

This is EFGIART, the fastest postal Diplomacy zine in the West brought to you by Doug Beyerlein, 640 College, Menlo Park, CA 94025. Phone 415-329-8034. Never call between 9 pm and 7 am.

1977AM -- Spring 1920

ENGLAND (Dave Pengelly) a lva s a den-pru, a stp s a lva, a ber s a den-pru, a den-pru, f bal c a den-pru, f nwy s a stp, f nth h, f gbot h, f iri-mid.

FRANCE (Tom Butcher) a tyr s a pie-ven /a/, a mun-boh, a kie-mun, a pie-ven, f wmed-tyrr, f ion-adr, f nap-ion, f spasc-wmed.

RUSSIA (Horst John) a con h, a mos s a war, a ven s a vie-tyr, a tri s a vie-tyr, a bud-vie, a sil-mun, a bul s a rum-ser, a vie-tyr, a war s a mos, a rum-ser, a sev-ukr, f tun s f aeg-ion, f rom-nap, f aeg-ion.

TURKEY (Fred Winter) a gre h, f por h.

French A Tyrolia is annihilated for lack of a possible retreat. The deadline for Fall 1920 orders is Monday, 20 June 1983, 7 pm PDT.

1981Q -- Winter 1906

The vote for the four-way EFRT draw fails.

French A Kiel retreats to Holland.

Turkish A Constantinople is not ordered to retreat and is retreated off the board by the GM.

ENGLAND (Russell Blau) Build a lvp, a lon, f edi. Has a kie, a lvp, a lon, f stpnc, f bal, f nwy, f nth, f bel, f edi.

FRANCE (Kathy Byrne) Build a mar. Has a ber, a mun, a hol, a ven, a rom, a pie, a bur, a bre, a mar, f tyrr, f ion, f wmed.

RUSSIA (Dick Martin) Remove a boh. Has a bud, a tri, a war, a gal, a mos, f con, f bla.

TURKEY (Kevin Mooney?) No build received. Two short. Has a ser, a rum, f smy, f aeg.

No orders were received from Kevin Mooney. I hope that he will continue to play Turkey, but if not I am asking Dave Ditter to submit stand-by orders for Turkey. All players' addresses are in #160. The deadline for Spring 1907 orders is Monday, 23 May 1983, 7 pm PDT.

Press:

Russia to Turkey: Why did you kill us both?

Russia to England: You waited too long and missed your opportunity.

France: Now I know I have an army in Holland!

France to Russia: You know I can't help it! I get these urges!

1980LF -- Winter 1908

Russian A St. Petersburg retreats to Moscow.

ENGLAND builds A London.

ITALY submits no build. One short.

RUSSIA builds A Warsaw.

TURKEY builds A Ankara.

-- Spring 1909

ENGLAND (Doug Karnes) a ber-sil, a fin-lva, a stp-mos, a lon-den, f bal s a fin-lva, f bar h, f nwg h, f gbot c a fin-lva, f nth c a lon-den.

FRANCE (Hugh Polley) a lva-war /r-pru,otb/, a kie s a mun, a mun s a kie, a pie-ven, f nafr s f wmed, f wmed s f nafr, f glyo-spasc, f mid h.

ITALY (Robert Acheson) a tus-rom, f ion-adr, f bulec-bla, f rom-nap, f tun-ion.

RUSSIA (Fred Winter) a ven s a tri, a tri s a ven, a rum-gal, a mos s f gbot-stpsc /nsu/, a sev-arm, a boh-sil, a war-lva, f bla h /r-sev,rum,otb/.

TURKEY (Dan MacLellan) a ank h, f con s if bulec-bla.

French A Livonia is dislodged and must retreat to Prussia or off the board. Russia no longer has F Gulf of Bothnia; it was annihilated in Fall 1908. Russian F Black Sea is dislodged and must retreat to Sevastopol, Rumania, or off the board. There is some confusion about the possibility of an Italian army in Greece. There isn't one. See page 4 for more on this subject. The deadline for retreats and Fall 1909 orders (which may be made conditional on the retreats) is Monday, 23 May 1983, 7 pm PDT.

