

Let's start with a joke: "Young O'Donnell rushed into the church, placed his machine gun under the pew and entered the confessional. 'Father', he said breathlessly, 'I've just mowed down 2 British lieutenants!' Hearing no response, he went on: 'I also knocked off a British captain!' When there was still no response from the priest, O'Donnell said: 'Father, have ye fainted?' 'Of course I haven't fainted,' replied the priest. 'I'm just waiting for you to stop talking politics and commence confessing your sins.'"

Well, this is EM#7. First off games will be carried as individual supplements from now on so as to make way for material of broader interest. I've bought a spirit duplicator and you may find an occasional page of this in future issues...don't want to upset the mimeo fans out there. Another Diplomacy game has started--Der V-Mann/BN: 1980AP. And as games won't detract from the size of reading material/issue, there will be Diplomacy openings for some time. Also, I'm still trying to fill the 2nd Bhearna Baoghail game, which has three spots left. Check the EM Notes for a few surprises on this!

Also, 79CD players and, I guess, the rest of you ought to read the little explanation on this game in the EM notes... (orphans, orphans). But all the games are running along fine.

Big news is the Emhania Bourse. The rules are inside. The game will use Der V-Mann as "the state of the world", and V-Manners will not be allowed to bourse--wouldn't want to be irregular, would we? Boursers can send opening transactions (Sp'01) up till the V-Mann deadline--May 3. Fee will be one dollar.

Now, much speculation has centered around my telephone number. Well, if you have EM#1 or the HRs, you haven't looked at them in some time. So, here it is: (315) 469-3176. (ok).

Oh yes, the Zine Directory should be ready any day now, as I've got most of the typing out of the way. A bunch of 'gratis' copies will be going to various publishers shortly, and I expect that most of you will hear about the ZD from your other zines. There are approx 130 entries with a list of organizations, services and other related things, like that.

Well, that 'Fine-Jig-A-Doo' Francois Cuerrier points out the five weaknesses of the theory of anarchy in this issue. Is there anarchy in this issue? But as Phil Ochs once said, "Love me, love me, love me, I'm a Liberal." We also got's another Jake Walters report on the Clemenceau Letters: what the official histories don't tell, is disgusting--not to say hhat what Jake says is, but...ah! (You know).

And Gary Coughlan has another piece about obsessive Dippymania. I think I'll rename this "Coughlan's Zine Under Another Name", but it's all needed and appreciated.

Next month I'll go to the 2oz limit and mail these "printed matter", which works well for MM and BB, so I can run the stuff that's been sitting in these files. If you would like to send something in, please do...Oh yea...almost forgot..."The Dead Letter Column" should start next issue: actual correspondence from various games, revealing another player's style, etc. All is kept secret. Just send your best piece of diplomacy with a brief description of the situation. Please, no hoaxes.

And last, but not least, thanks to all who wrote in about March's issue...some are in the Letter Column...seems I may continue with the Irish-emphasis and expand it. Slanta!

EM Notes

\*Emhain Macha is a monthly journal of postal Diplomacy available from Michael Mills, 3457 Makyes Rd, Nedrow, NY, 13120, and published on the first Monday of the month.:: Subscription rates are 6/\$2.50 or 12/\$5.00.:: There are openings in regular Diplomacy.:: The game fee for Bhearna Baoghail is \$1.00 plus a \$1.00 refundable NMR fee.:: Bhearna Baoghail is a six player variant set in 12th century Ireland. A set of rules and map can be had for a SASE.:: The game fee for the Emhania Bourse is \$1.00.:: Checks should be payable to Michael Mills, not Emhain Macha.

\*English and French SCs in 1979CD: 79CD came to EM via Konrad Baumeister's "Moby Grape". A discrepancy in the ownership of neutral SCs as reported in The Pike/EM and as reported in The Ninth Circle, where 79CD originated, has been found. In The 9th Circle England was credited with its home centers plus NWY & DEN, but The Pike only reported England's home centers and DEN. Also in The Pike, France was reported as owning the neutral centers of BEL, SPA and POR, while The 9th Circle credited France with only SPA and BEL. Play of 79CD began in EM with Wnter '02/Sp'03, which if The 9th Circle SC chart is to be taken as the authority-- and it is--then gave France one build more and England one build less than it was actually credited for. Thus, prior to the Fall '03 adjudications, England owns Den and Nwy, and France owns only Spa and Bel. This discrepancy was reported by Bob Sergeant by phone on March 18th, after the W '02/Sp'03 moves were published and the Fall '03 deadline set. It would then be inordinately unfair to declare the preceeding seasons void, and as this was not reported earlier will be rectified with the Fall '03 SC chart. In the future, all GMing errors must be brought to the GM's attention within 2 weeks of the postmarked date on the issue.

