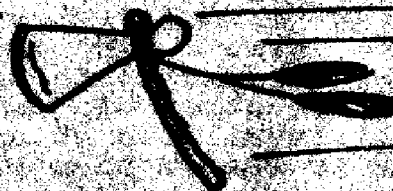


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REHWON 100

16 December 1983 This issue: \$2.50

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This is EREHWON, a totally unpredictable journal of postal Diplomacy and other things that nice girls never mention. Subscriptions are \$6 for 10 issues, beginning with the first non-Demo Game issue, which will be approximately #120. Back issues prior to #100 are available in various quantities and at various prices; see RUDDIGORE 3 (available on request). Back issues 101-104 were professional poetry journals and can be got for \$3 each or \$10 for the lot. No.105 comes with the 101-104 package if ordered; you don't want it otherwise. Back issues 106 on (to approx. 119) can be obtained on special request and negotiable prices (they contain only the D.W. Demo game, 1983x, and occasional press and other stuff. Thish may not be had on a subscription basis, but is available at a single price only, as indicated on the cover. This is Pandemonium Publication #812.

SPECIAL NOTE

EREHWON 100 was originally due to be published in November 1976. Well, as you can see, we have completely blown that one. Since ERE 9 came out, there have been several issues of EREHWON in various guises and for various purposes. And, at long last, I plan to revive the 'zine as a normal hobby monthly. However, all this time I have perversely refused to publish #100, thus becoming the first 'zine to pass the magic "number 100" without actually reaching it first. My reason was that #100 was to be a special issue...not only a centenary issue but commemorating my 10th Anniversary Year as well. It appears that this, at least, is an irrecoverable goal. But the hundredth issue is still going to be something special.

In thish you will find many interesting items. Many of the authors will have names you won't recognize because they have long since dropped out of the hobby. But these are the items they submitted to me for D.W. 100, and now, finally, I can keep my commitment to them to publish their work in that issue.

Other things you will see here are newer and written especially for thish or for something else but put here because I thought they would be nice.

This issue is dedicated to the memory of John Koning.

THE "NEW" EREHWON

Some time in the near future, EREHWON will resume regular publication as a hobby monthly. The 'zine will carry a few games. One of these will be the D.W. Demo, although perhaps on a delayed basis and without the analysis which is printed in D.W. There will be at least one other regular game. There may also be a variant or two. We'll see. The regular game(s) will carry a gamefee of \$3 plus a refundable NMR deposit of \$2, and will require a subscription to the 'zine as well. Fees for any variant game will (of course) vary. These will be announced when I decide which variants (if any). EREHWON will then begin to appear monthly and will trade all-for-all with other 'zines if the other publisher is willing. Suggestions as to variants to carry will be much appreciated

EREHWON is edited and published by Rod Walker, 1273 Crest Dr., Encinitas CA 92024. Press, articles, cartoons, and other stuff are always welcome.

"Gee, Jorge," said the Good Fairy of Postal Diplomacy to the border guard, "I've never been searched like that before. Let's do it again...but first, let me confess what I've been hiding. It's

THE DINKICON GAME

The publication of a complete FTF Diplomacy game is a rarity these days, one I'd like to see become more commonplace. This particular game is an old one. It was played on Sunday, 22 August 1976, at Dinkicon III. Dinkicon, now unfortunately defunct, was a small (hence its name) Diplomacy convention held every year around Labor Day at Holmby Park in Los Angeles. It was sponsored by Don Horton of Sacramento (then editor of CLAW & FANG) and his nephew, Peter Shamray. There were usually enough people for 3-4 boards. About mid-day we'd break for hot dogs and such, after which the traditional "Masters' Game" would commence. I normally GMed the game, which would last until early evening or so.

We took precautions to insure a complete record would be kept of the game, since the intent was to publish it. Those who want to have a game and publish it afterward might want to arrange their records somewhat in this fashion. The players were required to write their orders on a standard-sized card or piece of paper. At Dinkicon I we used computer cards, while at II we used 3x5 cards, one per season. Once used the orders were collected by me and filed. For Dinkicon III we used 4x6 slips of paper, one per game-year. These were duly collected and tied up in pink ribbon (or something) after each Winter. I also kept a running tally of supply centers owned & a supply center chart. Later, in preparing this report, I got all the orders into sequence and then replayed the game.

As befits a somewhat special game, this one was played on a special board. This was one of the few remaining known "Copyright 1959 Allan B. Calhamer? boards, autographed by ABC himself at DipCon V.

The players? Well we had a typical Southern California Diplomacy crowd. Not a savory bunch at all...the sort you find in every Diplomacy game. Yech.

AUSTRIA was Rod Zaccalini, a deceptively clean-cut kid who (I believe) edited a small 'zine for a while and was always poking you in the back to see where the softer spots were.

ENGLAND was Eric Verheiden, whom many of you will recognize as the long-suffering GM...and presently the even more-suffering analyst...of D.W.'s Demo Games. Eric has long had a reputation as a brilliant player and is therefore #1 on all hit lists.

FRANCE was played by Don Horton, affectionately (?) known as The Fangmaster and very nice (for a ruthless backstabber). He was, until Spring 1905, part of a team with Arn Vagts, one of the keenest players the game has ever known...you can't even believe him when he says, "Where's the men's room?"

GERMANY was played by Dave Lagerson. Dave had been part of a 2-way draw in both previous Dinkicon Masters' Games and bets were he'd never make it again (the reason for this bet will immediately now be introduced).

ITALY was played by Bruce Schlicbernd (pronounced "sly devil"). Oddly enough, he was the other half of the 2-way draws previously mentioned, and everyone considered that this sort of loyalty thrice in a row was totally beyond Bruce (pronounced "blood"). In his spare time, Bruce used to edit a Dipzine called POICTESME (pronounced "ptooley").

RUSSIA was played by Russell Fox, the barely teen-aged wonder who then edited CENTURION. Due to extreme youth, Russell only appeared not to be a hardened, deceptive diplomat.

TURKEY was played by Eva Lydick. She was somebody's girlfriend, a nice, sweet person who managed to make it to 1905. Well, we ran out of "masters"....

