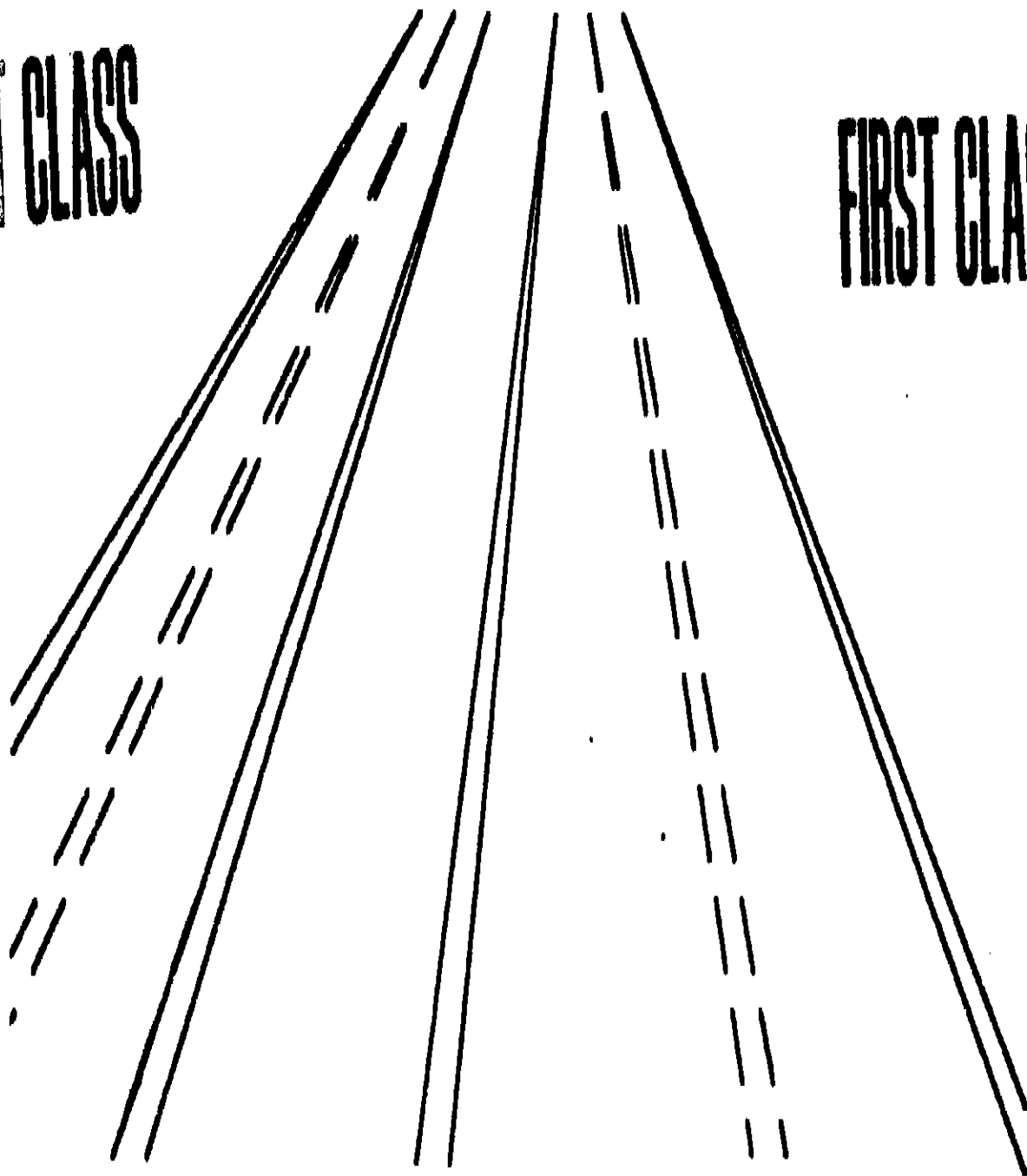


DOT HAPPY

FIRST CLASS

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DOT HAPPY - ISSUE # 6 - 17JUL81

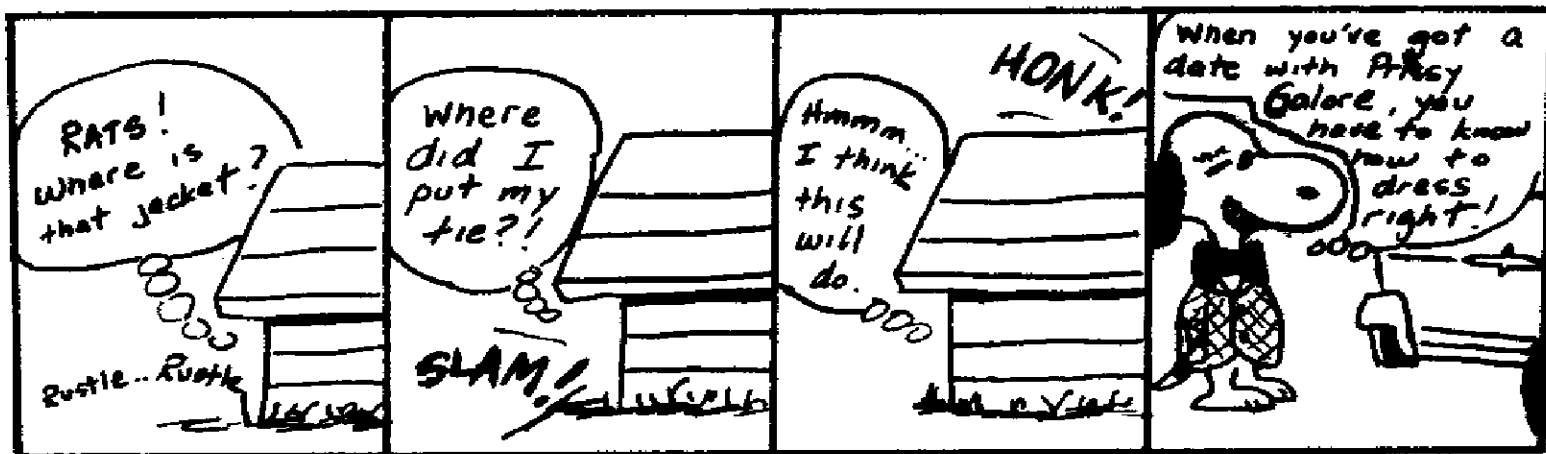
Dot Happy is a gamezine dedicated to the play of postal Diplomacy. Diplomacy is a war game invented by Allan Calhamer and presently owned by the Avalon Hill Game Company.

Dot Happy is published monthly by Allen Wells (phone: (617) 494-9147) for the subscription rate of \$.50 per issue. Game fees are \$5.00 with a \$5.00 refundable NMR deposit. There is presently one game opening in Flexible Build Diplomacy, but all openings in regular Diplomacy have been filled. House rules are available on request, just send a SASE. Subscriptions are regarded as a lump sum out of which issue cost is taken, so if rates do go up present subscriptions will be affected. Advance warning will be given of any rate increase. You may cancel your subscription at any time for any reason and the balance of your sub will be refunded.

Hello!

This issue of Dot Happy will be mostly articles and games, there will not be room for the other usual features. If I must say so myself, there are some good articles in this issue. Please note the tirade against Avalon Hill contained in one of them! I am trying to start a hate mail campaign against AH for the new sets with plastic pieces, please participate and send them a nasty card or letter!

I have below another of the inspired creations of Jim Williams! If Jim keeps this up, he will be the first Dot Happy subber to have me send checks to him instead of him to me!



Well, the page numbers worked out well in the last issue, so I will continue them in this one. The format of this issue is:

- 2) - Ramblings
- Articles
- 3) - In Defense of Murder
- 4) - Yet Another Winx Article
- 6) - The Kendall Key Opening
- 10) - Comments on ByrneCon
- Games
- 14) - Annie
- 16) - Sandy
- 18) - Daddy Warbucks
- 18) - Junipero Serra

Ramblings

DH#5 WAS NOT LATE: I was sure that things would not go well when I stayed up all night waiting for the printer to come up, and it did not. However, at 8 AM sharp the Xerox repairman came in and started work. He did not really get it fixed till early afternoon, but he was a nice chap and let me print Dot Happy at about 10 AM. Thus, you still got your zine in time. My record is still unblemished, the latest I have ever mailed a Dot Happy is the day after the deadline for the previous season! Arye insists at this point that he be thanked for this too. Uppity help!! However, I ended up quite pleased with the quality of the printing of the last issue. The printers finally fixed the problem of spotty print!