\*Der V-Mann: A- Bill Hart, 312 Dunhagen Pl, Cary, NC, 27511: E- Dr Alfred Giddings, 1901 Mosher Dr, Apt c, Enid, OK, 73701: F- Anthony Best, 216 Valley St, Grove City, PA, 16127: G- Stephen O'Brien, 7503 Kenlea Ave, Baltimore, MD, 21236: I- Ron Brown, 1528 El Serino Pl, Bakersfield, CA, 93304: R- Al Pearson, Rt 1, Box 177B5, Kearneysville, WV, 25430: T- Keith Mercer, 1440 Carrie Way, Apt 7, Grove City, PA, 16127 Spring 1901 deadline: SATURDAY May 3, 1980.

\*The 2nd Bhearna Baoghail game: At present there are 3 players waiting to begin. They are: Michael Connor, Drew McGee and Daniel Palter. Thus, three spots left. Anyone? (the 1st person to tell me they want into this game will be awarded the game fee/NMRfee free, as Gary Coughlan is applying his winnings from Roy Henrick's and Dave Perlmutter's contests to this game...so? 1st come-1st prize.)

\$\$\$ \$ \$ \$ \$ \$ \$ The Second Contest of A Lifetime \$ \$ \$ \$ \$ \$ \$ \$ \$ \$

Houston we have liftoff, I mean winner. Gary Coughlan has won the Perlmutter contest by identifying the quotes given last issue. One dollar goes to the postman from Memphis. Now you can be a winner too; identify the following quotes and win a George Washington...

- 1) "Liberty and Union, now and forever."
  - 2) "Cha Till Maccruimein"
  - 3) "The old lie; Dulce et decorum est. Pro patria mori."
  - 4) "Arbeit Mach Frei" Latches Ln, Apt 608
- Send entries to: David Perlmutter, Merion, PA, 19066

Three issues ago, Hans Morgenthau was discussed; as you all know, this spurred an exchange of letters; since the logical conclusion is an article, here it is. The only excuse I have for writing this is that Mike asked for it; and since you asked for EM (by subscribing), then you'll have to read this. Poor creatures.

The Theory of Anarchy, fathered by Morgenthau and Aron, generally applies to Diplomacy. It is extremely logical, but it actually presents only one side of the coin. As a result, it has five main flaws.

1) It idealizes national societies: one of the theory's building blocks is that every state can rely on a homogeneous society and can thus act as one entity. Is this really so? No. First, very few societies are homogeneous; therefore, many states must conciliate different group interests before elaborating a national policy. Also, the assumption that the state has the monopoly of force is untrue: many individuals may revolt against the state. This prevents the state from always taking all the nation's decisions.

2) The theory neglects the difference between functions and structures: the fact that a state doesn't always entirely command its society does not mean that it does not perform its functions. Similarly, some international aims and functions are attained through international cooperation, even though the international community isn't completely intergrated.

3) The theory forgets international intergration: modern history is full of examples of international intergration--thus, we see some states unite under a Common Market. True, every state remains autonomous, but the fact is that they do surrender some of their sovereignty. Also, the theory presents a pessimistic picture of international affairs, by looking only at conflicts, whereas situations of peaceful realtions are ignored. Yet, international realtions are more peaceful than conflictual.

4) The theory ignores international relations and individuals: these political scientists totally disgarded the wave of new international organizations in the 20th century; but these organizations have had an important role, and have revoulutionized international realtions. Also, they seem to forget that the state is composed of persons: even the most totalitarian states base their decisions on public opinion (to some extent)!

5) Finally, anarchists (Morgenthau in particular) ignore the state's social nature: for him every state's reaction and action is identical--it is guided by the 'national interest'. According to him, there are strong and weak states, but at equal strength, will a Communist, liberal and Third World state react similarly to the same event?

