

If you read nothing else in this issue, please Read This...

AN EDITORIAL STATEMENT OF POLICY REGARDING THE PUBLICATION OF
ARMADILLO and AN EXPLANATION OF RECENT DELAYS

No doubt some of you have been quite concerned about the status of ARMO and whether it was still around. It is, and yes, it will be. We undertook to publish ARMADILLO for a number of various reasons, some already made public and some which shall remain private. However, in creating ARMADILLO, we accepted the responsibility to carry out the games carried herein to completion; this we intend to do. For those of you who require some assurance of this, let us advise you that the two games underway in ARMO are guaranteed by other publishers in case of default, and negotiations are underway to assure the same for the games now beginning. But aside from this, it was necessary to issue a public statement concerning how we feel about both ARMADILLO and DIPLOMACY.

There is perhaps one very easy way to describe the publication of ARMO: It is a hobby, no more and no less. We enjoy doing it and we hope that you enjoy reading it. A look at the financial statement published herein ought to assure those doubters about our intentions concerning money - we could give a damn. We want only one thing out of this - enjoyment. When that ceases to exist, we will cease to publish.

Because ARMADILLO is a hobby, it does not come before many other things of greater importance. From the letters received recently, this will no doubt cause great anguish among some of you. You reason that we are obligated to publish exactly on time, cater to your every whim, and beg a thousand pardons if we fuck up somewhere along the line. Yes, we are obligated, but only as stated above. We do make every attempt to publish regularly. We have been without fault thus far in our gamesmastering and adjudications. We will continue to meet this high standard of quality. We will not default on our obligations.

But we find it necessary to inform our reading public that this is a very loose-knit and casual organization. If we are delayed a few days, well, we are delayed a few days, BUT WE WILL PUBLISH AND THE GAMES WILL PROCEED SMOOTHLY. Recently we had to carry the moves by carbon copy. But we did notify those concerned of our delay and did continue the games. If in the future it appears that there will be a lengthy delay in publication, we will again notify those concerned and most likely will continue by carbon copy.

NOW if any of you find that this is disagreeable with you, please notify us and we will refund any cash you have coming. If you are contemplating joining a game, think it over and decide if you'll mind our casual attitude. But do us one favor: DON'T CONFUSE OUR CASUALNESS WITH IRRESPONSIBILITY OR LACK OF INTEREST. There is a big difference, and if you're not sure about ARMO, then save yourself the trouble and play in another 'zine (We'll be glad to recommend any of the excellent on-time zines around).

FINALLY, if you care to discuss this in more detail, drop us a line and we'll publish your queries with our replies.

Just remember that we enjoy publishing ARMO and that we think if you stick with us you'll derive much pleasure and a few happy moments in an otherwise unhappy world. Why not relax and enjoy a few laughs with us?

And for those of you who didn't know, our recent delay was caused by Coop's Thanksgiving knee surgery. He's just now out of the cast and starting to grab at Susie again. So now he can get back to typing this thing with his toes...

* * *

While we're at it, we've got a lot of other things to say about recent developments within Diplomacy. Thumb through this issue until you find Coop's Corner, then sit down and ponder what he has to say and where he gets off saying it...

From the force behind IMPASSABLE comes

ANY COUNTRY CAN WIN

by John Boyer

Not too long ago, several articles appeared on the latest statistics compiled by Rod Walker on 232 completed postal Diplomacy games. There are several ways which one can look upon the evidence of the actual games' results. However, most conclusions seem to concur that Turkey and England were the two best countries. Also, it was accepted that Germany and Austria were two of the worst countries. My conclusion was that the countries were in the following order of strength from first to last: England, Turkey (with only slight percentages separating them), France, Russia, Italy, Austria (generally weak, but has quite a few wins), and Germany.

This article deals with that perhaps controversial idea of whether players with good diplomatic abilities can alter the apparent geographical strengths of the countries in the game. Is, in fact, the Austrian player doomed to lose because the geographical balance of power will overcome his diplomatic efforts? Or is it that Austria suffered from an excessive number of diplomatically poor players? This may or may not be controversial, the basic question seems to be: Can good Diplomatic Play alter the apparent strengths of the countries in the long run?

