



the TOFFund...

The Trans-Oceanic Fan Fund has been organized to bring Japan's foremost fan, Takumi Shibano, to the 1968 World Science Fiction Convention.

Born October 27, 1926, TAKUMI SHIBANO got his first taste of SF at the age of 14 when he read H.G. Wells' War of the Worlds. He graduated from Tokyo Institute of Technology as a math teacher in 1951, the same year that he sold his first SF story. Until Takumi became interested in SF fandom, Japanese science fiction was almost entirely translations of stories written in other languages. Takumi decided that if he was going to be a Japanese SF fan, there would have to be a Japanese SF field to support a fandom, so he began Japan's first fanzine UCHUJIN [Cosmic Dust] to encourage budding writers to try professional work. It isn't every fan who can develop a whole new branch of literature in his language just so he can be a fan of it!

TOFF needs about \$1000 to cover round-trip air fare from Japan and expense money here - and we need it as soon as possible! Contributors of \$1.00 or more [in cash or salable materials (fanzines, books, art, mss, comics, etc)] will receive a subscription to Maneki-Neko, the TOFF fanzine. Make all checks payable to David G. Hulan, c/o:

Trans-Oceanic Fan Fund
P.O. Box 422
Tarzana, Calif. 91356

AND NOW... A WORD FROM OUR SPONSORS.....

Pan-Pacificcon is the name of the proposed Los Angeles-Tokyo bid for the 1968 World Science Fiction Convention. An experienced committee is your best guarantee of a good convention; an active group of fans is your best guide to a fun convention. The project listed above should prove our activity and interest in the current fan-scene. Check our records for convention activity:

AL LEWIS [Chairman]: Chaired 1962 Westercon; Auctioneer, Seacon & Chicon III; Co-publisher, Progress Reports & Program Book for Pacificcon II; Parliamentarian of LASFS; Past Director & Directorate Chair, NFFF; 1959 Evans-Freehafer Award.
JOHN TRIMBLE [Vice-Chairman/TOFF]: Chaired 1965 Westercon; Sec'y 1962 Westercon; Tres. Project Art Show; co-Fan Guest of Honor, 1966 Westercon; Hugo Study com.
DAVID HULAN [Treasurer]: Parliamentarian, 1965 Westercon; past Director, LASFS; Past treas. LASFS & Andy Capp Fund; Chaired first MidSouthCon; 1966 Rebel Award.
FRED PATTEN [Auctions/Publicity]: Costume Ball judge at Pacificcon II & Tricon; Past Director, LASFS & NFFF; 1965 Evans-Freehafer Award; active APA member.
KATYA HULAN [Secretary]: Experienced as secretary of non-fan organizations; Conducted ISL raffle at Pacificcon II; Hostessed MidSouthCon I.
BJO TRIMBLE [Public Relations/Art Show]: Co-Fan GoH at 1966 Westercon; Founder & Director of Project-Art Show; 1965 "Big Heart" Award; Organized first Worldcon Fashion Show, 1958 Solacon; chaired longest panel in Worldcon history.

Remember...at NYCon3...vote for PAN-PACIFICON; Los Angeles - Tokyo -- 1968!

Broddingnag #65

1966AQ(W'07)

1966AV(F'06)

8 July 1967

Game 1966A2

Fall 1907

GERMANY ABANDONS SEA
WAR'S MAJOR FRONT PARALLELS ELBE/DANUBE LINE

The retreats:

RUSSIA (Reinsel): Army Munich to Berlin. Army Venice to Tyrolia.

TURKEY (Greene): Army Serbia to Greece.

Winter 1907

The adjustments:

RUSSIA (Reinsel): Build army Moscow.

FRANCE (Thompson): Build fleet Brest. Build army Marseilles.

TURKEY (Greene): Build army Constantinople.

GERMANY (Nelson): Remove fleet North Sea. Remove fleet Helgoland Bight.

