

Last issue we announce that the first seven subscribers to AR would receive a free game of Diplomacy. Well, we have filled that game and are now opening our first game for pay. Please send your \$2, if you are a subscriber, \$4 if you are not, and we will enroll as many people as send money in as many games as necessary.

Okay, the seven players in AR 74-1 are:

David S. Lagerson, 19011 Vancouver, Reseda, CA 91335

Ronald M. Kelly, #210, 225 Virginia Ave, SE, Washington DC 20003

← Ronald Venable, P.O. Box 96, Westmorland, CA 92281

Leonard Lakofka, 644 W. Briar Pl., Chicago, Ill, 60657

Steven R. Nozik, S.U.N.Y. at Buffalo, Clement Hall, Box 1100, Buffalo, NY 14214

Tim Carleton, 617 Dartmouth Pl., Evanston, Ill., 60201

Gil Neiger, 300 W. 108th St., New York, NY 10025.

Countries have not been assigned yet, since we want to try the country preference list method and only three of the seven sent in preferences.

Nobody has tried to win the contest in which we are giving away a game of Origins of WWII but we are opening up a game of Origins to anybody who wants to join. Fee is \$1 for subscribers, \$3 for non-subscribers.

By the way, in any game played in Alternate Reality, all of the players who stick it out to the bitter end, win lose or draw, will get a free five issue subscription. This applies to substitutes also.

Would you like to be on our substitute list? Just send one dollar to be put on the list. If you do not specify which game you want to play in, your name will go on the list for all games, Diplomacy, OWWII, and any variants we may be playing.

Speaking of variants, we are opening up one game of Transatlantic Diplomacy at the regular fee. If you want to join this game, be sure to specify Transatlantic when you send in your game fee. The rules were given in our first issue, if you don't have a copy of them, send a dime and a stamped self-addressed envelope and we will send them to you.

The House Rules for all games in ALTERNATE REALITY can be found on another page in this issue.

Hello, again! It's me, wargames editor, subscription manager, correspondence secretary, gamesmaster, fan, and all around good guy. If you think I'm being egotistical, you're right. It was really a fantastic achievement for us to finally get out our own zine. We were so exhausted that we just sat there saying, "I don't believe we did the whole thing... I don't believe it!" But we didn't even get a chance to celebrate, unless you call free cokes celebrating ((Ed. Note They weren't free, who do you think stocks that machine, Santa Claus? RM)) we jumped right into planning this issue and the next several issues.

And we haven't slacked off. Why, just this past week we got Don to do the art that was supposed to be in last issue. He's got the cover done and ready for stenciling and here I am writing your favorite feature, THE Column. You should have already seen Don's cover, if you haven't, you opened this zine from the wrong side, why not go back and start over?

Now to consider a few of the comments we got on the last issue so far. Many people in the wargaming hobby seem confused as to what s-f is doing in a Diplomacy zine. Simple, we like it and it is our zine, and we think there are enough fellow wargamers interested in s-f to give us their support in making this a great zine. But there are other people in the s-f fandom among whom this zine is also distributed, who don't know what a wargame is.

Allow us to elucidate.

If you like history but hate to read it (most history books are made purposefully dull dry recitals of names dates and places, because someone told the history book writers that it was supposed to be that way) or maybe you'd like to create your own history or go back and change history and see what might happen, get a wargame. There are games to cover almost any situation that could, would, might have, did or will arise. Maybe you think Napoleon was an idiot? Could you have done better? Buy NAPOLEON AT WATERLOO (the very best introductory game, available from Simulations Publications, 44 East 23rd St., New York, NY 10010, for only a dollar) and see if you can save the French Empire. If you can't, don't worry, you'll just have been humiliated by your kid brother and won't have to fall on your sword or go into exile on one of those little Mediterranean islands the names of which no one can ever remember.

Physically speaking, a war game is usually a map board marked off in a hexagonal pattern to regulate movement, with appropriate terrain features, roads, hills, trees, cities; indicated in various colors. Military units (or naval or aerial or what have you) are represented by small counters. The counters usually have printed on them various information about the combat, supply or movement abilities of the unit it represents. Of course, there are other types of wargames and not-quite wargames like Diplomacy, if you live in this area, come into Rhodes' Books some Saturday and we'll be happy to show you some of our wargames.

I'll be talking about wargames in this column and in other features and articles, so if you're still doubtful about what it is we're talking about, we hope to clear the fog for you in future issues.

I was supposed to review KAMFPANZER this issue but wasn't all that enthusiastic about it and Ron talked Ron Roser into doing it for me. In the future, I'll give the editor a list of games I'd like to review and he can pick from it. Offhand I can think of enough games that I want to review to keep me busy for six months. Next issue, I'm thinking of ORIGINS OF WORLD WAR TWO, a game which is available for play by mail in this magazine. See the GAME ANNOUNCEMENT on another page.

I would also like to pick a s-f author and review all of his books making comments on the changes in style as his books came out over the years. about it, Ron? ((Maybe, but I'd like to tackle something like that myself.))

For those who don't know about them, I've defined wargames for those who don't know about them, I've defined other page. ---WB