My logical and educated beliefs (read beliefs: plain variety with a little bit of intelligent guessing) are that the statistics compiled from large numbers of games accurately portray a person's average chance with a particular country. But what is more difficult to assess is the fact that the statistics also include a built-in averaging of diplomatic abilities among all the countries in a game. Thus, with the averaging of diplomacy as a factor in the game, the actual geographical balance of power among the European powers shows up. The facts are strongly in favor of England as a strong country and Germany as a weak country. The statistics, however, do not say that a good player can't win with Austria on a greater percentage than the average player. In fact, is it entirely possible to alter the apparent balance of power with good diplomatic play? Yes! That, dear readers, is what the game is all about.

Can I go out on a limb and say that the best players are those who use good diplomatic skills? Yes! The player who tries to win with hush tactical skills will fail with Austria or Germany because they are geographically weak, and will remain so unless that player can do tricks out of the hat, diplomatically. True, Italy or Austria or Germany are harder to play than England or Turkey, but it is also true that one may need to do a lot of diplomatic negotiating to persuade others not to attack England or Turkey in view of the fact that they win so often!

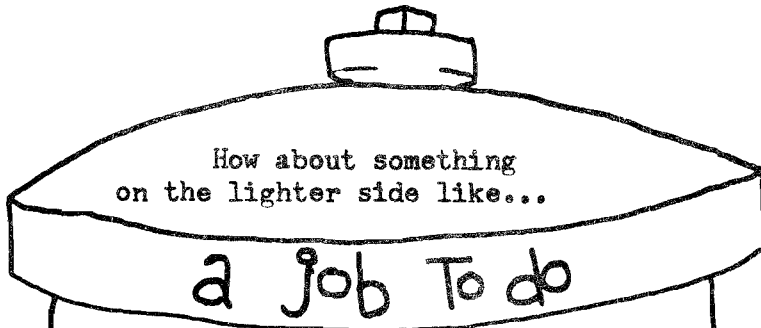
Thus, my conclusion is this: Some countries are stronger than others because of geography, and if everyone were equal in diplomatic ability, the stronger countries would win all the time. However, the statistics have shown that the weaker countries have also won games, thus easily supporting my conclusion that with good diplomatic play, any country can win.

ARMADILLO: We agree with John's conclusion that any country can win, with good diplomatic play - but then, isn't the name of the game DIPLOMACY?

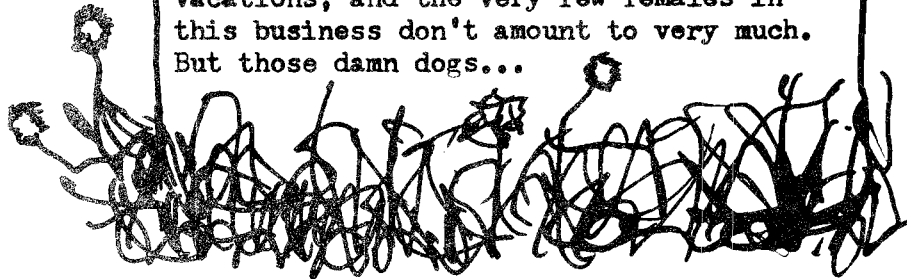
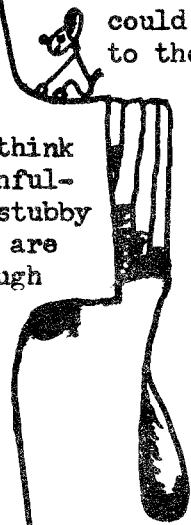
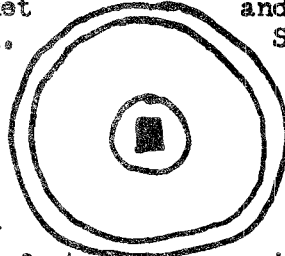
THE INTERNATIONAL DIPLOMACY ASSOCIATION is beginning its second year under the new guidance of Edi Birsan et al. Dues are \$2 per year. Info is available from Walte Buchanan, RR 3, Lebanon, Indiana, 46052.

THE DIPLOMACY ASSOCIATION is currently sponsoring the Diplomacy World Championship Tourney. Info available from John Beshara, 155 West 68th St, New York, NY 10023.