These moves were communicated to the players several days ago by carbon copy letter. The deadline for moves for Spring 1908 was set for Wednesday 19 July 1967.

PRESS RELEASES

Moscow, 1 Dec. Ministries are slowly establishing themselves here, after their hurried flight from St. Petersburg, as a result of the German occupation of that city. The first official act of the newly constituted War Ministry was to issue the following communique: "O.K., you guys! I'll fight all of you. But how are you going to get all of those fleets into Eastern Europe?" The communique bore the somewhat mysterious signature "Big Brother".

Rome, 2 Dec. Reports arriving at the U.S. consulate here, and from other offices within Turkey, tell of an attempted Coup d'etat by the naval command. No reports could be confirmed.

Constantinople, 5 Dec. The Sultan's guard was increased and placed under the command of General Dis-maye, as the present revolt gains strength. Widespread fighting has been reported and Fufta A. Pasha's whereabouts are unknown. Reports also tell of the naval blockade against Tribizond, and that General Confusion has moved against naval forces in Albania.

The following poll was completed just before the present revolt in Latakia, Turkish Syria. This gives a good idea of what the man in the street thinks of the present war sweeping Europe.

	<u>Yes</u>	<u>No</u>	<u>No Opinion</u>
Do you like the Tsar?	89%	8%	3%
Do you like Russia's policies?	1%	98%	1%
Do you like the Kaiser?	99%	1%	1%
Do you like France	10%	12%	78%
Do you like the Turkish gov't?	1%	48%	51%

Game 1966AV

Spring 1906

**AUSTRIANS MAKE LAST STAND AT MOUNT OLYMPUS
GERMANY SILENT**

The retreats:

AUSTRIA (Munroe): Army Serbia to Greece.

Fall 1906

The moves:

GERMANY (Shagrin): No moves received. Armies Moscow, Ukraine, Galicia, Vienna, Silesia, Bohemia, Tyrol, Munich, Marseilles, Denmark, and fleet Holland all stand.

ENGLAND (Wells): Army Finland to Sweden. Fleet St. Petersburg (north coast) stand. Fleet Norwegian Sea to North Sea. Fleet English Channel to North Sea. Fleet Tyrrhenian Sea to Naples. Fleet Mid-Atlantic to Western Mediterranean. Fleet North Africa support fleet Mid-Atlantic to Western Mediterranean. Fleet Spain (south coast) to Gulf of Lyon.

RUSSIA (Zelazny): Army Sevastopol support army Rumania. Army Rumania support army Budapest. Army Budapest support army Rumania. Army Bulgaria support ITALIAN fleet Ionian Sea to Greece. Army Serbia support army Budapest. Fleet Black Sea support army Sevastopol. Fleet Tunis to Ionian Sea.

ITALY (Francis): Fleet Ionian Sea to Greece. Army Piedmont to Marseilles. Fleet Gulf of Lyon support army Piedmont to Marseilles. Army Venice support army Trieste. Army Trieste support army Venice. Army Tuscany to Piedmont.

AUSTRIA (Munroe): Army Greece to Bulgaria.

Underlined moves do not succeed. The Austrian army in Greece must retreat and has only Albania open.

As a result of these moves the belligerent powers control the following supply centres:

GERMANY: 3 home, Denmark, 2 Low Countries, Paris, Marseilles, Warsaw, Moscow, Vienna. 11. No adjustment.

ENGLAND: 3 home, Norway, Sweden, St. Petersburg, Brest, 2 Iberian, Naples. 10. May build two.

RUSSIA: Sevastopol, 3 Turkish, Bulgaria, Rumania, Serbia, Budapest. 8. Could build one, but has no open home supply centres.

ITALY: Rome, Venice, Tunis, Trieste, Greece. 5. Must remove one.

AUSTRIA: None. Must remove remaining force.

Deadline for adjustment orders is Saturday 22 July 1967. As is usual with winter moves they may be published ahead of deadline if received from all involved. The gamesmaster would appreciate it if the two players with Winter moves could submit them in time for the deadline of the other game, 19 July, although, of course, this is not demanded.