Press:

France to Russia: Greed's greatest drawback is its reddish colour.

1978HP -- FINISHED GAME REPORT

Zine: Lies Deceit & Nefarious Schemes (to W13), EFGIART

GM: Jerry Jones (to W13), Doug Beyerlein

A: Carl Eichelberger (outF08)

E: Dave Ditter (draw F19)

F: Teresa Powers (resS03), Jack Powers (draw F19)

G: Stan Johnson (draw F19)

I: John Machir (droF04), Ron Kelly (outF07)

R: Rick Price (resS08), Ron Kelly (removed by GM S09), cd (outF10)

T: Tom Sherwood (droF14), Konrad Baumeister (draw F19)

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19		
A	5	3	3	3	3	2	1	-													
E	4	5	4	4	3	3	4	4	5	7	7	7	8	8	6	6	6	6	6	6	draw
F	4	6	6	6	6	5	6	6	5	3	3	3	3	3	4	4	4	4	4	4	draw
G	4	4	6	6	5	7	7	7	10	12	12	13	12	13	14	12	9	9	9	9	draw
I	4	5	4	4	3	1	-														
R	5	5	5	6	8	8	8	8	2	-											
T	5	5	6	5	6	8	8	9	12	12	12	11	11	10	10	12	15	15	15	15	draw

My thanks to Dave Ditter and Jack Powers for supplying me with the above game information from LDNS.

Players' Comments:

Dave Ditter (England): "This was a unique game for me, in that it proves allies should grow equally (within 2 or 3 centers) in strength.

"In the middle game England and Germany were solidly allied. England held the north against Russia and was moving weakly south against France.

Because England was farther removed from battle, gains were slow. Germany, the ally, was in the heart of the action. To make a long story short England was at eight centers; Germany at 13 or 14 and growing stronger each year. He would not comply with English questions of equal growth and cooperation. Rather than sit back and watch a German win, England felt compelled to stab.

"Yes, I stabbed Stan and I'm proud of it. I'm convinced Stan was simply ignoring me and going for the quick win. Any die-hard Diplomacy player takes a four-way draw to a second place finish."

Jack Powers (France): "When on the battlefield I live my country 110%, but when I fold the board and walk away reality takes hold and calmness sets in. But as 1978HP closes I find it hard to hold back emotions. In August '78 when my wife Teresa started as France (her first game ever and she lasted until '03) Jimmy Carter was President; gas prices were outrageously high at 50 cents a gallon; interest rates on homes were skying to nearly 10%; first class postage was 15 cents and a med fly was the zipper on an Italian pair of pants. The list showed Eichelberger - Austria (who fought hard), Ditter - England, Powers - France, Johnson - Germany, Machir - Italy, Price - Russia, and Sherwood - Turkey. Along the way Ron Kelly replaced Machir until finally eliminated in Winter '06 and then again Ron played Russia when Price resigned in Spring '08 (May 1980) -- figure that one out. After complaining, Russia went into civil disorder. Konrad only substituted once but played hard enough to have been in twice. The game saw 37 issues of LDNS (#19-56) and 16 issues of EFGIART (#146-162) and took nearly five years and about three postal rate changes. We all moved at least once and I saw my kids grow toward young adults while two more little ones took their place.

"The game took 38 turns plus separation of seasons and was played by some of the best Diplomacy players to ever live.

"The first game I was ever in Stan was still a novice. My first demo game for a zine had Ditter and Baumeister sub in. Of us all I'm probably the least known, but if I may be so bold, I feel as qualified to play as they are.

"England - France - Germany all fought each other for nearly half the game yet during that course we annihilated all but Turkey. For a while I felt like the early Hebrews. The secret to defeating us three was to leave us alone and let us fight among ourselves. Finally Konrad had to attack someone. But as the early Hebrews we fought as a family. The problem was by now Konrad was too strong.