MISCELLANEOUS MUTTERINGS



I am a fire hydrant. I stand in the blistering sun of midday and I stand even longer in the shattering cold of the pre-dawn hours. I stand for twenty-four hours a day, seven days a week, fifty-two weeks a year, wearing a dumb little helmet and a stupid little grin. Some think me demented in my faithfulness. Others jeer my stubby appearance. A few are adamant enough to attempt to move me from my post by knocking me off my feet with an automobile. But I will remain. Every time I watch a family of the neighborhood frolic nearby, I know why I am here. Every time I see children playing, I know why I am here. Every time I hear the voices of those people whose homes I guard, I know why I am here. To rush into action when the life of the community is threatened, I am here. To protect man from his greatest enemy -- fire -- I am here. And somehow, when I realize why I am here, the long hours with no pay, the sweltering heat, the crippling cold, the leapfrogging kids, the attacks by autos, the stinging blows from sticks and rocks, the lack of paid vacations, and the very few females in this business don't amount to very much. But those damn dogs...



Congratulations are in order for Carol and Walt Buchanan on their recent addition to the Archives. William Suanders Buchanan tips the scales at 8 lbs. 15 oz. Now that's a job well done! And along the same line, congrats to Stan Wrobel for correctly predicting the correct sex. And 'a-better-luck-next-time' to Edi Birsan. But then congrats could go to Edi on his election to the presidency of IDA. Huh?

ARMADILLO has fulfilled its PROJECT CONCERN pledge made for Larry Peery's walk. Larry completed his walk, complete with a detailed write-up, and asks that pledges now be sent in.

It appears that Larry is also changing the format of XENOGOGIC, for years the most widely circulated Diplomacy zine. It is now becoming a total-

info zine devoted to wargaming. TTT Publications will publish it quarterly, and you can reserve a copy now. Single issues will cost \$1.25. Info available from TTT Publications, Box 8416, San Diego, California 92102.

I guess that I should inform you people that I stole the name of this column from Chic Hilliker's THE SILMIRILLI. But then I plan on stealing a lot from him in the near future as we have cash money riding on the Super Bowl. I say the Skins by 10... (the Dolphins will be in water all afternoon -- mostly hot)

READ THE QUICKSILVER TIMES...

I WOULD LIKE TO APOLOGIZE TO ALL THOSE GAMESMASTERS AND PLAYERS IN WHOSE GAMES I PARTICIPATE FOR MISSED MOVES WHICH HAVE OCCURED RECENTLY. THEY WERE NOT MEANT TO BE INTENTIONAL ARE CAN BE ATTRIBUTED TO MY BEING IN THE HOSPITAL AND NOT REALLY PAYING MUCH ATTENTION TO DEADLINES. I AM NOW BACK ON MY FEET, ALTHOUGH SHAKILY, AND SHOULD NOT MISS AGAIN. I WISH TO ESPECIALLY TO JOHN BOYER, AND I CAN INDEED UNDERSTAND HIS RECENT POLICY CONCERNING ME IN HIS GAMES. I'LL DO MY BEST NOT TO MISS AGAIN.

Well, I guess now's as good a time as any for

COOP'S CORNER

Candid Comments Concerning Certain Current Circumstances

Well, dammit, first hilliker (note the small 'h') has the gall to call me via the AT&T line on Super Sunday and then insult both myself and my Skins. Then he actually has the audacity to bet on the outcome of the game. Now I tried to explain as rationally as possible to Chic that Miami was about to get blown out of IA, but he wouldn't listen so we ended up putting money where our mouths were - five dollars worth.

Well, dammit, now here it is Miserable Monday, and my Skins lost, 14-7, and I hafta pay that loudmouth hilliker five bills. That hurst enough, but what hurts even more is that now I'll hafta wait until next year before I can get even and before Washington can claim the title of World Champions. But seriously, I'm proud of my team, and besides that, 24 teams never even made it to the Super Bowl. And one thing that I would like to point out to you non-Washington Fans - our season actually ended with the Dallas game. That was the Big One. That was the one that brought a winner to Washington. And unless you have backed Washington, you'll just have to shake your head and wonder what happened to the Over-the-Hill Gang. But we Fans know. We won...

&

I read with much interest John Boardman's comment in GRAUSTARK #282 about staying out of Washington for the Inaugural. Well brother, that's my backyard and you best believe I'll be there. I've listened to that prick Dick tell us that peace is just around the corner and that all's gonna be ok if you just trust me. Shit. I'll believe it when I see it, and until that time I'm gonna make my views clear. Which is why I'm gonna be in Washington this weekend.

&

And speaking of John Boardman, there is going to be an across-the-board session of Diplomacy at his place beginning at 1 PM on Saturday, 27 January. Contact him if you're gonna show.