AUTOMATIC NMR INSURANCE-COLLECT MOVES: One of the players in a DH game was actually about to NMR, so I found out his number and called him collect. He had just been busier than usual and the deadline had passed him by, so he was quite pleased that I did. This makes me sure that this is a reasonable policy, and I will be continuing it. Remember, if you do not want the NMR insurance, just don't accept the collect call! However, because of the possible confusion between this and the NMR deposit (I have had a few people confused by this), I will refer to this as my policy of 'Collect Moves' and the fee that I collect to prevent people from NMR'ing out of a game as the 'NMR Deposit'.

NOTATION: Some people have asked me what the change of notation will do to the Nor for Norwegians Fan Club. Well, I'm happy to say that the club will be continuing much as before! I still believe that Nor is for Norway, it is just that I am now using Nwy so you all won't get confused! However, if you send orders to me with Nor on them, that is Norway just as Liv is Livonia! Anyone interested in seeing a 'Liv for Livonia Fan Club' started??

EASTCON: GenCon East will be the event of the near future for the East Coast group. I will be there with Arye and Mike in a room near Brux, Gary C, and Mike Mills. Lots of others will be there, I hope that you will too! It promises to be a lot of fun! I am signed up for a lot of D&D tournaments in addition to the Diplomacy. Arye will be bringing a Winx set along with him for all you curious gamers.

ROOMS FOR GENCON: If you go to GenCon East and want to stay the night, then you do NOT want to stay at the Cherry Hill Inn (where it is being held). First, it is too expensive. Secondly, there are no vacancies. I am staying at the Track and Turf Motel (you can find the number from information). It is about 2 miles away, and is not charging convention prices.

AVALON HILL HATE CAMPAIGN: If you have seen pieces in the new Diplomacy sets, you will know all ready what I am talking about. If you have not, then read 'In Defense of Murder' in this issue. In any event, I would like you all to get a pen and paper and write a nasty letter to Avalon Hill. If enough of us write them, they may reconsider. Their address is:

4517 Harford Road
Baltimore, MD 21214

This is more important than the Leeder Poll even!! PUBLISHERS PLEASE PUBLICIZE!!

PLAYER FORMS: I did not have a very good response to the information forms I sent out with DH#5. Players, please, send me the forms if you want to make your GM think that the world is a rosy place in which to live.

STANDBY INFORMATION FORMS: One particularly bright standby figured out that I might want the 'Player Information Forms' for standbys too. Quite right he was! I would like to ask people on the standby list (of which there are now 22) to send me in the information first so I will have the information if it is ever needed.

GODFATHER AND COMMENTARY FOR JUNIPERO SERRA: The Godfather for Junipero Serra was Jack Masters, but Jack has been feeling rather down on the hobby as of late, and is cutting hobby commitments. Furthermore, he is presently feuding with one of the players in JS and feels that he could not GM the game impartially if the need arose. Therefore, he has decided to back out of his parental role. However, I quickly found a new Godfather for the game, Gary Coughlan of Europa Express and Y'All. I do not know yet whether he will be doing commentary.

GODFATHER OF ANNIE: I not only have a Godfather for the new game starting up, but I found one for Annie as well. Andy Lischett of Cheesecake will be taking this job. Andy is one of the best GM's in the hobby from what I hear, so I am more than pleased to have him as a Godfather. Any player in Annie that has not seen a sample of Cheesecake should send off for one. I plan to find Godfathers for Sandy and Daddy Warbucks in the near future.

ARTICLES

For this issue we have 4 articles. They are:

- In Defense of Murder: A description of the most recent antics of Avalon Hill.
- Yet Another Winx Article: A reprinted article from US magazine that was dug up by none other than our resident skeptic, Jim Williams.
- The Kendall Key Opening: A strategy article about an opening I have developed for Italy and Austria.
- Comments on ByrneCon: The views of Arye Gittelman on our recent jaunt to NY for a Sunday of Diplomacy.

If you have any comments about these that you would like to make publicly, or if you have an article you would like to see published, send it in to me. I do extend sub credits for published material.

In Defense of Murder

by Allen Wells

Diplomacy players can be categorized by the number of sets that they own. I am a one set player. Mind you, it is a somewhat special set! It is a set that was used at the Pacificon Tournament last year, I bought it with prize money, and I have painted the French pieces a pretty sky blue, but the fact remains that I am a one set player.

I mean no disrespect by this! I like Diplomacy as much as anyone else, but I haven't been in the hobby for that long and my finances have been short. I had planned to let my finances straighten out, then buy about 2-3 extra sets.

Well, my finances have indeed firmed considerably, so I started thinking about the new sets, but never got around to it. Then motivation hit me! I heard through the grapevine that the new Avalon Hill sets had plastic pieces, this was too much!

I immediately went to a game store that was near by. They were out of stock and waiting for new sets. I went to another that was notorious for having old stock. They had two sets on display, so I asked if they had the new plastic pieces or not. The attendant hadn't heard of the switch, so I felt encouraged. That lasted until he opened the set. I was filled with a sense of comraderie because the store attendant

By Alan Ebert

A few weeks ago David H. Lockwood went into serious training: three hours of tennis, racquetball or volleyball three times a week to build up his legs, plus three-hour practices four times a week to hone his shots—in addition to holding down a full-time job.

Come Memorial Day weekend, Lockwood, 26, will fly to Cambridge, Mass., to defend his title in what he calls "perhaps the toughest and least understood game in the world." In the student center of his alma mater, the Massachusetts Institute of Technology, Lockwood hopes to make history by becoming the first three-time winner of the North American Singles Championship of Tiddlywinks.

It will not be easy. Severin Drix, an Ithaca, N.Y., high school teacher and the only other two-time North American winner, will be trying to avenge his loss of the world title to Lockwood last August. But Lockwood's not worried. "Drix is a paper tiger these days," he says.

World-class winks is played on a smooth tabletop 6 feet long and 3 feet wide. Leaning over for hours on end to make shots so wears down the legs that Lockwood generally collapses in an armchair afterward.

The winker aspires not just to "pot," or flip, his 12 winks into the cup, using the disklike "squidger," but more important, to "squop" his winks onto enemy winks to trap them. The opponent then tries to "piddle," or free, the covered wink, usually by "bristling," sharply striking the wink with the edge of the squidger. Novices are likely to "nurdle," or land, winks too close to the cup to pot them. "It takes about two months just to understand the rules," Lockwood says, "and at least six months to develop a reasonable proficiency."

England's Prince Philip has declared that tiddlywinks ought to be an Olympic sport. Lockwood, who played three years of varsity baseball at M.I.T., would be content if tiddlywinks "was accepted as an evening's intellectual entertainment, like chess, backgammon or bridge."

Lockwood works as an economics forecaster for Pan Am in Manhattan and lives alone in nearby Little Ferry, N.J. He expects "not many" spectators to witness his upcoming defense and admits there won't be "a special lady" around to help him celebrate if he wins. Well, are there any winks groupies? "Not yet," he smiles. "But I'm hoping." □

The world's best winker is making a career out of child's play



David H. Lockwood, squidger in hand, pots a wink in practicing for this month's North American championship.



was as disgusted as I was, but that didn't help me get a set.

And would you like to know the worst part of it? Plastic blocks would have been bad enough, but it is worse, much worse. These plastic pieces are one-centimeter wide by 3 mm high stars and anchors! Talk about disgusting!! They look like HUDs for chipmunks!! they finally got the French color right, but it is easier to paint a wooden block than to fatten up a plastic piece.

Being a basically persistent person, I didn't leave it at that. I tried everywhere in the area that might have old stock. Everything from Ben Franklin to Sears! No luck!! I have now checked in three states to no avail! But I did find out the story behind the change.

It turns out that when Avalon Hill bought out the game, they also inherited a large store of the old pieces. The box and board were new, but they decided to use the old pieces until they ran out. AH planned to switch to plastic pieces from the day they first put out a set, it just took them till now to get around to it.

One of the most unfortunate things is that you cannot tell the old sets from the new by the boxes. The outside looks identical!

In case you cannot tell, I am not pleased by this. In fact, I am quite disturbed. I think this is like making a chess set with little plastic disks that say 'P', 'R', or 'Q' on them. Sure, you can play just as well with them, but no one would buy a set like that if he had a choice! Unfortunately, we have no choice!!

So, gentle readers, I would like to prevail on you for two things. First, if you can get any of the old sets for me, let me know!! If you have a used set you want to sell, or if you can make sets of pieces (unpainted), also let me know! If anyone wants to go into business making pieces that could be used as Diplomacy pieces (not Diplomacy pieces, of course, can't violate the copyright) and wants it publicized, let me know that too!!