But how does this criticism fit into a Diplomacy game? Fairly easily. Diplomacy is a game with many analogies to the real world. Thus, NMRs may be compared to revolts, and standbys are really new governments that have overthrown l'Ancien Regime. Also, the sceond type of criticism applies almost ideally to the game: we Diplomacy players really focus too much attention on conflicts and stabs. But does a Diplomacy game consist of stabs only? I say, "No". We aren't thorough in our game analysis: thus, when we see a stab, we stand in awe; but we complacently overlook the seven years of fruitful, peaceful cooperation that stabber maintained with his victim before; we also overlook the fact that the stabber may have allied with two other powers to defeat his ex-ally. To win a power must wage war and stab, but also make alliances.

Emhainia Bourse Rules

- 1: A 'bourse' is a game of currency buying and selling run in conjunction with a regular Diplomacy game, but which in no way affects the Diplomacy game. Each 'bourser' starts play with 500 monetary units (mu) of each country's currency and 7,000 Swiss francs (Sf) on account with the Swiss Emhania Bank (SEB). There are in Winter 1900, 10,000mu of each country's currency available on the market. These seven currencies are: the Austrian Krone (Ak), the English Pound (£), the French Franc (F), the German Mark (DM), the Italian Lira (L), the Russian Ruble (R) and, the Turkish Piastre (Tp). Each of the above currencies are valued at 1Sf/mu in Winter 1900.
- 2: The value of each currency, always expressed in Sf, will be determined by the following formula each trading round:

$$\frac{\text{BtBuy} - \text{BtSell}}{\text{In SEB} + \text{BtSell}} = Y \quad Y(X) * \text{pAV} = \text{TREx}$$

In the above, BtBuy is the total player bids to buy a currency. BtSell is the total player bids to sell a currency. In SEB is the amount of that currency in the SEB--at start 10,000mu/currency. pAV is the previous Adjusted Value, which is simply the previous season's Current Adjusted Value--in Winter 1900 the CAV of each currency is 1, or 1Sf. The TREx is the Trading Rate of Exchange. The value of 'X' is variable according to the following:

When 'BtBuy-BtSell' is,	then the value of 'X' is
zero to plus or minus 5000	1.25
+5100 " " " " 6000	1.26
+6100 " " " " 7000	1.27
+7100 " " " " 8000	1.28
+8100 " " " " 9000	1.29
+9100 " " " " 10000+	1.30

The TREx is the price of a single mu, eg 1DM or 1R, DURING the trading round. To make a successful buy of a currency a player's bid to buy must be equal to or GREATER than the TREx. To make a successful sale the player's bid to sell must be equal to or LESS than the TREx.

- 3: After the trading round, values of all currencies are adjusted, according to the following:

$$\frac{\text{SBuys} - \text{SSales}}{\text{In SEB} + \text{BtSell}} = Z \quad Z(X) * \text{pAV} = \text{CAV}$$

In the above, SBuys is the total amount of successful player buys of a currency, and SSales is the total amount of successful player sales of a currency made during the trading round. The value of 'X' remains the same as in figuring the TREx. CAV is the Current Adjusted Value of that currency.

- 4: All currencies are valued at the CAV, not the TREx, the pAV or the price at which the player bought the currency. Note: when a player submits a bid to buy or sell a currency he must state the amount of mu he wishes to buy or sell AND the price/mu he wishes to buy or sell at (see above for making successful bids)

(continued on next page)