&

Here it is half past January, 1973 and I haven't paid my dues yet for IDA. After thinking it over very seriously, I have decided not to. I originally joined IDA because I thought that it could actually accomplish something in the hobby. It started out with great goals and high hopes, and I really thought it might work. Now, I don't know. For my charter membership, which cost me a bill, I did receive a few issues of DIPLOMACY REVIEW and a few council publications. DIPLOMACY REVIEW is a fine publication, and I can't find much to fault it for, but somehow I had the impression that it was going to be different - that it was going to carry articles and info primarily not found elsewhere. This just wasn't the case. From the beginning I made it clear that I had no intention of participating in the political end of the organization. Politics is power, and too many people seemed overly concerned with just that. But since I had the impression that IDA was to be something for the good of all, I felt it was worth it to join. I volunteered to participate in any project that needed publihing (Player's Handbook), I volunteered to help with the revision of the Constitution, and I volunteered to help in any other capacity where I could be of service. I was never contacted about anything. Ok, I figured, they don't need me. Finally, Larry Peery made me a member of a commission to look into the goals and principles of the IDA. I was temporarily enthused until I learned that the other members of the commission were doing nothing and planned to keep it that way, and that the idea of the commission was generally regarded as bullshit. Obviously, I was none too happy about that. So after making an honest attempt to help the IDA, and after being rebuffed and disillusioned, I have decided to sit this year out. If IDA does something worthwhile, I'll consider the possibility fo rejoining. But until then, I'll do it myself.

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(Coop's Corner, continued)

While I'm thinking about it, I want to state that I am willing to trade stand-by positions with other publishers who trade with me. This was mentioned in MARCUS recently and I like the idea. So if you Need stand-by's, let me know and I'll be glad to work something out.

&

Along the same line, I'm looking for guarantors for the two games starting with this issue. ARMADILLO will guarantee one game of yours in case of cessation of publication in exchange for the same from you.

&

All gamesmasters in whose games I am playing have my permission to call me collect in case they have no orders at the time of deadline. The phone here is 703/578 0684. There is no telling when you can reach me so just give it a try if you have no moves from me. Before noon is probably your best bet.

&

If you're playing in my games and you wish the same service of me, supply me with a phone number and a time to call.

&

All kinds of polls have come out recently and we'll try to cover most of them as space permits. But one that did interest us was VOX POPULI, from Len Lakofka. This will be a syndicated feature in the future and we have notified Len that we will be carrying it. Issue #1 contained, among other things, the Rogues' Gallery Magazine Poll, which rated ARMADILLO 4th, behind HOOSIER ARCHIVES, COSTAGUANA, and IMPASSABLE. We consider this quite an accomplishment since we have been public only since September, 1972, a period of only some four months. Rest assured that we will strive to maintain the quality established and live up to your vote of confidence. ARMADILLO was rated the #1 zine around in terms of reproduction. Credit photo offset for that. But then take a look in the next column to see what it costs...

A FINANCIAL STATEMENT

For reasons touched upon on page 2, below is an accounting of the costs of production of ARMADILLO since #11. Accurate records were not kept prior to that as ARMO was not produced for the public.

ASSESTS

Subscriptions.....	\$ 15.00
Game fees.....	50.00
Game fees not yet paid....	16.00
TOTAL	\$81.00

LIABILITIES

Printing costs, by issue	
#11	\$ 25.00
#12	25.00
#13	6.00
#14	35.00
Postage, by issue	
#11	12.00
#12	6.00
#13	2.00
#14	14.00
Paper supplies.....	16.00
Office supplies.....	33.00
TOTAL	\$174.00

NET GAIN (LOSS) (\$ 93.00)

All figures rounded off for convenience. With a loss of \$93 in a little over four months, you decide whether I'm in this for the money. And keep in mind that I get special deals on photo offset printing.

In view of the above deficit, it may bee come necessary in the future to adjust our trade agreements. But we'll let you know if that should become necessary.

Keep in mind that the game fees cover the cost of ONE issue only. We cover the rest. Game fees on future games will be raised. There will be no further discounts for members of any organizations.

AND FINALLY, ENOUGH NONSENSE... HOW ABOUT SOME GAMES?

Omigod, it's The First Faithful Friends Diplomacy Game

#1971 DK

IS SARGEANT DeNORRIS LOST AT SEA? IS THERE HOPE FOR ENGLAND? WILL AUSTRIA ENJOY TURKISH HASH FOR BREAKFAST? READ ON...

