



DIPLOMAG

VOL-III, No. 5
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This is the bimonthly newsletter of the American Mensa Postal Diplomacy SIG, bringing hobby and SIG news to Mensans interested in postal Diplomacy, the board game produced in the USA by Avalon Hill. For SIG game openings, make inquiries to the Chairman. Membership dues for 1984 will be \$3.00 (US) for all members. If joining in mid-year, please pro-rate dues payments.

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FAILURE OF DIPLOMATIC EFFORTS LEAVES EDITOR IN CHARGE OF SIG!!!

CANADIAN FORMER EDITOR MAINTAINS LOW PROFILE WHILE SUCCESSFULLY AVOIDING EFFORTS TO DRAFT HIM INTO SERVICE ON SIG'S BEHALF

COMMITTEEMAN OFFICES CHANGE HANDS IN RESHUFFLING OF ELECTED OFFICERS

Well, I guess this is the time when incoming officials are supposed to write interesting little blurbs on the state of affairs as they see them. All well and good, but I blew out that part of my creativity back a few months ago when I became the SIG's editor.

Well anyhow, if you haven't already noticed it, look up at the boilerplate at the top of this page--that's right, the dues have come DOWN! Since there is some discussion of this subject further back in the issue in the Treasury report, I'm not going to repeat that stuff here.

What, you may ask, is the SIG going to do now? For starters, I intend to forge a new resolve dedicated to that which we all hold dear, that very reason why we have joined with our fellow Mensans in this wonderful endeavor, and that is our dedication to the concept of FUN! (With the implied suggestion that if you're not with the SIG for that reason, you can just bloody well take a hike.) I don't insist that fun be the only reason, just one of the reasons, ok?

In the pursuit of fun (right up there with life, liberty, and the pursuit of happiness, in my book) applications are being accepted for the next SIG-sponsored regular Diplomacy game. In the absence of contrary information, and in the further absence of a volunteer to serve as Gamesmaster, I'm going to forge ahead and start taking names anyhow. I know darn well that a GM will crop up along the way.

PS - For those who are uninitiated in the ways of our SIG, your dues do not buy your entry into a SIG-sponsored game. The finances are left to be worked out between the players and the appointed GM. There is typically a nominal fee charged which helps defray the GM's expenses.

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I don't care to belong to any social organization that will accept me as a member. Groucho Marx

SIG GAME NEWSMensa #13 (1980 KY) GM: Chip Charnley

Well, another of your SIG games has ended. Mensa #13 has ended in a three way draw. The lucky winners are:

Austria-Hungary.....Ralph Baty
 England.....Dean Hess
 Germany.....Ronald J. Brown

Game statistics are as follows:

	<u>'01</u>	<u>'02</u>	<u>'03</u>	<u>'04</u>	<u>'05</u>	<u>'06</u>	<u>'07</u>
Austria-Hungary	3	3	4	5	7	8	9
England	4	5	5	7	5	7	7
France.	5	5	6	4	4	3	2
Germany	5	5	4	4	6	7	7
Italy	5	5	5	5	4	4	4
Russia.	5	4	5	4	4	0	0
Turkey.	5	6	5	5	4	5	5

Personnel:

A-H.....Miller replaced by Ralph Baty in S'02 (draw 1907)

E.....Michael Granatstein resigned S'02, Dan Wilson replaced by
 Dean Hess S'04 (draw 1907)

F.....Len Johnson resigned S'07, Civil Disorder

G.....Steve Greenburg replaced F'02 by Ron Brown (draw 1907)

I.....Joe Marshall replaced F'01 by Bruce Poppe

R.....Wm Brad Anderson eliminated '06

T.....Walter Compton

Since no end-game statements have been received by your editor, he can't print any at the moment. The offer to print end-game statements will be open for at least another issue, and more if some sorely-needed discussion can get going. Don't you guys think I'd like some controversy in this newsletter every now and then?

Chip Charnley has indicated that he will be taking a break from GMing SIG games for a while, although he is still very active in the postal Dip hobby, including some GMing of non-SIG games.

Oops! There is an end-game statement. See page four.

