

"HOKIE GAME" (1981Djm)

Spring 1908

the 12th incarnation of
some waste dump in Ohio

THE END SEEMS NEAR FOR FRIENDLESS FRANCE AND GERMANY; RUSSIA LIMITED
IN EAST; BRITS STEAMING TOWARD AUSTRALIA; AMERICAN CONVOY FINALLY WORKS!

ENGLAND (Dorsey): F Pan-Equ, F Iri S AMERICAN F Matl, F Eng-Bel, F Nth CON
A Lon-Hol, A Lon-Hol, F Nwy-Ska.
FRANCE (Evans): F Por-Matl, F Bre S F Por-Matl/disl-(Pic or disband), F GoG-
Satl, F Cvd S F GoG-Satl, F Mag S F GoG-Satl, F CBr-Chr, A Mau-Tua,
A Sah-Cas, A Alg-Spa, A noi-Run, A Del-Bgy, A Kot-Iik.
GERMANY (Mattern): F Bal-Swe, F Den S F Bal-Swe, A Boh-Mun, A Pos-Ber, A Kie
S ENGLISH F Nth-Hol/NSC.
INDIA (Naylor): A Mdr-Clt, A Snd-Del, A Tib-Skg, A Kan S A Tib-Skg.
ITALY (Burke): A Ven-Tri, A Tri-Vna, A Tyo S A Tri-Vna, A Mar-Bgy, F Yem-Ara,
F Som S F Yem-Ara, F Ade S F Som, A Ken S A Sud, A Sud S A Ken, A Cyr-
Lib, A Nig-Sah, F Ion-Tun, F Trn-WMed, F Lyo-Spa (sc).
JAPAN (Wulff): A Kyo-Kor, A Lao-Sik, A Hok-Sib, A Kar-Sak, F NPac CON A Hok-
Sib, F Jap CON A Kyo-Kor, F EChi S A Kyo-Kor, F And-Brm, F Ctn-Pek,
F Schi-Cel, F Cam-Sia, F Joh-Mal, F Wind Screens, F Bay S INDIAN A Mdr-Clt
RUSSIA (Lowman): A Ukr S A Gal-Rum, A Gal-Rum, A Mos-Sev, A War-Gal, A Lvn-
Fru, F Swe S ENGLISH F Nth-Den/NSC/disl-(Nwy, Bth, Fin or disband),
A Bud-Ser, A Clu S A Bud-Ser, A Vna-Tri/disl-(Boh, Bud or disband),
A Sax-Kie, A Skg-Tib/disl-(Out, Inn or dis), A Han-Sik, F Man-Pek, A Clt-
Brm/disl-(Dec, Nep, Tib or dis), A Del S A Afg, A Afg S A Del, A Cms H.
TRANSVAAL (B. Taylor): A Ike-Kot, F Cfr CON A Ang-Gab, A Leo S A Ang-Gab,
A Bas-Ike, A Kin-Bas, A Lun-Kin, A Loz H, A Dar H, F Moz-Pre, A Ang-Gab.
TURKEY (Maltz): F Spa (sc)-Por, F Bla S A Sev, F EMed CON A Smy-Egy, A Smy-
Egy, A Jor-Nej, A Bag-Ira, A Tur S A Bag-Ira, A Ank-Arm, A Con-Bul,
A Ser-Clu/disl-(Mon, Alb, Gre or disband), A Rum S A Ser-Clu/ANN, A Sev S
A Rum, "Hazgul-Omsk."
UNITED STATES (Bongard): F Mex (wc)-Pan, A Nfk-Bre, F Sar CON A Nfk-Bre,
F Matl CON A Nfk, F Gas S A Nfk-Bre, F Azo-Cvd, F Cnr S F Azo-Cvd,
F Satl S F Azo-Cvd/disl-(Arg, Ant or disband), F Bra-Azo.

NOTE: Several people have been using non-standard abbreviations and notations,
which can screw you up profoundly if I decide to get strict. Vienna is "Vna",
not "Vie" (there is also Vietnam = "Vtm"), and Burgundy is "Bgy", not "Bur"
(there is also Burma = "Brm"). I allowed these only because the alternatives
are illegal moves. It is suggested that you take the small amount of extra
time to write out province names in full. Also, the written American moves
I received appeared as "F Matl CON A Nfk" (no destination listed in the move,
and I TOLD you that implied moves are not allowed-- the fact that "A Nfk-Bre"
was also ordered has no effect on this), and "F Gas S F Matl CON," which I
would have interpreted as a support for the fleet, not for the army move into
Bre. Fortunately, Dave called me to change/clarify moves, so these were
corrected. BUT BE MORE CAREFUL!!!

As always, Fall moves may be made contingent on any or all retreats.