Friends, this is SPRING, 1906:

- AUSTRIA (Cooper): A Rumania/D/ S A Vienna - Galicia; A Serbia - Trieste; A Greece - Bulgaria; A Smyrna - Ankara; F Ionian S F EMD - Aegean
- ENGLAND (Miller): A Yorkshire Hold; A Edinburgh - Liverpool
- FRANCE (DeNorris): A Paris - Brest; F MAO - North Atlantic O
- GERMANY (Hirsch): A Burgundy S A Picardy - Paeis; A Munich S A Ruhr - Kiel; F GOB S A Moscow - St Petersburg/D/; F EngChl - MAO; F London - North Sea
- ITALY (Chitlik): A Marseilles - Gascony; A Venice - Piedmont; A Rome - Venice; F Portugal S F Spain(sc) - MAO; F Tunis -- WMD; F Tyrrn - Gulf of Lyon
- RUSSIA (Norris): A Berlin - Kiel; A St Petersburg and A Sevestapol S A Warsaw - Moscow; F Norway S A St Petersburg
- TURKEY (Barents): A Ukraina - Galicia; F Black S F Bulgaria(ec) - Rumania

NOTE: ITALY built A Venice instead of F Naples as indicated last issue.

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 THE DEADLINE FOR FALL, 1906 IS SATURDAY, MARCH 3, 1973. get with it!
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International Bullshit:

DATELINE: Somewhere in the North Atlantic Ocean - This is Drew Carroll reporting (Hi Mommy!). I'm on board the ship carrying Sargeant DeNorris to some unknown destination. I'd like to give you a personal interview but he doesn't like to be seen talking with me (He called me a precocious little twerp). But I do have a note DeNorris has asked me to read to the Diplomacy World: "My friends, the end is near for me. I'm going to a place where I can end my glorious career in peace. Shed no tears for me. Cry, rather, for King Big Wave. He shall soon suffer a humiliating defeat far greater than mine. I shall speak more of this later. For now, let me leave you with these inspiring words of the great W. C. Fields: 'DRAT!'"

ARLINGTON: The following story broke late this afternoon involving one of the key figures of the present War in Europe, Arch-Duke Irving, of Coop:

Police today broke into the apartment of one Princess Suzanne, rumored to be the mistress of the famed Arch-Duke Irving, of Coop. They found a scene beyond description. Nude bodies of various men, women and animals entwined in an ~~amorous embrace~~. The powerful odor of Turkish hash permeated the air, as did the stale smell of wine and beer. Fourteen-year-old girls were observed writhing in ecstasy on the floor as a ~~couple~~ ~~between their~~. One such girl was found in an adjacent room, ~~sprawled on the bed~~, while two hunchbacks ferociously fingered ~~her~~ ~~and~~. Assorted whips, leather gadgets, and various artificial ~~things~~ were also found. The officer making the arrests was heard to comment, "Gee, how come I never get invited to any parties like that?"

VIENNA: (RAP) No official comment was released from the palace today concerning the raid made on the Arch-Duke's summer home in the States. Speculation was rampant that the Arch-Duke himself was involved. Official word is forthcoming tomorrow.

The First Game...

1972 CV

FACTORIES PRODUCE MORE WAR MACHINES AS RUSSIA WATCHES...

WINTER, 1901:

AUSTRIA:	B A Trieste	HAS:	A Gal,A Bud,F Gre, A Tri
ENGLAND:	B F London	HAS:	F Nrwy,F NthSea,A Hol,F Lon,A Edi
	B A Edinburgh		
FRANCE:	B A Paris	HAS:	A Bel,A Bur,F Por,F Mar,A Par
	B F Marseilles		
GERMANY:	B A Munich	HAS:	F Swe,A Kie,A Sil,A Mun
ITALY:	B F Naples	HAS:	A Tyr,F Ion,A Tun,F Nap
RUSSIA:	A Sevstapol		
	R to Moscow	HAS:	F GOB,A Mos,A War,F Rum
TURKEY:	B F Smyrna	HAS:	A Sev, A Bul,F Blk,A Ank,F Smy
	B A Ankara		

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 THE SPRING, 1902 DEADLINE IS SATURDAY, FEBRUARY 3,1973
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AND THERE IS NEWS? FROM THE CAPITALS OF THE WORLD:

PARIS: Second!!! What gall! What infinite gall! What our esteemed dog-lover has failed to take into account in his shabby ranking of the western powers is our combined strength. Turkey will soon feel our swift steel. Now, with any luck after shooting off my mouth in this fashion, just watch while Italy, England and Germany all turn on me. Oh well, one of these days you guys won't have me to kick around anymore (hehehehehehe).

