

The Chamber

8 & 9!

Now for the stuff.....

THE CHAMBER is a zine for Postal Diplomacy. The Publisher, Editor and GM of TC is Dave Manuel. THE CHAMBER'S address and phone are as followed..... 10318 Oakgate, Bellflower CA 90706. (213) 867-4140

Subscriptions to TC are \$ 5.00 for 10 issues. Game fee's will now take effect... \$2.00 -game fee \$2.00 NMR Deposit and q optional \$ 1.00 NMR Insurance. The insurance is if you NMR. then I will call your home on the dead line COLLECT and receive your orders from you. With that dollar, you must submit your phone- number. The people in 1981 AW and 1981CS are COVERED.

The reason why the fees are now taking effect, is that I will receive a game from Tony Watson.

You may cancel your sub. at anytime for any reason and the remainder of your Sub will be refunded.

There is a resub rate of 45¢ a issue.

MANUEL'S BABBLE:.....

Don't hurt me because I'm charging this one as a double issue, but I can't afford to put out big issues

My vacation was extremely pleasant. I went to the king city of the Ozarks,.....Springfield MO. Except on the 16th,17th and 18th which I was in Conway MO (about thirty miles north eat of Springfield) I visited all my close relatives and some not so close. But the reason why I went because my GRANDFATHER is extremely sick and may die this winter of Cancer of the bone. So I'm sorry to people in 81 AW and 81 CS

THE CONTORVERSY CONTROVERSY

By Steve Langley

Much has been, is being, and, no doubt, will be said on the subject of controversy in the hobby. There are some who feel that controversy is a good healthy part of the hobby. There are some who feel that controversy is an unfortunate cross that the hobby must bear. It all depends on where you stand, and that's what contorversy is all about.

How many of us had the thought, in one form or another, " Lord what A ----- (Fill in adjective of your choice) World this would be if everyone thought as I do" If we all agreed on every point, there would be no controversy. it is possible there would be no hobby. It is hard to conceive of the game evolving under such conditions, or any thing else evolving for that matter. But, such is fantasy! So long as there are two or more people in the world, there will be two or more points of view, and there will be controversy.

What of controversy in the hobby? What part does it play? In my view, and I may well get an argument from some of you here, There are three aspects to controversy in the hobby. There is the WHIMSICAL controversy, there is the PERSONAL controversy, and there is the SERIOUS controversy. each plays its own part in its own way. What these parts and ways do is keep the hobby alive and moving.

WHIMSICAL controversy can be exemplified throughout the hobby. Should there be a run off vote for hobby mascot? Does every

(Cont'd From page 2)

-one really agree with brux, or are they leading him on? Is TRO an ambiguous abbreviation for North Sea? Which weighs more, Bob Olsen, Rod Walter, or -----'s (Enter name of your personal Favorite) Head?

Which brings us neatly to PERSONAL controversy. This type of controversy is perhaps the least healthy (and perhaps not) of the controversies. The ad Hominem argument is always at hand. It is not only easier to Declaim, " The man is a Suck Egg Liar!" Than to expand on some complicated point that perhaps neither of you understands, but it is also much more emotionally satisfying. The direct attack on character, the humorous attack, the guilt by association attack, The humorous attack, the guilt by Association attack, the ever popular, " He started it.... ") The " He attacked me in (Name zine of choice) and so nothing he says can be trusted. among many many more are all parts of the PERSONAL controversy.

The Serious controversy does occur. Frequently it is masked with both whimsical and personal presentations, but, at its core, the serious aspect of the controversy forces some thought, and may, if we are lucky, cause some healthy evolution in the hobby. Such questions as,

" Who owns a game, the GM or the players?"
Which cross game plays and plays are ethical? "
" Should a person who frequently NMR's be blacklisted or just shor? " Demonstrate the possibilities of serious controversy, however masked in personal or whimsical expression.

How does one start a controversy, or become controversial? Be prepared to take a stand.

Don't try to see both sides of a question (or, if you do, argue only one side at a time). Allow room in your forum for all views, The nuttier (I.E. any view that opposes your own) The better.

If that doesn't work, go one level deeper and mis represent what your opponent has said. Then attack him for misrepresenting what you have said. Get lots of friends and acquaintences to either support you or attack you in as wide a forum as possible. If all else fails, change your name to Bruce Linsey.

A LETTER FROM JANE PROSKIN:

Dear Davey,
After that "discussion" we had in San Diego, I thought you would start subbing to PEEK.

Davey, after seeing you and "talking" to you, well I would never thought you were FOURTEEN !! SIXTEEN maybe, but FOURTEEN?!