PRESS

Excerpt from Top Secret Report
To Washington D.C. Bureau Chief
From Minister of Intelligence Dorsey

Beware...agents in Istanbul...or is it Constantinople?...indicate...
Horde of crazed Turks...descending upon North America...by way of Siberia...
shoot anyone you see in fez...suspected Turk advance scouts...

An open letter from the PM ENGLAND to the PM JAPAN:

I don't know if that "excerpt" from some purported top secret report was legit or not. If it wasn't legit, we will attempt to find and haelhard the perpetrator. If it was legit, we apologize for any misunderstanding it may have caused within our efforts at an agreement. You must understand that the director of intelligence is not well-known for his clarity of language. Please accept our sincere apologies.

Three miles off Inchon beach-- 4 March 1908

"So what you think of invasion so far, Lieutenant-Delano-san?"

Franklin watched another rumbling salvo of twelve-inch shells arch into the sunrise from the Hiei, which rode behind Admiral Tarashi's command ship. "Pretty impressive, Admiral-san. I've never seen anything like it."

Isoroku Tarashi smiled for the Westerner's benefit, and lifted his binoculars again. "You tell your uncle, that this is how to make invasion."

SILVER SPRING (GOD): Correction, Bill. Theodore and Franklin Roosevelt were distant cousins, not uncle and nephew.

Los Angeles Times, 22 March 1908 (Banner Headline):

EXTRA! EXTRA! INVASION SCARE French Fleet With Six Battleships and Two Infantry Divisions Off Peru. Descent On Coast Imminent. Panic in Streets of Lima.

Press Conference with Secretary of the Navy Truman H. Newberry, April 3rd, 1908:

"Gentlemen, I can assure you that the threat from the French squadron off the coast of Latin America has been greatly exaggerated. There is no, I repeat, no, danger of invasion at this time. Why, the French flotilla consists solely of cruisers, torpedo-boats destroyers, and tenders. They are far from their supply bases and almost out of dispatch range. They are under constant surveillance from our aeroplanes. There is no danger."

A conversation at the Quai d'Orsay, 10 April 1908:

"Tell me, Pierre. All of these reports are terribly confusing. How many ships do we have in the South Pacific?"

"M. Minister, I do not really know."

"WHA-A-A-AT! Mon Dieu! I am surrounded by boobs and incompetents!"

"But.... but it is not my fault! Since M. McCrumb resigned, all is in chaos. We have to rely on the American newspapers, and none of them agree. All I can say is that we do have some ships out there."

"GUNBOAT GAME" (Miller, to be assigned) Spring 1901 Gunboat Diplomacy

GERMANY AND ITALY BLITZ FRANCE, WHO IS BUSY TRYING TO BLITZ ENGLAND

AUSTRIA-HUNGARY: F Edi-Alb, A Bud-Ser, A Vie-Gal.

ENGLAND: F Edi-Rwg, F Lon-Nth, A Lpl-Edi.

FRANCE: F Bre-Nag, A Par-Lur, A Har S A Par-Bur.

GERMANY: A Ber-Ruh, F Kie-Hol, A Ber-Via.

ITALY: A Ven-Vie, A Rom-Los, F Nap-Trn.

RUSSIA: A War-Pol, A Mos-Skr, F Sev-Bla, F Str (sc)-GoB.

TURKEY: A Con-Bul, A Smy-Coa, F Ank-Bla.

Only one of you has paid his \$5 gamefee; the rest of you owe me. Also, those of you who have not become DIJACH subbers, do so PRONTO!!!

"THE TWO-WAY DRAW" (1901) Winter 1907

There is no need to print results here, because the two-way draw proposal between Italy and Austria-Hungary passed unanimously. It's interesting the way it happened-- Italy proposed it last turn, and wanted to withdraw the proposal this turn (but under my House Rules, he could not withdraw it, and

in fact, as the proposer, he was forced to vote for it); England accepted immediately, and Austria wavered, but then decided to let the game end. End-game statements from all of you are solicited. Also, Dave McCrumb pointed out an error in the fall adjudications: certain moves should have appeared as: AM A Gre-Con, F Aeg CON A Gre-Con; ITALY F Eas-Smy, F Con S F Eas-Smy. Thus, Italy retains Con, and has 15 supply center to AM's 13. An SC chart follows. I will also print the press that was submitted. Eeyagh. I just realized that my old game files are still missing, so I can't print the game-long SC chart now. I know they're here somewhere, and will try to find them before nextish.

Scapa Flow-- The Michael Angelo, flagship of the Italian Atlantic Battle-Squadron, put in here today for a meeting with British Admiralty concerning International Fishing Rights near the Orkney Islands. Vice-Admiral de Bologna is concerned about reports that British gunboats have fired upon Icelandic and Scandinavian fishing vessels.

