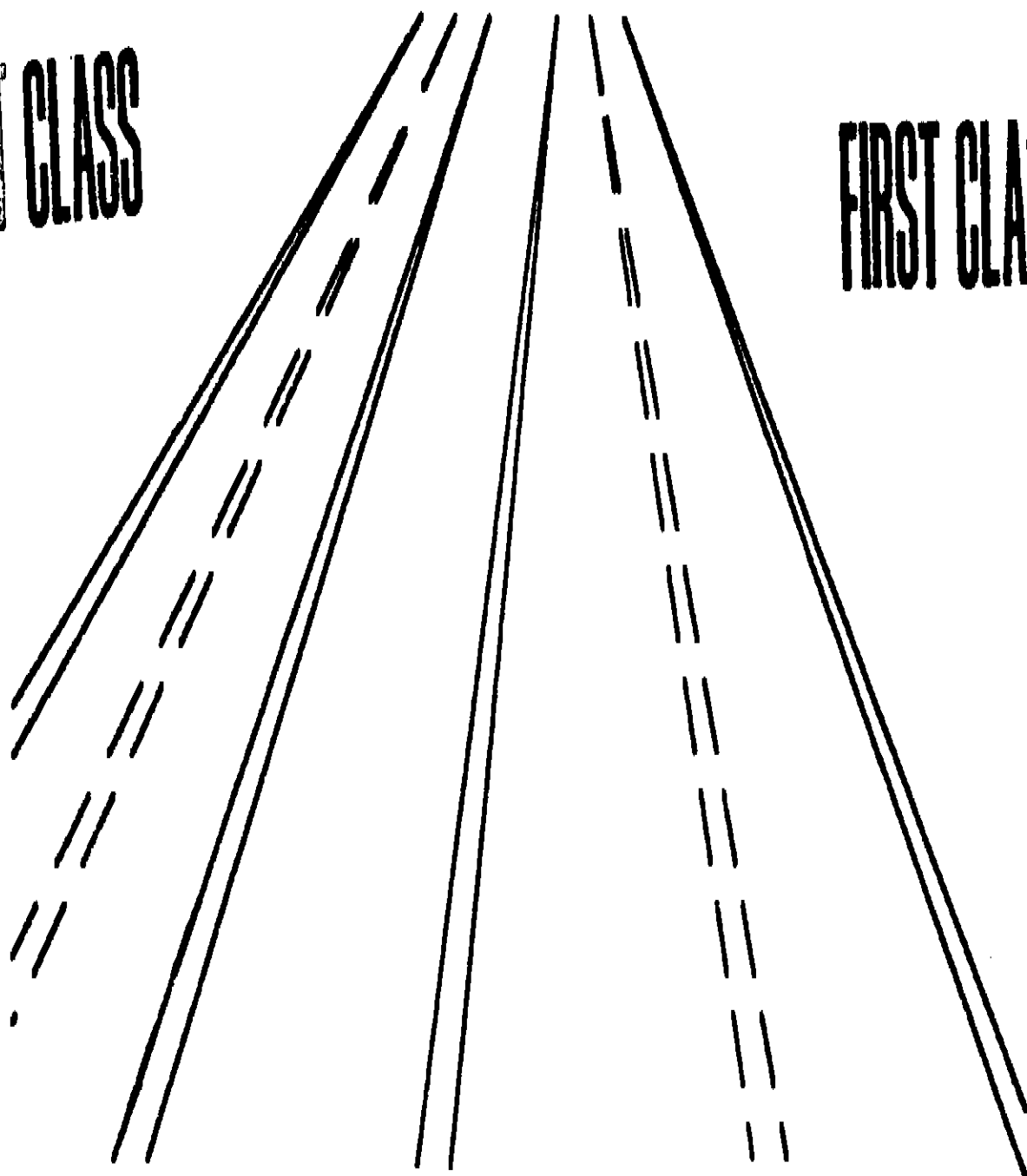


DOT HAPPY

FIRST CLASS

FIRST CLASS



DOT HAPPY - ISSUE #7 - 15AUG81

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!

The articles in this issue will be devoted to the recent GenCon East Gaming Convention. The first article submitted by Gary Coughlan tells of his outlandish notions of your humble publisher. The third and second are by Arye and I about our impressions of the convention.

Before I get much further, though, I would like to point out that I AM MOVING!! My new address and phone numbers will be:

Address: Allen K. Wells
1450 Worcester Road Apt 8109
Framingham, MA 01701

Home: (617) 879-2183

Work: (617) 655-1800

Effective Date: 01 September 1981

This Issue:

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) - I Never Drink Wine the Redhead Said
- 5) - Impressions of a GenCon (I)
- 8) - Impressions of a GenCon (II)
- 9) - Letters
- Games
- 11) - Garden State (new)
- 13) - Annie
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- 17) - Junipero Serra
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2 Ramblings

WHY DH#7 IS DELAYED: This issue has been delayed, so you are all getting this a little late. The main reason for this is that my mail seems to have been slowed down by a few days by the air-traffic-controllers strike (special delivery was even taking longer). One player complained about this, so I decided to delay the deadline by two days to catch any slow mail. As it turns out, I received three sets of orders in this time, which is rather unusual since I have never received late orders in the past six issues. I am sorry for the delay, but I think that it was worth it. Because of this, the deadline for all games carried in Dot Happy have been extended to Thursday 17 September.

MY MOVE AND HOW IT AFFECTS DOT HAPPY: Yes, I am finally settling down and joining the working world. My time at MIT is done, and I will be working for Charles River Data Corporation (CRDS) in Natick MA, a change that I am definitely looking forward to. What does this mean to you? First, I will no longer have room-mate problems. My new (and only) roommate will be Steve Szymanski. While Steve has little experience in Diplomacy, he is an avid gamer in general and certainly appreciates Diplomacy, he is also very reliable. I will also have a work number where I can be reached or a message left with my secretary.

As to the effect on Dot Happy itself, I am not sure what that will be. For now, the major part of the format will remain the same, but I expect to experiment with some minor changes in format. This will give me a chance to experiment with some ideas I have. Also, I am not sure how my schedule will be working, so I will not promise mailing the zine within a day of the deadline ... yet. I'll figure out something, but it may take an issue or two to get the new routine down.

Other than that, everything should be business as usual. I expect no disturbance of the games.

NOTATION: After some long thought, I have decided that since Liv is used as Liverpool in some notations, that disallowing such an order as F Cly-Lpl is bad. Therefore, I will make the following modification to my system. If you attempt to move to Liv and a move to Liverpool is legal, then it is interpreted as Liverpool, otherwise it is considered to be Livonia. Remember, though, Nor is ALWAYS Norway.

EASTCON: GenCon East was held last month, and I think that I can speak for most of the people there in saying that we all had a good time. See the articles in this issue for more details on the convention. I want to thank everyone that I met there for making it a great time.

AVALON HILL HATE CAMPAIGN: Quite a number of publishers have been publicizing this, and I hope that you are all doing your part. In the letters section you will see the response that I got from them. While they seem pretty firm about it, give it a try anyway. As a reminder, their address is:

4517 Harford Road
Baltimore, MD 21214

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

A BLANKET APOLOGY: I will be the first to admit that this issue is rather rushed. This weekend was mostly spent in moving Steve and most of my stuff out to the new place in Framingham, much of it from Vermont. With the delay in deadline forcing the zine preparation into this weekend, I am afraid that I cannot spend as much time as I really should on it this time. Hopefully by next time things should have settled down a good deal. Until then, please bear with me. Thankfully, I am not planning any more moves in the near future (settled at last!), so this should not happen again for a good while.

