

the Dragon

and

the Lamb



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 Published by Steve McLendon, Box 57066, Webster, Tx 77598 (713-332-6620).  
 Game openings are available. Gamefee is \$3.50 + a subscription of \$6/10  
 issues. A \$2.50 deposit is also required (refunded if the player does not  
 drop his position).  
 Associate Gamesmasters:  
 Jeff Richmond (1979CJ), 3111 Scenic Lake Dr, #33, Ann Arbor, MI 48104  
 Pat Carson (1980T), PO Box 905, Stetson Univ, Deland, FL 32720  
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Well, just as I thought you Yankees were having all the fun, we finally got a little taste of winter down here. Yep, it started sleeting outside today, and temperatures were dipping down into the low 20s. NASA even sent its employees home at 2:00 pm this afternoon. It has been a few years since we've had a real good cold spell down here.

1980T ends with this issue, and congrats go to David Ezzio. And I'm happy to report that we have 5 people signed up for our next game already. We need two more.

Hey, Bob Sergeant! I finally saw American Werewolf in London. Rented it. I liked it, especially the special effects they put into "the change". I only got one question, though. Hows come they were able to kill him in the end with ordinary bullets? I thought it took silver bullets to kill a werewolf. Here, they just shot him two or three times and that was that. You being the expert on that type of lore, can you set me straight?

And Clash of the Titans is also out on tape. It was just so-so. Just a glorified Hercules movie.

In the games department, Avalon Hill has struck out again. Bought one of their new computer games just released--Empire of the Overmind. AH apparently still has no one that knows how to program graphics. I have 4 of their games now and NONE have any sort of graphics at all, just words and text. But "Empire" is one of the worst of the bunch. It's mostly a guessing game, only most of the guessing is in trying to "guess" words that the computer recognizes--there is no command list. I've about had it with AH computer games.

DW #29 is out, a whopping 44 pages long. And, under Rod Walker's able editorship, it looks like the DW of old--lots of outstanding articles and very clever cartoons. My favorite item was on the back cover, a very humorous advertisement for AH. I'm just guessing that Rod laid out that one also, it's so much like his style.

If you don't receive DW, do yourself a favor and send \$6 (for 4 quarterly issues) to Rod Walker at 1273 Crest Dr, Encinitas, CA 92024. It's one of the better investments around.

Rod has asked me to announce that DW is looking for an art editor, someone with a good sense of humor and a good cartooning style. Any potential Van Gogh out there? Write to Rod at the above address. And remember, even Da Vinci had to start somewhere.

And now, the games.....

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1979KI ANOROMEDA FALL, 1912

- ENGLAND (RICHMOND) : F NAT-H, F BRE (S) F MID, F MID-H, a ukr (s) turkish a arm-sev(nso), F ENG (S) F MID, A GAS (S) A MAR, A MUN-H, A MAR-H, A BER (S) A MUN, F BAL-H, F NTH-H, A WAR (S) A UKR, A SIL-H, A BUR (S) A MAR, F IRI (S) F MID, A PRU (S) A SIL, a mos (s) turkish a arm-sev(nso)
- FRANCE (BEYERLEIN) : a Pie-man
- RUSSIA (CONNER) : F SEV (S) TURKISH A RUM
- TURKEY (KOVALCIK) : A TYO (S) A BOH, A BOH (S) A GAL, A RUM (S) A GAL, F SPA(sc) (S) F POR, F POR (S) F SPA(sc), F WES (S) F SPA(sc), F TYR (S) F HES, f naf-mid, A BUD (S) A GAL, A GAL (S) A BOH, F LYO (S) F SPA(sc), A BUL (S) A RUM, A ARH (S) RUSSIAN F SEV, A CON (S) A BUL

SUPPLY CENTER CHART 1912

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ENGLAND:(17) LON, EDI, LPL, NHY, HOL, DEN, SHE, STP, KIE, BEL, BRE, BER, PAR, MOS, WAR, MUN, WAR  
EVEN

FRANCE:(1) POR, ROM EVEN

RUSSIA:(1) SEU EVEN

TURKEY:(15) CON, ANK, SHY, BUL, GRE, SER, RUM, VEN, BUD, NAP, TUN, TRI, UIE, SPA, [POR] +1

We have a proposal for a E/T draw and a 4-way draw. Please vote next time.

Deadline for WINTER, 1912 and SPRING, 1913 is SATURDAY, FEBRUARY 13.