Second, and more importantly, it is vital that we swamp AH with hate mail!! They might actually change if they gets lots of objections!! PUBLISHERS PLEASE TAKE NOTE AND PUBLICIZE!!

Avalon Hill's address is:
4517 Harford Road
Baltimore, MD 21214

Arye's Comments:

I recently went home to New York and looked around a little bit there for old Diplomacy sets. I found none. That brings the total to 4 states. I would probably have bought a set because Allen objects to leaving his at my apartment all the time, but I don't want a new set because I don't have any chipmunks. I mean, blocks are useful. You can use them to patch holes in your walls, or as light paperweights, or as building blocks for midget three year olds. But the only thing that plastic stars and anchors are good for are making chipmunks impregnable and causing curious plastic-eating kittens to choke to death. And if Avalon Hill thinks that I'm going to let them get away with murdering MY kitten, they're going to have to answer to me and the ASPCA. That's about all I have to say.

The Kendall Key Opening

by Allen Wells

Abstract: *The two countries commonly considered the worst to play are Austria and Italy. Co-operation between them to better their respective track records is often difficult as Austria is the easiest initial target for Italy. Some possible solutions proposed for this dilemma have been:*

Lepanto: *A family of openings where Austria actively helps an Italian attack on Turkey. This, unfortunately, can be seen coming from a mile away, and while it can*

be effective, it is not speedy. This is, however, rather conservative and relatively 'safe'.

Trieste Gambit: A new opening where Austria gives Trieste to Italy in return for a future non-aggression. This has two drawbacks for Austria. First, it is very risky as Italy may well not stop. Second, it still leaves Austria to deal with both Russia and Turkey without Italian help. And, of course, Austria permanently loses a home SC.

Key: A family of openings where Italy moves through Trieste to Serbia in '01. Typically, in F'01 Austria will move A Ser-Gre S by F Alb as Italy moves A Tri-Ser. This can gain a large measure of surprise since it looks identical to a fairly typical Italian attack on Austria. Furthermore, it puts the I-A alliance in a good position for further expansion.

The Kendall Key opening is an aggressive member of the Key opening family. If it works successfully, both Austria and Italy will get two builds, and Russia will be denied any southern builds. One Italian build can be temporarily deferred in return for better position. This article will describe the Kendall Key opening through the first year, outline some possible continuations, and give some possible alternate strategies if things are not working out as planned.

A few notes before I get started. The first is that the Kendall Key opening is probably not a good opening unless both Austria and Italy are active players and pretty good letter writers. This is a fairly complicated opening requiring lots of diplomacy with neighbors and lots of communication between Italy and Austria.

The second is the name of the opening itself. Why 'Kendall' Key, one might ask? Well, my middle name is Kendall, and Kendall Key sounds much better than 'Wells Key'. So, to the opening!

Spring '01 moves:

Austria: A Vie-Bud, A Bud-Ser, F Tri-Alb;
Italy: A Ven-Tri, A Rom-Ven, F Nap-IonS;

The opening for Austria is a very standard opening for an Austria that trusts Italy. The Italian opening is a fairly common attack by Italy of a too trusting Austria. At this point, it looks like a rather early elimination for Austria. This is also very similar to a 'standard' key opening.

Fall '01 moves:

Austria: A Ser-Rum, A Bud S A Ser-Rum, F Alb-Gre;
Italy: A Tri-Ser, A Ven-Tyr, F IonS-Tun;

At this point the plot becomes clear. Austria has hopefully taken Rumania from Russia who gets no southern builds. Both Austria and Italy are getting two builds, Turkey gets only one. Furthermore, with four fleets in the Med (assuming an Italian build of two fleets) and six armies in the Balkans and Austria (assuming an Austrian build of two armies), the I-A alliance is in a very good position for future gains, even against the almost inevitable R-T alliance emerging.

Variation 1:

Italy: F IonS-AegS/EMed;

In this variation, Italy is reduced to getting only one build, but gaining Tunis in the next year is virtually guaranteed while the fleet nested deep in Turkish waters helps in the assault on Bulgaria and makes Turkey play more defensively.

Variation 2:

Austria: A Bud-???, A Ser-Gre, F Alb-IonS;
Italy: A Tri-Ser, A Ven-Tyr, F IonS-AegS/EMed;

This is a fall-back on a more traditional Key opening. In this, both A and I get only 1 build (I gets two if he takes Tunis instead of moving into Turkish waters), but it has the advantage of not alienating Russia immediately and it puts enormous pressure on Turkey. This is a very good alternate to use if you think that the move to Rumania will not work. This also has the advantage of leaving the A Bud free to do anything from defense, to helping the Italian into Ser, to actually helping the Russian into Bulgaria.

Variation 3:

Austria: A Bud-???, A Ser-Gre, F Alb S A Ser-Gre;

Italy: A Tri-Ser, A Ven-Tyr, F IonS-AegS/EMed;

This is a fall-back on the basic Key opening. In this, both A and I get only 1 build, but this is safe even against strong Turkish opposition combined with Russian opposition. This is a very conservative opening, and is most useful when you find that a R-T alliance has formed in S'01.

Pre-Spring '01 Diplomacy:

Now that I have described the basic moves and variations, I will begin with the diplomacy that is needed to make this opening effective.

First, there are the standard deals to be made with Germany and France. Austria should arrange with Germany to have Tyrolia and Bohemia de-militarized. Italy should arrange with France to have Pie, GLyo, WMed, and NAF de-militarized. Since France will probably be worried most about grabbing Iberia and all the north-east powers will be fighting around the lowlands, arranging these should not be too difficult (for '01 at least). The only real short-run danger to A and I is a 3-way alliance of E-F-G. This is not common, but it should be watched for.

In the east, the situation is a little more complicated. The main goal of pre-S'01 diplomacy should be to prevent an R-T alliance from emerging. If it can be arranged, an R-T war will virutally guarantee the suces of the Kendall Key.

The two main moves that I and A would like to see are:

Russia: no move to Galicia,

Turkey: F Ank-BlaS.

The reason for not wanting the Russian to move to Galicia is rather evident. The reason for wanting the Turk to move to the Black are:

This sparks a R-T war,

This keeps the fleet out of the Med.

Simply feeding Turkey and Russia the information that the other is moving to the Black Sea is often enough to spark them off, but relying on that alone is rather risky. Furthermore, if they check this with each other, suspicion will fall heavily on you, and you are likely to face an early R-T alliance, which is exactly what you want to prevent.

Probably about the best method of dealing with this is to have Austria try to join with Russia agaisnt Turkey. At this point, after warming A-R relations, Austria can try to get Russia to move to the Black. Italy can then (correctly) inform Turkey that he has heard rumors of an A-R alliance and thinks that the Russian will move to the Black, while asking the Turk about possible help against Austria in F'01. When the time for the S'01 moves comes near, Russia can be fed the information that Turkey is planning on moving to the Black. After this, one of them is likely to move the the Black, and you may well get a very nice war brewing in the east!

One thing that I have not mentioned that might be very nice is getting Germany to keep Russia out of Sweden. Unfortunately, there is no way that I can see of to do this without being in danger of tipping off your hand early, and losing that early surprise is worse than Russia getting Swe.

Pre-Fall '01 Diplomacy:

First, I will assume that all has gone well and that not only have the S'01 moves succeeded, but R and T are at war. Everyone thinks that I and A are deeply at war. For the fall moves to work best (in either the basic form or variation 1), two things are needed:

No-one, other than Austria, must have a supported attack on Rumania (or a supported defense).

Turkey must not move to Greece to bounce the Austrian.

Keeping Turkey out of Greece is not very hard. The easiest way is for Italy to assure this is to ask Turkey for support into Greece as part of a continuing campaign of Italy against Austria. This is one of the reasons I recommend Italy create good relations with Turkey in S'01, and you might as well use those good relations now, because they won't be worth anything once he sees the fall moves. Even if Turkey doesn't give the support (he is not very likely to), he will at least not go there himself. Chances are that T will want to use the A Bul for support against Russia in any event.