Now that we have introduced our cast, we can proceed to the game. Good thing this was after lunch. Blood always did give me an appetite. ((NOTE: This game report uses the modified EREHWON/Von Metzke system of notation, in which an order is given entirely in lower case (but its location at the end of the season is given in CAPS) and is followed by all related supports and convoys. Thus, "a mun-BER s by a KIE" or a lon-BEL c by f NTH and s by f HOL & a RUH. The first above order shows orders for 2 units; the second, for 4. Abbreviations are exactly as specified in the Rulebook, plus Lpl (Liverpool), Lvn (Livonia), Trl (Tyrolia), Thn (Tyrrhenian, + Bot & Lyo for the 2 "Gulf of" spaces. Other order abbreviations are /r/, dislodged; r-, retreats to; /d/, disbanded because unable to retreat; d, disband; b, build; /cd/, convoy disrupted; /nso/, not so ordered; /otm/, ordered to move; /nsu/, no such unit; /imp/, impossible; otb, off the board. Orders which fail are underlined.

SPRING 1901

AUSTRIA: a bud-SER, a vie-BUD, f tri-ALB.
 ENGLAND: f lon-NTH, f edi-NRG, a lpl-YOR.
 FRANCE: f bre-MID, a par-PIC, a mar-SPA.
 GERMANY: a mun-RUH, f kie-DEN, a ber-KIE.
 ITALY: f nap-ION, a ven-TRI, a rom-VEN.
 RUSSIA: a war-GAL, a mos-UKR, f SEV-bla, f stp(sc)-BOT.
 TURKEY: a con-BUL, a smy-CON, f ANK-bla.

The game opens in somewhat pedestrian fashion, but with some imponderables. England opts for the weak Lpl-Yor, rather than the much more flexible Lpl-Edi; but the former opening has its uses and Eric is no beginner (so we must expect some fireworks in the Lowlands). France and Germany seem each to be trying for a Triple Crown of builds. Italy's moves could be an attack on Austria, but could also be the rare and speculative "Key Opening" (see discussion, FO1). Russia has put all his eggs into the southern basket and Turkey is, well, typical.

FALL 1901

AUS: a ser-GRE s by f ALB, a BUD-vie. Owns: bud, tri, vie, gre (4). Build 1.
 ENG: a YOR-bel c by f NTH, f nrg-NWY. Owns: edi, lpl, lon, nwy (4). Build 1.
 FRA: f mid-ENG, a pic-BEL, a spa-POR. Owns: bre, mar, par, bel, por (5). Build 2.
 GER: a RUH s french a pic-bel, a kie-HOL, f DEN-swe. Owns: ber, kie, mun, den, hol (5). Build 2.
 ITA: f ion-EAS, a tri-SER, a ven-TRL. Owns: nap, rom, ven, ser (4). Build 1.
 RUS: a GAL-vie, a ukr-RUM s by f SEV, f BOT-swe. Owns: mos, stp, sev, war, rum (5). Build 1.
 TUR: a BUL-rum, a CON-bul, f ank-BLA. Owns: ank, con, smy, bul (4). Build 1.

Well, there are definitely some fireworks. Some nice bits of deception have worked. A Franco-German alliance has faked out England & bilked Russia of a build. An Austro-Italian alliance seems to be going for broke against Russia and Turkey, who in turn at war. Italy has adopted the most aggressive possible version of

the "Key Opening". Basically, this sends an Italian army through Trieste to Serbia, giving the alliance an immediate extra army to use against Turkey. In this version, Italy has abandoned Tunis to get a fleet deep into Turkey's vitals, and has sent an army into Tyrolia, whence it may attack Germany or may circle through Bohemia to attack Russia. This opening shows well Italy's potential as the game's "swing" power.

WINTER 1901

AUS b a VIE; ENG b f LON; FRA b f BRE, a PAR; GER b a BER, a KIE; ITA b f NAP; RUS b a WAR; TUR b f SMY.

Interesting choices. Germany disdains to build another fleet against England. Russia might have found another fleet a better deal. The board has an obvious pattern of 2 theatres of war at this point, with the contending sides pretty evenly matched. This could be one hell of a ding-dong.

SPRING 1902

AUS: a VIE s a bud, a BUD s turkish a bul-rum, a gre-SER, f alb-GRE.

ENG: f nth-ENG s by f LON, a yor-WAL, f nwy-SWE.

FRA: a BEL h, a par-PIC, a por-SPA, f eng-IRI, f BRE-eng.

GER: a ber-SIL, a kie-DEN, f den-NTH, a RUH s a hol, a HOL s french a bel.

ITA: f nap-THN, a trl-BOH, a ser-ALB, f eas-ION.

RUS: a GAL-bud s by a RUM, f SEV s a rum, f BOT s english f nwy-swe, a war-PRU.

TUR: a BUL-rum s by f BLA, f smy-AEG, a CON-bul.

The "Merry-Go-Round" move (see Rule XIV.5, 2nd sentence) is a rare one, but we have one here: the Austro-Italian orders A Ser-Alb, F Alb-Gre, A Gre-Ser. In the west we see the inherent strength of England defensively; breaking her position is difficult and time-consuming. On the other hand, it's hard to fathom why England took Sweden (other than Russia playing a possibly dangerous balance-of-power game). In the east, we now have a triple alliance against Russia, freeing Italian units to head... well, guess where?

FALL 1902

AUS: a VIE-bud, a BUD-rum s by a SER, f gre-AEG. Owns: bud, tri, vie, ~~ser~~, ser (4). No change.

ENG: f SWE-den, a wal-LPL, f lon-NTH, f ENG-mid. Owns: ~~sw~~, lpl, lon, nwy, swe (4). No change.

FRA: f IRI-mid, f BRE-mid, a SPA h, a BEL s a pic, a PIC s a bel. Owns: bre, mar, par, bel, por, spa (6). Build 1.

GER: a RUH s a hol, a HOL s a ruh, a sil-BER, a DEN-swe, f nth-EDI. Owns: ber, kie, mun, den, hol, edi (6). Build 1.

ITA: a alb-GRE, f thn-TUN, f ION s austrian f gre-aeg, a BOH-sil. Owns: nap, rom, ven, ~~ser~~, gre, tun (5). Build 1.

RUS: a RUM s turkish a bul-ser, a gal-SIL s by a PRU, f SEV s a rum, f bot-BAL. Owns: mos, stp, sev, war, rum (5). No change.

TUR: f BLA h, a CON-bul s by f aeg (f aeg r-SMY), a BUL-ser. Owns: ank, con, smy, bul (4). No change.