Financial information for Postal Diplomacy Special Interest Group

(for period 31 Dec 1982 through 30 Sep 1983)

P & L :		1982	\$10.96
Income:		1983 (9 mo.)	
Collected Dues	\$89.00	addition to	\$101.04
Funds Recovered	67.50	surplus	<u> </u>
Less NSF Check	<u>(4.00)</u>		
	\$152.50	Net Value	\$112.00
Expense:		of Treasury	<u> </u>
Printing, postage	\$51.46		<u> </u>
	<u> </u>		
Net Addition to Surplus	\$101.04		
	<u> </u>		

Comments on above financial information on our SIG:

Why was there only eleven bucks in the treasury at the start of the year? Because the SIG funds were not in hand at that time, due to the "unpleasantness" which involved the SIG at that time. The second item under Income shows the recovery of those funds from the former head of the SIG.

The best part of this, however, is that the SIG Treasury is stronger than ever. While there is no final decision yet, you can expect a dues REDUCTION for next year, amount as yet undetermined. See, it really does pay to read the fine print.

SIG GAME NEWS (cont.)

Mensa #14 (1981 AQ) GM: Keith Sesler zine: Manifest Destiny

Germany eliminated! Another Italian unit annihilated! France tells Russia to jump in lake! Reports of Keith Sesler's "!" key wearing out.

Craig Reges ordered one of his English armies to Edinburgh, keeping out Errol Platt's only German unit. Errol therefore faded away as do all undersupplied units in this chosen game. Three cheers for hanging in there to the bitter end.

Mensa #14 continues on page five.

1980 KY (Nensa 13)
Germany
Endgame Statement

Ronald Brown
1200 Sunnerville
Ottawa, Ont.
K1Z 8G4

I came into this game very reluctantly in Fall, 1902. Germany's position looked hopeless and I felt I didn't really have the time for the intensive negotiations it would take to enable me to survive. However, "stubbornness" is my middle name. Besides, I was lucky that Dan Wilson, who was then playing England, offered an alliance which meant that England and Germany would be played as one country. Dean Hess carried on that policy after he took over England in 1904. Otherwise there would be no Germany left to write an endgame statement.

In 1902 Russia was occupying Munich with both French and Italian support, so I concentrated on that one objective: regaining Munich. Once that was accomplished Russia was eliminated, then France. Italy was next on my original "hit list." Revenge, pure and simple. I had no hope of winning and was always vulnerable to an English stab, so all I could do was play out the revenge scenario as long as I survived.

That accounts for the style of play I adopted in this game. I could take risks as I had nothing to lose. So I went for the throat on every move, ignoring the possible losses. It worked well, except for one disastrous year for my English ally in which he lost two centres. Dean showed a lot of forbearance in sticking with me after my plans had cost him so dearly.

Towards the end I was in a genuine quandry. Italy (Bruce Poppe) visited here last spring and we worked out a way for Italy, Germany, and Turkey to cut Austria out. It depended on Turkish co-operation, so we both prevailed upon Walter to join us. I moved my units into position for the attack, but Walter demurred. I could not take on Austria as long as Turkey was neutral, and so had to do some hasty patch-work negotiations with Ralph Baty to turn my position into a supportive one for an Italian invasion. But, I now had nowhere to grow. Turkey started expressing interest in an attack on Austria after Italy had been crippled, but, it was too late. Austria was simply too strong. England and I had divided the rest of the board, so I figured the best I could do was wait for Austria to remove Turkey (who was voting against draws), hope I survived, and go for a three-way.

I am glad the draw passed at this point, as the only other end I could see would be for Austria and England to take me out. I was caught between them and couldn't really gain anything on my own in either direction.

I would like to thank the other players in this game, especially Dean who never hesitated in his alliance. It's nice to have someone one can trust in a game. And, thanks to our GM, Chip Charnley who kept things going, despite all the NMRs and dropouts which must have caused him to throw up his hands in despair on more than one occasion.

cc. Bruce Poppe, for DIPLOMAG

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SIG GAME NEWS (cont.)