- 5: a) All bids are in multiples of 100 with a minimum bid of 100mu.  
b) After Sp 1902, no player may have more than 1000Sf on account. If this requirement is not met the SEB will buy the cheapest currency on the market with the extra-minimum amount for the player at CAV prices, and then charge a 10% commission.  
c) The SEB will lower the CAV of any currency which the SEB owns 70% or more of after Winter 1901 at a variable rate. d) Trades and sales between and among players is allowed, though the SEB must be informed of any transaction. e) Players may make loans to each other at any interest rate, but the SEB will not assist in the collection of outstanding payments. f) Each net SC gain add 1000mu of that country's currency to the amount available on the market/in SEB.
- 6: Any player may buy any amount of currency at CAV prices. CAV sales are figured into all equations as BtBuy/SBuy. Players need only inform the SEB how much of what currency the player wishes to buy. The request may be as conditional as necessary.
- 7: Speculation enables a player to buy currency on 'credit'. Players inform the SEB which currency they wish to buy on 'spec'. The amount of currency must be in 500 or 1000mu blocks. That amount will then be held in the players name for three game seasons (Sp/F only) after purchase, then sold at that round's TREx. The purchasing season's TREx is then subtracted with any profit going to the player in the currency he desires. Currency blocs in 'spec' may be bought and sold among players, though the bloc will be 'cashed-in' three months after it was first bought.
- 8: If a player owes the SEB any Sf for the purchase of mu during a trading round, a loss in 'spec' or a CAV sale, the SEB will sell an amount of the player's cheapest currency to cover the debt. Sold at CAV prices.
- 9: The names and addresses of all bourse players will be given when the bourse starts, but players may wish to keep their transactions listed under an institutional name. Players may submit a suitable company title, under which their transactions will be reported. The SEB will not divulge the player behind a company's transactions.
- 10: Players should use a form that is concise and orderly when sending in orders. The following is an example: Red Hot Dollars, Inc/  
Spring 1902: BtBuy 1000DM @ 1.67: BtBuy 600Tp @ 1.53: BtSell 800F @ 1.43: On Spec 500L: CAV Sale 1000R if CAV is less than 2.00. If more than 2.00 than only 500R.
- 11: A player's worth may easily be found by multiplying his currency holdings by the CAV. The winner is the wealthiest player when the regular Diplomacy game ends. Note: All mu on spec will be cashed-in when the game ends, regardless.
- 13: When a country is eliminated from the Diplomacy game, it's currency is valueless, regardless of bourse activity.

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Sample Emhainia Bourse Reports  
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	Sp 1901		Market Report					
	Ak	£	F	DM	L	R	Tp	Ave
pAV	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00
In SEB	10000	10000	10000	10000	10000	10000	10000	10000
BtSell	1000	-	-	-	500	-	-	214
BtBuy	2000	4000	2500	2000	700	2000	1500	2100
TREx	1.11	1.50	1.31	1.25	1.03	1.25	1.19	1.23
SSales	500	-	-	-	500	-	-	142
SBuys	1500	3000	2000	1700	700	1800	1200	1700
CAV	1.11	1.38	1.25	1.21	1.03	1.23	1.15	1.19

	Sp 1901		Holdings					
	Ak	£	F	DM	L	R	Tp	Sf
Baker	-	2000	500	500	500	900	500	4680
Hastings	500	500	500	1000	1000	1000	800	4725
Trvial	600	1000	500	700	500	1000	900	4595
WrldBk	900	800	1200	500	500	700	1000	4234
FrgnInvst	500	1700	500	1500	-	500	500	3580
1stT/Bos	1500	500	1800	500	500	1200	500	3185
Ave	667	1083	833	783	500	800	700	4167

The above is a sample of how bourse results will be reported. The Market Report shows the activity of each currency for that season with the 'Ave' column provided merely as a reference. It is readily apparent that the English £ is a heavily favored currency now worth 1.38Sf, while the Lira performed way below average. The DM, on the other hand, settled in just about at the average at 1.21Sf to the DM.

The Holdings Statement shows who did what during the last round/season. Only Baker and Hastings are using their 'real names': the other 4 players are using institutional names. The big buyers of the £ were Baker and Foreign Investments: the latter also buying into the DM and selling off its initial 500L. Hastings has the most Sf still remaining in his account, but must, like everyone else, dispose of the extra-minimum as per rule 5b by Fall 1902.

Two months ago we viewed a correspondence to Clemenceau from Tsar Nicholas II of Russia, that madcap monarch who made WW I more fun than the most optimistic undertaker could've forseen. This month we switch from the urbane and witty Nicky to the dour and serious Pope Pius X. Pius X was an Italian, and was Pope from 1903-1914. Though a gay and free-thinking youth, Pius turned into a cynical old man. He realized too late that the Church wasn't his true calling after all, and he often remarked that he'd have made a "damn good fireman". The letter follows:

Sept 1914  
Rome, Italy

Dear Georges,

Thank you for the beautiful post card, I'll cherish it. Next time, however, put it in an envelope--you know how the brothers in the Vatican mailroom are, especially after being shut in all the time.