PRESS RELEASES

Athens, 15 June. Remnants of the Austrian militia recently arrived here. Most of the wounded seem to be suffering from knife wounds in the lower back and, in many cases, the knife seems to have been twisted before removal.

St. Petersburg, 10 Aug. According to "Pravda" the noble Russian people are being stirred by rumours of a mysterious "sealed train" said to be speeding toward the Finland station. The imperialist Czarist aggressors are said to be in for a "surprise".

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"On the other hand, the group I call Lawyers (such as yourself and Wells)"

- Derek Nelson, letter to BROB (in #38).

"The worst kind of diplomatists are missionaries, fanatics and lawyers;"

- Sir Harold Nicolson: Diplomacy.

"Ouchi"

- John McCallum.

BROB would be interested in hearing the views of any lawyers in the crowd concerning the statement in Nicolson's book. It would seem to me that the duties of a lawyer - at least in the sense of a solicitor, if not of a barrister - in the private sphere, and those of a diplomat in the international sphere, are closely analogous.

Surely it is the duty of a solicitor to represent his client's interests, in case of dispute to press for a compromise solution which preserves the essentials of those interests, and, if litigation appears likely, to warn his client of weaknesses in his position. Substitute the word "country" for "client", and "war" for "litigation", and this would seem a reasonable statement of a diplomat's duties also.

I suppose that what Nicolson means is that a lawyer is likely to be too influenced by logic and the letter of the contract (treaty), since these are the factors which will tell in a court-of-law, but may be largely irrelevant in disputes between nations. But lawyers are not wholly ignorant of wider realities, as witness their maxim that a doubtful patent in strong hands is better than a good patent in weak hands.

Any missionaries or fanatics who feel like contributing to the discussion are also welcome, of course.

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Our Cover

Those who were around two and a half years ago will remember the many attractive illustrations which Luise Petti did for Wild'n Wooly. The tour of the capitals of Europe by two little caterpillars, on the covers of that magazine, is one of the pleasantest memories of that period in the history of Postal Diplomacy. I would like to thank her, very much, for providing the cover for this issue of DROB.

This cover, as many others appearing on stfanzines these days, is part of a project by a group of fans in Los Angeles, in support of two causes. These causes are described on page two on the back of the cover. Both groups will be very pleased to receive any monetary contributions which readers may feel like contributing.

It should, perhaps, be stressed that the two appeals, the TOFFund, and the Los Angeles bid for the Con, are quite separate financially. It is quite possible to contribute to either, without supporting the other. This is stated because I believe that Spokane and Reno are the rivals of Los Angeles in their bid for the Con. Some readers may be supporting one or other of those two cities; this need be no impediment to their supporting the TOFF campaign.

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Game Openenings

The cover represents a group of knights greeting each other prior to a tourney. It had been my intention to use it on an issue announcing a new DROB game. But I have decided not to start a new game at this time, for a number of reasons, all of which boil down to congenital laziness - a malady not cured by the passage of the years.

But there are other jousting grounds. This issue of DROB will go to all of those many people who, during the last few months, have written me about game openings. All openings known to me are listed below. Practically every type of Diplomacy Journal is included here, those with fast schedules and those with slow, those which carry little except their games, and those with a good deal of additional material. So there is no need for any Diplomacy player to stand idle - the lists are open.

ADAG. Harold Hous, 288 Broadway, Space 139, Chula Vista, California. 92010. Carries regular games and the associated T.S.II carries variants. There are openings for players for both. Fee \$2.00

Broken Line. John Reiner, 361 South Elm Drive, Apt. 4, Beverley Hills, Calif., 90212. Has recently announced that it will carry on with plans to publish a regular game, as well as commentary on the world scene. Fee \$1.

Cerebral Nebula. Greg Long, 3526 S. W. 112, Seattle, Wash., 98146. Carries regular and variant games. Fee for either \$2.