UNDERGROUND WHITE-HOUSE: My gall is better than your Gaul.

MOSCOW: Following more than six months of civil disturbances the Russian Government is finally in control again. The Czar called today for national solidarity to confront the enemies of the Russian Empire.

HOUSE OF COOP: Our apologies to Ms. Bonis for our crack about feminine logic. Just explain th at move from Serbia to Budapest and we'll keep quiet.

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- Just in case, here's where they're at:
- A: Denise Bonis, 16980 Beverly Dr, Brookfield, WISC, 53005
 - E: Mark Thomas, 10 Terrace Pl, Danbury, CONN, 06810 ←
 - F: George Lowrance, 3722 Mary Mont, San Antonio, TEXAS, 78217
 - G: Douglas Weber, Box 1210, Station 2, Amherst, MASS, 01002
 - I: Chic Hilliker, 3312 Stoneycrest, Bloomington, IND, 47401
 - R: Paul Stone, Box 485, Parkesville, British Columbia, CANADA
 - T: John Hendry, 17 Price Rd, Peabody, MASS, 01760

The Fall, 1902 deadline is tentatively set for March 3, 1973.

I still need a yes or no on phone calls if no orders have been received at the deadline. I have such info from Lowrance and Hilliker. This is a convenience to both myself and the other players as well as you. Please.

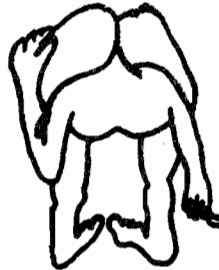
I have Spring orders from Thomas, Lowrance, Hilliker, and Hendry.

FROM THE HOUSE OF COOP: From where we see it, it looks like the English-French alliance is the one to stop. If Russia would move against England in the North, while Germany fights a delaying action, there is hope. If not, then by the time the rest of the world perchance opens their eyes, it will be too late. We have spoken...

The Adopted Game...

1972 W

YOUR PROBLEM IS OBVIOUS...



we have met the enemy,
and he is us.

WINTER, 1902

- Eng: F NthSea R to Holland
- B A Liverpool
- Fra: No change
- Ger: No change
- Ita: B A Venice
- B F Naples
- Rus: B A Moscow
- Tur: A Rumania R to Serbia
- B A Ankara
- B A Constantinople

POSITIONS, AFTER WINTER, 02

- ENG: F Nwgn, F Hol, F Lon, A Livpl
- FRA: F EngCh, F MAO, A Bre, A Pic, A Bur
- GER: F Skag, F NthSea, A Bel, A Ruh, A Mun
- ITA: A Vie, A Tri, F Alb, F Tun, F Tyrn, A Ven, F Nap
- RUS: F Nwy, F Swe, A Fin, A Gal, F Rum, A Mos
- TUR: A Bud, A Ser, A Bul, A Sev, F Blk, A Con, A Ank

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 THE DEADLINE FOR SPRING, 1903 IS SATURDAY, FEBRUARY 3, 1973
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And to bring you up to date on the roster:

- E: Elliott Lipson, 4419 Coldbrooke Ct, Alexandria, VA, 22306
- F: Duane Linstrom, 1263 Pappani Dr, Gilroy, CALIF, 95020
- G: J H Fleming, 45 Pinehurst Ave, New York, NY, 10033
- I: Fred Winter, P O Box 604, Madison, WISC, 53701
- R: Joe Hrbek, 2825 Barnard St, San Diego, CALIF, 92110
- T: Mike Rocamora, 1-5th Ave Hotel, #17A, New York, NY, 10003

NOTE: This game will be completed under Rod Walker's house rules. If anyone needs a copy, please notify me.

The Fall, 1903 deadline is tentativly set for March 3, 1973.

OFF THE CUFF: I just picked up my mail and I find in PELLUCIDAR (#4) that Burt Labelle and I are having a semi-contest to see who breaks 100 first. Now this is news to me, but since he goes on to insult me by calling me "that crazy man from south of the Mason-Dixon line", well, his problem is obvious! But being the free spirit that I am, I'll accept his challenge and make the following offer: If Burt gets to 100 first (with PELLUCIDAR only), I'll send him a couple puonds of Smithfield Ham (from Virginia, and the finest in the nation). If I get there first, he sends me a couplea puonds of Maine Lobster. Whaddaya say, Burt?