Keeping the support on Rumania down is best done by Austria. Austria's main diplomatic job at this point is, of course, to run around like a chicken with his head cut off screaming 'I've been stabbed!! I've been stabbed!!'. However, a careful look at the board will show the most casual observer that if Italy supports his A Tri, there is nothing that Austria can do about it, for if Austria uses all his pieces to rout the Italian out of Tri, then the Italian can just retreat to Viel! So, the Austrian can come regretfully to the Russian and let him know that since he cannot do anything for himself this turn, then he will at least help his friend the Russian. If the Russian is in Rum, then offer to support him. If he has not yet made it there, then offer to help him there. Make it plain that you are doing this so he can continue his assault against Turkey, and you hope he remembers this in the future! This should be enough to get Rumania unsupported from him. If he is under heavy Turkish attack, then he is likely to have lots of other things to do with his other pieces!

The only case where you might have a problem with this is if Turkey actually made it to both the BlaS and Bul. In this case, Turkey might put a supported attack on Rumania. If you think that this is a major possibility, you might want to consider switching to Variation 2 where you support Russia in Rumania and get excellent attacking force against Turkey in the south. This sacrifices the second build for Austria, but you have a strong 3-1 attack on Turkey, and you will stay in good position to slab Russia later.

If only one of R and T has moved against the other, then you are probably OK. The attack of one against the other is usually enough to start a war, especially if Italy and Austria are fueling it.

The only really bad things that can happen to you is if an early R-T alliance is formed. If Russia moves to Galicia and Turkey attacks him, you are probably OK as he will have to move back, but if R and T do not start fighting with each other, things are not looking good for the opening. All attempts to split them are, of course, useful, but chances are that you will have to bite the bullet and go with Variation 4. This is the time to get ready for an assault by the R-T 'steamroller', but you are still in as good a shape as they are for the war, so expect a long one.

Keep in mind that one of the main things that you should take advantage of is that the I-A alliance has not been revealed yet, so Italy and Austria should be able to gather information and feed it to each other. The closer you work together and the more information you ferret out and use, the better you will do.

Post F'01 Diplomacy and Play:

Assuming that the opening has worked to its fullest (and Austria is in Rumania), then the cat is now out of the bag and any sensible Russia and Turkey will get together against you. However, do not give up immediately! Turkey might be pleased with Austria for attacking the Russian in Rumania, and Russia might be pleased with Italy if Italy tells Russia that Austria had offered him the option of Serbia instead of Trieste, and that he had not known that Austria would attack Rumania. Try to confuse them further if possible, but the confusion cannot last too long at best.

Austria wants to push into Galicia and beyond as quickly as possible. Furthermore, a quick push by Italy into the Med and Bulgaria is vital. An early speed of movement can easily lead to a quick campaign and a turning to other goals before they turn on you.

If the opening has only worked partially, and you have Russia on your side against Turkey, then the stab of Russia should come rather early before he can get much in the way of Turkish spoils. The end of '02, at latest '03, is probably the right time.

As to the A-I alliance itself, Italy should build fleets exclusively while Austria builds armies. This lowers the stab potential while giving them complementary forces. Furthermore, an Austria with armies will be led naturally north and west after Russia is finished, while an Italy with fleets will naturally move out the Med after Turkey is finished.

The Italian army that moved to Tyr in F'01 could do a number of things. It could act as 'home guard' in Venice if the Austrian is not completely trusted. It could also stay in Tyr to plug that hole against any German aggression and help the Austrian into Bohemia if needed.

Problems with the Kendall Key:

One problem we have already detailed above. If, despite your best efforts, the R-T alliance forms, then the best you can do is to dig in and hope you can out play them. Of course, if an R-T alliance forms then Austria and Italy are on the ropes no matter what opening you use. The game will probably turn into a race to see if you can get E or G to attack Russia before they can get F to attack I or G to attack A.

Another quite severe problem is the possibility of a F'01 stab of Austria by Italy. It can be quite tempting to move:

Italy: A Tri-Vie, A Ven-Tri, F IonS-Tun;

A three build Italy is a rare sight indeed. If I was Austria, I would take great pains to assure Italy that if that happened:

- 1) France is likely to take great interest in a 3 build Italy,
- 2) R and T are likely to unite to eat Austria then Italy,
- 3) Austria will spill the beans on Italy's plans to R and T.

A last problem is what happens if Austria incorrectly gauges the possibility of getting Rumania, bounces, and Italy is left in Trieste. This is a very severe problem as Austria does not have the pieces to come back and reclaim it while keeping up a strong offensive front.

Summary:

Well, there it is. The Kendall Key opening. I feel that it has a lot of potential, and that for a pair of good players it offers challenge, great opportunities, and lots of good options to fall back on if things do not work perfectly.

What is the track record of this opening so far? Well, there is not much to comment on. I have opened as Italy three times since I developed the Kendall Key, and none as Austria. In one game as Italy I did not hear from Austria till W'01 despite my frequent letters to him. In another game, the opening would have worked perfectly (we were doing Variation 1), but I had never heard of a three build Italy before. My hands started itching uncontrollably, and I went for it. If someone had been nearby with calamine lotion, I would probably have been OK, but they weren't. As it turns out, I quite predictably ended up getting destroyed due to my greed, so I'd be more likely to be more honorable if I did it again. In the third case, I had a co-operative Austria in the start, but he rapidly lost interest in the game (he NBR'd in W'01) so things didn't work very well (for him at least).

Comments on a ByrneCon

by Arye Gittelman

Well, I finally did it! Allen convinced me to try playing Diplomacy against other experienced players. Previously I had only played against novices like myself, and Allen of course. I always came in second, and Allen always came in first. This was primarily because I had little faith in any one but Allen as an ally, so would always try to ally with him, and everyone else had the same idea. I would emerge as the most

capable of his allies, and so we would move towards a two-way, and then he would time the final stab better than I. As we drove towards New York I felt that, while these were hardly good warm-up matches for real experienced play, I would enjoy the games.

(The names in the following paragraphs have been omitted both to protect the innocent, and because I have a notoriously bad memory for names.)

I don't mean to say anything against the stab as a tool of diplomacy, but I feel that it was over used during the day. I began the game as Turkey, and attempted to create alliances with both Italy and Russia, while fomenting disorder and battle between everyone excluding myself. At this point I had expected a Russian--Turkish alliance which would steamroller all of the competition. England, unfortunately, ended this dream by attacking Russia up North, inspite of three French stabs in as many seasons. This left France in virtual control of the English Homeland, but, incredibly, England still grew.

Germany also turned on Russia, and, friends, it looked grim. I, who had been about to stab Italy in favor of the much stronger R--T alliance, was forced to reconsider. After all, what good is an ally who's being pulverised by two apparently maniacal enemies? (In favor of both England and Germany who elicited my scorn for leaving their Homelands open to France, I should mention that they both regained their respective territories eventually.) You guessed it, I stabbed Russia. My Italian ally was overjoyed, and, as we were both faithful to each other for the next three and a half years, we ate up the rather divided opposition. In Fall '05 I used my ten pieces to move North, forcing England out of Russia, and Northwest stabbing the hell out of Italy. For my Winter '05 builds, I had five builds, but only two centers to build in, due to some rather shameful bungling in convoys across the BlaS. This turned out to be irrelevant, because the other players, realizing that only two German Armies prevented me from obtaining the three necessary centers for the win, conceded.

My only comment is that I was involved in the only alliances that lasted longer than one season. While I realize that this was face to face play, and that most of the players weren't taking it too seriously, I did feel that they were being a little slap--happy with the stabs.

Otherwise I had a great time. Everyone there was pretty bizarre, which I like, and the other games played (Nuclear War, and Gunboat Diplomacy) were amusing. I had lots of pizza, and a fair amount of beer (I had a slight hang-over from the night before, so it was purely medicinal.). All in all a worthwhile Sunday.

My Comments:

Well, one thing that I have to agree with you on, Arye, is that they definitely were a stab happy bunch. One thing that I found rather interesting is that on both of our boards the English player was continually led on by the French player. 'Hell, my move to the Iris and the EnCh is not a move against you, I am just supporting you! Look out, your real enemy is Russia!!' (Russia, that's me!)

In any event, I found a couple of basic differences in style between my play and theirs. Like, for instance, the idea of an ally versus a puppet. It seems to me that an ally is a quite reasonable thing to have, in fact, I am often willing to give up a center or two for an alliance. Consider the following purely hypothetical situation:

I am Russia. Another person is Turkey. The Austrian has been oscillating between the two of us every season from day 1, and has never kept his word with anyone for two consecutive seasons. Finally, Turkey and I decided that this was getting ridiculous and that we were going to cream the son of a bitch. Unfortunately, at the time Turkey was in Rumania which was mine. I made a deal. I showed Turkey a plan where she could pick up the Austrian Greece while I got Rumania back. She could not both take Greece and keep Rumania anyway, so it seemed a reasonable idea to me. When the other players saw this they said 'You moved out of a center you had just taken??' with a look of total confusion. Worse yet, in the next season Turkey was looking for a way to sucessfully attack Austria. Figuring, quite correctly, that any attack by her could be countered, she asked me to move into Serbia from

Rumania with her support and I would then move from Serbia to Budapest in the fall while she moved after me into Serbia. Seemed like a good plan to me, so I did! Screams of 'Puppet!! Puppet!!' started coursing through the room! Almost every person on the board told her she was an idiot if she expected me to move out. When I did there was a confused silence.

