



CARPETBAGGER

This is the Carpetbagger, bringing a bag-full of postal Diplomacy games, articles, and other items both related and not related to the game of Diplomacy.

Carpetbagger is edited and published by Stephen Bell, the last of the great carpetbaggers. Bell, born in Indiana and raised in Ohio, has migrated south to seek fame and fortune. He is still looking.

credits:

Diplomacy is an invention of Allan B. Calhamer, and is published by Games Research Incorporated, of Boston.

The sneaky-looking character portrayed at the left was adapted from a famous 19th-century cartoon by Thomas Nast.

CARPETBAGGER GROWTH PHENOMENAL

Before I even began work on the first issue of Carpetbagger, I drew up a list of resolutions that I was determined to keep. Well, as we all know, no matter what your initial determination might be, resolutions are almost always designed to be broken, and I am now going to break the first of them.

Last August I resolved never to publish circulation figures for CB; I thought (and I still do think) that circulation totals reflect quality only occasionally and only coincidentally. However, I can't help being very proud of Carpetbagger's growth, and I find it impossible to keep the facts a secret. Believe it or not, circulation for this fourth issue of CB is officially and exactly 74; furthermore, less than one-third of these people are traders. I think that, although this figure will continue to vary from issue to issue, when it stabilizes somewhat it will exceed 100. The extravagant poor taste of a significant portion of the postal Diplomacy world has thus been proved.

TRUE GRITS

News from around the postal Diplomacy world. ((The title for this column was suggested by Larry Peery.))

The Council of the International Diplomacy Association recently voted 6-2 against sanctioning the First Postal Diplomacy World Championship Tournament. The good judgement of the IDA Council has been proved repeatedly in the past, so this represents a significant warning to all who are tempted to enter this tournament.

I would like to add my own personal warning to theirs: newcomers to postal Diplomacy are especially encouraged to avoid the FPDWCT. If it is a success, then there will be many future opportunities for us all to participate. However, one's reservations grow all the stronger the more one learns about the administration of this tournament.

In issue #2 of CB, I made a passing comment to the effect that John Boardman's Graustark and James Massar's " " were, to my knowledge, the only 'zines that had never missed a deadline. This statement was, indeed, true, but only because my knowledge was somewhat limited at the time. It has now come to my attention that at least two other 'zines meet this high test of reliability.

The first of these is Armadillo, published by Steve Cooper at 3073 S. Buchanan Street, apt. B-2, Arlington, Virginia 22206. The surface appearance of Armadillo is, in my opinion, unsurpassed, and the content is also above average, so it comes highly recommended.

The second is, as we all might guess, Hoosier Archives. After winning the 1972 Johnny Award for "Outstanding Regular Diplomacy Magazine", HA certainly doesn't need any publicity from me; however, under threat of intimidation by the Diplomacy Widow's Association (the front organization for HA's mob) I will offer the address of the editor (she is Carol Buchanan at R.R. #3, Lebanon, Indiana 46052) and the comment that HA is well worth subscribing to.

I recently learned from one postal Diplomacy publication that there is some sort of election going on this year! Have any of you heard anything about this election?

Anyways, at the conclusion of a rather lengthy article, the zine's editor officially endorsed Senator George McGovern for the Presidency, no doubt converting thousands of voters to the Democratic ticket. Becoming quite curious, I did some research, and discovered that many postal Diplomacy 'zine editors have officially announced their intention to vote for one or the other of the presidential candidates. Not wishing to see the bandwagon leave me behind, I will now announce my intentions for November 7.

On November 7, I will vote neither for George McGovern nor for President Nixon.

Gasp! Is the editor totally apathetic? Is he not a good citizen? Has he succumbed to Graustark's influence???

No, in reality, the fact is that your editor is two months too young to vote. However, let it be known that, like all true carpet-baggers, I am a Republican, and I am looking forward to casting my first vote for Charles Percy for President.

"To a Baked Fish" -- by Carolyn Wells

Preserve a respectful demeanor
 When you are brought into the room;
 Don't stare at the guests while they're eating,
 No matter how much they consume.