Despite the loss of Edinburgh, England is still strong. That is not to say the island bastion can't be broken, but rather that it must be worn down rather than overwhelmed. In Scandinavia, England and Russia seem to have a "lock" on Denmark, which might give them enough strength to resist the Franco-German alliance. France failed to move out of Brest, further improving England's position for a short while, since a new French fleet cannot now appear there. In the east, Turkey continues a policy of vacillation which is not so fatal for that corner Power as it would

be for someone more centrally located. But Turkey is badly placed to be Russia's ally...moving the fleet out of the Black Sea would almost certainly entail losing Bulgaria, and Turkey's position can't be held without getting that fleet into southern waters. The game seems now to have settled down to destroying the two Wicked Witches plus the Ice Queen, leaving Franco-Germany facing Austro-Italy. But who knows what evil lurks...?

WINTER 1902

FRA b f MAR; GER b a MUN; ITA b f NAP.

Again Germany disdains the obvious fleet build...A Ruh could have covered Munich and F Kie would have been much more effective against the Anglo-Russian naval forces. Berlin is hanging as against 3 Russian units anyway...but the danger may actually be minimal since Galicia is empty and beyond Galicia are Warsaw and Moscow. Well, we'll see.

SPRING 1903

AUS: f AEG s italian f ion-eas, a SER s italian a gre, a vie-GAL s by a BUD.

ENG: f SWE s russian f bal-den, f eng-IRI, a lpl-EDI s by f NTH.

FRA: f mar-SPA(SC), f bre-MID, f iri-LPL, a spa-GAS, a BEL h s by a PIC.

GER: a MUN s a ber, a BER s a mun, a RUH s a hol, a HOL s a ruh, a den-swe (r-KIE), f edi-nth (r-NRG).

ITA: a GRE s austrian a bul /nsu/, a BOH-sil, f ion-EAS, f tun-ION, f nap-THN.

RUS: a PRU-ber s by a SIL, a RUM s turkish a bul, f SEV s a rum, f bal-DEN.

TUR: f SMY-aeg, a BUL h s by f BLA & a CON.

It looks very bad for the Wicked Witches. Turkey's position is now hopelessly compromised and only a stab can save her. Her Russian ally is also in bad shape, as 3 Austro-Italian armies now threaten the entire southern front, assisted by at least 2 German armies at the center. French naval power is about to be brought to bear full force against England, and again a stab is the island monarchy's only hope. But the game appears to be stagnating diplomatically. The two dual alliances seem set in their determination to eliminate their 3 rivals before any diplomatic shifts will be considered (but note the extreme Froggo-Hun distrust in the Low Countries). The game is very disappointing from that point of view; however, some tactical fireworks are in store.

FALL 1903

AUS: a gal-UKR, a BUD s a ser, a SER s italian f ion-gre, f AEG c italian a gre-smy. Owns: bud, tri, vie, ser (4). No change.

ENG: f SWE s german a kie-den, f iri-lpl s by a EDI (f iri r-NAT), f nth-ENG. Owns: edi, ~~lpl~~, lon, nwy, swe (4). No change.

FRA: f mid-IRI s by f LPL, f spa(sc)-MID, a BEL h, a PIC-bre, a GAS-bre. Owns: bre, mar, par, bel, por, spa, lpl (7). Build 1.

GER: f NRG-edi, a HOL s a ruh /otm/, a ruh-MUN, a mun-SIL s by a BER, a kie-DEN. Owns: ber, kie, mun, den, hol, ~~edi~~ (5). Disband 1.

ITA: a boh-GAL, f thn-WES, a GRE-smy, f EAS c a gre-syr /nsu/, f ION-gre. Owns: nap, rom, ven, gre, tun (5). No change.

RUS: a RUM s turkish a bul, f SEV s a rum, a PRU-war, a sil-war (r-BOH), f den-kie (r-NTH). Owns: mos, stp, sev, war, rum (5). No change.

TUR: f SMY h s by a CON, f BLA & a BUL s russian a rum. Owns: ank, con, smy, bul (4). No change.

Oooooooooops! The Austro-Italians miswrote some key orders.

The attack on Smyrna would have failed in any event, but if the attack and the other convoy had been written to Syria, Turkey would now be in deep sh...uh (grumble, grumble, is this a damn family 'zine?)...uh, trouble. Now that things are that much better...the Austrian army in Ukr is bad enough for both Russia and Turkey. But Russia now has an army loose, aimed at the Austrian heartland, and that one unit will be enough to tie down 2 or 3 units for a while. England, meanwhile, showed enough diplomatic flexibility to consider an offer from the Germans, and his reward was a nice, neat puncture just below the left shoulder-blade. On top of that, Russia is hopping mad at his own similar wound (made by good sharp Sheffield steel), and may well join the Froggo-Huns, making their task easier whilst the Austro-Italians are still having a tough job of it with the Wicked Witch of the East. Russia is suddenly possessed of 2 of the most important units in the game, oddly enough put in those key positions by retreats! But the Italians have an ace too: the advanced F Wes. No matter how heavily engaged in the east, Italy can't send a fleet west too soon; this is a defensive and offensive necessity.

WINTER 1903

FRA b f BRE; GER d f NRG.

From the start the Franco-German agreement must have specified that Germany would be entirely a land power. Germany has never built a fleet and now removes his only naval unit. France, meanwhile, builds yet another fleet...which, while it replaces the disbanded German fleet, is not so strategically placed. But England is in enough trouble as it is.

SPRING 1904

AUS: a UKR-sev, a bud-RUM, a SER s italian a gre-bul, f AEG-con.

ENG: f NAT-mid, a EDI-lpl, f eng-LON, f SWE s russian f nth-den /so/

FRA: f IRI-nat s by f LPL, f bre-ENG s by f MID, a gas-SPA, a BEL h s by a PIC.

GER: a ruh-mun /nsu/, a MUN h (unordered), a HOL h, a ber-PRU s by a SIL, a DEN h.

ITA: f ion-ADR, f eas-SMY, f wes-THN, a GAL s austrian a bud-rum, a GRE-bul.

RUS: a boh-TRL, a rum-ser /d/, f SEV-rum, a pru-LVN, f NTH-edi.

TUR: f smy-SYR, f BLA-con, a con-ANK, a BUL s russian a rum-ser.