There were some other interesting aspects to the 'ally haters'. It seemed that if you had an ally, you were an automatic target for attack. It seems that since they didn't believe in allies, you couldn't have one either. People would abandon their home centers to get a chance to stab someone with an ally!

Of course, I think that the main reason that they did not have much in the way of alliances is that they believed in very small stabs. I don't believe in stabbing unless it is a big one or unless it is something you have to do to stay in the game. The person playing Germany in my game spent every Spring defending his homeland against a joint E-F attack (which was going on as France was attacking England) and every fall attacking me, his only 'ally' (at least, until I got fed up with his antics). One of his stabs gave two of my centers to England (who was attacking him) without it getting him anything.

Furthermore, another difference happened when one player was on his way out. When I am doing badly in a game, I will try to do in either whoever is destroying me, or someone that could have come to my aid but didn't. I will use my death to help my friends and hurt my enemies. I seemed to be alone in that conviction.

However, don't misconstrue me, I had a very good time there! I don't get a chance to play FTF much, and while people weren't taking it very seriously, it is still a great way to spend the afternoon. And meeting the people was a lot of fun.

Kathy spent the afternoon trying to find some way of picking on me that I didn't just shrug off. Not just me, she likes picking on everyone. You should see what she does to poor Woody!! If only I could convince her that F AdrS-Ven is 'Fleet Adriatic Sea to Venice', not 'Fleet Adriatic Sea Supports Venice'!!

Some of the other people that I met were pretty neat too, though, like Arye, I am terrible at names. John Caruso reminded me of a somewhat skinnier Jack Masters, and was pretty neat though I didn't get to play with him. I met the mediocratites, Norm Schwartz, Tom Mainardi, Fred Hyatt, and others.

By the way, One thing that Arye failed to mention is anything about Austria in his game. That was Phyllis Byrne, and she was out by S'02. It seems that she really doesn't have any goal in the game if she can't stab Norm Schwartz, though she did make an attempt to attack Germany in '01, which is why she only had one piece by '02. These were some of the wierdest games I have ever seen, I will give them that! The game that I was in had so many quick petty stabs that by F'05 it still looked like F'02!

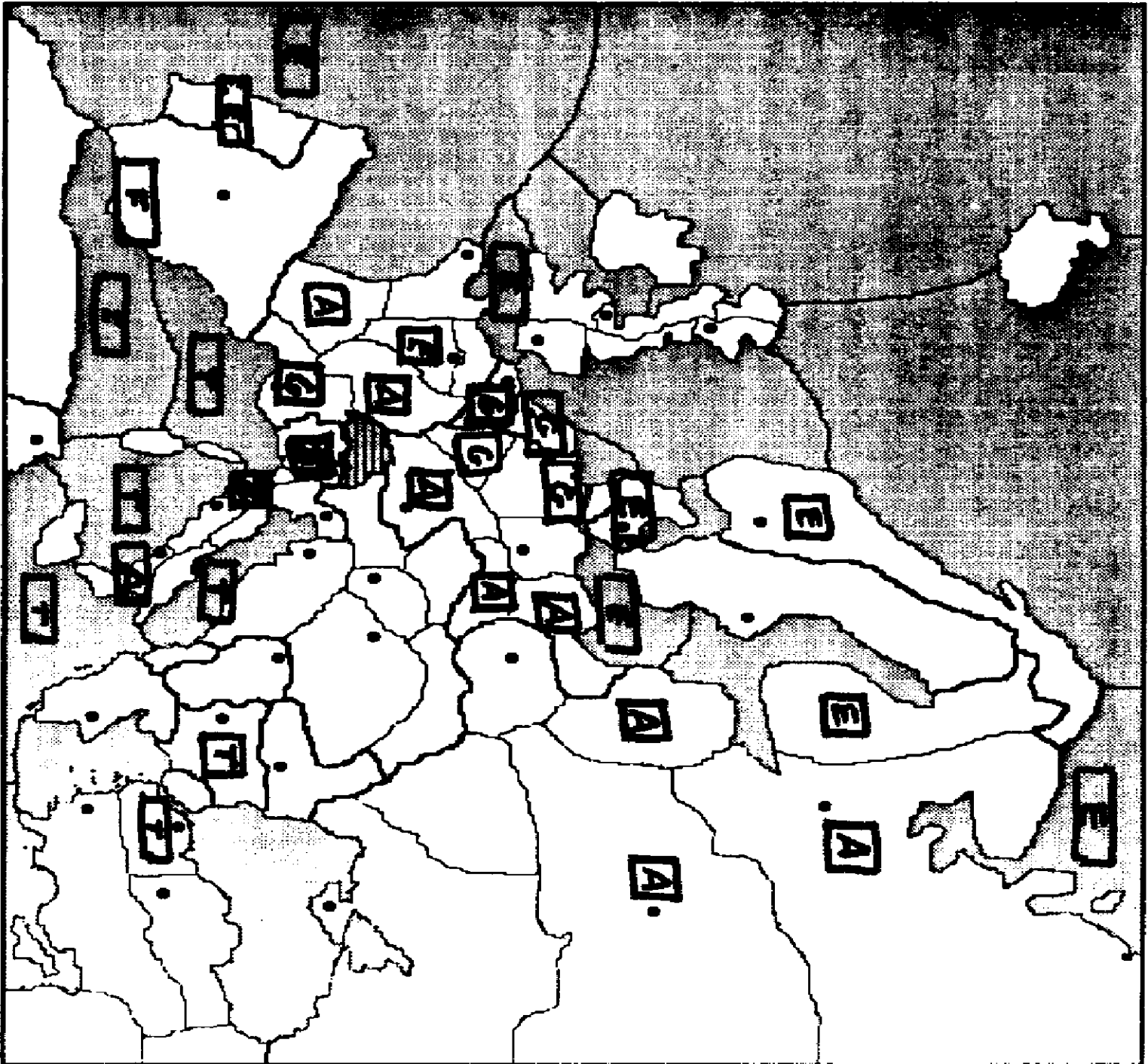
I also got to play gun-boat Diplomacy for the first time, I am not sure whether I like it or think that it is the most stupid idea I have ever seen, but it is interesting figuring how to conduct diplomacy using only your orders.

All in all, it was a very pleasant way to pass a Sunday. The drive down was great. Playing Bach flute sonatas and the sound-track to Empire while averaging 75 on a very nice day (it didn't rain too much). Unfortunately, Arye was still very busy recovering from his debaucheries of the night before that he didn't realize where he was until we were most of the way there. And don't let him fool you, the reason he was hitting the booze and pizza was that he was dehydrated and he had the munchies!

Annie: 1980CU

Fall 1905

Deadline for Winter 05 and Spring 06 is Thursday 13 August.



Italy hangs on for yet another year!! Can't anyone sink the Goodrich blimp?? Austrian forces form a belt from StP to Gas. England mounts new offensive in the north. Renegade French fleet survives with German aid.

THE GAMES

Annie: 1980CU

Fall 1905

I STILL NEED PLAYER INFORMATION FORMS FROM MCKNIGHT, SWARTZ, GOODRICH, AND DUNNI!

PLEASE NOTE COA FOR GOODRICH!!