Liverpool - April 7, 1908 - The Italian Atlantic Fleet sailed out of Liverpool this morning after freeing the city from French rule. The corrupt French government that had been set up here after the fall of France was captured, tried, and executed.

"MARYLAND-VIRGINIA GAME" (1980Pcv) Spring 1910 Wivey Ivy

ITALY MOVES TOWARD CONFRONTATION WITH THE FOES OF ENGLAND!

ENGLAND (McCrumb): F Okh-Sib, F Cel-SPac, F Phi S F Cel-SPac, F Jap-Hon, F Sak-Jap, F Sia-Bor, F Sai H, F Schi S F Sai, A Ruh-Mun, A Den-Kie, F Bal-Pos, F Eng-Matl, A StP H, A Nwy S A StP, F Nwg-Bar, F Nth-Eng, A Bel-Pic.

FRANCE (Dorsey, see below): A Bre-Pic, A Par-Bgy, A Bgy-Ruh, A Spa-Mar, F Por-Matl, F Ann S INDIAN A Cam-Sai.

GERMANY (TD): A Mun H.

INDIA (B. Wulff): F Mdr-Ara, F Clt-Mdr, A Pek-Kan, A Man-Sib, A Ctn Coast-watches, F Tok-Fuj, A Cam-Sai, A Tha-Cam, F Joh S F Mal-Sia, F Mal-Sia, F Jav-Cel, F Tim S F Jav-Cel, F Eind-Mal, F Wind OBB-Som OBB, F Wind-Som, F SPac-Phi/disl-~~A~~

ITALY (Krebs): F Mor-WMed, F Tyn-Lyo, A Ven-Pie, A Tyo-Vna, A Tri S A Vna-Bud, A Nap-Gre, A Vna-Bud, F Ion CON A Nap-Gre, F Bul (sc)-Con, A Con-Smy, F Pen-Egy (nc), F EMed-Aeg, F Syr-Jor (nc), F Egy (nc)-Suez, F Mog-Som.

RUSSIA (Bongard): A Oms-StP, F Bar S A Oms-StP, A Mos S A Oms-StP, A Pru-Sil, A Pos H, A Sax-Boh, A War-Gal, A Bud-Vna/disl-(Ser, Clu or disband), F Ank-Con, A Kor H and is bored, F NPac-Jap, F Vla S F NPac-Jap, F Kar S F NPac-Jap.

Rick Dorsey is now playing France; his address is 1747 Bloom Rd., Westminster, MD 21157 (phone # obtainable from Information).

Somewhere in Moravia; March 1910:

"Prince-Marshal, the railway adjutant at Przemsyl reports by wireless that the Fourth Infantry Corps and the Second Mechanized Group are on their way to Cluj."

"Thank you, Colonel. The re-deployment is going very well indeed. And to think those damned English newspapers call our army a steamroller. Hah! The Royal Navy can't even do this well in home waters!"

"I also have a message that the rest of Governor-General Yudenich's staff has arrived in Bratislava, and that they have a few prisoners, including one Major degli Albizzi."

"Da, and now we will make those confounded Romans pay for their folly."

Zürcher Zeitung, 14 March 1910: "We must confess that we are somewhat puzzled by Italy's reversal of policy. Even if the Italians gain hegemony over much of the Balkans, they will have lost forever any chance of rapprochement with the Russians, and have considerably weakened their moral standing in the world. Perhaps they have considered that half of a win is better than one-third. The question which interests us the most is: 'Which side will the Austro-Hungarians support?'"

Delhi, 15 May 1910:

"Chancellor, if those terrorists didn't get my Labor Minister, just who did they get? And how is it that I was not informed that I even had one, and where pray tell is he now?"

"Well, your Exaltedness, they captured one of our investigators on his way home from Constantinople while he was using the Labor Ministry's cars for cover... Don't worry; they will get nothing important from him. And my brother- the Labor Minister seems to be in Tahiti."

Mogadiscio, also 15 May:

"You will tell us, Oh-Oh, the ratio of speed between a burdened Roc and an unburdened Roc!"

"Which, an African one or an Indian one?"

"Does not matter!"

"Oh, but it does! You've really got to be more specific..."

Madras Times-Wheel, May 29th:

"The newest ships of the fleet weighed anchor today and steamed westward, for a change. The Chancellor's office is letting it be known that the plans are to engage in maneuvers with the new Italian fleet, despite official protest over the affair in Vienna."

END GAME ANALYSIS FOR BLADENSBURG GAME (1979KS)

by Dave McCrumb

With the start of Bladensburg Game, I was unfortunately picked to be the French player, a country which I have played more often than all the rest of them put together. I decided to make the best of it.