(Mensa #14 continues)

The English (that's Reges, [redacted] Strand) do seem to have an arrangement [redacted] half-standoff and the whole nine yards [redacted] but then realized that France [redacted] four, so I'll just call it an "arrangement" and let it go at that.

The situation with Russia (Ralph Baty) and Turkey (Ken Hager) is not quite as lopsided, but still has a striking disparity of national strengths. Turkey, with five units has just helped Russia to stay at nine.

Italy (Richard Young) seems to be taking his lumps as he has nobody helping him out, and has just dropped from seven to five units, managing to accomplish two annihilations in two game seasons.

Mensa #15 ended with results printed in Diplomag last month. No endgame statements were received.

Mensa #16 (1982 I) GM: Ronald James Brown zine: Snafu!

"Russians, Russians, everywhere...King Sesler steps down. Olsen prepares to guide Italy's future." Postal Diplomacy in a state of shock to see an issue of Snafu with no pictures of Christofer Brown.

Keith Sesler resigned with a set of orders for his Italian position due to the demands of other hobby activities, contrary to rumors which have circulated in some hobby quarters. Bob Olsen has taken over the Italian reins.

The Russian stab of Italy resulted in Dave Lincoln's Russia holding fifteen centers and Italy holding five. Mike Mazzer's England seems to have also taken it on the chin, disbanding three out of four units. Windblad's Germany is down one, to one unit, while Bob Young's France held even at four. The question now becomes: can Paula Dodge's Turkey (up one at eight units) hold off the Russia bear?

Mensa #17 (1983 V) GM: Steve Hutton zine: No Fixed Address

Fall '02 has been completed. "Germany edges into the lead." World stunned by Steve Hutton's publication of "Dolly Parton jokes."

The English (Randal Husk), French (Windblad), and Germans (Brown) are all heading east, as are the Austrians (Mike Ehli) who is seemingly caught in the middle. Errol Platt's Italy is fighting the French in and around the western Med. Keith Sesler's Turkey is thriving against a tangled up Italian-Austrian front.

Current totals: Austria-Hungary at four (even), England at four (build one as was one short), France at five (even), Germany at seven (up two), Italy at five (up one), Russia at three (one was annihilated), and Turkey at six (up one).

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SIG GAME NEWS CARRIES ON

Mensa #18 (1983 AV) GM: Scott Hanson zine: Irksome!

Dodge's Austria is supporting everybody into everywhere, including Russian's into Rumania and Italians into Greece, and still picked up one to weigh in at four units. Keith Sesler's Russia picked up two to get to six units. Keller's Italy only managed that one into Greece to get to four.

Benjamin's England opened into Norway to get to four, while Brown's France opened into London to get to five (neat trick, hunh?). (England also picked up Belgium. Why do I get the feeling something's going on here?)

Reges's Germany got to five units and a different Keller's Turkey to four.

MANIFEST DESTINY PLUGGED AND/OR REVIEWED (choose one)

A few months back, SIG member Keith Sesler decided to launch his newest effort, and called it Manifest Destiny. His latest issue (#8) gives one an idea of where he's headed as well as where he has been in the recent past. And it certainly is an ambitious effort. Twelve pages, including some cartoons and reprinted rules for upcoming variants.

I spoke with Keith recently, and he confirmed the impression that while he will continue to be strong on basic regular Diplomacy, the future will hold more variants for MD. Like some others before him, he has successfully launched a strong diversified publication starting with a single Mensa SIG game. One needs only to look at Ron Brown's highly rated Snafu to see just exactly where Keith can carry the ball to. Some of the postal Dip hobby didn't see Snafu from the beginning like I did; those who did will certainly recognize the parallel development of Manifest Destiny.

Like aging wine, it just seems to improve every month. Quality of reproduction and graphic layout have both advanced, although this writer would tend to prefer more open space on each page to make it more readable.

Keith's biggest challenge will be to continue to put in the time and effort to make this a really sparkling publication. He has confirmed that as well by limiting his activities in other hobby areas.

Summing up: watching MD grow will be one of the great joys in postal Diplomacy publishing.