And for the record-keepers, this issue's official circulation - that's players, subbers, and traders only - is 71. I think I'm slightly ahead, by about 4 or 5.

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And while I'm on the subject of PELLUCIDAR, which is one fine zine, the game starting on the next page is guaranteed by Burt in case of default by ARMO. Other games in this publication are also guaranteed, and will be noted hereafter.

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There seems to be some controversy as to whether CARPETBAGGER is still being published. It is, as I have just recently received issue #7, dated 15 January, 73.

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While I'm thinking about it, is there someone out there who would be interested in back issues of many various publications. I'm moving soon, and will be cleaning out some old files. Keepers of Archives, let me know if you're interested in them.

Finally,

ARMADILLO TAKES PRIDE IN ANNOUNCING TWO NEW GAMES!!

THE SECOND GAME

This roster is finally filled and is now declared started. Preference lists were not received from all players, but were used where received. It shapes up this way:

- AUSTRIA: Dick Trtek, 915 E 53rd St, Room 212, Chicago, ILL, 60615
- ENGLAND: George Lowrance, 3722 Mary Mont, San Antonio, TEX, 78217
- FRANCE: Jon Rush, 4421 Gilbert, #105, Oakland, CALIF, 94611
- GERMANY: Doug Dick, 9468 Beecher, Flushing, MICH, 48433
- ITALY: Wayne Lanham, 900 W Spring Valley, Apt 197, Richardson, TEX, 75080
- RUSSIA: Rick Stuart, 1292 Heitman Lane, Batavia, OHIO, 45103
- TURKEY: Jerry Montgomery, 954 Forrest St, Baltimore, MD, 21202

* * * *

All who sent preference lists received their respective first choices.

I now need game fees (\$4) from Wayne and Jon. Jerry, no hurry with yours, since you notified me. Others are paid.

House rules will be forwarded to you all. The 1971 Rules for Diplomacy apply to this game. Copies are available from Games Research, Inc., 48 Wareham St, Boston, MASS, 02118 for \$1.

NOTE: All mail to Jerry Montgomery should be sent in an envelope. No cards, please.

I will be glad to answer any questions.

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 DEADLINE FOR SPRING, 1901 MOVES IS SET
 FOR SATURDAY, MARCH 3, 1973
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“Coop, and his dog,
 WIMPY”

Follows on the next page...

THE PUBLISHERS' GAME

Ladies and gentlemen! The following excuses for publishers have been chosen to participate in the First Publishers' Game in ARMADILLO. In keeping with its continuing policy of excellence, ARMO chose these seven because they represent the cream of the crap. They are:

- AUSTRIA: Burt Labelle, (PELLUCIDAR), Forest Park #23, Biddeford, MAINE, 04005
- ENGLAND: Len Lakofka, (LIAISONS DANGER EUSES), 4970 N Marine Dr, #525, Chicago, ILL, 60640
- FRANCE: Herb Barents, (BOAST), 157 State St, Zeeland, MICH, 49464
- GERMANY: John Leeder, (ARRAKIS), Box 1606, Huntsville, Ontario, CANADA
- ITALY: John Boyer, 117 Garland Dr, Carlisle, PA, 17013
(Anyone who doesn't know that John publishes IMPASSABLE, hasn't been reading ARMO)
- RUSSIA: Charles Reinsel, (BIG BROTHER), Box 33, Leeper, PA, 16233
- TURKEY: Chic Hilliker, (THE SILMARTILLI), 3312 Stoneycrest, Bloomington, IND, 47401

* * * *

Nobody owes me anything in this game. I may owe a few of you, but don't remind me!

Choice comments will be made during this game, so don't make anything that resembles an error - you'll never live it down!

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 THE DEADLINE FOR ANYTHING BUT MOVES IS
 SATURDAY, FEBRUARY 3, 1973
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ARMADILLO would like to extend its thanks and congratulations to Ray Bowers, of MIDWESTERN COURIER fame, for the recent computer compilation mailing list sent to the publishers. This is a great and much-needed service. It is hoped that all publishers will aid Ray by sending him additions and corrections that may occur. The public may obtain the list by subscribing for only \$1 per year. The listing will appear quarterly. Please support this endeavor. Ray Bowers, 625 Evans, Kirkwood, Missouri 63122.

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Well, it's about time for

exulting
THE / ADVENTURES OF COOP, AND HIS DOG, whimpy!

-- The Rehobeth Beach Caper --

Chapter 6: The last.