In 1901, I was able to get a non-aggression pact with both England and Germany, but nothing else. I was worried they might be planning a combined attack on me, so I tried to cover my backside by getting an alliance with Italy. Not only did he agree, he proposed an attack against Germany. I was all for it. But I thought he would waste his time as he had only the narrow Tyrolian corridor to attack through. However, the attack succeeded and Munich fell in F 1901. ((Germany- Kerry Yon- had not even noticed the Italian unit creeping toward Munich, it turned out. This is what comes of not perusing the entire board.))

When Italy finally committed against Germany, I was able to get England to join the alliance. Germany looked doomed. However, by the fall turn, it was quite evident that Italy was committing far too much hardware to the German campaign. His rear end was virtually defenseless. I entered into secret negotiations with Austria.

The attack ((on Italy)) started in Spring of 1903. It did not go as planned, mainly because Italy continued to make gains in Germany. However, Germany was knocked down to one unit in 1903 due to very good cooperation with England.

1904 was the pivotal year of this game. Italy was blitzed and had very little left. That is no feat in itself until it is realized that Germany supported me into Munich. But the major event of this year was an XCR by England during the Spring. ((His turn ended to me in the mail on my day late, with "All-seeing, Master of the Game, please see expansion" as the postcard address. This is what comes of not reading the board.)) That saved my skin as he stabbed

me one turn later, giving me time to prepare a defense. Our positions ((in the end game)) would have been totally reversed if he had been able to execute the stab during the Spring. I estimate I would have lost 2-3 centers the first year and more later on.

The Battle of Britain heated up during 1905. I pulled an end run and took Liverpool. I also made a serious tactical error and lost the Low Countries. This defeat was offset by a brilliant (if I do say so myself) diplomatic coup. I supported Germany's lone army into British-controlled Kiel. I then took now-vacant Berlin from Munich with no opposition. This, coupled with Italy's elimination, put me in a very good position.

In the east, Russia was still taking his frustrations out on poor Turkey. While Russia slowly bludgeoned his way into the Turkish interior, Austria just walked in and took the Russian homeland unopposed. Russia's stupid attack and failure to fight Austria only gave himself two more years of survival than Turkey had, Russia's last three centers being the Turkish home centers!

Back in the west, the war raged on. I reconquered the Low Countries, he retook Liverpool. Germany got up to two centers and started getting feisty. He would switch sides, start out on his own, and soon get to be a pain. So, in Spring 1908, England and I called a one-turn truce and eliminated the troublesome Yon.

After seeing how well we could work together, we decided to combine against Austria. This was further solidified by the fact that Berger had just won Yellow Pig's Game and we felt two in a row was unreasonable. But Berger got the jump on us and attacked that turn.

Jonathan got a summer job and was working 60-80 hours a week; he was forced to drop out. (It was a letdown to the alliance, plus a loss to Diplomacy. I have talked to him since, and he says he will get back into Diplomacy after he graduates from college.) His replacement was an unknown factor, but we decided to continue our original goal.

The new Austrian player managed to get up to 15 centers in 1909. France was then at 12, and England had 7. All looked hopeless. But during 1910, the tide turned. My fleets in the Mediterranean were able to advance, I threw Austria out of Germany, and England's advance south from StP finally got moving. While Austria did stop and repel the English advance with her own counter-offensive in the north, she made mistake after mistake along the German-Italian front. I was able to slip a fleet behind her lines to undefended Turkey. I pushed her back on land along the whole front. Things were looking up once more.

Then disaster. For this reason and that reason ((marriage, moving three times, and fatherhood)) and all kinds of things, Glen let the game sit in mothballs. I finally got it going one year later, but by this time Dave Lowman didn't want to mess with it. I tried to get in touch with the new English player, but evidently he does not know how to write or just didn't have any interest in the game (in which case he should still have let me know that fact).

With the Austrian NMR's of 1912, I had a very strong position. While I felt a combined English-Austrian alliance could have defeated me, it would have taken a long time. I had a solid front against Austria, and because I had not heard from England, I prepared to defend myself from him with two fleet builds in Winter 1912. Alas, they were not needed as my concession proposal passed.

I feel that this game was seriously hindered by the apathy of the GM. He constantly complained about how boring the game was, starting in 1908, and occasionally as early as 1905. ((I didn't complain that much-- not near as much as in Groundhog's Game, which was in fact much more boring.)) I think this was unprofessional and was the major reason for the numerous resignations starting about that time. ((As you stated, Berger's resignation was caused by his job; Lowman's was indeed caused by my "apathy," but by the long delay, not my complaints. There were no other resignations, and all or almost all the NMR's were Austria's, and were entirely her fault.))