Diplophobia. Don Miller, 12315 Judson Road, Wheaton Md., 20906. Carries regular games. It and its sister magazines carry almost all conceivable variants. The fee is \$3, with a reduction to \$2 for any subsequent games. The editor is currently in England so that applications should be delayed until his return in early August.

Erewhon. Capt. R. C. Walker, USAF, TUSLOG Det. 183, APO New York City, 09254. Carries regular and many variant games. Fee is \$2. As the editor is stationed in Turkey, all correspondence should be sent Air Mail.

Glockorla. David Lebling, 3 Rollins Court, Rockville, Md., 20852. The only game currently being published is a variant but hopes to start a regular game soon. Fee \$2.50

International Enquirer, Box 14021, University Station, Minneapolis, Minn., 55414. Both regular and variant games. (And the only cartoon strip in the business.) Fee \$2.

Kalmar. Christina Brannan, 3044A Telegraph Ave., Berkeley, Calif., 94705. Regular games only. Fee \$4 for first game, 50 cents for additional games ordered at approximately the same time.

Xenogogic. Larry Peery, 5834 Estelle St., San Diego, Calif., 92115. \$2 for regular games, \$3 for most variants, and \$1 for additional concurrent games.

And, last but by no means least, a new 'zine to be published by Derek Nelson and Bob Lake as their personal contribution to celebrating Canada's looth birthday. They had originally intended to have only Canadians in the first game but this restriction has been dropped. Fee \$3. Write Bob Lake, Apt. 904, 35 Esterbrook Avenue, Willowdale, Ontario.

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Deutschland nochmals erwägt.

In BROB #63 John Smythe published an article on Germany - an article, by the way, which has received more mention in letters received here, than any other single feature that BROB has ever carried. In the article John states his view, that the way to improve Germany's prospects is to re-design the game so that that country begins play with three armies and one fleet, instead of a total of three forces as at present. This is the one feature of his argument with which I am not in substantial agreement. Such a change, the remainder of the board being left the same, would, in my view, actually decrease Germany's chances, rather than increase them.

In 1901, Germany is now guaranteed at least one raise. It very frequently gets two, both Holland and Denmark. Two is usually as good as is done by any country, with the one exception of France, which, fairly frequently, gets three raises in 1901. Turkey, the strongest power, is only guaranteed one raise in 1901; only rarely does it get an additional one that year. England, usually regarded as the second strongest power, only very rarely gets two raises in 1901; its most

usual case is to get one for Norway and even that may be denied in some alliance situations, as Smythe himself mentions in his article. If Russia finds itself at war with both Austria and Germany it can easily be prevented from making any raise in 1901. Germany's opening position of one sure raise, with a good prospect of a second, in 1901, is not intollerably poor in comparison with other powers. In fact, in some respects, the advantages are in its favour. If Italy, in 1901, wants to be sure of a raise it has one choice, and one choice only, as to what to do; similarly Turkey. And so with England, with the further remark that, even then, it is not completely sure of getting the raise. Germany, on the other hand, has the choice of whether to take Holland or Denmark in the spring, and which is to be left for possible later conquest in the Fall.

Germany's weakness is not an inability to make gains in 1901 and 1902; it is as well off as other powers in that respect. Its disadvantages go considerably deeper.

The three western power tend, in the opening years of play, to be somewhat isolated from the remainder of the board, although both England and Germany may have some contact, friendly or the reverse, with Russia. The usual result is that two of those powers join forces against the third. As John points out in his article, there is an advantage for both England and France to elect Germany to be the goat. This is, however, by no means the only possible choice and it would be easy to find examples in published games of each of the three possible alliances: England and France against Germany, as in 1965U, France and Germany against England, as in 1965M, and Germany and England against France, as in 1966AV. It seems to me that the inevitable result of giving Germany an additional army, and therefore an additional supply centre, would be to make the first possibility the standard one, instead of it being just one possibility among three, as is the case with the present game.