Boldly ignoring the Russian army in his rear, Austria goes for the throat...and wins. The Russians can occupy only 1 center, while Austria could easily gain 2-3 with any luck at all. Russia, meanwhile, has played up the advantage of its "wild card" unit by putting it in Tyrolia. Italy (very mistakenly in my opinion) has pulled back from Wes...and may have been wiser in sending even a 2nd unit (F Ion) toward France as well. One thing Italy does not want at this point is for England to go under. And in the British isles, the Russian chickens have already come home to roost!

FALL 1904

AUS: a ukr-SEV s by a RUM, a ser-BUL, f AEG s italian f smy. Owns: bud, ~~xxx~~, vie, ser, bul, rum, sev (6). Build 2.

ENG: a EDI-lpl s by f NAT, f lon-eng (r-WAL), f SWE-den. Owns: edi, ~~xxx~~, nwy, swe (3). Disband 1.

FRA: f MID-nat s by f LPL, f IRI-mid, f bre-ENG, a gas-SPA, a BEL h s by a PIC. Owns: bre, mar, par, bel, por, spa, lpl (7). No change.

GER: a HOL spits at russian fleet, a DEN yells epithets at russians, a MUN commits unspeakable crimes on bodies of russians, a sil-WAR s by a PRU. Owns: ber, kie, mun, den, hol, war (6). Build 1.

ITA: f adr-VEN, f thn-TUN, f SMY h, a GRE s austrian a ser-bul, a gal-BOH. Owns: nap, rom, ven, gre, tun, smy (6). Build 1.

RUS: a trl-TRI, f sev-BLA, a lvn-MOS, f nth-LON. Owns: mos, stp, ~~bls~~, ~~blt~~, ~~lva~~, lon, tri (4). No change (1 unit /d/ SO4).

TUR: f bla-CON s by a ANK & a bul (a bul /d/), f SYR-smy. Owns: ank, con, ~~bls~~, ~~blt~~ (2). Disband 1 (1 unit /d/ FO4).

Barring severe changes in the diplomatic climate, the Big Three of Diplomacy are now all doomed. In an orgy of conquest the Austro-Italians have gained a net of 3 centers. England now has only 1 home center left and is surrounded by overwhelming naval power. One unstated but underlying diplomatic aspect of this game is everyone's realization that Lagerson (Germany) and Schlickbernd (Italy) posted joint victories in the last 2 Dinkicon Masters' Games. Speculation that they will try to duplicate their triumphs this game are rife...and of course they are in 2 potentially hostile alliances, so that their respective partners are understandably nervous (the more so since both are notorious stab artists). This may account for the striking, unswerving, and almost obsequious demonstrations of loyalty by Germany to France and by Italy to Austria. We may blame this factor, more than anything else, for the diplomatic stagnation in this tactically fluid game.

WINTER 1904

AUS: b a BUD, a VIE; ENG: d f swe; GER: b a BER; ITA: b f NAP; TUR: d a ank.

England now throws Scandinavia away in a desperate throw for the home island. Not a wise choice, it seems to me. Austria-Italy, meanwhile, seem to be changing aspect from threat to juggernaut. Italy's failure to seize the initiative in the west in 1904 may, however, doom the juggernaut to ultimate faulire (of course I know what comes next; ain't hindsight wunnerful?). But all those German armies and French fleets look formiddable too.

SPRING 1905

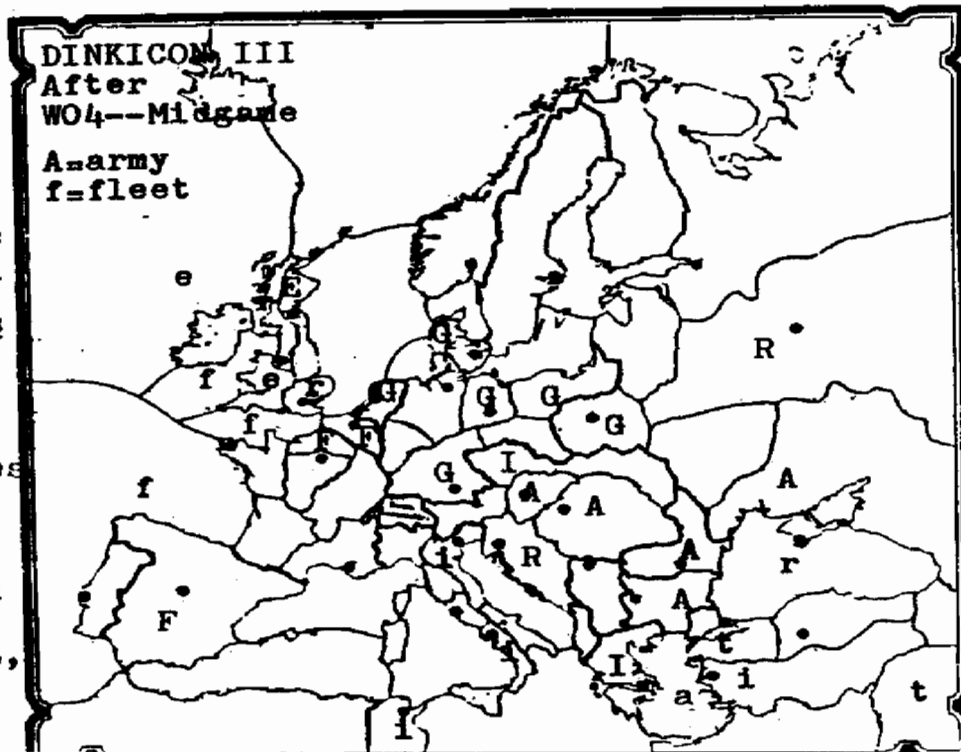
AUS: f AEG c it-alian a gre-con, a vie-TRI s by a BUD, a sev-ARM, a rum-SEV, a BUL s itali-an a gre-con.

ENG: f nat-LPL s by a EDI, f wal-iri /d/.

FRA: f mid-NAT s by f lpl (f lpl r-CLY), f eng-WAL, f mid-NAT, a spa-GAS, a BEL h, a PIC-wal.

GER: a MUN stokes the fire under the Tsarina, a ber-KIE, a pru-LVN s by a WAR, a HOL h, a den-SWE.

ITA: a boh-TRL, a gre-CON s by f SMY, f TUN looks longingly at wes.



f nap-ION, f VEN s austrian a vie-tri.

RUS: f bla-ANK, a MOS-lvn, a tri-SER, f LON s french f eng-wal.

TUR: f SYR-smy s by f con (f con r-BLA).