Things in Rome are as depressing as ever. Our "king" has proven to be a fool and our officer corp is full of idiots. The morale of our army is extremely low, and who can blame them. One can't buy a decent slice of Sicilian pizza anymore. Everyone has gone to America. Do you recall Dante, my barber? Cardinal Piselli of Naples excommunicated him for overcharging Piselli's son, Fagole. And how would it look if I had my face shaved by a heathen? So I've got a new man, but he's all thumbs.

The only bright note has been a series of lectures given by your fine Gen Maginot. He is an inspiration to us all. Unfortunately, his wisdom is wasted in Rome. Just last week, during our war games, Maginot showed true courage and daring by leading his forces through enemy fire to the nearest wine cellar. During one particularly dangerous stretch, he called for his red overcoat. When asked why he wore red on the battlefield, he replied that if he were wounded, he didn't want his men to notice, thus avoiding panic and maintaining good morale. Believe me, this lesson was not lost on our generals. In fact, several ordered brown pants in anticipation of the next battle. If only we had your sense of honor and duty--that is why France will always be victorious--you know your rightful place.

Dear Georges, my time grows short. Workmen are in my quarters installing a pole between my offices and the main chapel. It's so wonderful to hear the alarm for Mass, jump into my boots and robes and slide down that pole! I'm thinking of having one put into Notre Dame.

Farewell my friend,  
Pius X

(Editor's comment: It is evident that the Pope had already lost hope in the Italian war effort. This factor would soon spread throughout the ranks and would paralyze Italy throughout the war. Also, the Pope alludes to his own unhappiness of not having been a fireman. It was later discovered that many of Italy's generals were also unhappy in not having fled to America, which had claimed Italy's most capable leaders, or in not having retired before the war.)

This quote about Elizabeth I of England's diplomacy comes from Robert Ergang's "Europe: From The Renaissance to Waterloo".

"Elizabeth launched a succession of consummate intrigues, playing off one power against the other. Her methods were totally devoid of scruples. Although her age was characterized by statecraft unhampered by moral considerations, she was without peer in the matter of unprincipled diplomacy. No politician of the time, not even Catherine de Medicis, was here equal in the art of double dealing, of employing craft and subterfuges, and of telling plain lies...Of her methods the Spanish ambassador wrote, 'Your lordship will see what a pretty business it is to treat with this woman who I think must have a hundred thousand devils in her body, notwithstanding that she is forever telling me that she yearns to be a nun and to pass her life in prayer.'"

### Confessions In The Star Chamber

The following contains harsh language and cruelty. These are selected tape transcripts of the Grand Volker's Inquisition in search of the Heretic of the fake Christmas Volker.

BA: So! You insolent pig-dung sniffer, you think you can fool the Grand Volker with your lies!  
 BL: I've told the truth, please.  
 BA: I'm not done with you YET...  
 BL: Take my files, my typewriter anything, oh please...  
 BA: (bribe) Bribe! Trying to Bribe the Grand Volker?!  
 BL: uh? I-I-I?? no...  
 BA: Guards! To the vermin pit with this NEW-yorker!  
 BL: NO!!! AAAAGGGGGGHHHHHHH!  
 BA: dis is der voice of doom fer you kid...

BA: Your name?  
 BO: Why do you want to know?  
 BA: I can be kind, OR I can be CRUEL! What is your name?!  
 BT: You're on a power trip! My record speaks for itself! You have no proof. Look in your own backyard!  
 BA: (what the hell?) You live in Southern California? Answer me!  
 BO: You don't have proof! I am a respectable editor. Ask my many friends...  
 JA: Yes! He's respectable!!  
 MG: Yes! He's respectable!!  
 BA: Ventriloquist? (no, a witch) WITCH! Burn the Witch!!  
 ALL: Hi-Ho-Hi-Ho one fried Witch to go...(ad infinitum)  
 (Applause)

MB: Whether or not the fake caused undue complications in GM/player relations is a factor with which I commiserate with you. But I do...  
 BA: (huh?)  
 MB: ...think that your methods are going beyond the inherent scope...  
 BA: Hey...a...what?  
 MB: Next you must ask, "Is this right? Is this Just? Who am I to judge, ergo who am I?"  
 BA: GUARDS!  
 RW: hunting...  
 BA: Ha! Who you trying to kid?!  
 RW: slimey...icky little toadies.  
 BA: Run that by again...  
 RW: toadie hunting...  
 BA: (oh Christ) IF I were to believe you...  
 RW: I've one here in me pocketsets...it's mineses...all mineses...me precioues toadie...  
 BA: Toads. A toad-hunter.  
 TS: i dünt oonterständ dee dings ya vant mi ta say.  
 BA: Look here, Commie! You speak mucho English, so cut the shit!  
 TS: in mi Landü ve dünt toorture peebles. Ve arre...  
 BA: This is the U S of A, baby!  
 TS: dat is sumthin elze again...