PLEASE NOTE THAT ANNIE NOW HAS A 'GODFATHER'. YOUR GODFATHER IS:
 Andy Lischett (Cheesecake)
 3025 N. Davlin Ct.
 Chicago, IL 60618

England (Swartz):	F StPNC [r-BarS*];	
Italy (Goodrich):	F TyrS [r-WMed*];	
Austria (McKnight):	A Mos* S A StP, A Liv* S A StP, A Pru* H, A StP* H, A Tyr-Mun*, A Bur-Gas*, F Nap* S Tur F IonS-TyrS, A Mun-Bur*, A Boh-Sil*;	
England (Swartz):	F BarS* S A Nwy-StP, A Swe-Fin*, F Den-BalS*, A Par* H, F EnCh* H, F Por*-SpaSC, F NthS-Den*, F Matl* S F Por-SpaSC, A Nwy*-StP;	
France (CD):	F SpaSC*;	
Germany (Stark):	F Kie* S F Hol, A Rur* S A Bel, A Mar* S Fre F SpaSC, A Bel* H, F Hol* H;	
Italy (Goodrich):	F WMed* Launches nuclear strike against Switzerland [imp];	
Turkey (JFDunn):	A Rum-Bul*, F Alb-AdrS*, F TyrS-GLyo*, A Rom-Tus*, A Ven-Pie*, F AegS-IonS*, F IonS-TyrS*, F BlaS-Con*;	
Austria (McKnight):	Home, Mos, Rom, Ser, War, Nap, Mun, +StP	(10) Builds: 1;
England (Swartz):	Home, Bre, Den, Nwy, Por, Swe, +Par, -StP, -Hol	(9) No Change;
France (CD):	Spa	(1) No Change;
Germany (Stark):	Ber, Kie, Bel, Mar, +Hol, -Par	(5) No Change;
Italy (Goodrich):	Tun	(1) No Change;
Turkey (JADunn):	Home, Bul, Gre, Rum, Ven, Sev	(8) No Change;

Deadline for Winter 05 and Spring 06 is Thursday 13 August.

NOTE COMBINED SEASONS!!



Germany has declared the press by-line of 'Iron Man'.

Tibet-Austria: Does the writing on the wall become clearer now?

Switzerland-Tibet: Doesn't look that way!

Vienna-Constantinople: Old friends are the best friends, but friendships must be sustained by communications.

Vienna-Berlin: The Kaiser would do well to remember who has stabbed him in the past in deciding which friends to make in the future.

Somewhere off the Tunisian Coast: We have met the enemy and they kicked the crap out of us! (Ciao . . .)

Switzerland-Italy: You're not dead yet!!

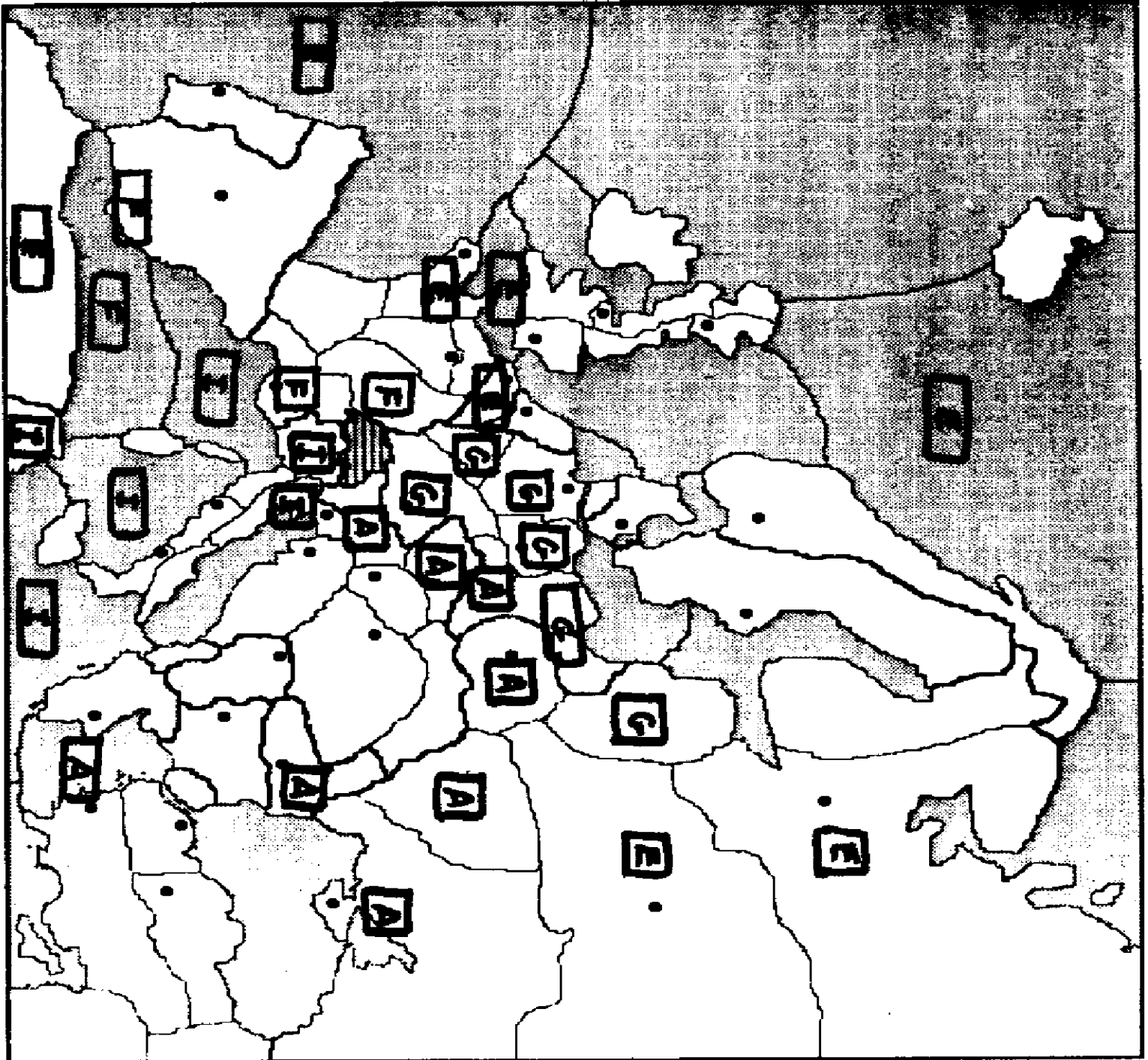
England: The "Black Death" that has swept thru the low countries will soon be eradicated. The Kaiser will soon be reduced to exile like the Italian Premier.

London-Vienna: Your "Purely defensive maneuvers" in the north were very interesting! (As Mr. Spock might say.) Can you really afford the 3 or 4 units necessary to hold St. Pete?

Sandy: 1980CT

Fall 1905

Deadline for Winter 05, Spring 06, and the draw vote is Thursday 13 August.



The stalemate line gets entrenched. Only one center changes hands. Only four pieces successfully move. Will the game end up in a stymied set-up? Will alliances shift?

Sandy: 1980CT

Fall 1905

I STILL NEED PLAYER INFORMATION FORMS FROM RAGSDALE, CUNNINGHAM, KELLY, AND LESCH!!

DRAW PROPOSED: A-E-F-G-I

NOTE COA FOR GEORGE CUNNINGHAM!!

Austria (Ragsdale): A Arm-Sev*, F AegS* H, A Sev-Rum*, A War* S A Sil-Pru, A Ukr* S A War, A Sil*-Pru, A Boh* S A Vie-Tyr, A Vie-Tyr*;
 England (GCunningham): F Bel* H, A StP* S A Mos, F NwgS* H, F NAf*-Tun, F Bre* H, F EnCh* H, A Mos* S Ger A Liv, F MAI* S Fre F WMed;
 France (JADunn): A Bur* S A Mar, A Mar* H, F SpaSC*-GLyo, WMed* S Eng F NAf-Tun;
 Germany (Kelly): A Mun* S A Ber, F Pru* S A Ber, A Liv* S Eng A Mos, A Rur* S A Mun, A Ber* S F Pru, A Kie* S A Mun;
 Italy (Giddings): A Tun* H, F TyrS* S F GLyo, F GLyo* S Pie-Mar, A Tyr-Ven*, F IonS* S A Tun, A Pie*-Mar;

Austria (Ragsdale):	Ank, Bud, Vie, Bul, Con, Gre, Rum, Ser, War, + Sev	(10) Builds: 2;
England (GCunningham):	Home, Bel, Bre, Mos, Nor, StP	(8) No Change;
France (JADunn):	Mar, Par, Por, Spa	(4) No Change;
Germany (Kelly):	Home, Swe, Hol, Den	(6) No Change;
Italy (Giddings):	Home, Smy, Tun, Tri	(6) No Change;
Russia (Lesch):	-Sev	(0) Out;

Deadline for Winter 05, Spring 06, and the draw vote is Thursday 13 August.
 NOTE COMBINED SEASONS!!