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1 9 1 2 J J E U I S P R I N G , 1 9 1 3

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- AUSTRIA (BERCH) : F GRE (S) A SER-BUL, A SER-BUL, A TRI-BUD, A UIE (S) A TRI-BUD
- ENGLAND (KURUCZ) : F ENG (S) A PIC-BRE, F NTH (S) F SHE-NHY, F SHE-NHY, A PIC-BRE, f mid (s) a pic-bre(r/iri,nat,naf,sas,otb)
- FRANCE (AFFLERBACH) : F POR-MID, f bre-ens(r/sas,otb), A SPA-H, A PAR-BUR, A WAR (S) A PAR-BUR
- GERMANY (T.ITALO) : A SIL-GAL, a bur-par(r/mun,rub,bel,pic,sas,otb), A DEN-PRU, F BAL C A DEN-PRU, A PRU-SIL
- ITALY (MYERS) : A ALB-SER, A VEN-TYO, F WES (S) FRENCH F POR-MID, F ION-AEG
- RUSSIA (HACKECHNIE) : A ANK (S) F BLA-CON, a bul (s) italian f ion-gre(anni), a bud (s) italian a alb-ser(anni), A WAR (S) A STP-LUN, F BLA-CON, A STP-LUN, A MOS (S) A WAR, A SEU-RUM
- TURKEY (CARSON) : F AEG-EAS, A CON-SHY

Deadline for FALL, 1913 is SATURDAY, FEBRUARY 13.

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1 9 1 3 A H H A R L O R D F A L L , 1 9 1 3

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- AUSTRIA (PYFRON) : f bul(sc)-con, A GRE-SER, A TRI (S) A TYO-VEN, a tyo-ven, A APU-ROM, A SER-BUD, A UIE-H
- ENGLAND (BILMORE) : f hel-hol, F DEN-SHE, A YOR-H, F LON-NTH, f nth-nor(imp)
- FRANCE (PORTENY) : A PIE-TUS, A WAR-PIE, A BEL-RUH, F BRE-MID, A BUR (S) A BEL-RUH, F MID-WES
- GERMANY (DITTER) : A RUM-HOL, f ber-bal(anni), A KIE (S) A RUM-HOL, a mun-sil
- ITALY (TOWNSEND) : a ven (s) french a pie-tyo(nso), F ADR (S) A VEN, F EAS-ION
- RUSSIA (A.ITALO) : A ANK (S) A ARM-SHY, A ARM-SHY, F BLA (S) A ANK, A PRU-BER, F BAL (S) A PRU-BER, a sil-mun
- TURKEY (CD) : F CON-H, f smy-h(anni),

SUPPLY CENTER CHART 1914

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AUSTRIA:(7) TRI, UIE, BUD, GRE, SER, BUL, ven, [ROM] EVEN

ENGLAND:(6) LON, EDI, LPL, NHY, DEN, [SHE] +1



- ENGLAND (BYER) : A PAR (S) GERMAN A BEL-BUR, a sas-war, F BRE (S) F IRI-MID, F IRI-MID, F ENG (S) F IRI-MID
- FRANCE (GREENWOOD) : NMR! a bur-h(r/pic,otb), A SPA-H
- GERMANY (LEH) : F MID R/NAT. BUILDS A BER, A BEL-BUR, F NAT (S) ENGLISH F IRI-MID, A HOL-RUH, a mun (s) russian a boh(otw), A BER (S) A MUN
- ITALY (MERCER) : BUILDS A VEN. A TYO-BOH, A VIE (S) A TYO-BOH, A BUD (S) TURKISH A GAL, f mid-eng(r/naf,otb), f por-mid, a Pie-war, F TUN-H, R VEN-TYO
- RUSSIA (AFFLERBACH) : A SEU R/MOS. A WAR (S) A BOH-GAL, A MOS (S) A UKR, A SIL (S) A BOH-GAL, A UKR (S) A BOH-GAL, F DEN-NTH, A BOH-GAL
- TURKEY (ROGERS) : NMR! A ARM-H, F BLA-H, F LYD-H, A RUM-H, a sal-h(anni), F WES-H, A SEU-H

Bill GEORGE PYFROM, PSC WEST, KIRTLAND AFB, NM 87117 please submit standby orders for TURKEY.

Deadline for FALL, 1910 is SATURDAY, FEBRUARY 13.

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1980T

ATLANTEAN

FALL 1909

RUSSIA WINS!!!!