CB GAME "b" GETS UNDERWAY

With this announcement, game "b" begins. I want to wish everyone the best of luck, and I hope that all enjoy the game.

The players, their addresses, and their area codes are as follows:

HERB BARENTS, 157 State Street, Zeeland, Michigan 49464 (616)
 STEVEN BROOKS, 6901 E. Broadway, apt. 253, Tucson, Arizona 85710 (602)
 STEVE COOPER, 3073 S. Buchanan Street, apt. B-2, Arlington, Virginia
 22206 (703)
 BRUCE GROSS, 6577 So. Oneida Ct., Englewood, Colorado 80110 (303)
 LEN LAKOFKA, 4270 N. Marine Drive, apt. 525, Chicago, Illinois
 60640 (312)
 ELLIOT LIPSON, HQ, USAMC, ATTN: AMCRP-QIP, Washington, D.C.
 20315 (202)
 ARNOLD PROUJANSKY, Hotel Park Plaza, 50 W. 77th Street, N.Y., N.Y.
 10024 (212)

Here is the country preference list:

ITALY	-- Herb Barents	no list submitted
FRANCE	-- Steve Brooks	F - i - e - r - g - t - a
TURKEY	-- Steve Cooper	r - T - a - g - f - i - e
RUSSIA	-- Bruce Gross	R - t - e - f - a - i - g
AUSTRIA	-- Len Lakofka	r - A - g - f - t - e - i
GERMANY	-- Elliot Lipson	G - f - a - i - r - t - e
ENGLAND	-- Arnold Proujansky	no list submitted

I tossed a die to decide whether Arnold or Herb would receive England, and Arnold was the winner.

The deadline for Winter 1900 press releases is 17 November 1972.
 The deadline for Spring 1901 orders is 8 December 1972.

GAME OPENINGS

Carpetbagger has only a few game openings left:

Carpetbagger "a": this game is especially for newcomers; three openings are left.

Carpetbagger "b": this game is now underway.

Carpetbagger "c": this game is especially for players who like to write good press releases; two openings are left.

Carpetbagger "d": this game is now underway.

Carpetbagger "e": this game is in progress.

Carpetbagger "f": this game offers a different kind of gamefee structure; rates are exactly half of what they are in the other Carpetbagger games, but no portions of the gamefees will be returned; five openings in Carpetbagger "f" remain.

STAND-BY POOL

According to my records, the stand-by pool for the CB-sponsored games currently consists of Steve Brooks, Bruce Chin, James Massar, and Larry Moran. If any others would like to become members of the stand-by pool, please let me know.

"Regular" subscription rates will be announced in the next issue of Carpetbagger.

CB GAME "C" GETS UNDERWAY

With this announcement, yet another game begins. The players, their addresses, and their telephone area codes are as follows:

JEFF CASTELLI, P.O. Box 1388, Davidson, North Carolina 28036 (704)

CHIC HILLIKER, 3312 Stoneycress, Bloomington, Indiana 47401 (812)

DOUG HOLLINGSWORTH, 37 Sanford Street, Bangor, Maine 04401 (207)

MIKE KELLER, 21 Station Road, Cranbury, New Jersey 08512 (609)

WAYNE J. LANHAM, Jr., 900 W. Spring Valley, apt. 197, Richardson, Texas 75080 (214)

Lt. ROGER L. MILLER, 8956 Via Caracas, San Diego, California 92126 (714)

CLIFFORD OGINSKI, 13327-123 Street, Edmonton, CANADA T5L 0K1 (403)

Here is the country preference list:

RUSSIA -- Jeff Castelli R - u - s - s - i - a

GERMANY -- Chic Hilliker G - e - r - m - a - n - y

ITALY -- Doug Hollingsworth I - t - a - l - i - a

TURKEY -- Mike Keller no list submitted

FRANCE -- Wayne Lanham F - r - a - n - c - e

ENGLAND -- Roger Miller no list submitted

AUSTRIA -- Cliff Oginski A - u - s - t - r - i - a

I tossed a die to see whether Mike or Roger would receive Turkey, and Mike won.

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The deadline for Spring 1901 orders is 8 December 1972.