(continued next page)



BA: OK, let's be friends...  
 you want boocoo Americanski  
 cigaretten?  
 TS: i kant be hade fer eny prise  
 boot i vüuld likea sum vodka!  
 i lovea dah vodka, ya knows...  
 ja, ja, Go Nybro! rah! Rah! RAH!  
 BA: Guards, put this Commie in  
 a cell with the rest of them!  
 TS: Ve go to Vodka?...Tack! Tack!  
 Jag vill ha vodka!

KA: How's the Inquistion going,  
 dear?  
 BA: (grumble)  
 KA: Did you catch that awful  
 person...the...Heretic?  
 BA: It's a plot...They're all  
 laughing behind my back.  
 KA: Is it that important?  
 BA: Kay?! Our Volkerdom is on  
 the line!

GUARD: We have the Canadians...  
 The cop and the French one...  
 BA: Bring their frost-bitten  
 butts in here...  
 FC: My polar bear will die ...  
 This is an outrage...My MP will  
 lodge a complaint!  
 BLAF: Will you clam up for once.  
 FC: You going to run me in?  
 BLAF: That's cute...real cute...  
 FC: You going to run me in? Well  
 sorry we ain't in your little  
 kingdom, officer...  
 BLAF: Just wait, Frenchman.  
 FC: You threatening me?  
 BA: This is my Inquisition!  
 FC: I'm going to put this goon  
 in his place, OK Volkie!  
 BA: Grand Volker!  
 BLAF: "My place?" You and what  
 army, frogman?  
 FC: The RUSSIAN!!!  
 BLAF: "Stalingrad" again?  
 FC: Backing out?  
 BLAF: Set up your counters and  
 prepare to die!  
 BA: (oh no) Guard, we'll move  
 the Inquisition across the hall  
 into the laundry room...

KA: Bob, is the Inkquisition  
 over yet?  
 BA: Who!  
 KA: (yea) Your Volkership, when  
 are these people going to leave?  
 BA: They leave when they confess

KA: OK, but don't be too late,  
 dear...  
 TS: Nybro! NYBRO! We all go for  
 Nybro!  
 MB: You know, your alcohol abuse  
 gives the Hobby a bad name...  
 TS: Ja, dat is vunderful...ya  
 outa write it downe...  
 CG: Let me out of here! The  
 Power of God commands thee!  
 KB: The James Gang? You don't  
 remember The Bomber?  
 BA: (Kay)  
 KB: C'mon Volkie! You've gotta  
 know, "Strangebrew!...no?"

BLAF: Where'd you get Carriers?  
 FC: Red the rules.  
 BLAF: They're in French...  
 FC: page six...  
 CG: We Ride Tonight!  
 KB: Shut up in there! Volkie,  
 what about, "in the White Room  
 with brown curtains in the stat.  
 BA: I'm the Volker, The Grand  
 Volker...KAY!  
 MB: Only when Man can call the  
 flowers his brothers. Only when  
 this planet, which we call...  
 RW: The Toad King of Hanover  
 ruled from 1124-1156. He never...  
 BO: Am I not human...Do I not...  
 CG: You wanna bleed!  
 JA: Hey, he's respectable!  
 FC: I rolled a six...  
 BLAF: yadidn'tyadidn'tyadidn't...  
 GC: Whaaat ya aal doin' in here?  
 RM: What's your policy, Bob?  
 KB: Sittin'g here lonely like a...