ARTICLES

This month we have a number of articles all relating to the GenCon tournament, I hope you enjoy them. For this month, we have:

- Anyway ... I Never Drink Wine The Redhead Said: An article by Gary Coughlan about his impressions of your humble editor, as absurd as they may be.

- Impressions of a GenCon (I): An article by Allen Wells about his impressions about the GenCon tournament in general.

- Impressions of a GenCon (II): An article by Arye Gittelman about how his impressions differed from Allen's.

As usual, 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.

Anyway ... I Never Drink Wine The Redhead Said

by Gary Coughlan

When I attended GenCon in New Jersey, I made the acquaintance of a certain redhead who would keep me fully awake until 4AM on two different nights! During one of these marathon sessions, the redhead would try to throw water on me to keep me awake! Sound kinky? Well, not really, once you know a little bit more.

The redhead in question, who also has green eyes, is Allen Kendall Wells, the pubber of this zine Dot Happy. Up until GenCon, Allen had merely been a letter to read and a voice on the phone to me. But now, he was the voice keeping me awake in my motel room until 4AM!

I was sharing a room with Bruce Linsey of the Voice of Doom and Mike Mills of Emhain Macha at the same motel that Allen was at. In fact, Allen had recommended that we get reservations here at the Triple-A rated "Track and Turf", a real class motel, let me tell you.

Anyway (and "anyway" is a word that Allen uses an awful lot--talk to him sometime and see. It will remind you of John Denver's "Far Out!"), Allen and Bruce were talking about houserules and Diplomacy in General. Well a little bit is okay, don't get me wrong, but enough is enough too! Mike and I were so tired but we couldn't sleep with this racket going on. I was dropping broad hints too.

I showered. I changed for bed. I laid out my clothes for the next day. Finally, I got into my rollaway bed (I told you this was a class motel, didn't I?) and pulled the covers over me and closed my eyes. I think this was pretty obvious behavior and, after all, it was 4 AM.

But Allen said, "Are you going to sleep now?" (Now, what could have ever given him that idea?). Then he threatened to pour water on me. Finally, he and Bruce left to talk and I drifted off to sleep.

At 7AM, they returned and took me to wash my clothes at a nearby laundromat. Allen drives like a man possessed. Remember this fact. He later boasted that he could drive across the USA in a mere three days. I believe it.





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During this weekend, I would never see Allen Wells sleep or hear about him sleeping---at night anyway. He has got to be one of the most energetic people I've ever seen in my life. He played Diplomacy and was also into Dungeons and Dragons.

Arye Gittelman accompanied Allen to GenCon. He is a real person. Arye was never seen this weekend without a knapsack which he carried under his right arm everywhere he went. This knapsack aroused my curiosity. What could be in it I wondered?

I would wonder about a lot of things that weekend like the fact that Allen Wells never slept yet was always energetic and that Arye was always carrying the mysterious knapsack. Earlier, I had stayed with John Caruso and Kathy Byrne who had showed me pictures from their ByrneCon Diplomacy game. Mysteriously Allen's picture had not come out. It was a blur of some sort. However, Arye's picture had come out alright. All of this meant something, of that I was sure. Only later did I piece it all together and realize just how lucky I was to have only lost my sleep that GenCon weekend.

The tell-tale clue came from one Bob Olsen of Kansas who wrote to me:
"[Allen Wells] has pioneered a completely new and unheard of form of Diplomacy which will soon sweep the hobby. Instead of attacking anyone, Allen simply hypnotizes the other players into becoming his willing slaves...Allen Wells has in the past found work as a mesmerist."

I then checked out this game that Olsen had been in with Wells. Allen had played (one of his first games too) Russia in Black Frog's VIP game and had achieved 4 (!!!) builds in Winter 1901, an almost unheard-of feat. Could it actually be that he held his victims in some hypnotic trance as Olsen had theorized? What sort of creature was capable of this?

Only one that I was aware of. And it was also a creature who needed no sleep and yet was always energetic. Such a creature would only need what could easily be carried in a knapsack----a knapsack like Arye had carried all weekend. And what that knapsack contained wasn't tiddlywinks!!!

Arye was the key then. Arye, Arye----definitely not the name of an All-American Boy how ever much he might look the part. Arye gave a vague hint of Eastern Europe and this was the final confirmation that I needed.

The truth stared me boldly in the face: Arye carried the "supplies" in his knapsack for Allen Wells. Allen Wells was a vampire! Arye's knapsack contained vials of BLOOD for Allen's frequent fixes and to sustain his superhuman energetic pace which would have taken the toll of a lesser man (moi for instance!) And a vampire always holds his victims in a hypnotic trance, not unlike Olsen's description.

I know some of you are saying something like: "C'mon, Allen can't be a vampire. There were no strange deaths reported at GenCon and he was plainly seen during the daylight hours. Real vampires have to avoid the daylight, don't they?"

The answer is a resounding "no"! Only in Hollywood movies does a vampire fear the sunlight. Read the original book of Dracula and you will learn that Count Dracula is most energetic at night, but he could go out into the daytime as Allen did. (And while you're at it, read the original Tarzan and you will learn that Tarzan could not talk but that he could read and write, of all things, French! And Jane was a Southern Belle!)

No creature soils its own nest so Allen did not "take" any victims for that reason I've concluded. Diplomacy is his passion and the "high" that it gives him outweighs his desire to choose victims from among fellow Dip addicts. He snacked, instead, on the contents in Arye's knapsack for the short weekend.



So I am happy that I only had to give up my sleep and nothing else. Allen, you may have not learned much about me but, as you can see, I have learned a lot about you, Count Kendall, and your loyal Arye. Now the whole hobby knows.

My Comments:

Well, I hope that none of you out there are taking this article seriously, after all, Gary wrote it! However, I have notified the Tennessee State Home for the Bewildered and I think that we won't have to worry about his rantings for much longer.

However, since I did print this, I guess it is my responsibility to respond to the quite fallacious points that he made. For instance, I happen to know that the amount of blood carried in a knapsack would not be enough for a vampire for a day. I also checked before I left, and found that the refrigeration unit required for such an operation would never fit in a knapsack. Such a creature would have to have his 'supplies' stored in the Cherry Hill Inn refrigerators (with plasma and cells separated, of course), but this would require showing up the night before the game convention began.

Besides, spectres, ghouls, ghosts, and any of the greater demons are capable of inducing similar states of mind, and have a similar non-affinity to cameras.

I could go on and on, but instead I will refer you to a true expert on the field, Arye Gittelman, who was kicked out of MIT for his obsession with the topic.

Arye's Comments:

Perhaps I should give a little background. Most of my ancestors come from a small, mountainous province in the middle of Rumania. Because of this, I have always been rather fascinated by the occult, and vampires in particular. Since Gary has taken the trouble to consult the original Dracula by Bram Stoker (copyright 1897) I shall take some time here to point out many of the fallacies in this rather childish work.

Mr. Stoker seems convinced that these superhuman monsters can subsist on a quantity of blood barely sufficient to satisfy the thirst of any normal person. The one person in the novel who actually dies was bitten by Count Dracula at least six times. She was given four total blood transfusions from four different people (more on this later). This means that twice she was bitten and survived without anything more serious than mild anemia. Since it requires the loss of five pints of blood to kill a human being, and the victim in question was quite small, we can assume that the count got at most two pints per bite. This would hardly seem sufficient to keep even a breathing human being in good health, let alone a monster with a strength of 20.

At any rate, it seems much more likely that the victim died as a result of the blood transfusions made before blood typing was known.