The intermittent turns were very frustrating. For the future, Glen, why not run games for only 5 years and then declare a winner? Or failing that, why not let someone else GM the remaining years? ((Endgames are not inevitably boring, but with 2 or 3 players left and established alliances, they can be less exciting than the early stages. Often, however, brilliant tactical maneuvers and continued press-writing can maintain interest levels up to the end; this was not the case here. Also, a game which has been highly interesting in the early stages is more likely to remain so; this one was moderately interesting in the early stages, except for Russia's single-mindedness, which destroyed all the fun in the East. You wrote some good press, but hardly anyone else did. Also, large variants are more likely to remain interesting to me, perhaps because I have not yet grown tediously familiar with the map and all possible combinations of alliances/moves.))

Analysis of the Players* in Blade Game

England: Dave Lowman - very good player, excellent ally. Could have won except for one critical NMR. Carl Burke - unknown; not in game long enough.
France: Dave McCrumb - ((Dave didn't comment on himself; I wonder why?))
Germany: Kerry Yon - while he hated his country, he tried to do the best he could. He was overwhelmed from the start. His late bid for glory backfired.
Italy: Bill McGraw - had good plans, but he overextended himself.
Austria: Jonathan Berger - the best player in the game. He stayed neutral as long as possible and took advantage of everyone else's mistakes. He was a bit too cautious.
Rebecca Taylor - incompetent, made mistake after mistake. Main reason for the turnaround of Austria.
Chris Mattern - thanks for the "non-vote," Chris.
Russia: Rick Crabill - one-track mind. He got it into his head that Turkey was a jerk and refused to ally with him under any conditions. Main reason for Austria's steady rise prior to 1910.
Turkey: Todd Glick - held out very well against Russia until Austria cut supports.

* This analysis deals only with Blade Game. I have an overall opinion of some players that is very different from what is said here (ex. Rick Crabill).

LETTERS:

Brux Linsey, 24-A Quarry Drive, Albany, NY 12205

I was amused to read in BLADE #4 the plot about the bogus orders. I'm not sure I read it right, but it seemed to me that what happened was this: One player was writing his moves and sending them to another player, to be submitted to the GM. A third player found out about this arrangement, and forged some orders, sending them to the second player. The first player completely identified the bogus moves as his own, and thus they were submitted to the GM and used.

If I understood it right, I see nothing wrong with this. It's not the same as sending a bogus set of orders to the GM -- all the third player did was deceive another player. The forged orders were then sent to the GM in good faith, and he used them. The "deceived" party was the player who received the orders. Despite my reputation for strictness in Ming, I would not take any action against a player who tried a ploy such as this one.

Keep up the good work!

((I am amazed that people managed to misunderstand me as you have. I stated that I allowed people to delegate the power to write their orders to another player, i.e. directly to the GM, or going through the GM. The purpose of allowing this at all was to cut some slack to people who, for one reason or another, did not have time to write their orders in the 1-2 day period I gave them. It would be stupid to allow players to delegate the power to submit orders already written by the original player, as this doesn't give the time for the rightful owner of the country. And, since it only gives

people the opportunity to screw you over, a player would be foolish to do it if I did institute a policy allowing him to, for some unimaginable reason. No, what I allowed was for A to delegate the power to write (and submit to the GM) orders for his country's units to B. What happened was that a person not so authorized (Maltz) left an unsigned set of orders for me to find, thereby implicitly claiming the right to write and submit those orders, thereby attempting to deceive the GM. It would never have worked if Warren had not been extremely careless, but even if it had not worked, it would have annoyed me in the extreme. Maltz claims he never expected it to work, and his objective was for the word of the attempt to get out and cause dissension among his enemies, so his real objective was to deceive the other players; but his scheme involved the GM, who must by definition be neutral in inter-player relations, as an unwitting accomplice; therefore it was an attempt at deceiving the GM. Read on...))

Peter Ansoff, 5777-162 Reading Ave., Alexandria, VA 22311

I was intrigued to read about the Vitro games because we do a similar thing at Presearch Inc., where I work. I've enclosed a few copies of our in-house zine, The Pine Diplomat, which has been published on-and-off for about a year and a half. None of the participants other than myself have any postal experience, although several are better-than-average players.

A brief comment on the bogus orders item in DIJAGH #4. Your ruling on accepting the Italian ((sic; Indian)) orders after Warren had endorsed them was correct. The big question is: what would you have done had he not endorsed them ((used the previous set, of course)), or if you hadn't been able to contact him before the deadline? My response would have been to NMR Italy ((sic)) or, in this case, to use the previously submitted orders.

((You are correct that that particular case would have been the bitch-kitty. I would most likely have delayed the game a couple hours until Warren came back from lunch (this is assuming that I couldn't find him before he left; if I found him and he simply denied the second set of orders, I would have used the first one), but what if he had been leaving on a week-long vacation? If faced with an unacceptable delay, I probably would have NMR'ed India. Or I could have checked with Dorsey, who was the only person other than Warren who was legally empowered to submit Indian orders that turn; his disavowal of them would have been just as good. The point is that all this causes delays, hassles, and anger on the GM's part, even if it doesn't work.))