XXXX XXXX XXXX XXXX XXXX XXXX XXXX
((As a true gentleman, I couldn't publish that paragraph))

Well sweets, if I'm ever in El Segundo to visit Richard Reed, or Pasadena to visit Jerry Jones, I'll drop down to Bellflower Sweatheart, and well do what Jack Masters is proud of doing with me. Like I told you in person, I'm not prejudiced by age.

((Will, uh, thanks (Damn!) Jane, I can hardly wait, uh what I mean is

Jane don't give candy to me !!! I wonder what jane is doing in Jersy City₀₀₀₀₀

thats the Postmark On the letter

CONVENTION PLUG FOR
SOUTHERN CALIFORNIANS!!!!!!!

GATEWAY 1981!!!!!!!
SEPTEMBER 5,6,7(LABOR DAY WEEKEND!!!)
at the ANAHEIM SHERATON HOTEL

I WILL be running the DIP Tourneys to
give all you light weights a chance
for victory. Masters is going to GLASC
since he found out I was going!

ADMISSION PRICES

\$7.00 for ONE day
\$11.00 for ALL 3 DAYS!!!

For more info, contact me or
GATEWAY
in c/o Mark A. Snowden
P.O. Box 2577
Anaheim CA 92804

DIPLOMACY TOURNAMENTS
TIMES

SEPT. 5 (SAT) 8:00pm
SEPT. 6 (SUN) 10:00am
SEPT. 7 (MON) 10:00am

LETS ALL GO TO.....

GATEWAY 1981!!!!!!!

Andy Lischett...has NO sub money left!!!
Andy, how about resubing ol' pal.....

NEED A GAME (Besides TC):

VOLKERWANDERUNG, Bob Arnett, 1500 Waterway Circle, Chesapeake, VA 23320.

DOT HAPPY, Allen Wells, 550 Memorial Drive #2E3, Cambridge, MA 02139.

SLEEPLESS KNIGHTS, Dave Carter, 118 Horsham Ave., Willowdale, Ontario M2N 1ZQ, Canada.

PARANOIACS MONTHLY, Jack Fleming, 5000 22nd Ave., N.E., #210 Seattle, WA 98105.

LIFE OF MONTY, Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904.

HOOF AND MOUTH, Don Sigwalt, 125 Hebard St., Rochester, N.Y. 14605.

THE SCHEMER, ^{1st in my book} ~~1st in my book~~ Steve Duke, Rt. #3, Fairfield Pike, Shelbyville, TN 37160.

WHITESTONIA, Jack Caruso, 160-02 43rd Ave., 2nd Floor, Flushing, N.Y. 11358.

THE WHITE DUKE, Steve Shaddix, 5486 Butano Way, Rocklin, CA 95677.

THE GREAT WAR IN MODERN MEMORY, Guy and Libby Hail, 1103-B Lorrain St., Austin, TX 78703.

THE CHAMBER SUPPORTS:

PHYLLIS BYRNE for Hobby Queen

"THE TERMITE" for Hobby Insect

SQUASH for Hobby Vegetable

A LETTER FROM DON STEWART

Dear Dave,

Been looking over the last few issues of The Chamber and I noticed that you keep asking if I want to trade or exchange subs. I'm sorry I didn't answer you before. I do prefer a trade if that 's all right with you. Again, I apologize for neglecting you. The problem is I'm at a point where I do very little corresponding. I'm in only 2 games. both of which are slow diplomacy wise (Which means the GM is the only one to get mail from me). Most letters I get concerning H&M I print and answer in H&M. I've been too busy/ lazy to write to anyone else (except my brother, the marine who's in boot camp). So the letter you're reading from me is quite a rarity nowadays. My interest in Dip is picking up again. No offense to anyone else but I decided to play in Kleptomaia put out by Jerry Austin in florida. I played Jerry before in VOP and if he's half as good at pubbing and GMing as he is at playing, I should make out okay

I received BB today. #96. I don't know how michalski putts out so much. I was going to write to him but out so much. I was going to write to him but why should I make his burden heavier.

I see you've got only 2 standbies. And to make things bad one is a question mark- and the other is Carter- the canadian, right, who's no use now right? Put me on your list- I know what it's like to be low on standbies.

STABEE PHILOSOPHY

BY STEVE LANGLEY

Stab philosophy varies from player to player. Some claim that they will never stab. Most will profess that they will not stab, unless they do. Some will happily admit that they stab all the time. Reasons for stabbing range from, deep strategic consideration's to ' Why not?! Some stabbers will only stab big, orthers small, through attrition. But what of the poor stabbee? Where does he stand on all this carnale?