- ENGLAND (Henry) : NMR! A StP retreats otb, A Nwy-H(r/otb).
- FRANCE (Montonaro) : A Tun retreats Naf (destroyed).  
F Nwg S Russian A StP-Nwy, F Nth-Hol, A Yor-Lon, F Eng S A Yor-Lon, A Bur-Bel, A Kie-Hol, F Wes-Tyr, F Spa(sc)-Wes, F GoL S F Wes-Tyr, A Ven S A Pie-H, A Pie S A Ven-H, F Naf S F Spa(sc)-Wes (Imp/ NSU).
- ITALY (Kurucz) : F Wes retreats Naf (destroyed).  
F Lon-Nth (anni), F Tun-Wes, F Ion S F Tyr, A Tyr-Ven, A Tus S A Tyr-Ven, F Tyr S F Tun-Wes, A Ruh-Bur, F Naf S F Tun-Wes (Imp/NSU).
- RUSSIA (Ezzio) : A Ser S F Bul(sc)-Gre, A Bud-Tri, A Gal-Vie, A Smy-H, A Ank-H, A Boh S A Sil-Mun, A Sil-Mun, F Swe-Den, F Bul(sc)-Gre, F Bla-Con, A Liv-StP, A StP-Nwy.

1909 Supply Center Chart

England:	<del>Nwy</del> , <del>StP</del> .	-2	Out
France:	Home, Bel, Hol, Spa, Por, <del>Tun</del> , Kie, Liv, Edi, <del>Den</del> , <u>Lon, Ven.</u>	+1*	12
Italy:	<del>Yen</del> , Rom, Nap, <del>Tri</del> , <del>Vie</del> , <del>Gre</del> , <del>Lon</del> , <del>Mun</del> , <u>Tun.</u>	-4*	3
Russia:	Mos, War, Sev, Ank, Smy, Con, Rum, Bul, Ber, Bud, Ser, Swe, <u>Gre, Vie,</u> <u>Tri, Mun, Nwy, StP, Den.</u>	+7	19 Wins!!

\*France is +1 and Italy only -4 because they both had a unit destroyed when they tried to retreat last season.

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1980T PRESS  
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Paris: Official French Sources were quoted today over the recent Italian Virgin sacrifice crisis which arose in Paris this weekend. The cabinet expressed its dismay and surprise when investigations pointed out that the so-called Italian virgins were not virgins at all. One cabinet member charteredized the sacrificed women as "just crusty old

broads." Not to be out done the French Army which had invaded Venice the week before gathered 63 young Italian women together and immediately beheaded them. News sources then asked the soldiers how could they be sure that these slaughtered women were virgins, the ranking French officer replied, "Virginity is like the game of Diplomacy-one does not have to read the rules to know what the game is about."

The World Chess Championship continued today in Paris on a sour note. Vashy Mocktov, angered by his defeat by L.W.A.V. Paragon, heaved a live hand grenade across the table towards his opponent. Paragon ducked and the grenade exploded in a crowd of Russian well wishers standing against the wall and killed them. When asked to comment, L.W.A.V. Paragon replied with a wave of his hand, "Perhaps now these Russians will find their true Solidarity!"

1980T Atlantean, The Dragon and the Lamb (McLendon), Associate Gamemaster-(Carson), A: Glienna(out FO5), E: Henry(out FO9), F: Montonaro, G: Osuch(out FO7), I: Blank(drop FO7), Kurucz., R: Ezzio(Win FO9), T: Frost(out FO5).

	01	02	03	04	05	06	07	08	09
AUSTRIA	5	5	4	3	-	-	-	-	-
ENGLAND	4	5	6	6	6	3	3	2	-
FRANCE	5	6	7	9	10	10	12	12	12
GERMANY	4	4	4	2	2	1	-	-	-
ITALY	4	4	5	7	10	9	8	8	3
RUSSIA	5	6	6	6	6	7	10	12	19 (wins!)
TURKEY	4	3	2	1	-	-	-	-	-

Congratulations go to all the players of Atlantean for making the game enjoyable and for keeping it exciting. Special congratulations go to David Ezzio who pulled a remarkable come from behind show to win Atlantean. It has been much more than a pleasure to Associate Gamemaster 1980T. Especially when there are so many fine players in one game. Thanks.

If anyone has any endgame comments to make I'll be glad to type them up and send them to Steve for his next issue of D&L.