It seems to me that the real truth is that Gary, who has always been rather proud of his diplomacy, is completely unwilling to believe that anybody could play with the brilliance and versatility necessary to succeed as well as Allen does. Never mind the protests of Allen's opponents that they didn't remember submitting orders like those, they were in their own handwriting, weren't they? So, just because you're jealous, Gary, doesn't mean that you should try to turn everyone on Allen, and the garlic you sent in the mail was NOT appreciated!

Impressions of a GenCon (I)

by Allen Wells

This last month was the time for a very interesting experience for much of the east coast hobby. I refer to GenCon East, or course. I was there with Mike Davis and Arye Gittelman. While most of the Diplomacy people only showed up for the last two days when the Diplomacy tournament was running, I had the pleasure of being there for the entire four days. I will start this article by rambling about the convention in general, and I will get to the Diplomacy part near the end. Please either bear with me

or skip to the end as I have a number of points to make about the tournament and the way that it was run.

Believe it or not, I am quite a fan of D&D, and that was what I spent most of my gaming time doing. I was entered in 5 D&D tournaments as well as Diplomacy. I also played some pick-up games of various sorts.

The convention took over the Cherry Hill Inn, and was basically organized with a number of gaming areas and a large room set aside for people to play whatever they wanted. There was also a large vendor area where people who make playing aids and games had booths displaying their wares.

As to the wares, there were a number of interesting new things at the booths. The most novel to me was that someone finally got their act together and is making 20-sided dice that are marked from 1 to 20! Previously the dice had been marked from 0 to 9 twice, and you had to color the two 0s differently to tell whether you had rolled a 20 or a 10. This led to the standard ploy of 'Roll first, then decide which color is high' which a lot of players use (I saw this a lot at the convention). They were also marketing 10 sided dice with 10 sides (instead of 20). And they also finally had good, indelable, easy to use dice markers! I got a lot of dice and some dice-markers. I also got a two T-Shirts with a griffon and a wyvern on them.

As to the D&Ding, I was mostly unimpressed. There were a lot of high-schoolish (and not a few pre-high-schoolish) types that just went in for nuking everything in sight, and the general quality of the Dungeon Masters and prepared dungeons was very poor. Two of the dungeons I entered were run by this group with frog T-shirts (I will call them the frog-people) and my first DM confided in me that he had not even seen the dungeon till the evening before and he still had not seen the dungeon he was running the next day. He was totally unprepared, the dungeon was terrible (they had traps with elementals in them for second level characters, ...), and the players were totally unorganized and unwilling to co-operate. Of course, part of this was caused by the scoring system which allowed one player from each section to proceed to the next round. This works great for a competitive game, but D&D is supposed to be a team effort. What ended up happening was that everyone would fight over who would do what, which led to nothing but arguments and the party getting nowhere.

Unfortunately, most of the dungeons I was in were that way, in fact, it was so bad that after two of these Mike was about to drop all of his remaining dungeons and just play pick-up games. This is especially surprising if you know what a D&D fanatic Mike is. Fortunately, there were two exceptions that turned out to be very fun to play in.

The first of them actually took advantage of the scoring system (of only one person advances). They simply put all the people into a bar-room with a few non-player characters and started a bar-room brawl. The person that walked out alive won! It wasn't really D&D anymore than gunboat is Diplomacy, but it was a lot of fun. The second was the AD&D Open where the players advanced as TEAMS. They had a set scoring system for parties that was very deterministic, you get 2000 points for every surviving party member, and 1 point for every gold piece of treasure. The teams with the most points advance. This led to very good play as the players were co-operating for once. I could have advanced in this one, but it interfered with the Diplomacy tournament second round, so I punted.

And with that, I will go to the Diplomacy. **THIS IS THE DIPLOMACY FOR THOSE OF YOU WHO ARE SKIPPING TO THIS PART!!!!**

The first thing that happened was that I met Robert Sacks on Thursday, well before the tournament. I have an extreme allergy to tobacco smoke and I had a very hard time with it at the Pacificon tournament last year (if you are allergic, just getting the people at your table to not smoke doesn't help much, and I'm allergic enough that I react before I can smell the smoke), so I asked Robert if we could make the tournament non-smoking. He thought that since I had a health problem that this was quite reasonable, so he agreed. After this innocent start, the shit hit the fan at the Dip meeting Friday night.

I got there a little early and found almost nobody there. I was told by Bruce Linsey that Kathy Byrne had marched out in a huff when she had heard about the non-smoking, and that most of the Whitesonia/Retaliation crowd had followed her. It seems that they thought Bruce Linsey (who also has trouble with tobacco smoke, though not as severe as I have) was responsible.

Well, at this point Lee Kendter Sr. pointed out the obvious to someone, ie: that no smoking in the tournament room did not stop people from smoking in the hall, and everyone seemed to come to a relative peace. All in all, I would say that the results were mixed. A number of people still smoked in the tournament room, but it was better than Pacificon last year. Next year I think I might bring a squirt gun filled with lemon juice and hit anyone smoking in a non-smoking area in the face with it. That will certainly bother them less than the smoke bothers me, and the combination of tobacco and lemon smell is rather unappetizing I have heard.

To the tournament itself. First, I want to say that I definitely enjoyed playing there. It is not very often that I have a chance to play good face-to-face. I did reasonably, getting part of a 4 way draw as Germany and part of a 3 way draw as England. However, the tournament had a number of major flaws that severely impaired my enjoyment.

First, unlike the Pacificon tournament I played in last year, the games were curtailed, and the time limit was only enough to let you get into '06 or so. Furthermore, the scoring system was set up such that your final supply center count was the single most important determinant in your score, so the last year (or in a few cases the last two years) everyone would stab everyone for whatever centers they could get so they would finish the game with a higher score. Bad as it was, I think that this was the least of its faults.

The next fault I noticed was that there often seemed to be 8 players involved in the game rather than 7. Sacks set up the tournament such that the GM was much more than an impartial observer. For example, the GM had to approve any draws proposed in the game! There was actually a case of a draw that was approved by all the players on the board being vetoed by Sacks. On my first board, I once proposed a draw (the same draw that eventually passed) with Sacks around and he told us not to bother voting on it because he would veto it (and you better believe that I let him have a piece of my mind then, I would have walked out in protest if there had not been a player who also vetoed the draw). When the game finally finished with our draw I quickly destroyed the board position so that he couldn't say anything about it. In my second game when I agreed to a three-way draw rather than have four standbys called into the game, I made sure I gave Robert my dirtiest look. I'm not sure whether it made any difference, but the draw passed.

But by far the worst aspect to the tournament was the termination process for games. Since the games were curtailed, there was a rule that said if any power or group of powers can prove that they can win, then the win will be given to them. Now, I can see giving the win to a 16 center power who cannot be denied his 18th, but any random group, even of former enemies? Yes, game-long enemies would join together at the end if they saw that together they could meet this criterion. People that would never trust each other in the game would suddenly be faithful allies. Sacks' rationalization was that a firm game-long alliance could easily win in those situations, but allowing any random group of players to declare themselves game-long allies AFTER THE GAME IS FINISHED is totally absurd. What of the possibility of a stab between them, what of the possibility of miswritten orders, ... let me give you a real example.

As a game ended, Germany and France were the biggest powers. They decided that between them no-one could stop them from victory, so they asked Sacks to give them the win. Sacks said they could not prove the win (based on fallacious reasoning) and that they were not enough. Think about this, they just basically said that they were a game-long alliance and would never stab each other while ruthlessly attacking everyone else on the board. Well, after being denied the win with that alliance, they decided to add Turkey. Now let's see what this means. Apparently G&F were wrong before when they said they were going to ruthlessly stab everyone, they forgot about

their good, old, game-long ally Turkey. Well, they would never stab their ally Turkey, now would they? Believe it or not, this was not enough for Mr. Sacks either, so France and Germany decided to throw out Turkey and add Italy and Austria. It seems that someone was wrong there about Turkey being their ally, it was really A&I, they would never think of attacking their game-long allies A&I, right? But, one might say that this at least showed Germany and France's desire to stick together, right? I'm not convinced of that either. After all, they were the two biggest countries on the board. It is easier to form an alliance with them than against them!