"Gentlemen, I hope I honor you with this draw as much as you honor me.

"To Dave and Stan goes my utmost respect for being there from the start and fighting hard. I'm glad you two were there.

"To Konrad I also send my respects for a hard fought game. And in compliment, I'm glad you weren't there in the beginning.

"To Jerry Jones I send my best wishes and hope his life and health are better than ever. (Jerry was our first GM.)

"To Allan Calhmer goes my thanks for the hours and months he must have spent developing Diplomacy for us.

"And last but by far not least, my warmest thanks to those unsung heroes, without whom all the 1978HPs would never exist or simply disappear -- the Gamesmaster. In this case the man who assumed that responsibility when the game looked doomed. A giant among giants -- Doug Beyerlein.

"Thanks to all of you from all of us. -- Jack Powers and family"

Konrad Baumeister (Turkey): "An enjoyable game for me, and I hope for the others as well. When I came into the game as a stand-by, Germany was walking away with the win while Turkey sat on its hands and France was off battling

Turkey in Italy. England was the only country actively opposing Germany; Ditter had stabbed Johnson when it was clear that their two-way alliance was only benefitting one partner. Turkey had a decent center count, but the tactical position wasn't all that good, especially if France was to keep on battering Turkish forces in Italy.

"So I sent out letters to England and France to get them into a three-way alliance against Germany, the most important part for me being left alone in Italy. Through forced withdrawals and lucky moves, I was able to take in the previously German-held Balkans and Austria a lot faster than I would have originally thought possible, and since France and England had yet to grow, the possibility of a win arose.

"The trouble was that I would need all sorts of centers which could easily be kept from me: StP, Mun, Tun, Mar, or Ber. Only by keeping Germany out of the others' camp would I even get a chance to pick them up. However, the much more logical four-way draw resulted because of the western powers recognizing the threat I posed, and banding together to set up a stalemate line. (Actually not completed in the east, but on its way there.) I had no reason to suspect that if France, England, and Turkey would get together to stop Germany from winning, France, England, and Germany would not get together to stop the Turk, but I figured there was no harm done in trying, anyway. I'm sure any of the other players would have done the game.

"Before the last season was played I received a letter from Jack threatening to charge me money if I continued to veto the draw, and going on to say that if I didn't do so, EFG would destroy my Turkey. This, I will presume, was meant as a joke -- while they were to the point of a stalemate line against me, I held the same against their trio, with plenty of room to spare.

"Otherwise, it was a well-played balance of power game, seen all too rarely these days. I'm sure that we'd have missed it here, too, if it weren't for the skill and experience of the players I ran up against. Thanks again to Jack, Dave, and Stan for an amusing game. And, of course, thanks to Doug for the usual superb job of gamesmastering!"

Doug Beyerlein (GM): "Thank you, gentlemen, for playing it out to the end. And if you ever are in another game in need of a home, let me know."

QUESTIONS AND ANSWERS

In 1980LF Hugh Polley asked if Italy should still have an army in Greece. Apparently Robert Acheson (the Italian player) thinks so as he ordered it this current game season. Also, Tom Butcher in 1977AM thinks that it is a poor idea to annihilate units because no retreat orders were submitted (see Fall 1919). To clarify the situation and answer Hugh's question please refer to EFGIART Policies and Procedures rule 10. This rule states "Units dislodged when no orders are received are annihilated." That is what happened to Italian A Bulgaria in 1980LF and why it was not retreated to Greece and that is why the dislodged French units were annihilated in 1977AM. I admit that this rule is tough on players who do not send in orders by the deadline, but then it is the player's responsibility to submit orders each season. The GM's responsibility is to quickly produce a zine with accurate adjudication of those orders. I expect you to do your part and I will do mine.

I am quickly running out of room for this issue. Just enough space left to mention that I recently set a personal record in running a 10 km in 40:10 and yesterday I finished in the pack in a 50-mile bicycle race.