1 9 7 9 C J R U N E S T O N E FALL, 1974

TURKEY CAPTURES  
PENULTIMATE CENTER

FRANCE (Kendter):	<u>F Mid S F Por, F Por S F Mid, A Mar H(anni),</u> <u>A Gas S A Mar.</u>
GERMANY (Kurucz):	<u>F Nat S French F Mid, F Nwg-Nwy, F Eng-Nth,</u> <u>F Iri-Eng, A Bel-bur, A Ruh S A Mun, A Mun H,</u> <u>A Ber-Pru, A Sil-Gal, A War S A Sil-Gal.</u>
RUSSIA (Lew):	<u>A Mos S German A War, A lvn S German A war,</u> <u>A StP S A Mos.</u>
TURKEY (Beyerlein):	<u>A Sev-Mos, A Ukr-War, A Gal S A Ukr-War,</u> <u>A Vie S A Gal, A Boh-Sil, A Tyo-Mun, A Arm-Sev,</u> <u>A bul-Rum, A Pie-Mar, A Spa S A Pie-mar,</u> <u>F Lyo S A Pie-Mar, F Wes S A Spa, F Naf-Mid,</u> <u>F Tun-Naf, F Aeg-Ion, F bla H.</u>

SUPPLY CENTER CHART ----- 1974

France:	(3) Bre, Par, <del>Mar</del> , Por	even
Germany:	(11) Ber, Kie, Mun, Hol, Bel, Den, Lon, Edi, Nwy, war, Lvp	+1
Russia:	(3) Swe, StP, Mos	even
Turkey:	(17) Con, Ank, Smy, Bul, Rum, Gre, Ser, Bud, Sev, Tri, Rom, Tun, Nap, Ven, Vie, Spa, <del>Mar</del>	+1

All of the proposed draws failed. There is now a proposal for a concession to Turkey. Please vote on this by the Spring, 1915 deadline which is Tuesday, February 9. Your GM is Jeff Richmond, 3111 Scenic Lake Drive #33, Ann Arbor, MI 48104. Phone: 313-971-7793.

-----1979CJ Press-----

Germany to Russia: Now, let's not get impatient!

St. Petersburg: The Tsar had just gone to bed one snowy night when he heard an odd noise. Switching on his light, he saw an ominous, spectre-like figure on the far side of the room.

"Wh-who are you?"

"I am the NMR monster of 1979CJ."

"You're what?"

"The NMR monster of 1979CJ. Perhaps you might recognize some of these names: Mike McGranaghan, Victor Clark, Larry Boudon, Chris Ward, Robert Theilen, Robert Wood, Dave Barker, Dennis Dunn, Ken Counselm..."

"Dennis Dunn! He was the Tsar I replaced! And--and Counselman used to be the French player."

"Yes, and Barker was the Italian and all the others are also players in the game, or rather they were. Do you know who'll be next on my..."

"What do you want from me?!"

"Remember that time the Post Office lost your orders?"

"Yes..."

"...and the time you found your orders the day after the deadline, unmailed?"

"That's two NMRs and by D&L house rule #13 you only need one more to..."

"No! You'll never take me alive! I'll give the GM my phone number to call collect! I'll send in orders a turn in advance! I'll wake up at 2 AM to phone the GM! I'll, I'll..."

The sun was shining in St. Petersburg this morning. The Tsar woke up refreshed and, as if suddenly remembering, wrote and mailed his orders for 1979CJ.

-----1981CJ Press-----

Moscow-London: Seems that Edinburgh shipbuilders were so fascinated with blue-prints detailing the inner workings of "proverbial fans" (cleverly left behind in Stockholm by Moscow sailors), the limeys plumb forgot to complete construction of a new scow for cruising northern waters!

Moscow-Berlin: We are currently experiencing a backlog because of the crush of new orders. Your "proverbial fans" should be delivered in 4-6 weeks. You sure you want them ocean-freighted to Oslo?

Eastern Med: It has been reported that the Sultan's Royal Navy is on its way to Syria from the Aegean Sea. While in Syria the entire ship will be fumigated to get rid of an infestation of Myriapods that swarmed over the fleet when it was docked in an Italian port. Myriapods are filthy little insects, closely related to centipedes that are known for their segmented bodies and wormy personalities. They also have little or no intelligence and live by instinct alone.

Brest: "Please," said Brer Rabbit to Brer Fox, "whatever you do, don't retreat me into Gascony!"