To summarize, I felt that the tournament rules:

- Involved the GM in the game in a way that interfered with the game.
- Allowed and rewarded diplomacy for alliances after the game was finished.
- Curtailed games long before any real resolution and added a very artificial method of game resolution in place of real play.
- Strongly encouraged 'unnatural' play, especially toward the end, much more so than any other system I have seen.

The amazing thing was that after seeing all of this that Sacks was not at all convinced that there was anything wrong with his system! I really wish I could have played in the Pacificon tournament this year again, I much prefer the system that Jim Bumpus uses.

However, I must emphasize that considering the house rules that he was working with, Robert did do an admirable job of running the tournament smoothly. I would love to see a tournament run by him with someone else's house rules.

Well, other than that, the main thing I did at GenCon was to meet people. I became a very good friend with Bruce Linsey in a very short space of time, and I came to know Mark Berch fairly well. And there were many, many more people that I met, most of which I will probably never remember the names of.

For those of you who were there, I am sure you share my enthusiasm and look forward to doing it again. For those of you who were not, I highly suggest that you try attending one some time, you don't know what you are missing. Even if you don't play, just meeting all those people you have been writing those letters to is well worth it.

Impressions of a GenCon (II)

by Arye Gittelman

My first thought of the games that I played in (outside of the diplomacy tournament that is) is that most people didn't really understand how to play. This was particularly true of the D&D games going on. I didn't play in any D&D tournaments, but I did play in several "open games," and the quality in those was lower than the belly of a burrowing snake. In fact, I'm not even going to talk about any of the D&D I played, it was that bad.

The Diplomacy tournament, on the other hand, was wonderful. I have to agree with Allen that the scoring system was poor, but even it would have been better if there had been, say, ten hours or so per game instead of five. I played Austria in the first round, and pulled off a perfect Kendall-Key opening, as described in last month's Dot Happy (with Al Pearson as Italy). Al eventually stabbed me in a way I had never really seen before (you have to remember that I haven't been playing for too long). He blithely helped me get centers (and vice versa) meanwhile setting up a monumentally powerful line that prevented me from expanding at all. Thus, I ended up with nine centers, but in such lousy position that I couldn't even participate in a draw. Interesting. The second round was a surprise: Allen and I were on the same board! I got to play Turkey this time, and I did somewhat better, eventually participating in a three way draw (we decided this with two hours left to play because so many players were leaving). I must say here that I consider leaving in the middle of a tournament game to be pretty much inexcusable, and while I didn't question them, I doubt that all four of the people who left that game had reasons that I would consider valid (a sudden death in the family frinstance). Still I enjoyed the playing part of the games

quite a bit, it was by far the best Diplomacy I've ever played, and I learned a lot (primarily from Al Pearson).

My major complaint for the weekend was simply that I had to go up on Wed. evening, and then play bad D&D for two days while waiting for the Diplomacy tournament to start. Even so, I did get to meet some interesting people that I wouldn't have met otherwise, notably Brux, Gary Coughlan, Mike Mills, Mark Berch, Crud Martin, and Julie Glass. I was also amazed at the size of Kathy Byrne's entourage, and the degree of influence that she has over them (most apparent in the smoking debate). No wonder she's such a good player.

LETTERS

In the last issue I encouraged readers to write in to Avalon Hill and let them know your feelings about the switch to plastic pieces in the new Diplomacy sets. From what I have heard from some readers, many of you have. For any of you that have not, I encourage you to do so, even if you only send them a card.

For your information, I am publishing the letter that I sent to Avalon Hill and their reply to it. I will also give my reactions to their reply.

Here is the text of my letter to Avalon Hill:

Dear Sirs:

I am writing in regards to your rather lamentable decision to replace the very pleasant wooden blocks in the Diplomacy game set with small plastic pieces. I must admit that I was shocked to hear on the grapevine that you were making this change. I had planned to get 2 or 3 additional sets, so I hurried to try to find someone with old enough stock to still have the sets with wooden pieces.

Unfortunately, I heard about your plans too late. I have looked in three states and had others look for me, but I cannot find any with wooden pieces, and I am not at all interested in buying the new sets.

I must emphasize what a drastic reduction in quality this change is considered to be. The first reaction of most people I tell is either to call you a typical money-grubbing company that doesn't care about it's customers or to get sick depending on their level of devotion to the game. It is seen by me and others to be similar to making a chess set with little plastic disks with the letter 'Q' for a Queen or 'P' for a Pawn. In short, something that you would never buy. Unfortunately, chess sets can be bought from other companies, reasonable Diplomacy sets can not be bought anywhere now.

In the past I have bought four Diplomacy sets for myself and friends. I am a great fan of the game and greatly enjoy introducing others to the game. In fact, I run a Diplomacy game-zine called 'Dot Happy'. I had planned to buy two or three more sets for myself and sets for two friends this summer, but I am less interested in that now.

With this background, I would like to ask you a number of questions.

First, can you direct me to anyone in the Boston area who is likely to have any of the old Diplomacy sets, or can I directly order some from you?

Second, can the wooden pieces still be ordered from you? If so, it might be worth buying one of your sets and throwing out the plastic pieces, replacing them with ordered wooden pieces.

Third, would you consider it an infringement of your copyright if people started making wooden pieces to use with your maps and rules? If not, then I will try to find such a person and publicize it through the postal hobby. In addition, is it possible to order sets without the pieces for any decrease in cost?

And lastly, is it possible to get you to reconsider your decision and return to the quality sets? I sincerely hope so, both for the future of the game of Diplomacy and the future of your company's sales.

Allen K. Wells

Here is the reply from Avalon Hill:

Dear Mr. Wells,

Regarding your letter concerning the wooden DIPLOMACY pieces:

We still have them available in very limited quantity. We used to obtain these pieces from our German supplier and had so much difficulty that it was decided to go with the plastic ones where we had better control. In fact, the sets which we have in stock contain no light blue, but do instead have two different shades of green..one of them being the "light blue". ((As if we didn't know)) Now you know why we switched! These pieces are available in all the colors (no light blue, but 2 shades green) for \$1.00 per 10 pieces.

Also available to Diplomacy buffs are a few remaining sets of the GAMES RESEARCH ORIGINAL DIPLOMACY game in the large red box atr \$30.00. All parts are original.

A few of the original Diplomacy boards are also available at \$12.00 each.

Remember to add 10% postage on your order.

Cordially,
THE AVALON HILL GAME COMPANY
Christy Anne Shaw
Director, Mail Marketing

Well, as you can see, she didn't really say much. In particular, she said nothing about whether they would consider bootleg pieces to be a copyright infringement. Enclosed in the letter were two price lists, one of discontinued parts and one of normal parts. The Diplomacy pieces are in the old part of course.

To give you an idea of the relative costs to AH of the pieces, as Ms Shaw shoewed above, the cost for a set of wooden pieces through them is \$14.00. A complete set of plastic pieces runs for only \$4.00. Of course, the price has been jacked up to \$17.00 for the new sets.

If you want to get an old set through AH (and I recommend that you hurry if you do), it will cost you:

Board:	\$8.00
Pieces:	\$14.00
Shipping:	\$2.20
Cost:	\$24.20

And this is without rules, conference maps, or a box.