RATES

The gamefee for a Carpetbagger-sponsored game is \$8. A player who pays this fee, and who plays through to the elimination of his country or to the conclusion of the game, may request \$4 of his original gamefee returned.

Since much of the gamefee pays for Carpetbagger itself, traders, as they already receive Carpetbagger, will only be charged a gamefee of \$4. Trades are on either a title-for-title or an all-for-all basis.

Subscriptions are 50¢ for five issues, to those who have never before received Carpetbagger on a regular basis.

Sometime within the next week or two, a copy of the current houserules will be mailed to each player enrolled in CB-sponsored games that are underway. As a future policy, when a game is filled, copies of the houserules will be mailed to the players, free-of-charge, immediately; to all others, a copy of the houserules will cost 25¢. Incidentally, be sure to remember that all of the current houserules were described in detail as part of issue #2.

By the way, also remember that copies of back issues of Carpetbagger also cost 25¢ each.

"The Lesser Lynx" -- by E.V. Rieu

The laughter of the Lesser Lynx

Is often insincere;

It pays to be polite, he thinks,

If royalty is near.

So when the Lion steals his food

Or kicks him from behind,

He smiles, of course -- but, oh, the pain

Remarks that cross his mind!

Winter 1900

CARPETBAGGER GAME "e"

Winter 1900

Press releases:

Berlin (IG): The kaiser stated again today that he can not stand frogs!! Furthermore, he has vowed not to allow any frogs to pollute the Lowlands!! Therefore, let it be known by all that the Kaiser is a devoted frog killer!!!!

London (London Times)(RM): Fellow citizens of the European Community, better than twenty years have passed since any events have gotten out of hand beyond our control. Now, is the time to lay aside our individual national interest in pursuit of a continuing peaceful atmosphere between ourselves and our neighbors. Heed not these words, and disaster lies but around the corner for all of us. Nearly a century has passed since the heavens saw us fighting the length and breadth of our blood-soaked land. Lets form together to reach an understanding between one another. England seeks only peace.

Constantinople (Dec. 25, 1972)(GG): Sultan Abdul iben Hadd is sorry to inform the rullers of Europe that we are unable to continue our former practice of sending a special gift to each of you. Not only have the postal rates gone up, but the gifts rarely reach their destination in accetable condition. Apparently, the girls receive their most serious injuries when they are stamped "Damaged in shipment".

Note: When I receive a press release for publication, I will generally print it verbatim, errors and all; thus, I managed to resist the temptation to correct the errors in these press releases. Note also that the "(IG)" means that Lee Greenwood authored the release, "(RM)" indicates a Richard I. Meyer release, and "(GG)" shows that Greg Greer is the author.

Deadline for Spring 1901 orders is 17 November 1972. Thus far, I have received tentative orders from Greg Greer only.

KEYS TO THE KINGDOM (part 2)

-- by Len Lakofka

In 1901, much can be done by a bold alliance, if the neighbors of that alliance are peaceful and appear to entertain non-intervention policies. Let's examine bold 1901 developmental attacks in line with the "keys" to other countries, when at all possible.

French-German alliance vs. England:

All kinds of goodies can come out of this one! Germany should open F Kiel-Denmark, A Berlin-Kiel, A Munich-Ruhr; France can open F Brest-MidAtlanticOcean, A Paris-Gascony!, A Marseilles-Spain, or F Brest-EnglishChannel, A Paris-Gascony, A Marseilles-Spain. With France in the MidAtlanticOcean, the next move is F Denmark-NorthSea!, A Kiel-Holland, A Ruhr-Belgium, F MidAtlanticOcean-IrishSea!, A Spain-Portugal, A Gascony-Spain; with France in the EnglishChannel, the next move is F Denmark S French F EnglishChannel-NorthSea, A Kiel-Holland, A Ruhr-Belgium, F EnglishChannel-NorthSea, A Spain-Portugal, A Gascony-Spain. In both attacks you do not wait for 1902, and you slightly weaken the alliance potential in that 3 builds, instead of 4, by the alliance, are achieved. But England is held to one build (and at least one hostile fleet on his border and perhaps even two hostile fleets) or no builds (while his enemies get three total).