Well, for one thing, he has just taken a blow. To his game plan, at least, and possibly to his ego. So what will he do? There are as many ways to react to a stab as there are players and stabs. Never the less most of those reactions can be grouped under a few headings.

Some stabbees will turn on the stabber, vowing to drag the two of them down together. This is the ' Suicide Out' school of stab reaction. The theory is, if he knows I will destroy him over a stab, he will be unless likely to stab me. The 'Succider' must announce his philosophy loudly, and frequently once said, " A Doomsday Device is a good idea, but you shouldn't keep it a secret."

Some stabbees will quickly analyze the new situation, decide that all is lost, and NMR out. This is the "DEPRESSED" school of stab reaction. The players who belong to this school are sought after as allies, but few of them ever finish a game.

Continued on next page

Some stabbees will quickly ally with an old enemy against the stabber, only to be stabbed by the new ally. This is the 'Aw Shit' school of stab reaction. An 'Aw Shitter' with a strong position can go from ally to ally until he has worked his way back to his original ally as a two center puppet.

Some stabbees will coolly analyse the new situation, will sound out old enemies, as well as the stabber, about new alliances. They will reread the game correspondence file, looking for indications of the stab that they had missed. They will attempt to capitalize on the stab in negotiations, and to minimize the effect of the stab tactically and strategically. This is the 'Winner' school of stab reaction. The 'Winners' often bounce back from a stab as strangely as if the stab had been a part of their general plan.

The one thing that all the schools have in common is the, "I'm going to get you for this, someday!", Thought. All stabbees hold that thought, for a while. The 'Suicides' act on it immediately. The 'Depressed' let it act on them.

The 'Aw Shits' try to act on it, But they get confused. And the 'winners' (it's best not to stab a 'Winner'). They are the one who will actually get you for it, Someday.

Sorry for the longer
delay folks, but
my printers delayed
me 4 Days ooooo

You've got a couple strange games in IC. In both of them, England takes the channel right away and Russia tries for both Bla + Gal!

I should be typing up H+M # 18 but I'm too tired. I've got a couple weeks anyway.

Where does a 14 year old get money to pub a zine~~XX~~? I doubt you break even - I charge 60¢ a issue and still had to pour money into it.

IC is good. Don't let any berch like people discourage you. You shold have kept your age a secret. I don't think anyone would have guessed. I don't think anyone would have guessed. My pubbing philosaphy is this: H+M is there to serve the hobby. If my services aren't needed I'll fold. But as long as I have 1 subber, H+M will be published regularly. And I always do my best to make H+M a good zine because it is my aine and everyone's opinions of it are reflected back on me.

So, Dave, take care and keep on trucking,

Best,

Don

COMMENTS:

Thanks Don. How old are you anyways? - DM

A IC apology to

Bill Hugh.

His "Joke Corner" starts

in issue 115

1981AW: SPRING 1902

AUSTRIA: (Clements) A VIE-tyo, ~~XXX1~~
A TRI-s- A Vie-Tyo, A ~~SER-s-RUSSIAN~~
~~XXX~~ A Rum-BUL, F alb-ADR SEA
* NO 30 - 200 - 6

ENGLAND (Christie); F eng-NTH, F LON1
-s-Eng-Nth, F HOL-s-F Eng-Nth/a/, F
edi-NWN

FRANCE: (Duke): A par-PIC, A spa-
GAS, F mar-GULF OF LYON, F por-MID
ATL

GERMANY (McCREADIE) A MUN-BUR(MADE
IT), A kie-HOL, A RUHR-s-A Kiel-
Hol, F den-HELGO

ITALY: (Buckalew), A TYO-s-A Ven-
TRI, A VEN-tri, F nap-ION SEA, F
tun-W MED

RUSSIA (Reed): A NWY-H, A war-GAL,
A Rum-BUD, A sev-RUM, F BLA-s-
A SEV-RUM, F swe-DEN, St.pete-GOB

TURKEY: (Carlson), A bul-SER,
A GRE-s-A Bul-Ser, F smy-E MED,
F ANK-H

* The Austrian A SER must retreat to
ALB OR OTB.

SPRING 1902 RETREATS
AND
FALL 1902 ORDERS
DUE

9/19/81

1981 CS
Fall 1901

AUSTRIA (GORHAM): F alb-GRE, A
tri-BUD A SER (S) TURKISH, A Bulg-
Run.

ENGLAND (Duke): F ENG-C-A Wal-Bel,
F nth-NWY

FRANCE (Mc Clendon): A Bur-mun, A
MAR-Pie, F mid spa,

GERMANY (Roman): A MUN-buc, A kie-
Hol, F DEN-Swe

ITALY (KRAFT): A Pie-Mar, A
tucs-TUN, F TYR SEA (C) A Tuls-Tun

RUSSIA: (Gray): F GOB- swe, F SEV-
rum, A GAL-s- F Sev-Rum, A UKR-sev.1

TURKEY: (TROSKO): F ank-CON, A ARM-
sev, A BUL-rum.