Let me know if any of you hear anything more on this.

THE GAMES

New Game: Garden State: 1981HD

Austria:	Patrick Conlon	(APO NY - W. Germany)
England:	Uli Baumeister	(WI)
France:	Bill Hugh	(S/CA)
Germany:	John T. Dunn	(TX)
Italy:	Paul Goodrich	(N/CA)
Russia:	Jack Gray	(OH)
Turkey:	Larry Peeri	(S/CA)
Godfather:	Bern Sampson	(Publisher of Torpedo and Everything)

This game was rather slow in starting. For this I apologize, and I will now explain why.

First, I was somewhat slow in getting 7 people signed up. I think part of the problem with this was my trying to start up the game of Flexible Build Diplomacy at the same time as the game of Regular Diplomacy. Given my high fees and the present 'game glut', this slowed down the filling of the games.

When I got 7 people, I sent out notices to all asking for confirmation of your intent to play. As it turns out, I only got 6 replies. After waiting for the seventh, and finally deciding that I wasn't going to hear from him, I rounded up a person that would be willing to play, but would rather wait for the flexible build game if possible.

I was again about to start the game, but I got a letter from Uli Baumeister saying that he wanted a sample and was interested in starting a game. So, I held off the start until I could hear back from him. Today I got his confirmation and preference list, so we are finally off and running!

That brings me to the name of this game. Since this game took so long to start, and since it had so many fits and false starts, I decided that it was only appropriate to name this game after a freeway that is plagued by traffic jams and congestion at the beginning, while it clears up runs quite smoothly for the rest of its journey. Let us hope that we, too, are now out in the fast lane! This name is also appropriate since the Godfather for this game lives near this freeway.

The Garden State Parkway: The Garden State Parkway is one of the two major thoroughways leading south through New Jersey from New York, the other being the New Jersey Turnpike. The Garden State starts in the eastern part of New Jersey at the border of New York, and passes through the 'greater New York area'. Past that it continues south, bordering the ocean. It ends at the very tip of Jew Jersey.

As you first start, it is rather pleasant, though somewhat crowded, as you head through the hills in the north, but soon you reach a very densely populated region. Traffic is very bad, and to see the entire freeway stopped is not an uncommon occurrence.

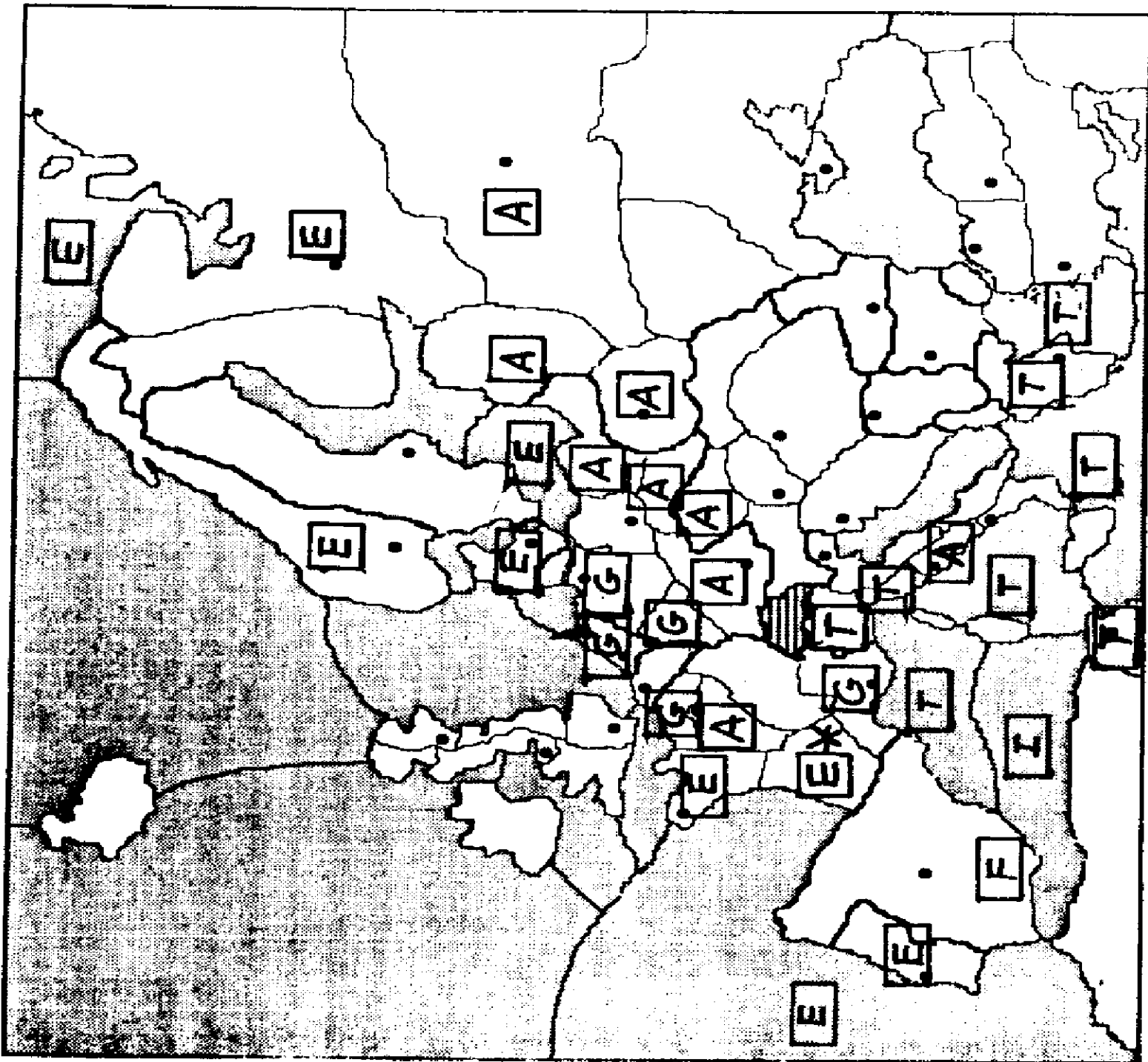
One thing that makes it worse is that every few miles you have a toll booth that you have to deposit a quarter in. If you travel this route, make sure you have a quarter roll!! Unfortunately, the toll booths make the congestion even worse!

Toward the southern part of the 'metro region' one lane out of the four each direction is reserved for carpoolers during rush hour, and this seems rather strictly enforced. This lane is marked by painted diamonds. I unfortunately hit this region during rush hour one day when heading south, and was amazed that no-one was using the carpooling lane. Thousands of cars were stopped dead in the other lanes, but I only saw a car going past every 10 or 20 seconds in the empty lane. The diamond lane seems to have done nothing to increase carpooling, it only serves to create traffic jams.

Annie: 1980CU

Winter 1905/Spring 1906

Deadline for Fall 06 is Thursday 17 September.



Italy gives self to Turkey, but finds his last center taken instead! England gains in St Pete, but loses in Paris. Turkish Austrian drive continues with no organized resistance except England.

However, further south the freeway emerges from the New York area and the driving becomes much better. While it is still a toll road, and while the traffic is still high at times due to New Yorkers heading out to the New Jersey beaches, it is still quite a relief. The countryside is mostly rolling farmland, until you reach the southern part where it runs very near to the vast, sandy beaches of southern NJ. This part provides ready access to Atlantic City and the southern beaches and carnivals.