French-English vs. Germany:

F Brest-MidAtlanticOcean, A Paris-Burgundy, A Marseilles S A Paris-Burgundy, F London-Norway, A Liverpool-Ireland, F Edinburgh-Norwegian.

Now, if Germany orders F Kiel-Denmark; F MidAtlanticOcean-Portugal, A Marseilles-Spain, A Burgundy-Munich, F NorthSea C A Yorkshire-Belgium, F NorwegianSea-Norway. However, if you feel A Ruhr-Holland, then A Burgundy-Ruhr! is stronger. Let Germany get his two builds, because A Ruhr-Kiel, A Belgium S F NorthSea-Holland, F NorthSea-Holland, will bring Germany crashing down in 1902, as F Norway will go to Skaggerrak!

German-English vs. France:

F Kiel-Holland, A Berlin-Kiel, A Munich-Ruhr, F London-English Channel, A Liverpool-Wales, F Edinburgh-NorthSea. Then, F Holland S A Ruhr-Belgium, and probably A Kiel-Munich, but A Kiel-Denmark is also playable as the French can be easily driven out; also, F NorthSea-Norway, F EnglishChannel C A Wales-Picardy.

French-Austrian vs. Italy!

F Brest-MidAtlanticOcean, A Marseilles-Spain, A Paris-Burgundy, A Vienna-Trieste, A Budapest-Serbia, F Trieste-Albania; then, A Trieste to Venice or to Vienna (depending on Italy's opening), A Serbia S F Albania-Greece, A Spain Hold, A Burgundy-Belgium (you need consent of Germany and/or England, obviously), and F MidAtlanticOcean-WesternMed!

Austro-Turkish vs. Russia:

A Budapest S A Vienna-Galicia!, F Trieste-Albania, A Vienna-Galicia, F Ankara-BlackSea, A Smyrna-Armenia, A Constantinople-Bulgaria; then, A Bulgaria S Austrian A Galicia-Rumania, and the rest depends on whether the Russian has ordered F Sevastopol-BlackSea; if not, then F BlackSea should also support the move to Rumania!; obviously, if the Russian has ordered Warsaw-Livonia and Moscow-St.Petersburg, you will blast him to death!

Russo-Turkish are too obvious.

Austro-Russian are good only if Turkey bungles.

Italy vs. Austria with Russia or Turkey:

If A Venice-Tyrolia, A Rome-Venice, F Naples-IonianSea, etc.

Italy vs. France with Austria vs. Germany:

F Naples-TyrrSea, A Venice-Tyrolia!, A Rome-Tuscany, A Vienna-Bohemia!, etc.; then, A Bohemia S Italian A Tyrolia-Munich, A Tuscany-Piedmont, F TyrrSea-Lyon!;, etc., thus bypassing Tunis in 1901!

German-English vs. Russia!:

F London-NorthSea, F Edinburgh-NorwegianSea, A Liverpool-Edinburgh, A Berlin-Kiel, A Munich-Ruhr, F Kiel-Denmark; then, F NorthSea C A Edinburgh-Norway, F NorwegianSea-BarentsSea!, A Kiel-Holland, A Ruhr?, F Denmark-Sweden; or, F Kiel-BalticSea!, A Berlin-Kiel, A Munich-Ruhr, then followed in the Fall by F BalticSea-Sweden!, A Kiel-Denmark, A Ruhr-Holland.

That's enough for now...

"Please Excuse Typing" -- by J.B. Boothroyd

If you have ever, like me,
Missed the "r" and hit the "t",
Addressing some fat blister
As "Ml." instead of "Mr.",
I trust you left it unreminded.

Splendid.

"Most publishers will print any articles that are submitted to them. The articles of this column achieved the rare status of having been rejected by at least one publisher."

DIPLOMACY ARTICLE REJECTS

"A Morning Encounter" -- by Stephen Bell

I was in the midst of printing the third page of Carpetbagger #3 when I heard somebody knocking at the closed door of my Davidson College dormitory room. Opening the door in response, I was greeted by the sight of my dormitory hall counselor, an upper-classman named John Scandling, rubbing his bleary eyes.