For two reasons. One, the two other western powers will have more to fear with a giant in their neighbourhood. And, two, Germany having an additional supply centre will make it a more tempting victim: there will be one more bit of loot in the common kitty, or they can use it as a bribe for Russia to keep that country from interfering.

So greater initial size would make inevitable an alliance pattern in opposition to Germany. This would, indeed, reflect history. In the 19th century both Britain and France had long standing quarrels with Russia, Britain being Russia's chief rival for influence in central Asia, and France being her rival for the position of protector of the Christian minorities. From the Franco-Prussian War on, and increasingly after the turn of the century, these long enduring rivalries were forgotten. Germany's growing strength was apparent to all, as was her willingness to use it. With the result that the Entente, directed against that country, was formed by Britain, France, and Russia, in spite of many animosities between all three. And exactly the same thing would happen in our game, if Germany were given an increase of 33% in initial strength, relative to the other powers. #within the Turkish Empire.

Germany's real weakness is not a lack of opportunity in 1901.

Its weakness is that it so often finds itself, a little later, all front line. It happens to every power, occasionally, that it can't make builds to which it is entitled, on account of having all its home supply centres occupied. But to no other power does it happen as frequently as to Germany. In game after game, Germany has to pack its home territory with troops to keep the enemy out; and so is not allowed to build for the gains which it may make. To prevent this will, I think, need a more radical revision of the game than the addition of another army.

One possible way of revising the game to cure this defect is to do as Omnibus does. In this variant, a copy of which Jack Greene very kindly sent me, the board is divided into much smaller sectors than it is in the standard game. There are also more pieces. As a result something much closer to the front lines of 1914-18 can develop. Germany can maintain both a Western and an Eastern Front, as in the Great War, with an appreciable amount of unoccupied territory, available for builds in between. Another possibility is a variant of my own. This was developed to do something quite different, namely to make a solution of the Moning Rule and the Boardman Rule situations flow naturally from the rules of the game, without requiring a specific ad hoc solution, as is done by the use of Miller's Rule to solve the second of those problems. This variant retains supply centres, which I regard as one of the most realistic features of the game, but in a somewhat modified form. I am not certain but I think that this variant also lightens Germany's difficulties. In any event what Germany needs to increase its chances is not an additional army in 1900, but a chance to fight without being suffocated by its own forces.

Game 1965D

BROR would like to congratulate Jerry Pournelle on his recent victory, as Italy, in game 1965D. Carried in Wild 'n Woolly (its game 1965EX), this was advertised as a "game of dragons" or slow game. Jerry entered the Winners' Game in Big Brother, some months ago, on the basis of his expected win in 1965D so that his win can not be regarded as a surprise; that just means that our congratulations are belated. This is, by the way, the first time that a replacement player has won a postal game, though it happened in a move-a-week game, 1963C.

As Wild 'n Woolly does not normally publish a centre year table for its games one is given below, and overleaf, for the use of those who need such a table for their Rating Lists.

	<u>1901</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	<u>12</u>
England	4	4	4	3	3	2	1	OUT				
France	5	3	OUT									
Germany	4	5	6	6	6	6	6	5	4	2	OUT	
Italy	4	6	8	9	9	10	11	12	13	15	17	19
Austria	5	6	6	7	7	7	7	7	7	7	8	10
Russia	6	6	8	9	9	9	9	9	9	9	9	5
Turkey	3	2	1	OUT								

Journal: Wild 'n Woolly, #'s 10-94. Alternate designation, 1965KX. Gamesmaster: Brannan. Players. England: Brenda Banks. France: John Sandoval. Germany: James Goldman. Italy: Dan Alderson, until the end of 1902, Jerry Pournelle, from Spring 1903. Austria-Hungary: Conrad von Metzke. Russia: John McCallum. Turkey: Barry Gold.

The early elimination of Turkey followed by that of England, cut down the lead of the two front runners on the country list. And yet another win for Italy has brought that low-ranked country up somewhat, so that the effect of this game is to smooth out differences between countries.