With regard to Maltz's justification for the whole thing: did you have a general policy of verifying unsigned or otherwise **questionable** orders with the players involved? If so, then Maltz is right; he was not deceiving you since he knew that you would automatically check with Warren anyway. If you did not have such a policy, then it sounds like a clear case of GM deception.

((Actually, I did not have such a policy clearly enunciated before the event, though I have certainly done so since. Silly me, I thought it would not be needed, since it seemed intuitively obvious to me that impersonating another player to the GM destroyed the basic fabric of the game, and therefore everyone would know it would not be tolerated and, hopefully, would not do it. However, even if I had had a stated policy of verifying questionable orders, and Maltz had made the attempt anyway, he would still have been attempting to deceive me and, if I had been able to identify him as the perpetrator, would have been punished by exp sion. Aside from the fact that Maltz will exploit any tiny loophole you give him (though he usually abides by the spirit as well as the letter of game alliances formed in a game), the main thing I learned was not to assume anything, but try to spell out policy in advance as clearly as possible, something I will do when I finally revise and expand my House Rules for printing here. However, I intend to avoid the Bruce Linsey syndrome of gigantic tomes of HR's by including a "blanket

clause" to deal with poorly written orders: something to the effect that poorly written orders will be declared invalid if there is the slightest doubt in my mind as to what you meant; otherwise, I will fix them. This means that "A Alb-7" or "Fleet Antares to Constantinople," should this be would be declared valid, since the intent is clear. However, if there is more than one legal interpretation of what you may have meant, it would not be. This means that "A Alb-Sev" would probably be corrected to "A Alb-Ser," since it is illegal as written. (I say "probably" because I don't want to rule in advance with regard to possible extenuating circumstances-- e.g., bad handwriting, where the "v" might actually have been an "r" after all.) But, in the classic case of "A Vie-Tro", "Tri" and "Tyo" are equally likely (and legal) interpretations, so the unit would not move. I'd appreciate feedback on this as well.)

Rod Walker, 1273 Crest Dr., Encinitas, CA 92024

Oh, did I forget to send \$\$? Ooops. Sorry about that. Let's see if recomember to rectido it this time.

I do hope you will be subbing to DW soon. That is because the alternative will not be nice. I mean, I would hate to be forced to spread the rumor that you are not only a stalking horse for Buddy Tretick but that, in fact, you are Peggy Gemignani and are living in sin with him. I would really hate (heheheh) to do that, you know?

Ed Wrobel, 3932 North Forestdale Ave., Dale City, VA 22193

...Let me offer belated condolences on your separation. I went through a separation and divorce a few years ago. It was not particularly bitter; we had no property to dispute; no children. But it was far from easy. I was terribly confused and felt very guilty over it for a long time. In retrospect, it was certainly best that the marriage ended. You appeared to be quite cheerful at the meeting Sunday, so I assume things are going all right.

((Thank you. I should be sending you a copy of my Declaration of Independence with this issue, if I remember to do so; this is also available to any other readers upon request. Actually, it is out of date now. Since I wrote it, I have learned from several incidents that my attempt to minimize the unpleasantness was unilateral, and hence doomed to failure. Therefore, I will be going to court to obtain custody of my daughter. Yes, I too was "terribly confused and guilty" at first, but that is no longer true. The aforementioned incidents have removed the last of my illusions concerning the situation, and so I now know that I have nothing to feel guilty about; quite the opposite, in fact. I'm surviving, thriving even, and intend to continue to do so.))

As for DISAGH itself, may I say that you have some chutzpah charging 55¢ per issue AND beginning with a whopping triple to make your debut a pricey \$1.65. I can't complain as you passed them out free Sunday, but I would have heaped twice about casting over that relatively princely sum. How did it work out? Did you make a bundle? ((I have yet to sell any issues of DISAGH; I've mailed out lots of samples, though. And my players still have a few free issues coming as compensation for delays in the games over the past year or so. That's about what I expected, though.))

The Kostikyan and Lipton reprints were great. I'm not familiar with the original zines in which these articles appeared. (See the articles fairly recently in Dragon 122 and 123, respectively.)

THE MALTZ TAPES

((Yes, that's what I said. When I typed Richard Maltz's long statement on Vitra line 4 for issue #4, I was missing the first part of it, and had to

reconstruct it from memory. I have since found it, and you may judge from it how good a job I did. (There are a few statements in #4 that don't appear below, but they are paraphrases of things Maltz said to me at other times about the game; he didn't object at all to what I printed.) So...))