Annie: 1980CU Winter 1905/Spring 1906

PLEASE NOTE COA FOR GMII

Austria (McKnight):	Home, Mos, Rom, Ser, War, Nap, Mun. +StP	(10) Builds: A Vie;
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;
Austria (McKnight):	A Mos-War*, A Liv* H, A Pru*-Ber, A StP-Mos*, A Mun* S F Kie [nso], A Gas S A Bur-Par [r-???*], F Nap-Rom*, A Bur-Par*, A Sil*-Ber, A Vie-Boh*;	
England (Swartz):	F BarS* S A Fin-StP, A Fin-StP*, F BatS*-Liv, A Par-Gas*, F EnCh-Bre*, F Por* S Fre F SpaSC, F Den*-NthS, F MATI* S A Par-Gas, A Nwy* S A Fin-StP;	
France (CD):	F SpaSC*;	
Germany (Stark):	F Kie*-Ber, A Rur* S A Bel-Pic [imp], A Mar* S Tur F GLyo-SpaSC [nso], A Bel-Pic*, F Hol*-NthS;	
Italy (Goodrich):	F WMed* S Tur F GLyo-SpaSC [nso];	
Turkey (JFDunn):	A Bul-Gre*, F AdrS-IonS*, F GLyo*-WMed, A Tus* H, A Pie* H, F IonS-Tun*, F TyrS* S F IonS-Tun, F Con-AegS*;	

Deadline for Fall 06 is Thursday 17 September. 

Ita-Ger: Well, it looks like you and I are both going to go down with the knife deep in our backs. Makes you stop and think about who we should have trusted.

Ita-Tur: Take me, I'm yours.

Switzerland-Ita: Looks like he took you, all right.

Ita-Switzerland: Goodrich blimp?! Goodrich doesn't have a blimp but what he has is about as big as one!

Switzerland-Ita: What do you mean, no Goodrich blimp! I saw it once, it is hangared in Nowhere Nebraska!

Berlin: The Black Death is on the move! Eradicated from the low countries, we now march on England!

Iron Man: Avengers assemble!

Berlin-Vienna: Munich is in the hands of my "friend". My other "friend" is in the Baltic Sea. With friends like those ...

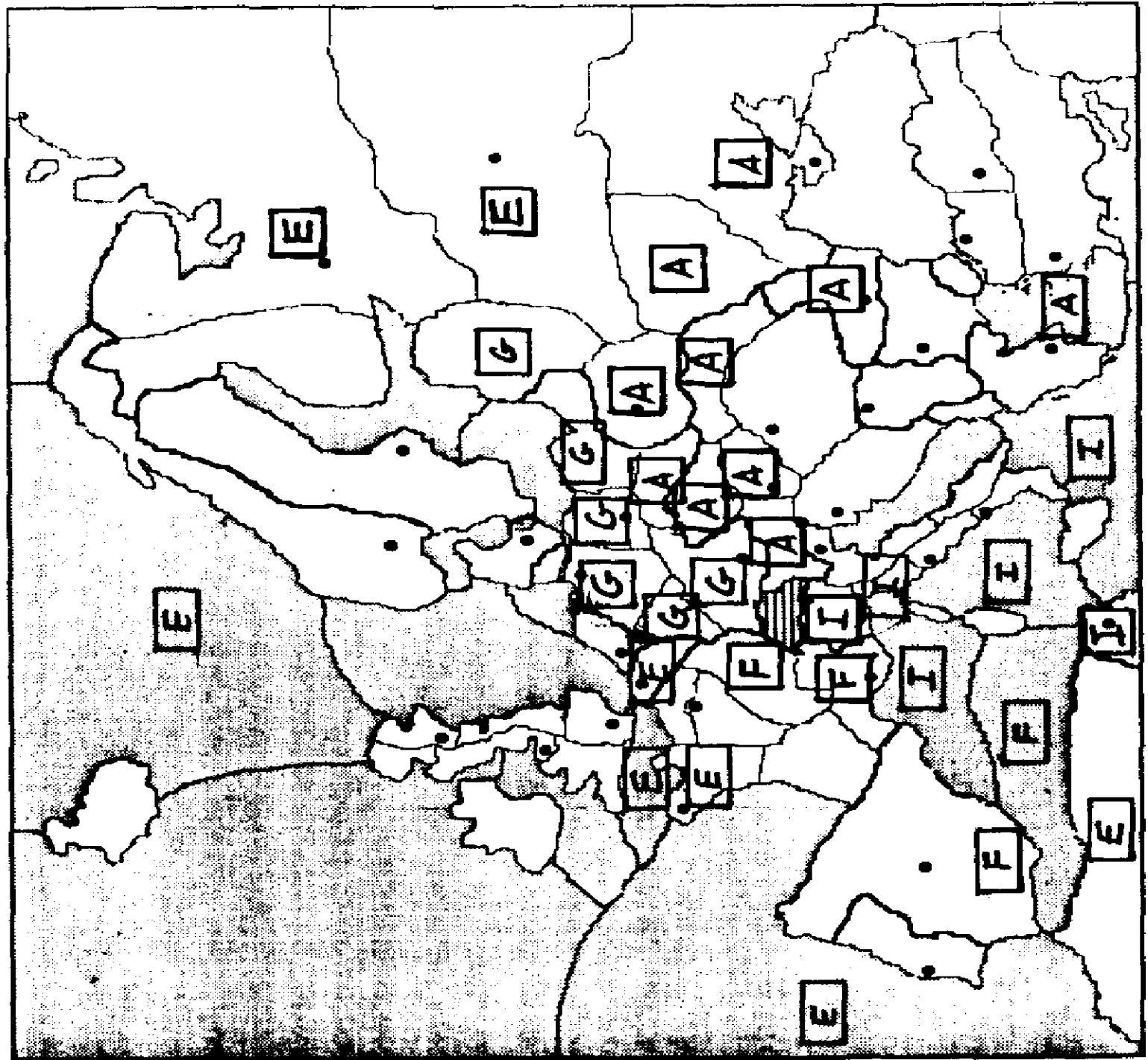
London-Vienna: I stand in awe of your persuasive powers!! How did you ever manage to mesmerize the Turk into passing up taking 4 of your centers? In one season he could have went to 12 centers while reducing you to only 6! (Serbia, Trieste, Naples, and he even moved out of Rome!) I must congratulate you, it seems that you are well on your way to an undisputed win.

England-Germany: Well old friend, it would seem that we both will be going the way to the Italian Premier. Oh, well, you win some and you lose some. C'est la vie!

Sandy: 1980CT

Winter 1905/Spring 1906

Deadline for Fall 06 is Thursday 17 September.



Draw vote fails, but the stalemate line gets even more entrenched. Only two pieces move. Italy OK despite orders mess up. Will the alliances shift?

Sandy: 1980CT

Winter 1905/Spring 1906

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

NOTE COA FOR GM!!

Italy (Giddings): A Tyr [r-OTB*];

Austria (Ragsdale): Ank, Bud, Vie, Bul; Con, Gre, Rum, Ser, War, + Sev
(10) Builds: A Bud, A Vie;

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) F Rom;

Austria (Ragsdale): A Sev*-Mos, F AegS* S Ita F IonS, A Rum* S A Ukr,
A War* S A Sil-Pru, A Ukr* S A War, A Sil*-Pru,England (GCunningham): A Boh* S A Tyr-Mun, A Tyr*-Mun, A Bud-Gal*, A Vie*-Tyr;France (JADunn): 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,Germany (Kelly): F Matl* S Fre F WMed;
A Bur* S A Mar, A Mar* S A Bur, F SpaSC*-GLyo,Italy (Giddings): WMed* S F SpaSC*-GLyo;
A Mun* S A Ber, F Pru* S A Ber, A Liv* S Eng A Mos,France (JADunn): A Rur* S A Mun, A Ber* S F Pru, A Kie* S A Mun;Germany (Kelly): A Tun* H, F TyrS* S F GLyo, F GLyo* S A Pie-Mar [amb],
F GLyo S A Tun [amb,imp], F IonS*, A Pie*-Mar, F Rom-Tus*;

Deadline for Fall 06 is Thursday 17 September. 🕒

There was an error in the last season's adjudications. The Italian move reported A Tyr-Ven* should have been reported as A Tyr-Vie [r-???*]. This gave the Italian the option of either retreating the piece or retreating off the board and rebuilding. The Italian chose the latter. The players were notified.