FOR THOSE VIEWERS WHO JUST JOINED US: Coop, and his dog, whimpy, those great do-gooders who believe in truth, justice, and the American way, are hot on the trail of evil commies who are out to get the ole u s of a. They've got them cornered in Rehobeth Beach where whimpy is pretending to be captured while Coop and Drew are working on a couple of escape plans. Like how to get Debi to unhook her legs...

"Omigod! Let's try that again."

"Sorry, can't. We got to go save a friend of ours who got himself in a terrible jam."

"You mean Uncle Sam? Over in Viet Nam?"

"Naw, haven't you heard that's all over. Our president, God bless 'em, can now say to the American public that he keeps his word. He showed 'em!"

"Yeah. He was talkin' about whimpy. Some commie freaks got 'em tied up in this house. We gotta save his little ass or this story ends right here."

"Can we help?"

"Well, at first we thought that you might be able to distract the guards, but it turns out that they're girls. What we had in mind for you to do doesn't work so well on girls."

"Well, c'mon, let's put our minds together and figure something out."

"Hey, Drew, I said minds. Hey, cut that out! Get offa her..."

Meanwhile, back at the ranch. whimpy is calmly trying to work himself free of the chains binding his paws. that's the mark of a true hero, one who remains calm under pressure, but never ceases to be aware for any chance that may lead him to freedom. ever calm, ever cool, that's our whimpy. let's move in closer for a look at the master at work. what's this? can it be? yes, fans, he's asleep.

Realizing that time was running out, our two superheroes leave their new-found friends and head off to save the whimp from a fate crueler than death - not being able to sleep late in the morning. They piled into a borrowed van and headed off down the road toward North Shores, down the road from Whhiskey Beach. They figured they at least had the element of surprise. Posing as a couple of repairmen they felt certain that they could enter unnoticed and free whimpy, then capture those commies. Laughing at the simplicity of their infallible plan, Coop and Drew relaxed for a minute to roll a quick pick-me-up.

"Good afternoon. We're here to fix your furnace. We got a complaint that you aren't getting any heat."

"What? We didn't send for any repairmen. Are you sure you've got the right place? Hey, did any of you girls send for repairmen?"

"No. But send them in if they're cute. How about that funny-lockin' one. I like his hair. Is that a wig?"

"I'm sorry fellas, you must be at the wrong place. No one here sent f..."

"Naw, we're at the right place. You got the whimp tied up in that corner, don't

"Grab 'em girls! It's the other two! Quick!

BIFF! BOFF! KRAKOW! KABOOM! CRAACK! GOLLY GEE, THANKS BATMAN!

"Ya know, Drew, that wasn't one of your smother moves. Any ideas now?"

"Sorry, guys. But at least the three of us are together again. Huh?"

"Whoopee-doo. How're we supposed to save whimpy and the world if we're tied up?"

(Don't worry. We'll get out of this jam ((could that be strawberry, whimpy?)). we always do.)

"He's right. There's nothing to worry about. One of us has always come through and saved the others."

"That's brilliant, Drew. But one of us was always free to save the others!"

(The things and the people I have to put up with. And you say I lead a dog's life?)

"Well, why don't the three of us put both our heads together, no offense, Drew, and figure out some way out of this."

While all of this is going on, our heroes' enemies have conceived a diabolical plan to do our duo and their faithful mutt in. It seems that they have sealed up the beach house by pouring quick-drying cement in the doors and windows, then making sure that our hapless heroes were bound securely, they left a time bomb ticking off the last final minutes of the life of the exciting adventures of Coop, and his dog, whimpy, and their sidekick, Drew.

Surely this cannot be the end of the story! Surely this cannot be the end of Coop, Drew and whimpy! Surely there's more to this than meets the eye! Surely there is a way out for the magnificent muddlers!

Alas! There is! But it will be next issue before we learn whether our heroes will be saved. It's going to take that long for the author to think up a decent ending...

So stay tuned! Join us next issue for the thrilling conclusion of The Rehobeth Beach Caper. And while we're away, pray...

COMING NEXT ISSUE: The Game Plan - A Look at Strategy, by Len Lakofka; Comments from Coop in his Corner; An Exceptional Book Review; Five Games; DON'T MISS IT! A Sneak Preview of a coming series: SuperSwine!; ARMO's 1973 Mailing List with comments and annotated; A Few Surprises; The Thrilling Conclusion to Coop, and his dog, whimpy.

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