BLAF: Watch this Francophile...  
 a Nuclear variant!!  
 CG: Kill! Annihilate!!!  
 RW: Toadses...oh so cold...oooh..  
 BA: it's over, Kay...  
 KA: Let me help you upstairs...  
 MB: He'll never know now...  
 KB: Will he recover?  
 RW: Let's start a game and wait.  
 FC: I'm going home to Canada...  
 BL: AAAAAGGGGGGGHHHHH!  
 BLAF: Who ya think did it?  
 MB: We may NEVER know...  
 RW: oooh toadses...me preciousses  
 cold taodsse...you are minses...  
 and they will never know what I

Naw. Forget it. It's not that kind of story. This is not an expose of how the post office delays or loses your letters and your orders. Rather, it is a true story about a simple postal clerk who plays Diplomacy.

Life would be better if the world of the post office and the Diplomacy world could be separated, but when the two worlds are combined in one individual's life, the anguish can be unbearable.

Like our simple postal clerk--me. And especially if you work the "Arkansas section", like I do.

"Arkansas", you say. What could "Arkansas" possibly have to do with European diplomacy? You'd be surprised.

For 8 hours a day, sometimes (often!) 10 hours, I stuff letters, magazines and brochures for the state of Arkansas into the appropriate slots depending on the name of the town and its zip code. I try, for awhile, to forget about Diplomacy and the 7 games I'm in--but I can't!

I see a certain town's name and it's triggers a chain reaction with thoughts like...

Grapevine,AK	(nobody's writing me. Why?)
Parthenon,AK	(Gotta get Greece this season)
Summers,AK	(Glad this game dosen't have summers:I couldn't handle the pressure.)
Enola,AK	(Gay; that's how I'd feel if I could nuke out this Germany. Maybe a variant?)
Havana,AK	(Well, Russia got Austria and Italy to help against me. At least, I don't have to worry about shaggy Cubans.)
Pencil Bluff,AK	(Maybe, I ought to switch to a typewriter.)
Bismark,AK	(Where is he when I need him? I can't believe I'm playing Germany again!)
Tomato,AK	(I still get red when I think I ordered F Ank to Smy)
Lepanto,AK	(Please, not in '02! or '03! or 04!)
Portia,AK	(Didn't she warn Caesar about a stab?)
Horatio,AK	(I can't remember if he was Hamlet's friend or not, just like England.)
Chocktaw,AK	(I always get scalped when I play France.)
Stamps,AK	(Gotta make sure I got enough to get through the weekend.)
Bald Knob,AK	(They say such terrible things about John Boardman. Could it be?...Nawaaah! ?)
Paris,AK	(France is out to get me.)
Moscow,AK	(It's over. I know it's over.)
England,AK	(At last a friend. Wait, that's me!)
London,AK	(If I get a build, it goes there.)
Wynne,AK	(I'm trying! I'm trying!!!)
Poughkeepsie,AK	(I thought the only one was in NY. Emhain Macha's in NY. Did I send my orders in?!!!)
Carthage,AK	(They lost to Italy, too.)
Delight,AK	(Hi! I'm Glen Campbell. Oh, shut up!)

Later: "Well, he did seem agitated. And he was mumbling something about, "Russia's gonna get Turkey." No...he never expressed any sympathy for Communism before. But--he may be an anarchist. I heard him say, "Fine Jig A Doo."

Dear Michael,

This is probably my last reply to your reply to my reply to your original statements.

1) You are still confusing "reasons" with "causes", which is dysfunctional dialectics. Look, suppose a man got involved in a car accident and died. By your reasoning, you would say he died because he got out of his mother's womb, and not because of what happened inbetween.

2) In regard to German Aryianization. I really don't care who stopped the project to use POWs and nationalists as Axis troops. We're discussing why the Germans lost. You say it was due to Aryanization. I say it wasn't, and my point is (a) before '42, the program would have been useless and (B) after '42, it was too late.

Of course, most Nazis were pureists--after all you join a party because you agree with its programme!

Francois Cuerrier

(Yes, Francois, this will be my last reply to your reply to my reply to your reply to my original statements: we've bled this for what little it was worth. I will watch my use of indefinite/definite articles, if you'll watch your use of synonyms. On point #1: that is not my reasoning! On point #2: you are wrong--it would have been very useful...Well, fans tune in next month as Canada's Francois Cuerrier and Mike Mills of the USA debate the semantics and psychological effects of "partly cloudy/partly sunny".)