The inevitable continues. Turkey has gone smash and England's position is so confined it seems impossible for him to last beyond 1906. This really inexplicable thing in this game is still Italy's flat refusal to do anything in the west (and in fact he writes an order suggesting he knows he ought to be pouring fleets toward France but...). But what? What agreement, what pressure is there to keep Italy voluntarily boxed in? I confess I don't know...but this is a good lesson in the imponderables and non-rationalities of Diplomacy. Perhaps Schlickbernd is trying to live down his reputation as a fast knife; perhaps Horton is playing hard on their personal friendship. Whatever the reason, the entire complexion of this game is affected by the fact that a player has seemingly made an agreement and kept it contrary to his own best interests. Moral: if you don't behave as you're supposed to, you're going to be talked about a great deal more than if you do.

FALL 1905

AUS: a arm-ANK, a SEV-rum, a tri-SER s by a BUD, a BUL-rum, f AEG s italian a con. Owns: bud, vie, ser, bul, rum, sev, ank (7). Build 1.

ENG: f lpl h s by a EDI (f lpl r-NAT). Owns: edi, ~~sw~~, swe (2). No change (1 unit /d/ SO4).

FRA: f CLY-edi, f nat-NRG, f wal-LPL s by f IRI, a BEL h s by a PIC, a GAS h. Owns: bre, mar, par, bel, por, spa, lpl (7). No change.

GER: a war-MOS s by a LVN, a kie-DEN, a swe-NWY, a HOL h, a MUN h (unordered). Owns: ber, kie, mun, den, hol, war, mos, nwy (8). Build 2.

ITA: f ion-GRE, f SMY s a con, f ven-ADR, a tri-VEN, a CON s austrian a arm-ank, f tun-THN. Owns: nap, rom, ven, gre, tun, smy, con (7). Build 1.

RUS: a ser h (r-ALB), a mos-STP, f lon-NTH, f ank-con /d/. Owns: ~~mos~~, stp, lon, tri (3). No change (1 unit /d/ FO5).

TUR: f BLA s russian f ank-con, f syr-EAS. Owns: ~~ank~~, ~~edi~~ (0). Disband 2.

So the Wicked Witch of the East was, in this case, the Sick ~~Man~~ Lady of Europe after all, and is first out. Italy and Austria have won their gamble to be the first to achieve victory in their theater of war. It must be said that they seem to have thrown away the advantage almost completely through Italy's reluctance to attack France. But even now it may not be too late to gain a decisive thrust into the west...but France could still plug the Mediterranean bottleneck. In the north, Russia seems to be moving sensibly to make a last stand in Scandinavia, where the situation is still fluid enough to allow some slight possibility of survival.

WINTER 1905

AUS: b a VIE; GER: b a BER, a KIE; ITA: b f NAP; TUR: d f bla, f eas (OUT).

No surprises. I believe we may as well move on to the next season and hope for something exciting. Don't hold your breath.

SPRING 1906

AUS: a ank-ARM, a sev-UKR, a ser-ALB, a bul-RUM, a vie-TRI s by a BUD, f aeg-BUL(SC).

ENG: a edi-lpl (r-YOR), f nat-MID.

FRA: f cly-EDI s by f NRG, f LPL h s by f IRI, a GAS h, a BEL h s by a PIC.

GER: a lvn-STP s by a MOS & a NWY, a ber-MUN, a den-SWE, a mun-RUH, a HOL s a kie-ruh /nso/, a kie-DEN.

ITA: f thn-LYO, a ven-PIE, f adr-ION, f nap-THN, f GRE s austrian a ser-alb, f SMY-con, a CON-smy.

RUS: a stp-nwy (r-FIN), f NTH-nwy, a alb-Lagerson's Head (to fill the empty space) /d/.

Now Austria and Italy begin to break out west and north. But there's not much exciting about something quite so inevitable...after all, they have no choice other than (a) attack each other or (b) sit there and twiddle their units. They seem to have some help coming, in the form of an English fleet which can have no particular love for the French. And France seems less concerned about the Straits than most would be at this point. Russia's hopes for a haven of some sort in Scandinavia seem to be dashed. And there appears to be just a wee tad of Froggo-Hun friction about the Ardennes. Maybe we will see some fireworks?

FALL 1906

AUS: a ukr-MOS, a arm-SEV, a rum-UKR, a alb-TRI, a tri-TRL, a bud-GAL, f BUL(SC) h. Owns: bud, tri, vie, ser, bul, rum, sev, ~~ank~~, ~~mos~~ (8). Build 1.

ENG: a YOR-lon, f mid-POR. Owns: ~~ax~~, ~~stb~~, por (1). Disband 1.

FRA: f nrg-NAT, f iri-MID, f LPL h, f EDI h, a gas-SPA, a BEL h s by a PIC. Owns: bre, ~~ax~~, par, bel, ~~stb~~, spa, lpl, edi (6). Disband 1.

GER: a mun-BUR, a RUH-bel s by a HOL, a DEN & a NWY s a swe, a SWE & a STP s a nwy, a mos-WAR. Owns: ber, kie, mun, den, hol, war, ~~stb~~, nwo, stp, swe (9). Build 1.

ITA: f LYO-spa(sc), f thn-WES, a pie-MAR, a ion-TUN, a con-ANK, f GRE h, f smy-CON. Owns: nap, rom, ven, gre, tun, smy, con, ank, mar (9). Build 2.

RUS: f NTH-lon, a FIN h (unordered). Owns: ~~stb~~, lon, ~~stx~~ (1). Disband 1 (1 unit /d/ SO6).

No mercy for the Frogs! Just as the full force of the Italian onslaught arrives, and the English land in Iberia, the Germans drive deep into French territory. The stab is a little anemic (netting no centers for Germany), but France is in deep trouble. In addition, some little signs of Austro-Italian tension are showing up, although nobody is taking them seriously (except perhaps the Germans). England has managed to get into a position which will enable him to play off both sides for (potentially) a long while...after all, survival is always to be preferred to annihilation. Russia's position is not so fortunate...but at least he can attack a lot of different places (assuming he keeps the fleet).

WINTER 1906

AUS: b a VIE; ENG: d a yor; FRA: d f nat; GER: b a MUN; ITA: b a ROM, a VEN; RUS: d a fin.

The French disbandment was something of a surprise, since F Lpl seemed less useful. The Italian builds elicited not a few "oooooh"s and renewed speculation about a stab of Austria (or Italian fears of a stab by Austria), and of course a flurry of hushed conversations between various players. Many people at this point anticipated an Italo-German alliance against Austria & France, so that Lagerson and Schlickbernd could make it 3 years in a row.