-----1980CJ Press-----

Turkish Empire to Germany: How have you been Bob? Just think how well we could have done as allies. Russia would be ours by now and we would be dismantling France. I would have given you half of this game. Now I'm going to have to settle for all of it for myself.

Ger-Tur: In the course of this game you have lied and schemed continually, stabbed your loyal allies, and been a burden and a nuisance to your enemies. You're a cruel, vicious, sadistic beast. In other words, Art, congratulations on a well-deserved win!

-----1980AJ Press-----

Russia-Turkey: I can't blame you; with orders like that I wouldn't sign them either.

Russia-Germany: Gee Don, why is it that every time you take over a standby position in a game I'm in, it happens to be the country I'm attacking? Hope you don't think it's something personal.

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LETTERS

From Don Ditter:

I enjoyed reading your article on the Apple. If you write some of your programs in machine language, I think you'll find it operates an order of magnitude faster--that's what I've found. However writing in machine language is a pain in the ass! You should get a good assembler/disassembler on disk. I'm not really sure it's worth the work--especially since what you have does the job--even if it's not as efficient as it could be.

//You're quite right about the amount of work that would be involved, and I have no intention of doing it unless I really have to (ie, more than 15-20 games going). As it stands now there is no real danger. But I'm already quite aware of just how much faster machine language is.

The application I really have in mind for ml is for games. BASIC just won't do, especially if you're talking about graphics (hi-resolution graphics, anyway) to be used in game playing.

And I am working up to getting an assembler. Except it's not on disk--it's a separate card that just plugs in. It's called LISA, and it seems to be what most programmers are starting to use. But I have done some tinkering with ml, mainly just because I'm a purist at heart. And because ml was the first way I learned how to program way back in college. //

From Robert Wood:

How would you compare D&D with Diplomacy? I've played Diplomacy for about 2 years and D&D for 1 1/2, and I find D&D slightly superior.

//I would not be able to play a FTF game of Diplomacy if it went longer than 6-7 hours. Well, I could, but I would sure be hoping the thing would end soon. The same applies to Risk, or any other board game. At the end of 5-6 hours they begin to lose some of their charm, more from fatigue than anything else.

But D&D, well we start play on Friday nights at about 6:30. At 3 the next morning we're still going strong. One time we didn't stop until 5:00 ayem. I have never been able to play any other game for that length of time at one sitting. They just can't hold my interest for 8 hours running.

But the key to the whole enjoyment of the game is the DM. Mediocre DMs make for a mediocre game. There is another group in our office who also plays on Friday nights. But they don't enjoy the game nearly as much as I do, and from what they've told me, I can see why. their campaign seems to be just a repetition of "kill-the-monster-and-get-the-gold". Then they move on until they meet another. They've found only one magic item. Another problem is one of the players. He's their "leader" and insists on taking on the monsters himself, doesn't really let the others fight. He's gotten 4 characters blown away--he's on his 5th one now, but it hasn't taught him anything.

D&D is a game of imagination, and a good DM will try to provide lots of it. It should tax the players, cause them to think, use their wits, and each player should be actively involved lending his own talents and skills to the party. But it's up to the DM to provide the incentive, keep the interest at peak level.

As I said last time, we have a pretty good one. If I could fault him for anything, it's that he is reluctant to see any of the players killed. A couple of times we came very close. Once, one of our players got poisoned and dropped dead. Our cleric had a Neutralize Poison spell on a scroll and she cast it. The DM had to roll dice to see if it worked. I was watching his face and, when he rolled, by his expression I thought for sure it had failed, but he announced that she barely made it. Of course, I couldn't see his actual roll behind his screen.

So, to answer your question, I find that D&D is very much superior to Diplomacy. I've spent more time on D&D than I ever have on Dippy. That's not to say that I don't enjoy playing Diplomacy, just that I like D&D better.//



From Mark "Ig" Lew:

Advice: Change the part where you call for a standby, make the "please submit.." start on a new line. ...I still think you should write up a subroutine to write a headline.

Mark Berch has already bemoaned the fact that I don't write headlines anymore. And I did get a kick out of writing them. But now, by the time I'd be able to come up with a headline, the Apple has already printed the game results. And I can't print a headline until I've seen the results! Ah, the wonders computers can perform--if only they had an imagination.//

From Jim Benes:

I'm enclosing copies of several press articles, I hope you'll take the time to read them and comment on them. I'd really like to know your reaction to them.