Vienna-Berlin: See, Ron? 1980CT is found in the pages of DOT HAPPY. Why not jot that down and post it in a prominent place? Then when someone writes to you and uses the hobbywide standard heading of Boardman number, season/year, countries involved, and date, you'll be able to discuss the merits of the proposals contained in the letter instead of just scrawling across the top of it, "What zine is this game in?" and returning it to the sender. It's awfully hard to negotiate with someone who hasn't got it together enough to correlate the Boardman number of a game he's involved in with the zine in which the game is housed. If the number of games in which you are involved is just too great to keep straight, why not cut back on the quantity of your play and improve the quality a bit? Who knows what good deals you're ignoring by being so disorganized? One man's hero is another man's fool.

English Armies in Moscow and St. Pete-Tank Driver: The English High Command in London informs us that a large amount of time and energy is wasted delivering orders to us. Can you make our orders perpetual, so we can do out part of help conserve energy?

Tank Driver-English Armies in Moscow and St. Pete: Can do!

London Times: The Times got an exclusive report on the girl trapped on the enemy sub. The girl, just about 13 years of age and just entering puberty, was described as very dark-haired with a swarthy complexion. She was in and out of a coma for weeks, but not until yesterday was she able to give her story.

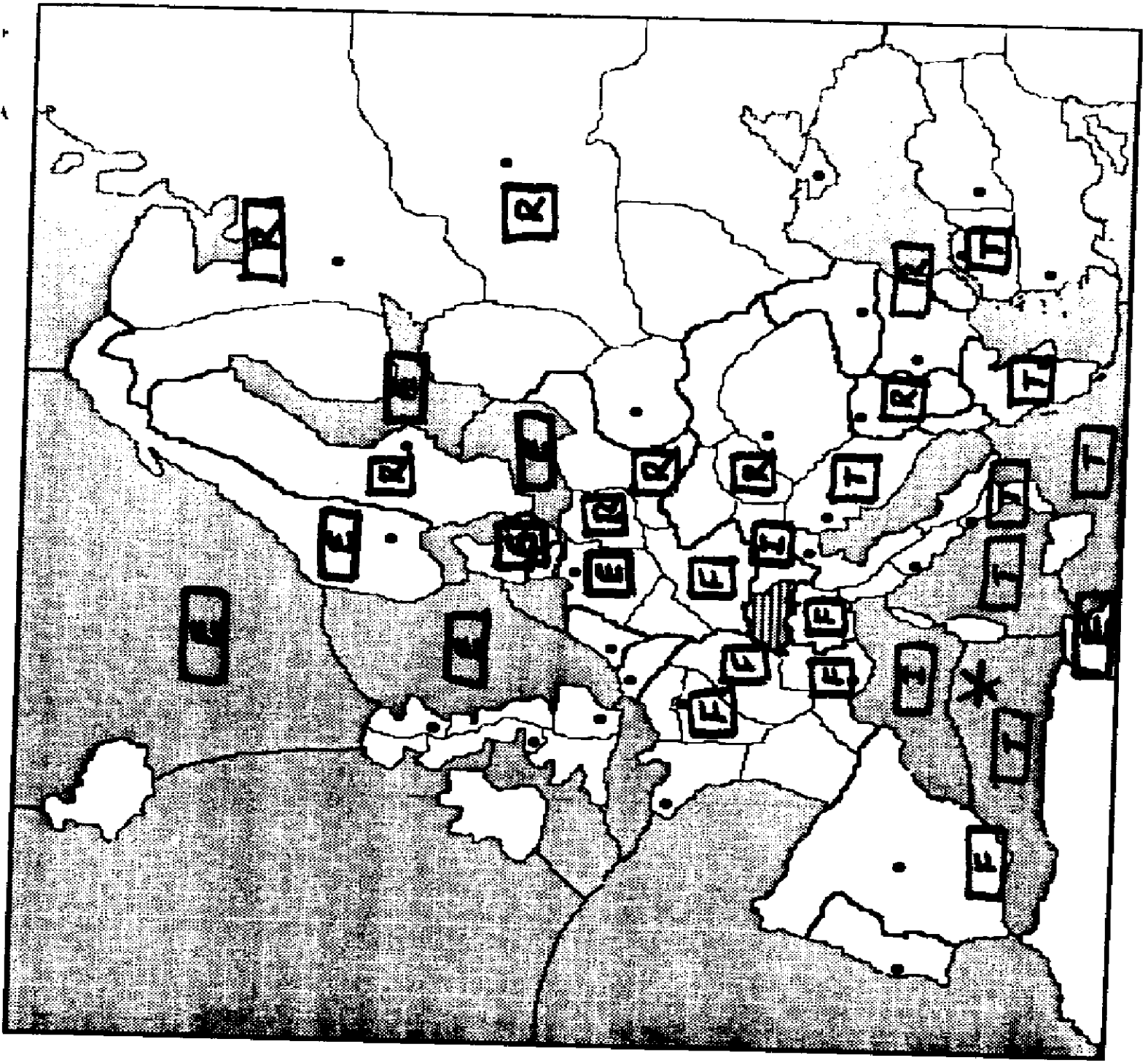
Her name was Louisa May Linguini, one of seven daughters of Louigi Linguini, the famous Roman pastry maker. She was on the way home from school when 3 agents from R.A.P.E., the Roman Agency for Papal Enforcement, nabbed her and brought her to the papal palace in the Vatican. There she was forced to commit many various and sordid acts against her will.

The perpetrator of said crimes was none other than Pope Al "The Goat" Giddings. Now Pope Al has long been friendly with animals, as those in his class in veterinary medicine will attest. The editors of this paper are shocked that he could stoop to such depths to fulfil his carnal desires.

Daddy Warbucks: 1980AS

Spring 1906

Deadline for Autumn/Fall 06 is Thursday 13 August.



Things are coming to a head here as France faces off against Turkey as Russia faces off against England. England mounts an impressive offense in the north while France has all his orders fail.

And as if this wasn't enough, he then cast her into his sub, to fulfil the desires of the Slobovian mercenaries.

We here at the Times are truly shocked and dismayed at this callous and crude treatment of Miss Linguini, and call upon His Majesty's Government and all just and humane governments to help bring an end to the rape, violence and mayhem rumored to be rampant in the Italian Territories.

Rome: The diplomacy part of this game is all but over. Italy will remain true to her ally of the last five years as long as that ally remains faithful. Italy would consider a five way draw (yuk) or, if her ally wishes, continue the stalemate hoping for an enemy NMR.

Daddy Warbucks: 1980AS

Spring 1906

I STILL NEED PLAYER INFORMATION FORMS FROM MILLER, GRABAR, AND ALBRECHT!!

England (Miller):	<u>F Nwy*-BarS, F NthS* C A Bel-Den, F Kie-BalS*,</u> <u>F Edi-NwgS*, F BalS-GBot*, A Rur-Kie*, F Naf-Tun*,</u> <u>F WMed S Fre F SpaSC-GLyo [r-??*], A Bel-Den*;</u>
France (Grabar):	<u>F SpaSC*-GLyo, A Bur*-Mun, A Mar*-Pie, A Mun*-Boh,</u> <u>A Pie*-Ven, A Par*-Bur;</u>
Germany (CD):	A Ber [d*];
Italy (CD):	F GLyo*, A Tyr*;
Russia (Albrecht):	A Pru-Ber*, A Sil* S A Pru-Ber, F BlaS-BuleC*, A Vie*-Boh, A Fin-Swe*, A Ser*-Tri, A Mos*-StP, <u>F StPNC*-BarS;</u>
Turkey (JADunn):	A Bul-Gre*, <u>A Tri*-Ven, F Tun-WMed*,</u> F TyrS* S F Tun-WMed, F Gre-IonS*, F IonS-Nap*, A Con* H;

Deadline for Autumn/Fall 06 is Thursday 13 August.



The Russian build last season was misreported. It should have been A Mos, not A War. The players were notified of the error.

News Flash-London: WAR DECLARED against Russia & Co. Royal Navy moves north to defend Scandinavia. PRO DEO REGE ET GREGE

London-Paris: United we stand

Junipero Serra: 1981AT

Winter 1901

I STILL NEED PLAYER INFORMATION FORMS FROM EATON, HAMMER, KOZLOWSKI, CUNNINGHAM, AND NOBLE!!

PLEASE NOT COA FOR KOZLOWSKI!!