Rare doxically, although Turkey and England were eliminated comparatively early, this game demonstrated the defensive power of those two countries. Barry Gold, playing Turkey, found himself, from the outset, ganged up on by von Metzke's Austria and my Russia. He resigned in disgust in the Fall of 1901, without even having made the customary gain of Bulgaria. Von Metzke and I continued our alliance and pressed our attack on Turkey. Neither of us was seriously engaged elsewhere. In spite of this very one-sided situation, it was not until 1904 that the last Turkish centre was captured.

Similarly with England. Miss Banks, playing . . . that country, made the usual seizure of Norway in 1901. She then tried to secure a foot-hold in the Low Countries and northern France, without success. After making the move for Fall 1902, she found herself faced with a rather prolonged stay in hospital, and withdrew from the game, again without replacement. Jim Goldman's Germany and my Russia had a defensive, but not an offensive, alliance. We both, as well as Pournelle's Italy, which had very rapidly overrun Sandoval's France, tried to pick up English supply centres. Of course, one side or the other frequently supported an English force standing to prevent its capture by a hostile power. None-the-less, it is remarkable that it was not until 1908 that the last of the four English centres was taken, although under constant attack by three major powers, and with no commander for its own forces.

By the way, von Metzke used to sneer at my contention that an Italo-Austrian alliance has great potentialities. Perhaps the outcome of this game will convince him. In this game the alliance between Pournelle's Italy and von Metzke's Austria, at first defensive only, but later offensive as well, lasted for the duration of the game. Italy won, Austria was a strong second, and there was only one other weak survivor at the end of the game.

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Game 1965F

In the last issue EROB congratulated one of its players, Derek Nelson, for being the only player, other than John Smythe to win two games. That 'only' did not last very long. Charles Wells, another EROB player, has just won his second game, 1965F. Our best wishes to him and may he have many more victories. Charles is, as a matter of fact, only rated on two completed games. He has won both of those, both playing Turkey, and both in Graustark. Some kinds of monotony are pleasant enough. With Turkey winning and England coming second this game does little to change the country list.

	1901	02	03	04	05	06	07	08	09	10	11	12
England	4	4	5	6	7	7	7	9	9	10	12	10
France	4	3	4	5	5	7	9	9	9	9/8	8	7
Germany	5	5	3	1	OUT							
Italy	4	4	5	6	6	6	6	6	5	4	2	1
Austria	5	6	6	6	7	4	2	OUT				
Russia	6	5	5	5	3	3	2	1	OUT			
Turkey	4	5	4	6	7	7	8	9	10	11	12	16

	1913	1914	
England	12/11	8	
France	6/5	6	
Italy	OUT		
Turkey	16	16	and wins!

Game 1965E. Alternate designation: Costa I. Journal: Costaguana, #'s 1/4 - II/8. Graustark #'s 104 - 132. Gamesmaster: Conrad von Metzke, up to Fall 1907, John Boardman thereafter. Players: England: Harold Peck, replaced by Jim Sanders Spring 1910; France: Dan Brannan; Germany: Phil Castora; Italy: John Koning; Austria: Roland Tzudiker, replaced by Monroe Jeffrey Spring/ in turn replaced by Conrad /03 von Metzke, Winter 1907; Russia: Bill Schreffler, replaced by Dennis Smith, Fall 1902; Turkey: Charles Wells. And Hal Maus replaced someone in the last move of the game, Spring 1914, but I am not quite sure whom. On that move neither Sanders, playing England, nor Brannan, playing France, moved. According to Grau #132 moves from Maus were accepted for France. According to the roster in Grau #133, he replaced Sanders as England. And those fractions up there, e.g. 6/5, mean that in the year in question the country concerned had 6 supply centres but only built forces to a total of 5.

Game 1966E

In BROB #62, slightly prematurely, the results of Game 1966E were included in the Rating List. The game was officially ended in the latest Diplophobia, #12, but without a centre year table being provided. As there seems to be a demand for such a table, see for instance the latest Glock, one is given below.