SPRING 1907

AUS: f bul(sc) h (r-otb), a tri-TRL, a trl-BOH, a VIE-gal,

a GAL-sil, a mos-WAR s by a UKR, a sev-MOS.

ENG: f POR s italian f wes-mid.

FRA: f edi-YOR, f lpl-WAL, f mid-naf (r-ENG), a pic-PAR, a bel-BUR, a GAS s german a bur-mar.

GER: a nwy-STP, a swe-DEN, a den-KIE, a stp-LVN, a MUN-sil s by a war (a war r-PRU), a RUH-mun, a HOL h, a bur-MAR.

ITA: f con-BUL(SC) s by f GRE, a ank-CON, a ven-PIE, a rom-VEN, f lyo-SPA(SC) s by a mar (a mar /d/), f wes-MID, f TUN-naf.

RUS: f NTH s french a bel /otm/.

Of course France and Germany have patched it up; they had to. Unless Austria and Italy turned on each other as well, their war would be suicidal. Austria and Italy did in fact talk up mutual attacks, and Italy even had Germany half-way convinced, but in the end, the Eastern Act was not convincing. So we come down to a boring tactical exercise.

FALL 1907

AUS: a GAL & a MOS s a war, a UKR & a WAR s a mos, a boh-SIL, a TRL-mun, a vie-BOH. Owns: bud, tri, vie, ser, bul, rum, sev, mos, war (9). Build 2 (1 unit /d/ SO7).

ENG: f POR s italian f spa(sc). Owns: por (1). No change.

FRA: a wal-LON s by f ENG, f yor-EDI, a par-BRE, a GAS s german a mar, a BUR s german a ruh. Owns: bre, par, bel, ~~spa~~, lpl, edi, lon (6). No change.

GER: a MUN h, a ruh-KIE, a den-SWE, a kie-BER, a HOL h (unordered), a LVN-war s by a PRU, a STP-mos. Owns: ber, kie, mun, den, hol, ~~war~~, ~~stp~~, swe, mar (8). Disband 1.

ITA: f tun-WES, a PIE-mar s by f SPA(SC), f mid-NAT, a VEN-pie, f gre-ION, f bul(sc)-AEG, a CON h. Owns: nap, rom, ven, gre, tun, smy, con, ank, ~~mar~~, spa (9). Build 1 (1 unit /d/ SO7).

RUS: f nth-NWY. Owns: ~~lon~~, nwy (1). No change.

The Froggo-Huns are in real trouble. The Mediterranean gateway is wide open. Essentially, all Italy has to do is pump fleets through it, and the Western defenses will not be able to hold. A solid phalanx of Austro-Italian armies holds the East & in the West 3 French fleets must hold off 5 Italians allied with 1 English and (apparently) 1 Russian. A dismal prospect indeed.

WINTER 1907

AUS: b a BUD, a VIE; GER: d a hol; ITA: b f ROM.

Hardly enough to keep the mind alive, is it? On to spring.

SPRING 1908

AUS: a MOS h s by a UKR, a WAR-pru s by a SIL, a GAL-war, a BUD-vie, a VIE-trl, a TRL-mun s by a BOH.

ENG: f POR s italian f spa(sc).

FRA: f edi-CLY, f lon-WAL, f eng-IRI, a BRE h, a BUR s german a mun, a GAS s german a mar.

GER: a LVN-war, a STP h (unordered), a swe-NWY, a BER-sil s by a MUN & a PRU, a RUH s a mun, a MAR h.

ITA: f wes-MID s by f NAT & f SPA(SC), f rom-THN, a VEN-pie, a PIE-mar, f ion-TUN, f aeg-ION, a con-SMY.

RUS: f nwy-NTH.

Yes. Well, enthralling it isn't. I'll say this for England: he knows which side his scones are buttered on. Surprisingly, there was still a lot of diplomatic activity, each allied pair trying to convince one of the other pair to stab his ally. Fat chance. Ah, Buddy Tretick, where are you, now that we need you?

FALL 1908

AUS: a war-LVN s by a MOS, a UKR s a mos, a gal-WAR, a bud-

GAL, a vie-BOH, a boh-MUN s by a SIL & a TRL. Owns: bud, tri, vie, ser, bul, rum, sev, mos, war, mun (10). Build 1.

ENG: f POR s italian f spa(sc). Owns: por (1). No change.

FRA: f wal-ION, f cly-EDI, f iri-LPL, a BUR-bel, a GAS s a mar*, a BRE h. (*Cut since nationality of foreign unit was not specified, per HRs under which this game was conducted; many GMS rule this specification is not required.) Owns: bre, par, bel, lpl, edi, lon (6). No change.

GER: a nwy-SWE, a stp-NWY, a ber-KIE, a pru-BER, a lvn h (r-PRU), a ruh-HOL, a mun-RUH, a mar h /d/. Owns: ber, kie, ~~mun~~, den, hol, stp, swe, ~~mar~~, nwy (7). No change (1 /d/ FO8).

ITA: f NAT h, f MID-gas* (*this also cut the French support order ruled invalid above), f tun-NAF, f thn-WES, f ION h, a pie-MAR s by f SPA(SC), a ven-PIE, a SMY h. Owns: nap, rom, ven, gre, tun, smy, con, ank, spa, mar (10). Build 1.

RUS: f NTH-bel. Owns: ~~nwy~~ (0). Disband 1.

The Russian fleet has caused more than its share of trouble. The Franco-Germans had to pull back from the front to protect the many supply centers bordering Nth. Interestingly, Russia managed to miss the one center which could not be covered: F Nth-Den was an automatic go, and he'd have another year of piracy. As for the rest: what else did you expect?

WINTER 1908

AUS: b a VIE; ITA: b a VEN; RUS: d f nth (OUT).

SPRING 1909

AUS: a mos-STP, a ukr-MOS, a lvn-PRU s by a WAR, a sil-BER s by a MUN, a vie-TRI s by a TRL, a gal-RUM, a boh-SIL.

ENG: f POR s italian f spa(sc).