Another note involving the Italian player in this turn. At mistakenly ordered his fleet GLyo twice while leaving his F IonS unordered. I have checked in my rulebook thoroughly and can find no rule covering this matter. My first reaction is to invoke the 'ambiguous order' rule (what can be more ambiguous than two orders of the same unit) and leave it at that, though if anyone can find a counter to this in the rules, please let me know. In this particular case, any possible interpretation if the Italian order for that piece makes no difference to the adjudications.

One last note. One player asked if more complete information could be revealed in the draw results (ie: number of yea, nay, abstain votes). My answer to this is no, as even this information could be used to affect the game.

Switzerland: Press anyone??

Daddy Warbucks: 1980AS

Fall 1906

DRAW PROPOSED: E-F

PLEASE NOT COA FOR GM!!

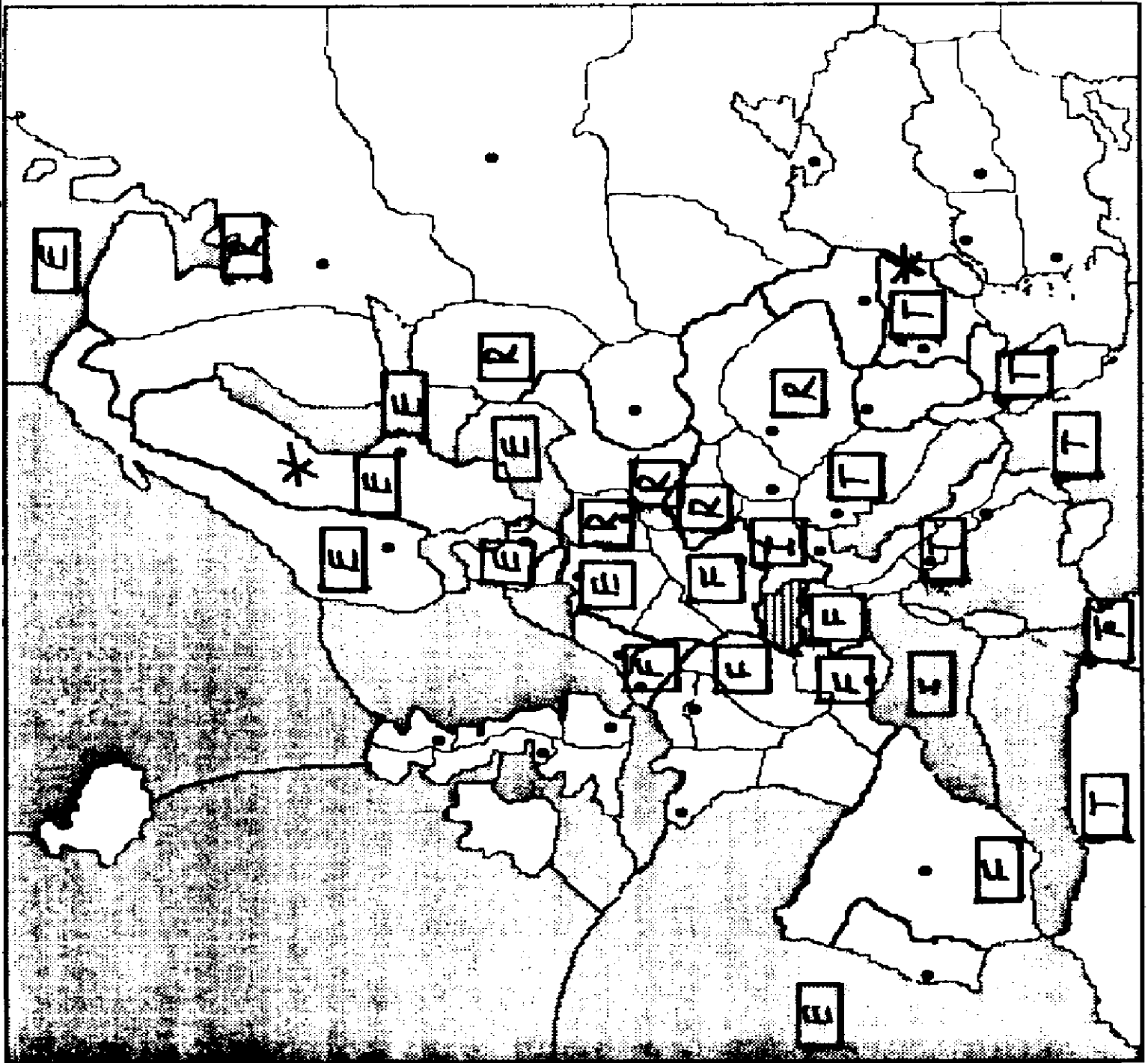
England (Miller): F WMed [r-MAtl*];

England (Miller): F Nwy-Swe*, F NthS-Nwy*, F BalS* S Fre A Mun-Ber [nso],
F NwgS-BarS*, F GBot* S F Nwy-Swe,
A Kie* S Fre A Mun-Ber [nso] F Tun-WMed [d*],

Daddy Warbucks: 1980AS

Fall 1906

Deadline for Winter 06 and draw vote is Thursday 17 September.



Russia hangs on in Berlin amid a massive confusion as to who will take it from him. Russian losing ground in Scandinavia, but Turkey is moving stongly in the Med as he destroys an English fleet.

France (Grabar): F MATI*-WMed, A Den* S F Nwy-Swe;
F SpaSC*-WMed, A Bur-Bel*, A Mar*-Pie,
A Mun* S Eng A Kie-Ber [nso], A Pie*-Ven, A Par-Bur*;

Italy (CD): F GLyo*, A Tyr*;

Russia (Albrecht): A Ber* S Fre A Mun-Kie [nso], A Sil* S A Ber,
F BulEC H [r-???], A Vie-Boh*, A Swe-Nwy [r-???],
A Ser-Bud*, A Mos-Liv*, F StPNC* S A Swe-Nwy;
A Gre* S A Con-Bul. A Tri*-Ven, F WMed-NAf*,
F TyrS-Tun*, F IonS* S F TyrS-Tun, F Nap-Rom*,
A Con-Bul*;

Turkey (JADunn):

England (Miller):	home, Nor, Swe, Kie, Den, Hol, -Bel (8)	Disbands: 1;
France (Grabar):	home, Mun, Por, Spa, +Bel (7)	Builds: 1;
Germany (CD):	-Ber (0)	Out;
Italy (CD):	Nap, Ven, -Rom (2)	No Change;
Russia (Albrecht):	home, Rum, Bud, Ser, Vie, +Ber (9)	Builds: 1;
Turkey (JADunn):	Home, Bul, Gre, Tri, Tun, +Rom (8)	Builds: 1;

Deadline for Winter 06 and draw vote is Thursday 17 September. 

Note that the Russian could get as many as three builds if he makes the two retreats into disbands.

Rus-Fra: Your ideas are good! And, as you can see, I do support your idea; but, pardon me if I am a bit cautious at first with some of the other moves.

Paris: My good ally and I are pushing for victory. Together, this will be done. Thus, I am proposing a E/F draw.