	1901	1902	1903	1904	1905	1906	1907
England	5	5	5	7	7	6	8
France	4	4	4	3	3	3	1
Germany	6	5	5	2	OUT		
Italy	4	4	4	5	5	4	2
Austria	5	4	5	4	4	4	5
Russia	6	8	10	13	14	17	18
Turkey	4	4	1	OUT			and wins!

Game: 1966E. Alternate designation: FBA. Journal: Diplomania, #'s 1 - 11, Diplophobia, #'s 1 - 12. Gamesmaster: Don Miller. Players. England: Ron Parks, replaced by Richard Bryant in Fall 1906; France: Gregory Molenear; Germany: John Mazor; Italy: Terry Much; Austria: Geo. Parks, replaced by Dave Lebling, Winter 1905; Russia: James Latimer; Turkey: Sidney Get, replaced by Wayne Hohenisel, as stand-by on the final move of that country.

BROODINGWAG Rating List (Completed Games) - #9

With inclusion of the two games listed on the previous pages the rating list becomes:

- | | |
|-----------------------|-----------------------|
| +24 John Smythe (W) | - 1 Earl Thompson |
| +15 Derek Nelson (W) | - 2 Bob Adams |
| +14 John Koning | Brenda Banks |
| +12 Charles Wells (W) | Stephen Barr |
| + 9 Banks Mebane | Bob Daniels |
| + 8 John McCallum (W) | James Dygert |
| Donald Miller (W) | James Goldman |
| + 7 Frank Clark | Gregory Molenaar |
| + 6 James Latimer (W) | Charles Reinsel |
| Bruce Pelz (W) | Bill Schreffler |
| Jerry Pournelle (W) | - 3 Ron Bounds |
| + 5 Rick Brooks | - 4 Clint Higglestone |
| + 4 Eric Blake | Margaret Gemignani |
| John Boardman (W) | Jack Harness |
| Richard Bryant | John Mazar |
| Robert Lake | Dave McDaniel |
| James MacKenzie (W) | Conrad von Metzke |
| Dian Pelz | - 5 Tom Bulmer |
| Charles Turner (W) | Jerald Jacks |
| + 3 Robert Ward | Stuart Meshner |
| + 2 Dave Lebling | Stephen Patt |
| Harold Maus | - 6 Phil Castora |
| Mark Owings | Sidney Get |
| Jock Root | Bernie Kling |
| Gail Schow | Don Recklies |
| James Sanders | John Sandoval |
| + 1 Bill Christian | Joel Sattel |
| Ken Davidson | - 8 Roland Tzudiker |
| Anders Swenson | - 9 Barry Gold |
| 0 Len Bailes | -10 Charles Brannan |
| Edwin Baker | Richard Schultz |
| Christina Brannan | -12 Fred Lerner |
| John Davey | -15 Paul Marley |
| Ben Hendin | |
| Alan Huff (W) | |
| Geo. Parks | |

The games included in the listing were: 1963A, B, 1964A, B, C, D, 1965A, D, E, F, G, H, I, L, S, T, 1966D, E, AP.

The Country List

England	+24	61.8%
Turkey	+15	57.4
Austria	+ 3	51.5
France	- 2	49.0
Italy	- 7	46.6
Russia	- 8	46.1
Germany	-25	37.7

The country list does not include games 1963A, 1966AP, both of which were 5-man games.

The three oldest games, remaining on the books, 1965B, 1965C, 1965K, are all Wild 'n Woolly games.

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SEALED BAY

Michael R. Childers, 3137 Tilfer, Houston, Texas, 77017.

I wish to announce the birth of a new Diplomacy fanzine, Hostigos. The 'zine will carry one game of Verrat.

Verrat is, of course, a Diplomacy variant, but it is truly unique. There is not another variant even closely similar.