Post-facto Synopsis of Vitro Diplomacy Game 4 by Maltz's Synopsis Service

In Vitro Game 4 I played England. As soon as I determined this to be the case I immediately appreciated the importance to me of Billy Doss (France). We could be of great help to each other, or great hindrance, as we both possessed far-flung colonial empires adjacent to each other and between other powers. He and I had been adversaries in a previous game and I had been compelled to wipe him out. I feared that he would hold a grudge and refuse alliance. I was pleasantly surprised as he graciously received my overtures and accepted my proposals. I proposed an alliance the terms of which were as follows:

1. The term of the alliance is till the end of the game.
2. Neither party will take any action to harm the other.
3. Each party will take every available action to support the other.
4. We will coordinate our movements and strategy.
5. We will follow a pattern which I laid out dividing the world into areas of interest.
6. We will coordinate external diplomacy and alliances.
7. One of us was to win, the other to come in second and it didn't matter who was which.
8. This arrangement was to be made available later to up to two other powers upon mutual agreement between England and France.

My next step was to approach Rick Dorsey, who was playing Russia. I determined that with Rick providing interior lines of communication in Eurasia, and with Billy and I providing exterior lines around the same area plus Africa and the Americas, we would start the game with the entire board in a vise grip that would need only 2-3 years to solidify completely. I had also played Dorsey in a previous game where, though we were nominally allied, I was compelled to occupy some of his build centers to keep them out of the hands of another of Rick's allies ((Warren Naylor)), who had stabbed him. For some reason unfathomable to me, Rick was enormously resentful of this and me (not the fellow who stabbed him- just me) and remained very bitter and distrustful throughout most of game 4. While not rejecting my overtures out of hand, he did not appear interested. I then determined that it would be necessary to tie Rick's forces up, and I also selected the Germany/North Russia area as my initial primary growth area.

Austria-Hungary, played by Rick Yarcheck, presented himself as a potential ally. He was totally inexperienced but for me quite reliable. He wished to play Diplomacy but had no grasp of the game. He was dependent on me for guidance. France and I accepted him into our pact as a full ally even though we did not anticipate that he would have any potential to win the game. Our (my) objective was to carve out for him a comfortable domain in Europe and another in Africa, modest but secure. And we could use his assistance in these pivotal areas.

It was at this point that I was contacted by John Dawson, who played Turkey. John wanted me to join with him in a meeting to include Germany, France, and Austria. I had also played John in a previous game and developed a healthy suspicion of him; a very healthy suspicion. I agreed to meet with him nonetheless.

Austria and France were unable to make the meeting, so I represented both of them. Dawson opened the meeting with his proposal for a "Central European Union" which was to be a grand alliance of five European powers to be directed against all others, particularly initially Italy and Russia. I felt that the idea of a five-European-power alliance was unworkable and felt distinctly that I was being conned, particularly given the bizarre nature of some of

Dawson's proposals (England was to leave the North Sea demilitarized). I felt that I was being set up, but I played along. I endorsed Dawson's idea of an early invasion of Russia by Turkey and Germany but I did not want to commit England and Austria before 1902. Eventually the negotiations devolved into Dawson insisting that Austria and England initiate the attack to be followed by Turkey and Germany later (a retreat from his initial proposal of a great blitz) while I insisted that he open the attack. He agreed to put it to a vote of the five members. By this time Billy came in but he only heard me attempting to persuade Turkey to open the assault, not Turkey's attempts to persuade me. Dawson lost the vote, but he and Germany (Steve Barchers, who was making impossible demands- Holland, Belgium and Denmark) declined to accept the results. We walked away from the meeting without any definite agreements, but John was to draw up a charter for the CEU. The experience of that and subsequent meetings of the CEU proved to be the most concentrated orgies of bullshit flinging I have ever experienced, and they reinforced my perceptions of John. I came to feel that John was setting Austria up for conquest in 03 and was simply attempting to stall me. Steve was making unreasonable demands (and sometimes irrational) and refusing to negotiate. He broke an agreement which he reached with Austria through me to contain Transvaal (John Horton). By the time we were ready to start 1901, Dawson had completely switched positions and demanded that we not attack Russia.

In 1901 France, Austria and I did quite well. Austria was blocked out of Rumania. Russia (contrary to our agreement) attempted to block me from Norway and France (against my advice) committed the blunder of allowing China into Vietnam and blocking his build center of Saigon (a mistake which was to have great importance). I developed non-aggression pacts with India (Warren Naylor) and others. France and Austria began to digest Italy. I sought the East Indies and South America. It was my plan eventually to unite these forces and attack Japan. John Newman (China) started lying to me the turn when he promised to stay away from French holdings and proceeded to move directly toward same. I moved laterally across Africa to support Austria and to secure Sudan (in a surprise stratagem) before the Turks or Germans could get there.