"What's going on?" he mumbled. Staring in disbelief at his watch, he added, "Good grief, it's four o'clock in the morning!"

"I'm just printing up my gamezine," I cheerfully replied. "I have to meet my deadline, you know!" John finally focused his eyes on my mimeograph machine. "John, let me introduce you to my pride and joy, my Sears model one-oh-four-oh-nine. Cost, excluding tax, one-hundred-three-dollars-sixty-three-cents. Features include an automatic inking drum, an automatic sheet counter, --"

"But what is it???"

I paused. "It's a mimeograph machine, of course."

After another pause in the conversation, John responded. "Could I ask why you have brought a mimeograph machine to college?"

A vision flashed in my mind; I suddenly saw John signing an \$8 check! Rubbing my hands, I returned to the world of reality. "Not at all, John; I'd be glad to tell you. You see, this is all part of my hobby, postal Diplomacy."

"Postal Diplomacy?"

"Yes. Diplomacy is a game that is played-by-mail; thus the name, 'postal Diplomacy'."

"What kind of game is Diplomacy? Is it anything like checkers?"

"No, no, no. In Diplomacy, the object of the game is not merely to defeat one opponent. In Diplomacy you have six opponents, and the object of the game is to conquer Europe."

"You conquer Europe for a hobby?"

"Certainly. It really is great fun." I uttered a laugh, recalling a recent postal victory. John shuddered.

"But why the mimeograph machine?"

"Oh, yes. Well, every three weeks, the players in these postal Diplomacy games will write out the orders for their fleets and armies, and they will then mail them to me. I compile the orders and publish the results in my gamezine, which I then mail back to the players." I smiled, pleased at how well I had explained the entire hobby to John.

"Doesn't all of this take a lot of time?"

"Not really. I figured it up one time, and in an average week I will spend only about 37 hours at my hobby."

"37 hours! Why? Do you get any money for it?"

"Oh, yes of course." John looked relieved. "People have to pay a subscription fee to receive my gamezine. So far I have taken in over \$150. Still, that's less than half of what I have spent."

John's mouth fell to the floor. "Do you mean to say that you have lost more than \$150 in your hobby?"

I nodded.

"And that you average 37 hours per week on your hobby?"

I nodded.

"And that your hobby is conquering Europe?"

"That's exactly right!" I shrieked. "When can I sign you up for one of my games? Do you have your checkbook with you? Now, where did

I put that pen of mine?..."

John was motionless for several moments. Then he strode to my wash-basin, turned on the cold-water faucet, closed his eyes, and doused his face thoroughly. He then dried his face, and slowly opened his eyes. He stared directly at my mimeograph machine. He then shook his head and stumbled from the room, all the while mumbling something about Welsh rarebit.

Several hours later that same morning, I was putting the last stamps onto copies of issue #3 when I heard knocking at my door. I opened the door and was greeted by a tall, middle-aged man.

"Good day! I'm Dr. Klein, the college psychiatrist. I'm fascinated by what John Scandling has told me about your hobby, and I am hoping that you will describe it to me, too. Please, tell me all about it. Let us start with your mother..."

~~A vision flashed in my mind: I suddenly saw Dr. Klein signing an~~
\$8 check! Rubbing my hands, I returned to the world of reality.

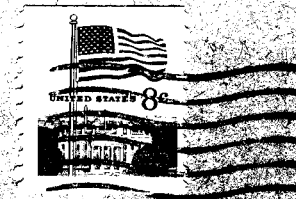
"G" -- By Hilaire Belloc

G
stands for Gnu, whose weapons of Defense
Are long, sharp, curling Horns, and Common sense,
To these he adds a Name so short and strong,
That even Hardy Boers pronounce it wrong.
How often on a bright Autumnal day
The Pious people of Praetoria say,
"Come, let us hunt the ----" Then no more is heard
But Sounds of Strong Men struggling with a word,
Meanwhile, the distant Gnu with grateful eyes
Observes his opportunity, and flies.

moral:

Child, if you have a rummy kind of name,
Remember to be thankful for the same.

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