A Reply to David Perlmutter

I was surprised to read David Perlmutter's article, "In Defense of Football" in the March issue of EM. At first I thought Dave might be, to a certain degree, misquoting, but upon checking this out, I found that all of his quotes were very accurate. What I did discover, however, was that Dave was doing, what is known in scientific lingo as, "stacking the deck". He was relating those quotes pertinent only to football, and ignoring those pertinent to Diplomacy. Shame on you Dave! To set the record straight, here are some of the ones he overlooked:

"Do not ask for whom the GM toils--he toils for thee."--John Donne. Later inspired Hemingway to write, "For Whom the GM Toils

"Four score and twenty years ago, Alan Calhamer gave us a map with 34 supply centers."--Abe Lincoln (opening line of the famed Gasconyburg Address)

"I regret that I have but one supply center to give to my ally."--Charles Dickens in a "Tale of two Cities"

"En Em Re humanum est."--Galileo. Undoubtedly one of the earliest postal Diplomacy players, his famous Latin phrase means "To NMR is human."

"Et tu Brux"---Julius Caesar. Spoken to Bruce Linsey, after Bruce thrust the dagger in one of the earlier ftf games.

If Dave should yet come back at me with another claim in defense of football; perhaps that there have been more movues made about football than Diplomacy; I would like to remind him of the currently popular movie about postal Diplomacy in the future--2001CD.

Jack Masters

Letters (continued)

Dear Mike,

...I found John Marsden's article very informative. It is difficult to change any status quo anywhere. Witness history. I remember a song by Wings called "Give Ireland Back to The Irish". I thought it simplistic, but many people feel that way, who do not consider all of the ramifications.

I tend to agree with John that the majority of the six counties wish to remain with the UK. But it seems yhat I once read somewhere that some purely Catholic, pro-Republican sections of Northern Ireland were arbitrarily included in Northern Ireland in order to make the north a viable economic unit.

Lively plebiscites could be held in these regions, which border the Republic, similiar in design to the proposed plebiscites in 1938 Czechoslovakia, where the choice was to be for Germany or Czechoslovakia, or even like the plebiscites in Europe after WWI. Certainly, what Britian has applied to nationalistic problems abroad could be applied at home.

It would reduce friction and please more Protestants and more Catholics. I would like to hear an Irishman's viewpoint. How about Der Garvey?

Gary Coughlan

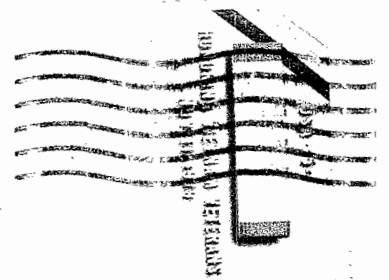
(Okay...First of all, Palter seems to be replying to Drew McGee's article on Carson in the last issue, and though I agree with a majority of McGee's assertions in the article, I can't see how I missed the point? Palter asserts that the Catholic Church in Eire is driving Protestants out, and cites population %tages as proof. First of all, the %tages do not reflect Protestants moving out, but only say that they are a smaller %tage of the total. It may be noteworthy that the Catholic community is now a larger %tage of the population of No Ireland now, then in 1921. The RC Church does wield a bit too much power in Dublin, but there is no deep felt animosity between Catholics and Protestants in the south, and no Church/state effort to send them packing. The "leopard spot partition" or Coughlan's idea of a plebiscite would do little to please anyone, and since they'd cause more trouble than they're worth, won't be tried. Evacuating British troops appears to mean the start of a bloody civil war. Possibly under the present circumstances, but Britian will not send the troops back to its NATO bases until a significant step towards a power-sharing gov't has been made. And even then when political actions can be taken the re-unification question and jealously guarded Protestant ascendancy could easily topple any moderate coalition gov't. As long as the Unionists can lord power over the minority within the existiting structure of No Ireland within the UK with impunity, there will be trouble and continued British occupation of No Ire. The only viable, long-term solution is a Federal/state gov't set up with a clear separation of Church and state. Reference to this comes under the name of The Council of Ireland, and has been advocated by the Republic's PMs. The stumbling block has always been the hard-line Unionists who refuse to accept the fact that the old status quo died when Britian first sent in troops in the '60s. Britian's grievous fault has been its do-nothing policy of containment and blaming the IRA and Republicanism for the woes of Northern Ireland.

ROD WALKER

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