PRESS: LIMITED TO NONE THIS SEASON

Supply Center Chart Fall 1901

AUSTRIA: home, gre, ser
ENGLAND: home, bel, nwy
FRANCE: home, spa
GERMANY: Home, den, hol
ITALY: home, tun
RUSSIA: home
TURKEY: home, bul
NEUTRELS: por, rum, swe

WINTER 1901 BUILDS DUE

9/19/81.....

Confesion and Anology

by "Travis"

I admit and defend I play Diplomacy like a madman. I bought a copy of Diplomacy in 1967 & have played postally, but mostly face-to-face since that fortuitous purchase. I have discovered many types of Diplomacy players across many games and states. I have seen egotistical, **aggressive** players who play only to win; whose greatest satisfaction is gained by persuading you to be a second-place finishing ally and who will then hold you in contempt for being so spineless as to ally with someone as untrustworthy as themselves, and stab you for the win. I have seen players whose anger at being stabbed **knew no limits; whose resident state was thoughtfully placed by our Lord so far from my home as to make personal retaliation unlikely.** I have seen players of **easygoing** style and friendly manner be consumed by **fearful, paranoid neighbors** who search the gift horse's mouth for fillings. I have seen players whose words cannot be divided into **truths and lies; players whose every word was a lie, and players who believed the other six always lied.**

But ya'll have seen, too; every player who has suspected me of playing crazy, lying to no purpose, and stabbing mercilessly without reason, every suspicion about me, ya'll, has been right. I began playing Diplomacy as a **ruthless, rampaging conquerer.** Too ruthlessly, because conquerers who proclaim in advance and declaim each season about their inevitable victory soon draw the other surviving players into a coalition seeking only the braggart's annihilation. Irrational players, lying players, stabbing players all acquire reputations of being of their type, and once spotted in a game will quickly become **victims of alliances held together only by their victim's reputation.**

I will not acknowledge to my reputation, if I have any, nor to my name for fear of being lied to and attacked in every game I enter. I always attempt to change my style from game to game, but a stilted game, a naked back, or a poor position soon transform me into a madman. I like to play Italy, France, Germany, England in that order because these countries are not as constrained by survival as the other three. And only a madman such as myself would use the bizzare openings I favor when playing these countries: For Italy I favor A ven-pie-mar; A rom-ven-tyl-mun. No one expects Italy to be so aggressive as to take on two countries at once; such an act mucks up the other player's strategies and gives me much joy. For France I favor A mar-pie-ven; A par-gas-spa. I always explain in advance my interest in a non-aggression pact with England & Germany, and my strange opening sometimes encourages their belief. For Germany I favor A mun-tyl-vie(or-ven), A ber-kie-den; F kie-den-ska; it convinces France I'm no enemy of his. And for England it's F lon-nth-ska and a convoy to Norway; you should see what F ska does to Germany and Russia!! Sometimes insanity doesn't work, but I receive as much joy anyway because I know I did the unexpected and ruined someone else's strategy. Every one is in the game for their own psychic rewards.

Dave Carter,
July 13th.

David Manuel,
TC.

Dave,

Well I was dead set against the 'August holiday from Diplomacy' syndrome that was making the rounds of Dippy Publishers but it looks like I got me a holiday anyway.

Canada is now in the third week of a Mail strike. My last mail delivery was on June 30th. Screwed my games up real good and probably put off some of the US players who might have wanted to sub.

Anyway, Mr Manuel, I thank you for the bestowation of Nobility. I only hope, that you do not have need to call upon your only standby in the near future (Am I still the only one?). I hope that my title is a little higher than Coughlan's title. It would not be seemly for one of so blue blood as I am to be the same rank as a country boy.

Anyway I'm still alive and I'll be ready to take on that standby position as soon as a strike finishes.

Yours truly,

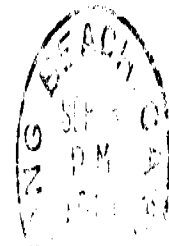
Dave Carter

D. J. CARTER
118 Marcham Ave.
Willsboro Ont. N2M 1S9



"It's just a thought, Mr. Twain,
But instead of having them surfing in Tahiti,
why not have them going down the Mississippi on a raft?"

DAVID MANDER
10318 Oakgate
Bellflower CA.
90706



FIRST CLASS

George Mason



- SAMPLE
- TRADE
- SUBSCRIBE

See Page _____

Sub ends with issue # _____