them to me. I told him that obviously, the post office had lost his letter. The house rules stated that it is the player's responsibility to see that the orders get to the GM, and if that was Dave's only defence, there was nothing I could do.

Life, of course, is not that simple. A short time later that evening, I got another call from Dave. He claimed that he had given me permission to call him collect on the night of the deadline if I did not have his orders. My bookkeeping system at the time was practically non-existent, so this came as rather a surprise to me. I pointed out that none of the recent issues had said that I had permission to call collect from Dave. Dave countered by saying that even though this information had not been printed in Nos. 21, 22, and 23 it had been printed in No. 20, and he had no reason to believe that said permission did not still exist. I told him that he should have re-informed me of his permission when he did not see his name on the list, just to be sure. I also informed him that since it has been my practice to list all NMR protection each issue, including continuing permission to call collect repeated from previous issues, there was no reason to believe that I had any form of NMR protection from him unless his name was on the list. I also told him that the reason that I can't accept late orders is to protect the other players. it is not inconsevable that a player would stab his ally, and then call him up 10 minutes after the deadline to apologise, since it would be too late for his erstwhile ally to do anything about it. After this call,

the stabee could change his orders, call up the GM and say that since it is only 15 minutes after the deadline, there is nothing wrong with the GM accepting his orders--there is no way that he could know what his fellow players are doing. Not that I thought that Dave would stoop to such low ways to get ahead, but these are the kind of things that I must assume will happen. Dave then proceeded to give me a set of orders over the phone, which he said were the same ones that he had sent to me. That same day he mailed me a Xerox copy of the orders he had sent me to confirm them. He said that I could ask all of the other players if they had spoken to him, and he was sure that they would all say 'No'. He did not demand that I accept the orders, but he did insist that I look at the problem from all sides, and he did give me a rather convincing argument as to why I should accept his orders late.

The whole gist of the argument fell down to a rather simple point: does giving the GM permission to call collect move some of the responsibility for getting in orders from the player to the GM? There is also a house rule that says that any GM error that goes uncorrected by the next deadline cannot be corrected later. Does this apply to NMR protection lists too? Did Dave give up his right to be called collect by not informing me of my error of omitting his name from the NMR protection list?

Next issue I will reveal how I ruled, and why. Those of you who are involved with 1976DT or get The Warmonger should already know. As for the rest of you, you are encouraged to send in your comments on how you would have ruled, and why. I will either print the more logical ones, or at the very least, I will print the **general consensus**.

IFINALYFOUNDASUIMERJOB TODAYIAMGOINGTOWORKASADRAFTSMANATMACHINESHOPHELP

#### More News of the Hobby

Rod Walker, in conjunction with Avalon Hill, will soon publish A Wargamer's Guide to Diplomacy. It is to be 36 pages and will cover all aspects of the game--Regular Diplomacy, Variants, and Whatnot. It will retail for \$3.00. Hopefully it will be ready in time for Dipcon, but don't go sending your money to Avalon Hill just yet. I have not seen it, nor do I know anyone who has, but I would guess that it should be worth the \$3.00. I'll buy a copy as soon as it comes out, and let you people know what I think of it.

#### Dates to Remember

PENN-CON (June 23rd-25th) Chester, Pa. For info write to Statagev & Fantasy Worlds, Valley Forge Shopping Center, King of Prussia, Pa. 19406. John Boyer (of Impassable fame) will be running the Diplomacy tournament. It's too late to pre-register, but you can register at the door for \$3.00 instead of the regular \$6.00. Diplomacy, D&D, and lots more. I will be there the entire weekend.

DIPCON XI (June 30th-July 2nd) California State University, Northridge (Los Angeles) California. Held in conjunction with GLASCon III, For registration and info write to Russell Fox, 5160 Donna Avenue, Tarzana, Calif., 91356. The annual IDA/NA meeting will be there, so I guess this one is the biggie of the year.

ORIGINS IV (July 14th-16th) University of Michigan, Ann Arbor, Mich. For details write to Al Slisinger, 12554 Dresden, Detroit, Mich. 58205

There are a lot more cons, but these are the only ones that I have any info on. If at all possible, go to at least one, if only for one day. I usually make one per year (two, this year), and have always had a good time. If you want to meet the people you play postally with, in the flesh, this is the way to do it!

## Two Silly Variants, and One Not-so-Silly Variant

The more observant of you may have noticed that I offer openings in The Trader Variant, and Purest Diplomacy. What are these absurd-sounding inventions?, you may ask. The answer is that they are two of the silliest variants ever devised.

The Trader Variant was designed by Matt Diller. I have in front of me issue No. 1 of LILAF, put out by Tom Gould. In it there is a reprint of an article which originally appeared in The Pocket Armenian No. 21, which describes The Trader Variant. Assuming that I can get permission to reprint it, I will do so next issue. If not, I will have to describe it in my own words. Such is life.

Purest Diplomacy is a variant designed by Roland Prevot. I first heard about it when I read a reprint of the original article in Diplomacy Digest, put out by Mark Berch. The first paragraph and everything in ((double parens)) is by Mark.

Many Diplomacy players feel the entire issue of tactics is greatly overrated. They believe that after playing the game for a modest period of time, most can figure out all the tactical procedures themselves. It is certainly true that as wargames go, Diplomacy does not require a very high level of tactical sophistication. The following variant removes virtually all tactical consideration by symmetrizing the map. It comes from Logenbeek #14 by Michel Feron, who I believe is no longer publishing, and was undated.