The seven registrants with the earliest postmarks will be the ones playing. The game fee is \$4 and is due with the first "move".

The first issue of Hostigos will appear as soon as seven people are registered for the game. The publishers are myself and Michael Reese. All correspondence should be sent to me.

((+(Letter dated the Fourth of July and offering a game called "Treason". As a loyal subject of the British Crown I might be able to make something out of that, if I set my mind to it. -jamcc)+))

Charles Wells, 3678 Lindholm, Cleveland, Ohio, 44120 (Temporary address:

Summer Program, Box 203, ~~Marquette~~ College, Brunswick, Maine, 04011: The statistics in EROB 64 were intriguing and I agree mostly with your conclusions from them. One thing: I do not believe France is the only country which ever gets three builds in the first year. I distinctly remember Germany played by Bill Schreffler doing that in some game or other. I don't remember how he did it but the following setup would occasionally result in such an eventuality, if France, or England, or both, mistakenly trust Germany: F Kie-Hol, A Ber-Kie, A Mun-Ruh. Denmark and a supported attack on Belgium in the right circumstances then accomplish the goal.

Boardman says he may not be able to keep up his numbering system long. It dawned on me when he said it that there really isn't much point in a uniform numbering system. One would accomplish the same thing by references like EROB #1 or LOVELY MOUNTAIN #3 and by using a magazine's numbering system if it has one. This is actually better because people can't remember the Boardman number of games even if they are in them (what is the Boardman number of 1965HQ?) unless a magazine prints it, and only you, I, part of sTab and ADAG, and Boardman do that (I guess).

((+(And Lobling's Glockorla, and Walker's Brewhon, and in some contexts, Miller's Diplomania. In fact, except for Drauman, is there anyone who doesn't use the Boardman numbers to some extent? I for one hope John can keep the system up. It is much more convenient to say 1966L instead of ARMA-1, ex Costa VI, ex T.S.#1.

The game where Germany, played by Schreffler made those three raises the first year, was game 1965C. In both of the two new Graustark games Germany has made 3 gains the first year, 1967U and 1967V. So my statement was certainly too sweeping. However, that fact hardly seems to destroy the force of my statement that, in 1901 Germany is as well off as any country, except France. To show that Germany itself sometimes makes three gains that year, seems to strengthen the view, if anything. - jamcc)+))

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NEW BLOOD

Gregory Warden, 179 Aquetong Road, New Hope, Pa., 18938, wrote. He was New Blood then, at least, though I notice that he has entered a game since.

Wells Anderson, Route 3, Box 240H, Wayzata, Minn., 55391, whose name appeared in this column about a year ago, wrote a nice letter to tell of his Diplomacy activities in the interval. But he is not yet in a regular postal game;

Jack Greene, Jr., 670 Darrell Rd., Hillsborough, Calif, 94010, wrote to say that the following played Diplomacy at the Westeroon:

Joe Riekens, 65 Canal St., #19, San Rafael, Calif, 94901

Bruce Boner, 148 Highland Ave., San Rafael, Calif., 94901

Gary Myers, 40 Newhall, San Rafael, Calif.

Jeff Godwin, 130 Highland Ave., San Rafael, Calif, 94901.

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Game 1966A2 Players Note: Charles Reinsel, playing Russia, may be making a trip to Europe almost immediately. If he does, John Moning, 318 So. Belle Vista, Youngstown, Ohio, 44509, will play his position temporarily. If you have anything urgent for Russia, perhaps you had better send a carbon to John to be on the safe side.

All Players Note: I will be away from Halston for about 10 days from the 14th, Bastille Day. Therefore please disregard requests for speed appearing on an earlier page, the next issue will not appear ahead of deadline and may be delayed a day or two. During part of the time I can be reached at #514-243-5852, if there is anything extremely urgent.

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PROBINGMAG is published and edited by J. A. McCollum, Halston, Alberta, Canada. It sells for ten cents a copy and chronicles Postal Diplomacy games 1966A2 and 1966AV.