The first is a Reuters article about the problems with the Soviet economy. Perhaps you saw the mid-October edition of BUSINESS WEEK that devoted several pages to the same topic? My question here is, why do we not allow the great American principle of freemarket-survival of the fittest in competition to operate here? If the Soviet economic system is so bad, why do we not allow it to topple of its own weight instead of selling the Russians grain so they can feed their pillagers of Afghanistan?

It seems like a real waste of US resources to pour so much money into weapons when we had a policy that was working to cause changes within the Soviet system without a shot being fired.

The other two articles deal with weapons. The Australian article certainly throws a different light upon the Soviet arms buildup and upon the West's current strategy, and its source, the Institute of Strategic Studies of London certainly seems credible.

The UPI article is about the Navy's proclamation that it is "invulnerable" to Soviet attack. If that is the case, does it not call into question the need to develop even more weapons systems? The other day a Harvard scientist was in town declaring that MX missiles should be put on submarines and maneuvered off the US coasts. That would eliminate the expense of hardening silos, racetrack systems, etc.

Finally, a question to you about your belief that the Soviets will attack us in the near future. Your argument, as I recall, is that they believe they can survive such an exchange, and that they're prepared to put their population underground in order to do it. If they really believe this, I ask you, then what is there that we can do? It seems that if they're convinced they can "win" such a war and are planning to do so, then no matter how much we spend on our own weapons there is nothing we can do to insure the peace; we still won't convince them not to do it. So, why spend all this extra money?

Of course, I think we both first must admit that we're dealing here with generalizations. Just as there are hawkish Soviets ready to push the button, so are there some over there who would try to avoid a nuclear holocaust--or do you disagree? And just as we have hawkish generals here who would like to launch a pre-emptive strike, so do we have dovish leaders who would try to stop such a war.

What we really need is a system that will add more clout to the arguments of the non-warlike factions on both sides. Perhaps the talks starting this month will be a step in that direction. Let us hope so.

//Sorry it's taken me so long to print your letter, Jim. It's just that last issue was an appropriate time to take a rest from this subject.

Why do we continue to sell grain to the Soviets? Because they are buyers, ie, customers. No businessman in his right mind will turn away a big customer. Our government does not sell grain, the Soviets buy it from American farmers. Selling grain to the Soviets is profitable, and that's why we do it. Simple as that.

On the Navy's proclamation that it is "invulnerable", you will not that it was referring only to its new Trident submarines. The Trident is indeed a formidable weapon, but that same article also pointed out that the Tridents would not be fully deployed and equipped until 1989.

As for your last question, pretend that you have just entered a new Diplomacy game. Your neighbor thinks he can win a war against you. Whether he can or cannot is immaterial. He thinks he can win, so he's made up his mind that you will be his target.

True, there is nothing you can do to keep the peace short of surrendering and puppeting to him. So what do you do? The only recourse you have is to insure that he doesn't win. If you are strong enough, maybe it will dawn on your neighbor that he can't win. If you match him army for army, ship for ship, he may have to rethink. But if he sees you weaken he won't hesitate.

The only reason the Russians believe they might be able to win is because the American/NATO defensive capabilities have been tremendously weakened under the Nixon/Ford/Carter administrations. You know, the "post-Vietnam" sickness.

By the way, one article you sent me (from the National Times) literally reeked of typical Soviet propoganda. They make a big point of comparing US and NATO defense expenditures against those of the USSR. OK, if we're going to do that then let's throw in the Warsaw Pact nations also. //

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Some odds and ends left over from last issue:

Chuff Afflerbach sent me a neat little book called "Moonport, USA", mainly concerned with the Kennedy Space Center. Lots of colorful photographs. Thanks mucho, Chuck.

Ralph Montonaro has sent me a copy of a game he designed. I can't read the title, but it's pronounced "lu-on". (Ah, here it is on another sheet. The name is Xla Anh). Looks interesting--galleons, soldiers, elephants, archers, chariots, centurions, citadels, warlords.

Ralph, if you'll send me a typed set of rules and a reproducible mapboard I'll be glad to print it in D&L.

The Succedaneum game is dropped, unless Mark Berch can come up with some more players.

I mentioned last issue Doug Beyerlein's California Reports, and its discussion of home computers. I'm taking the liberty of printing some excerpts from #22. If you're interested, write to Doug:

CALIFORNIA REPORTS is a postal Diplomacy discussion zine published by Doug Beyerlein, 640 College, Menlo Park, CA 94025. Phone 415-329-8034. Subscriptions to CR are by SSAE (long envelope, please).