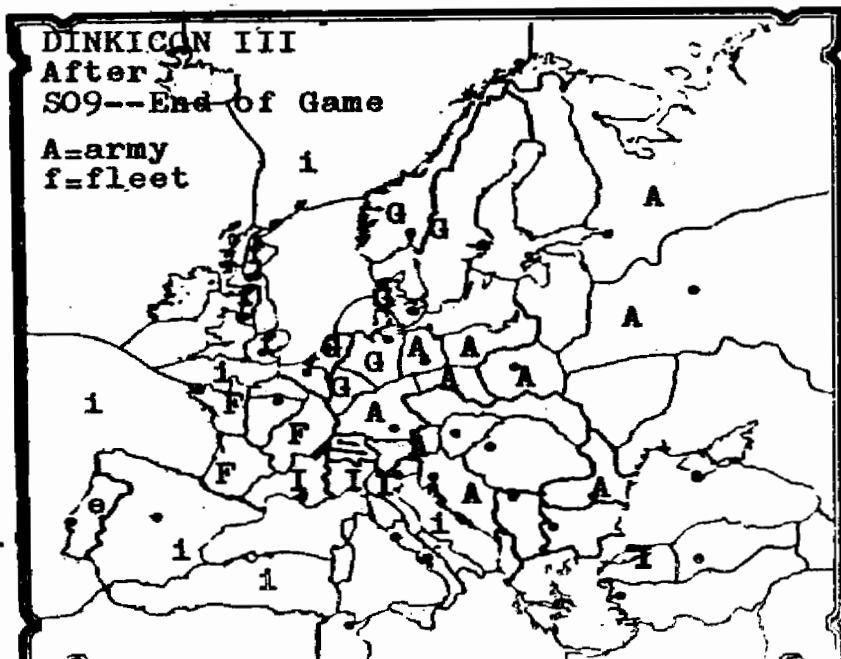
FRA: a BRE h s by a GAS, a BUR s a gas, f LON h, f LPL h, f EDI h.

GER: a pru-ber /d/, a ber-KIE, a RUH h, a kie-DEN, a SWE s a nwy, a NWY s a swe, a HOL h.

ITA: a smy-CON, f ion-ADR, a VEN-tri, a PIE-ven, a MAR h s by f SPA(SC), f naf-MID s by f WES, f mid-ENG, f nat-NRG.

AT THIS POINT A 2-WAY DRAW WAS DECLARED BY MUTUAL CONSENT OF THE PLAYERS. AUSTRIA AND ITALY WERE VOTED TO HAVE JOINTLY WON THE GAME. There was some discussion before this. The abortive Italian stab might have worked to give him a sole victory had the Austrians not smelled it out and forestalled it.

Therefore Austria and Italy agreed to a draw. It was getting late by then and the players were glad to get this over with. What followed at the pizza parlor afterward is just too riotous for a family 'zine like EREHWON to print. (Can you imagine what sort of family reads this rag?) But had the Italian stab worked we might have seen yet another Schlickbernd-Lagerson draw! That, we all agreed, was even more horrid to contemplate than what happened at the pizza parlor.



A WORD ABOUT  BIG BROTHER

Many people not really familiar with EREHWON are going to wonder at the little figure above. He is called "Big Brother", although not (insofar as I know) in reference to a certain book by George Orwell. B.B. has been with EREHWON since we began publishing in 1966. He is not, however, my creation. I was introduced to him in 1961 by Winston Smith, later founder of the Flag Research Institute in Boston. Winston said then I could use BB if I wished for my own amusement, and so in 1966 he began to appear in these pages. B.B. is a tireless mimic and fun-poker. He makes regular appearances in every issue of EREHWON...most often as the subject of a cover cartoon. You may see him elsewhere thish. Who knows? Anyway, now is your chance to watch Big Brother.

FACE TO FACE WITH THE FANGMASTER
Don Horton

((For many years Don edited one of the hobby's best and best-loved fanzines, CLAW & FANG. It is sorely missed. Don was known as the Fangmaster, as much for the 'zine as for his style of play.))

Often lost sight of is that Diplomacy was designed for 7 people to sit down and while away an afternoon (or evening) with a little romp of bloodletting, duplicity, and mayhem. The game is ideally suited to postal play, and since it is so hard to get 7 persons together who like such a game, play through the mail is the route most people take. Let the postman carry the orders to some half-crazed publisher/gamesmaster who puts the adjudications to paper and then returns them back to the hands of the postman to deliver to the players. This whole thing will collapse if the players (and the USPS) ever find out about that ancient custom of killing the messenger who brings bad news. It will also collapse if the mental health clinics ever run out of half-crazed persons who will be publisher/gamesmasters.

My first 2-3 years of playing Diplomacy were strictly PBM. Foreseeing such a demise of Postal Diplomacy I decided to organize a FTF game. Forsaking such advice as "get 6 friends together"--I don't have 6 friends--a couple of years ago I announced in my publication, CLAW & FANG, that I was going to hold a FTF game on April 12th. Forsooth I had an overwhelming response--6 other people said they would come.

I had to promise directions to my house, lunch, and clean towels for the group, but the game actually came off. I don't remember who all was there. I know Tom McCloud made it, and Dave Kadlecek. There was also a Dick somebody or other who kept saying, "Henry will do my negotiating". Henry never showed up though...something about a treaty to cede the Bermuda Triangle to the Russians.

We had the game, and playing face to face was certainly a world of difference from the postal variety. For instance, you could see your best ally go into the next room with your worst enemy and, paranoid or not, you knew they were talking about you. One poor soul got knocked out early--it may have been Dick--and he had nothing to do but wander around and try to (1) persuade everyone to settle for a 6-way draw and start a new game, (2) concede to Germany (who led with 6 units) and start a new



game, (3) persuade England that his mother was calling him and that Dick could take over his position, or (4) help get Turkey knocked out so he would have his ride home.

Around 1 o'clock we broke for lunch. The Fangmaster table outdid itself (it held everybody) and Helpmate's food wasn't bad either. I made fresh sourdough bread for the occasion and topped off the meal with a splendid blueberry surprise dessert. As soon as the players realized that they had eaten everything we returned to the game and paranoid or not they knocked me right out. I was now in the position of trying to convince them of the various thing of which not the least was--hurry up and get it over with so I can go to bed.

The game did finally end and the crowd departed. I counted the silverware because I didn't believe Dick when he kept saying,

"Oh,...you've been stabbing me in the back, haven't you? That's not a silver knife, is it? How careless...."

"I am not a crook". It really was a lot of fun and I think I will hold another one sometime. Perhaps in the spring of 1984 when the price of first class postage will have gone up to \$1.67 at last causing the demise of Diplomacy by mail.