In 1902 it became clear that Germany was abrogating his agreements with me and Austria regarding Africa (in Europe I was eying both Germany and Russia awaiting an opening) so I approached John Horton and proposed an alliance with Austria. I showed him how he could achieve maximum growth and eliminate Germany completely in Africa in one year. He balked, claiming that if he did so the Germans would somehow get him. Finding this to be ridiculous, I pressed him and he finally admitted that he did not wish to attack Germany because Steve was his "friend." A very poor choice for Horton, that led to his stagnation and ultimate downfall.

In America the U.S. and France became embroiled. I was not going to interfere in this as I had an agreement with the U.S. (Keith Evans). In 1902 also Russia first enunciated his policy of opposing me purely for the sake of opposing me, because I was the Anti-Christ. He tied up his forces and mine in Northern Europe. It was in this year that I discovered two things: a. the intricate network of 5-year alliances which bound Turkey, Russia, Germany, India, Transvaal and China, and b. the incredible attitude that these powers held toward me (my "reputation"). Some, like Dorsey, held me to be the principal challenge to goodness and righteousness on this planet. Others determined that I was not a faithful negotiating partner (this I had to learn the hard way). As the game developed, practitioners tried to use my attempted game deceptions, claiming it to be necessary and OK because of the type of disreputable player I was. This astonished me as I was generally (and particularly in this game) quite scrupulous about observing agreements. I pride myself on my credibility, my ability to help my

allies and hurt my enemies (which I consistently displayed in this game). In this game, not only did I not lie, I never even initiated hostilities against anyone. Everyone with whom I fought attacked me first. I still remain confused about this. Dawson told me later that he had convinced people of my dark nature, but I for one don't find him very convincing. One factor which weighed against me was the negotiations between myself and Dawson in which we each tried to get the other to attack Russia (he first). We each reported the other's position to Dorsey (to inflame passions) and Doss (because he missed the first part of the meeting) corroborated Dawson's story. I felt libeled and unjustifiably persecuted.

In 1903 Japan and Italy were both in deep kim-shi and both sought and received assistance from me (by this time I perceived a six-player alliance directed against me personally). Both benefitted enormously-- Japan through longer life and Italy actually began to rebuild itself, carving out an empire in Northeast Africa (with assistance from France and Austria). The U.S. stabbed me, and Transvaal stabbed Austria in Africa. Germany was doing some very bizarre things which I can't quite remember. I linked up my forces in the Pacific. I got wind of trouble in my alliance with France and asked him what the problem was. I found out that he had been "turned" on me. He claimed that he felt awkward because the opposing alliance called him my puppet-- he wanted to prove he was not. I assured him that he was not and displayed for him the advantage of sticking with me. The opposing alliance was very demeaning toward both Austria and France, calling both my lackeys. In spite of this, both Austria and France were doing quite well and benefitting from my guidance. I made sure to coordinate very closely with my allies to maximize our effect. This was particularly important due to the fact that we were greatly outnumbered. We did quite well. At no time did I dictate to my allies. At every meeting I solicited their opinions and recommendations and offered mine. They were perceptive enough most of the time to accept mine. When they did not, they suffered for it on the board. I rewarded my allies with great success. By this time also Austria was in conflict with both Turkey and Russia. Through skillful maneuver, anticipation of Dawson's actions (intended to be deceptive) and manipulation of Dawson's own bullshit, Austria, with French and Italian help, was prevailing over Turkey and Russia in the Balkans. France returned to the fold and dealt a devastating blow to U.S.A. with my assistance (U.S.A. had already stabbed me).

In 1904 steady gains were made. The U.S.A. was all but out and we controlled all of North and South America and much of the Pacific. India had turned against me after vacillating for a long time and though my position was tenuous, I could have held in S.E. Asia for years (reinforcements were coming from the Americas). Setbacks had been experienced in central Africa but were by no means out of control. Transvaal displayed his open hostility (again an amazing example of people accusing me of lying while themselves lying promiscuously) and for the first time the opposing alliance displayed some coordination. The European situation was quite good as both Germany and Turkey were about to fall. (This would have been followed by a major assault on European Russia.) My alliance with 3 members and 2 associates was coequal in power with the 7-member alliance ((actually, the very weak U.S.A. should be considered an "associate" instead of a full member)) facing us. I was and remain convinced that if we could hold or gain for one more year (particularly as all the 5-year treaties were elapsing) the internal stresses in the opposing alliance would rend it asunder. This was particularly the case for Transvaal and India. ((Henceforth, the statement is as in #4.))

DIJAGH #6, at last
Glen Taylor
13635 Grenoble Dr.
Rockville, MD 20853