Gene Boggess (27 Nov 1981): "I have an Apple II and my wife teaches computer science at Mississippi State University, with access to a large Univac, etc. I am trying to get hold of McLendon's Diplomacy adjudication program; failing that, I will try to write my own (probably in Pascal). I believe your data bank would be easy to achieve even on a personal computer. I do not currently own a data base program, but the best of those available should let you utilize storage space on diskettes as virtual memory to swap sections of your data base in and out of main memory with no trouble.

"Properly set up, it ought to be able to search a huge mass of data for specific items with little or no intervention from the user. What sort of data search did you want to do?

"By the way, I typed my dissertation up on my Apple, stored it on diskette, and had it printed out on our converted IBM Selectric. After taking my orals, I made some suggested changes in my text, printed out the revised sections of the paper, and had it in to the Graduate Office within three hours -- that would have been a 1 1/2 day job by hand. I occasionally print out my zine using my word processing program, but that's really more trouble than it's worth. Al Pearson does his whole zine by computer."

((If a data bank is properly constructed it should be possible to search it for almost anything you want. If you want to find out the record of an opponent the data base (the program that searches the data bank) would find all of the finished games the opponent is in and print out the results. If you want a list of players who have won with Italy it should be able to find them. Things like that. I have my doubts that there are any currently available data base/bank systems that will meet those requirements. I hope that I am wrong, but I haven't looked around. Otherwise, someone will have to write a specific program for this particular application. I am curious about your converted IBM Selectric. Details?))

Robert Cheek (30 Nov 1981): "As to using computers in Diplomacy I wrote a couple of articles in Eggnog in June 1980 (#50) and in September 1980 (#55). If you want I could send your copies of them. But anyway at the time I figured that at maximum a game year would take 2K of memory (spring, summer, fall, and winter but no press). So for the Apple II 3.3 DOS Disk (128K) you could fit 64 game years on a disc. Or if you figured a minimum of eight game years per game to 11 maximum then anywhere from eight to five games on a disc. Currently 5 1/4" floppy discs cost anywhere from \$2.50 to \$4.10 a disc or 31¢ to 82¢ a game. Discs last six months with constant use to several years with infrequent use.

"Using 8-inch floppy discs you could get 500K to 5 MK bytes per disc. Or 32-80 (minimum) games per disc. Costs for a 8" system would be higher for hardware but less for data storage. TRS 80's disc system is not very good, but is cheaper than Apple II+ although Apple can be expanded to and over 64K and at this time TRS 80 Level III + 8 2.50 Business III won't expand that high. The Model II has a large memory although it is hard to expand past the built-in disc.

"At work we have an Apple II+ 48K DOS 3.3 two disk drive system plus IDS 460 G printer system. Currently there are six or so data base systems for the Apple (what you need for archival work) and at least six good word processing packages for the Apple. Also there is any amount of other software for the Apple. Plus with a CPM card an Apple can use all the CPM software (thousands of programs). A TRS can be converted to use CPM, but it costs twice what it does for the Apple. As far as the Heath or Ohio Scientific computers, all I know is their available software is slim.

"Probably I'm just prejudiced in favor of the Apple, but it does have a number of very good qualities. Aside from all this, originally my interest in computer Diplomacy was in assistance to the player. At the time I was in 12 or so games and keeping track of them was a real headache. Especially addresses and phone numbers. As of now I'm in fewer games so I'm more interested in the use of a computer in archival use. Especially since some of the players I play with now seem to have puzzling playing patterns which are a pain. Knowing something like this ahead of time would be a great help in deciding alliances if a player frequently NMRs, or moves non-existent units, or moves illegally. Knowing this ahead of time would be very valuable.

"But anyway my experience is mostly with computer games and all with the Apple, but I did ask the person who helped us convert our business to a computer and he said a data base system is what you use for game record keeping."

((Thanks, Robert, for information on your experience and analysis of the Apple computer. And I would like a copy of the articles you wrote for Eggnog.))

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Well, that's it for this issue kiddies. I hope you all enjoyed the holiday season. Many thanks for all the Christmas cards you guys sent to Connye and me. One of these years we're going to plan ahead and send out some of our own. They are indeed appreciated.

Steve McLendon  
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