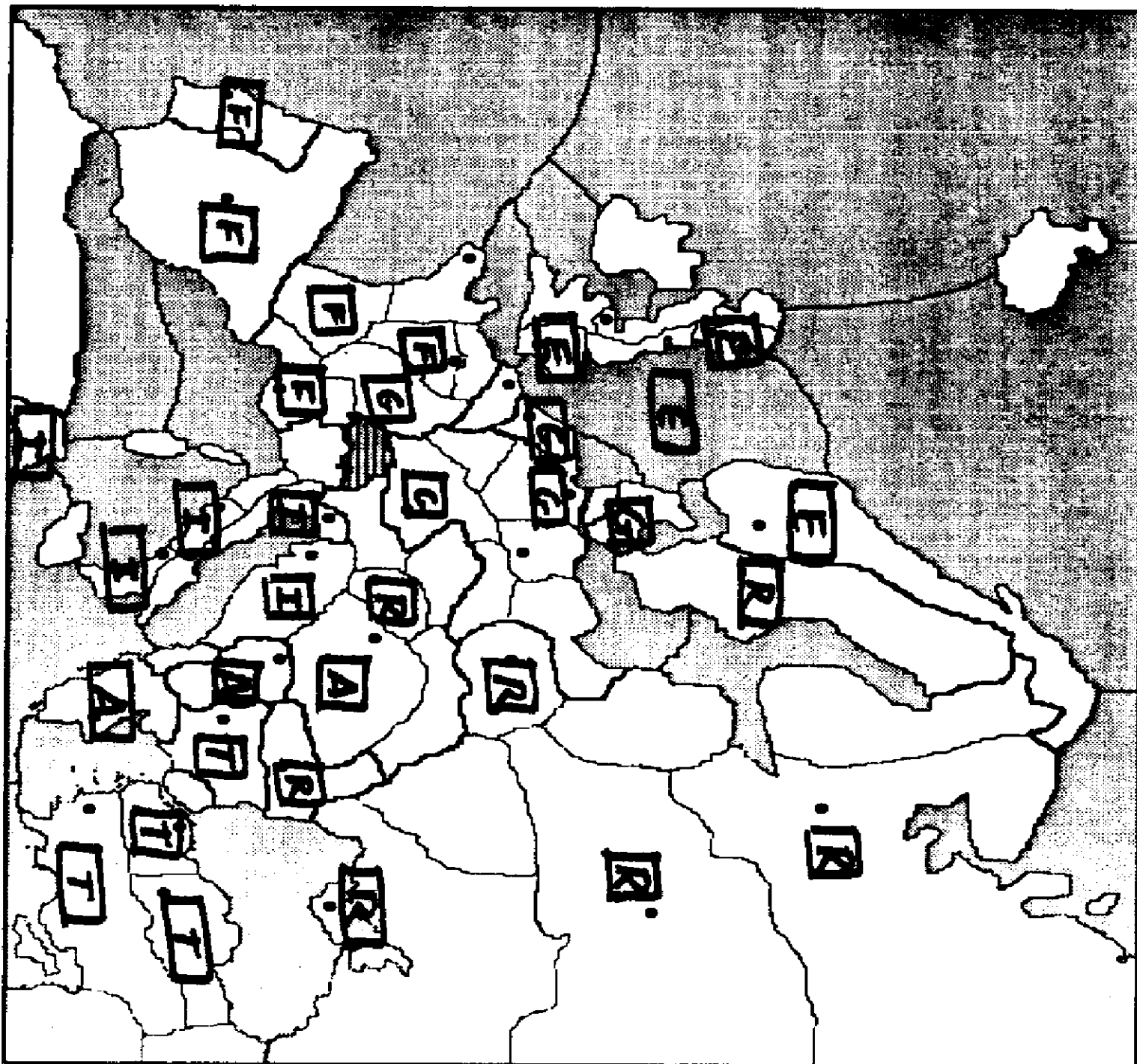
NOTE CHANGE OF GODFATHER. YOUR NEW GODFATHER IS:

Gary Coughlan (Europa Express)
4614 Martha Cole Lane
Memphis, TN 38118

Austria (Eaton):	Bud, -Vie, -Tri, +Ser, +Gre	(3) Even;	
England (Hammer):	home, +Nwy	(4) Builds:	F Lon;
France (Blant):	home, +Spa, +Por	(5) Builds:	A Par, A Mar;
Germany (Kozlowski):	home, +Den, +Hol	(5) Builds:	F Kie, A Mun;
Italy (Sampson):	home, +Tun, +Tri	(5) Builds:	F Nap, F Rom;
Russia (ACunningham):	home, +Rum, +Swe, +Vie	(7) Builds:	A StP, A War, A Mos;
Turkey (Noble):	home, +Bul	(4) Builds:	F Smy;
Unclaimed:	Bel	(1);	

Junipero Serra: 1981AT
 Deadline for Spring 02 is Thursday 13 August.

Winter 1901



France vows Germans will face the wrath of Parisian brothel buddies as Turkey prepares to defend his Balkan buddy. Sir Bruce prepares to defend the Queen's honor in Belgium. High incidence of Bulgarian bowleggedness explained!

Austria (Eaton): A Bud*, A Ser*, F Gre*;
 England (Hammer): F Nwy*, A Edi*, F NthS*, F Lon*;
 France (Blant): F Por*, A Spa*, A Gas*, A Par*, A Mar*;
 Germany (Kozlowski): A Bur*, A Den*, F Hol*, F Kie*, A Mun*;
 Italy (Sampson): A Tri*, A Ven*, F Tun*, F Nap*, F Rom*;
 Russia (ACunningham): F Sev*, A Vie*, A Rum*, F Swe*, A StP*, A War*, A Mos*;
 Turkey (Noble): A Bul*, A Con*, F Ank*, F Smv*;

Deadline for Spring '02 is Thursday 13 August. 

France has declared the press by-lines of 'Hun Smasher' and 'Cross Gamer'.

Rome-Black Jack: Welcome aboard as guest commentator. Looking forward to your excellent analysis of my superb Italian play.

Geneva-Rome: Unfortunately, Black Jack has bowed out from being the Godfather of JS. Gary Coughlan is the new Godfather. Maybe we can persuade him to give commentary??

Pasta Paster-Frog Driver (or is that Tank Killer): Pasta Paster is my by-line! Mine, MINE! Of course, I don't mind if you borrow it on occasion, so long as you acknowledge me as it's originator.

Rome-Ankara: Water Playgrounds? Are you into water sports?

England-Germany: Sir Bruce is shocked over the rude reception in Belgium and calls upon the Kaiser to permit the Queen's friendly visit.

France-Germany: Quit drinking our fine wine. Beer swilling swine cannot appreciate the delicacy of our fine wine and women.

France-World: Blantpolian has mobilized France's best weapon. Le Girls of Paris have left the brothels and formed a citizens army in Paris. Madam Blantelerie armed with a bottle of champagne and a hand towel led her forces into battle.

Cross Gamer-Germany: If I let you into Belgium in this game will you drop out and NMR in all your other games?

Warsaw-World: The Polish 1st army, in it's liberation of Vienna, were horrified at the condition of the beleaguered hostages. Forced to live on stale bread and murky water, these 400 lived in a dank dungeon all summer, bound hand and foot, fed intravenously quantities of potent Austrian hallucinogenic mushrooms, and forced to watch endless replays of Howard Cosell's commentary of Monday Night Football. Needless to say, the few survivors are hopelessly insane. We vow revenge on the temple of Budapest.

St. Pete Niews and Vews: A Convention of German Shipbuilders were arrested last week in a small town off the Norwegian border. Reports of drunkenness and rowdyism and persistent shouts 'of pussycat, pussycat, where have you been' left local constables bewildered.

Ankara: THE FOREIGN MINISTRY REPORTER. Concerned about numerous threats to his "Rubber Duckey", the Sultan today declared the Mediterranean and Black Seas "off Limits" to Russian and Italian warships. No mention was made of the Austrian Navy since it doesn't matter a diddle anyway.

Bulgarian Bugler: GENERAL MOBILIZATION!! With threats of war mounting in a troubled Europe thousands of Bulgarian nesertreats ((??)) are being called to the ranks. Drill instructors complain that the tradional Bulgarian military cadence of "HUP, TWO, THREE ... ZIPPITY DO-DAH" causes no end of trouble during grenade practice.

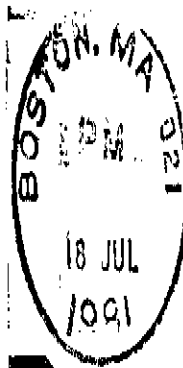
Parting Shots

I will be at GenCon East, I hope you will be too. See you then I hope! And remember, write that hate mail to Avalon Hill!!



the Tank-Driver

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



- This is a sample
- I solicit a trade
- I solicit a plug
- Time to renew
- See page INNER COVER
- Please stand by in game _____

FIRST CLASS

Larry Peery
PO Box 8416
San Diego, CA 92102

FIRST CLASS