### Purest Diplomacy

(This variant was designed by Roland Prevot, and may well be the first French Diplomacy variant. Names of the various countries were chosen in a Brussels restaurant, by Roland Prevot, Steve Plater, Gerard Memmi, and myself, during the 1975 Brussels Con.)

1. All regular rules of Diplomacy are used, except as noted below.
2. There are seven spaces:
 

Churchill Land (Chu)	Naseru (Nas)	Calhareri (Cal)
Tulise (Tul)	Eden (Ede)	
Eccles (Ecc)	Imryrr (Imr)	
3. Each space is the home center of one of the 7 players.
4. Each space is adjacent to every other space ((This cannot be done with a three dimensional map, but who cares? If you can't keep that map in your head, you're in trouble)).
5. Each player begins with one army on his home province. There are no fleets.
6. Retreats are not allowed. A dislodged unit is annihilated ((No room for errors, folks)).
7. Victory criterion is ownership of 4 supply centers ((Adds some piquancy to the 3-3-1 situation, doesn't it? Notice that there is no draw criterion, I do not know if this omission was deliberate, but with no draws, this could last quite a while. Note that no person can hold out against the other two)).
8. First game year is 01 (Real useful rule, huh??)).

((There it is. The golden tounge is all y'need in this variant. If any of my readers are interested in playing this dubious creation, let me know, and I'll try to locate a rubber. Seven of our subbers run variants in **their** 'zines, and if any would be interested, let me know.))

I may be the only person in the hobby crazy enough to play this, but I will GM it if I can find enough people. Contrary to what Mark says, it is quite possible to have seven mutually touching spaces in a three dimensional map. Ask me in person, and I will try to show you how.

The not-so-silly variant referred to in the title of this article is Air-Sea Diplomacy. Bernie Oaklyn, who puts out The Front di Liberation du Diplomacy sent me the following article and asked that I reprint it. I do not plan on running a game of Air-Sea Diplomacy, but if you want to play, write to Bernie at 13412 Brackley Terrace, Silver Spring, Md. 20904.

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An overview to Air Sea I, a regular Diplomacy Variant designed in concert by Diave Bischoff, designed in fact by Buddy Tretick, copyrighted by Buddy Tretick, and reprinted by Bernie Oaklyn for Claw and Fang.

Air-Sea I, although a variant, is indeed similar to the game called Diplomacy. This variant used the gameboard (map), and basic rules and units used in the game of Diplomacy.

In addition to the army and the fleet, this game employs the airplane and the submarine.

In regular Diplomacy, the army and the fleet have: a movement factor of one space per move season; an attack factor of one; a support factor of one, unless that support is rendered invalid by the rules of play; and a defence factor of one.

The domain of the army is limited to land provinces (with the obvious exception of the convoy function); the domain of the fleet is limited to sea spaces and coastal land provinces.

Thus, the army and the fleet must deploy in NORMAL SPACE.

The use of the submarine adds DEPTH to the game. . . depth, indeed, since the submarine may be ordered to the sub-space, i.e., beneath the seas. In other respects, the submarine is equal to the fleet in that the submarine may go where and do what the fleet does, except perform the convoy function.

The airplane adds HEIGHT to the game. . . height, indeed, since the airplane deploys in air-space, i.e., above the earth and seas, into the skies. Except for movement factor, the plane is used much like the army. However, planes must fly to perform any function at all: the plane may not defend, i.e., the plane may not HOLD.

The plane has a movement factor of four; it does not cost a movement factor to take off, but it does cost a movement factor to land. The plane attacks and supports like the other three units. When the plane attacks an empty province, it prevents retreats to that space.

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I believe that this article first appeared in Claw & Fang No. 90, but I am not sure. Claw & Fang is put out by Don Horton.

As mentioned above, Bernie publishes The Front di Liberation du Diplomacy. He now runs two regular games, on strict 3-week deadlines. Reproduction is mimeograph (on colored paper, no less!). Subs are 10 issues for \$2.00. Bernie has openings in regular Diplomacy on both 2 and 3 week deadlines for a \$2.00 gamefee. He also has openings in Hyperspace I Diplomacy and Air Sea I Diplomacy for \$3.00 and Hyperspace IV Diplomacy and Kriegspiel Diplomacy for \$4.00. All of these have at least one player signed up, so he is just waiting for them to be filled before they start. Bernie currently is a guest-GM for both regular and variant games in Don Horton's Claw And Fang.

IFANYOFOUAREINTERESTEDTHISISTHETHIRDCONSECUTIVEYEARINWHICHMYROOMRESERV

My standby list consists of Richard Kovalcik, Bill Newell, Bill Nielsen, Brian Bentley, and Tim Hart. I need more!!

I have permission to call collect from Richard Kovalcik, and Bernie Oaklyn. If you are not on this list, then I have no NMR protection from you.



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ATUTORWHOTOOTEDTHEFLUTETRIEDTOTUTORTWOTUTORTSTOTOOTSATDTHETWOTOTHETUTORI

<u>X</u> Do you need house rules?	<u>X</u> You are in the New Game.
<u>    </u> Do you want to sub/trade?	<u>    </u> Send me the money you owe me!
<u>X</u> Do you want to play Dinky?	<u>X</u> Do you want to play a variant?
<u>TRADE</u> Sub ballance!	<u>    </u> This is a complimentary issue.
<u>X</u> Please see page <u>2</u> .	<u>    </u> Gobble, Gobble?

SITHARDEBTOTOOTORECTUTORTWOTUTORSTOTOOTTRYANDSAYTHATONEFIVETIMSEASTICA

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