Junipero Serra: 1981AT

Spring 1902

PLEASE NOT COA FOR GMII

Austria (Eaton): A Bud-Vie*, A Ser-Rum*, F Gre*-AegS;

England (Hammer): F Nwy-Swe*, A Edi-Nwy*, F NihS* C A Edi-Nwy,
F Lon-EnCh*;

France (Blant): F Por-MATl*, A Spa* H, A Gas-Bur*, A Par* S A Gas-Bur,
A Mar* S A Gas-Bur;

Germany (Kozlowski): A Bur H [r-???], A Den* S Eng F Nwy-Swe, F Hol-Bel*,
F Kie-BalS*, A Mun* S A Bur;

Italy (Sampson): A Tri* S Aus A Bud-Vie, A Ven* S A Tri, F Tun-WMed*,
F Nap-IonS*, F Rom-TyrS*;

Russia (ACunningham): F Sev*-BlaS, A Vie S A Rum-Bud [r-???], A Rum-Bud*,
F Swe H [r-???]; A StP-Fin*, A War-Gal*, A Mos-StP*;

Turkey (Noble): A Bul* H, A Con* S A Bul, F Ank*-BlaS, F Smy*-AegS;

Deadline for Fall 02 is Thursday 17 September. 

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

Budapest: King Gusto, having returned from his well-deserved royal vacation, has found the kingdom lousy with drunken, dirty slimy Russians. The 'tortured tourists' excuse to break written agreements should be a lesson to all. The Russians are a locust plague of lies and cheats.

King Gusto has worked hard to attain an agreement whereby the kind Italians, who just happen to be in Trieste, will help him return Vienna to its former splendor by expelling the uncouth Ruskiies. The Slavs see the Pope as their modern day savior.

England-World: Sir Bruce goes to Sweden for his annual sex change. Doctors express optimism for the operation since minor surgery is involved.

Hun Smasher Ger: No more of our sweet Burgundy for you.

Par-World: Madame Blanterie's citizens army celebrated their first vajor victory.

With champagne and a deft hand they managed to keep the hun's attention diverted while BLANTPOLIAN marshalled his forces and swept into Burgundy.

Cross Gamer-Russia: What game of yours would you like me to standby in? Meet you in Berlin.

Germany-Russia: I apologize for the stab. However - E-G relations became very excellent very quickly (I think). Coupled with the fact that a stalemate against France would be very easy to achieve (A Mun, A Rur, F·Hol) and with the fact that France promised not to move to Burgundy this turn, and adding on top of that that you would soon be able to overpower me if I tried to fight E and F, my only option was to attack you.

Germany-England: My existence now depends solely on you. If you stabbed me, then I will soon be crushed by a justifiably angry Russia, yourself, and France. If not, I expect us both to stay in the game for a long time.

Germany-France: You are only a moderate threat to me. I'm invulnerable to an attack by you in the same way that you're invulnerable to an attack by me.

Germany-Italy: Now that I've played my cards, and my intentions are pretty much a known factor, what is the status of our agreement? Please write.

Kozlowski-Masters: Thank you for refusing to comment on this game - I was a little worried. At any rate, although I feel that your actions regarding KNATIC are childish, I hold no grudge against you whatsoever. Peace.

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

Geneva-Rome: Wrong again Bern! I checked with Gary, and he says that he won't do it. Sigh! I wish someone would do commentary on this game, it sure is an interesting one!!

Tunis: Word that Le Girls of Paris had left their brothels to form a citizen's army in Paris was met with cheers from the Italian navy, who have commandeered all available ships and set sail for France.

Zine Reviews

This is my chance to let the readers (you) know how I feel about zines I have seen and to provide public service announcements. If you run a zine that you want plugged, send a sample to me with a note to that effect. A warning: I plan to say what I really think about it and I plan to point out bad points as well as good.

This is the first chance I have had to do plugs for a few issues, so I have a number of them, actually, I don't think that I will ever catch up with the zines I want to review. If you run a zine you want reviewed, let me know and I will get it in as quickly as I can.

Xenogogic:

Format: Digest, Soft-Cover, Reduced Xerographic, ~25 pages (varies).
Publication: Quarterly.
Schedule: Monthly.
Fees: Sub = \$1.00/issue, Game = \$15.00 (includes sub).
Pubber: Larry Peery, PO Box 8416, San Diego, CA 92102
Games: Diplomacy.

This will probably come as a surprise to some of you who remember my printed warnings in earlier issues of Dot Happy, but yes I am serious. This is a review of Xenogogic, and I think it is pretty good and has excellent potential.

When I printed the warning about Larry in an earlier DH, I sent him a courtesy copy. This came as quite a surprise to him as none of the zines I had seen the warning in previously (Whitestonia, St. George) had let him know about it. When he found out (through me) about the charges made against him, he started sending around lots of letters in his defense, some of which I got copies of. I have also done some checking around the hobby, and my conclusion is that while his exit from the hobby was probably not clean, nevertheless it was not as bad as it was being made out to be.

When I sent Larry the courtesy copy, I also sent him a few bucks for a few issues, and I let him know that if he demonstrated in print that he was planning to publish seriously I would publicly retract my warnings in print and plug his zine. This is the retraction.

I have now seen two issues of Xeno, and it was clear from both of them that he is definitely putting a lot of work into it. Xeno is dedicated to LONG articles. I had planned to simultaneously publish an article from Xeno in a recent DH, but it was too long to even split into sections.

The game fees are not as unreasonable as you might think since they include a sub to the zine for as long as the game lasts (something that used to be common in the hobby) and the games will be carried in a monthly flier which will be summarized in the quarterly Xenos. Press is encouraged, and each game has a theme.

Through Xeno, Larry is presently promoting his idea of a 'Diplomacy Hall of Fame', an idea that I wholeheartedly support. As to the zine itself, the print is clean and it is well organized.

I have had quite a number of letters between Larry and myself in recent months, and it is my opinion that Larry is going to be around for a while. Ask for a sample.

Bohemian Rhapsody:

Format: Open-Faced, Soft-cover, Xerographic, 6 pages.
 Publication: 5-weeks.
 Schedule: 10-weeks.
 Fees: Sub = ???, Game = ???.
 Pubber: Malcolm Smith, 169 Brighton Road, Purley, Surrey, ENGLAND
 Games: Diplomacy, Bourse, Media-Stab.

Bohemian Rhapsody was a rather interesting tidbit to have drop into my mailbox. This is the first foreign zine I have seen, and I want to say that they aren't too much different over there, but it definitely does have a rather different flavor to it.

Bohemian Rhapsody is a new British zine which is trying to get a large American contingent. The pubber plays in Europa Express and seems to enjoy the cross-intercontinental games a good deal.

Before doing BR, Malc was a co-publisher of an established zine called The Diplomat. Now he is striking out on his own.

He is trying to start some intercontinental games with 10 week (!) deadlines, so there should be no trouble with mail delivery times. If anyone is interested in playing in a British zine, this is a good chance.

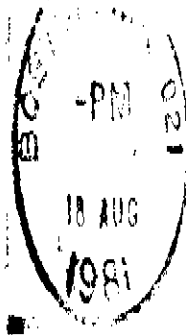
If anyone wants to see a sample of BR, send me a SASE and I will send you a copy of mine. Unfortunately, it is a little out of date because the pubber sent the sample surface mail, but it will give you an idea of what it is like. Also unfortunately, I could not find fees either, but I believe I can find them from Gary for anyone interested.

Parting Shots

No space for more rambling, bye for now!



the Count



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 19
- Please stand by in game _____

FIRST CLASS

Larry Peery
 PO Box 8416
 San Diego, CA 92102

FIRST CLASS