HOW TO BE A BIG BIG NAME FAN Nicholas A. Ulanov

((Nicky Ulanov was co-Editor..and the wittiest writer..for THE POUCH, one of the hobby's most consistently creative and funny 'zines. Alas, neither is now with us.))

It was for another anniversary issue, THE POUCH's first, that Bob Lipton first wrote "How to Be a Big Name Fan", providing a step-by-step critique of how to succeed in the Diplomacy hobby where it really counts--not on the playing board, but in the politics of the hobby. Bob neglected to provide the supplementary course, however, for those already or soon-to-be BNFs who wanted to ascend to that final, almost aethereal level of rarity, the Big Big Name Fan. While few achieve such status, it is profoundly to be sought after; for once one has reached that pinnacle nothing further is required. Literally that. No more bons mots to "key" hobbyists, no more mending of fences or "Hiya fella"s. One's reputation grows by itself, is fed by others, and is protected. The long, suffering nights of wondering how to get just one more casual mention in one more 'zine are replaced by blissful contemplative dreams of other hobbyists wondering how to work your name into their 'zines.

This, then, is that long-neglected treatise, all the more appropriate here since no one better epitomizes the BBNF than Rod Walker. It is still more appropriate with the sale of The Game to Avalon Hill, foreshadowing an influx of New Blood into the hobby. It is only just that as many of us as possible become BBNFs, or BNFs if that is all that can be managed, before it is too late and we are all envelopped by "them". If I sound xenophobic, I apologize and plead academic license. While everyone shares the secret loathing of New Blood, they are publically lauded and much sought, truth be told, perhaps crushingly truthfully, primarily for their money. But enough of this painful soul-baring. On with the lesson.

It is hard to believe it has been so many years since I

first exchanged a friendly word with Rod. And that is lesson 1. While climbing the ladder of Diplomatic fame, refer as often as possible to days gone by in wistful, wise tones that will clearly signify to all listeners or readers that one's relation to the hobby is infinitely more intimate than theirs and one's position is that of Veteran of the Early Days.

Another must for the BBNF is the general feeling by hobbyists that if anything they must do favors for the idol, rather than the usually held view that no matter how much the fledgeling star is doing it isn't enough. The secret of this relationship is what might be called the San Diego Shuffle, after the home center of the 2 greatest practitioners of the craft in the history of the hobby (n.b.: it never hurts to refer to the hobby's history--to be well-versed in it implies you were either there to see those rare bygone days or have conferred at length with those who were). Ah, yes, Conrad von Metzke (or as Rod would have it, vonMetzke [noting quirks of already established BBNFs implies a position on their plateau from which can kid them about their little eccentricities; they may in fact hate you for it, but when you achieve BBNF status they will have to get along with you or undercut the star system under which they too shine]), no doubt only an oft-referred to great of the past to you, but to those of us who knew him when.... But wait. I already illustrated that lesson, and besides I only knew him in his second great period in the hobby. (Note also that an occasional admission of ignorance or imperfection will only lend credence to the other preferred claims of omnipotence.)

The Shuffle consists of deliberately burning oneself out, but in such a spectacular way that, rather than a nuisance, it is an event. The trick is to take on so much work, so many 'zines and hobby projects, that the empire crashes of its own weight. Before the end, people will laud the up-and-coming entrepreneur as at once a great contributor to the hobby and a fool who is taking on too much and is bound to fail. When the failure occurs hobbyists react with sympathy and gratitude because they feel guilty: if they had taken on a responsibility or two they would not all have been left to the now-buried benefactor and he would be with us today. They will also react with gratitude that the successfully failed person blew it, proving their prediction of his foolhardiness right.

Very quickly, as the work is distributed around to those who want to do it over the long haul and therefore don't pursue it with the wild abandon previously witnessed, the former member of the hobby becomes missed. It is then time to make the move: the vanished Don Quixote announces tentative plans to reenter the hobby. People rush forward to protect him with misgivings that he may crash again if he takes on too much; besides, he has already done more than his share. Nurtured, this can provide a life-time free pass: no work will ever be demanded of the BBNF. In exchange for (in all honesty) not very much work all bunched together at the same time, one has never to lift another pen or type another letter. Missed deadlines only signify the gingeriness of the person's hold on all his many responsibilities and prove that understanding rather than cries for promptness had better be applied. In addition, some New Blood will have entered the hobby in the period the newly anointed BBNF has been away. To them he will be an unknown so that when references to his return are made in hobby 'zines, New Blood will assume he is a venerable Founding Father.

Rod Walker ranks, because of his dazzlingly impressive San Diego Shuffle, as perhaps the greatest BBNF of them all. When he first entered the hobby he served on many committees, published

umpteen 'zines, and took on the most crushing task of them all, Boardman Number Custodian. After amazing everyone with his voluminous activities, he vanished. Not just folded, but vanished. The hobby buzzed with the news, and rumors about poor Rod's collapse from abuse in his hobby chores flew. Everything was going according to plan when Rod added his little chef d'oeuvre to his Shuffle: CvM. Conrad kept the memory of Rod Walker alive with little occasional mentions in his 'zines while Rod waited for the moment to reemerge. Then he let out little hints in strategically chosen scattered 'zines that he might be preparing a comeback, causing mouths to water in anticipation; and the best of all, he announced the returned EREHWON would have a limited circulation by invitation only, causing hobby members to stay up late at night wondering if they would be among the chosen and further pointing out that Rod must be a BBNF if he didn't have to scramble for subscribers. And then Rod made his tremendously successful return. Has he done any real work to date or published regularly? Has he even joined a game? Of course not, but he is still venerated as few in the hobby could be. A master if ever there was one.

Not too long ago Conrad von Metzke faltered and vanished. Periodically Rod has mentioned him in EREHWON to keep his memory alive. Now comes notice in several 'zines that he may reappear in limited form with COSTAGUANA on a by-invitation-only basis. Already the whispering has started and people are warning each other that they must not let him do too much or he'll become overloaded again. Soon he will emerge to grateful cries by all and never do a stitch of work again. When of course he never really did that much to begin with--it only seemed that way.

So hurry up before the hobby is invaded. Secure your status! Become a Big Big Name Fan. But you'll have to hurry. I've been out of the hobby a while now and I'm thinking--just thinking, mind you--of coming back...in a limited way. To protect me, I've got lots of suggestions for hobby tasks you can take on to keep me from doing them, and then you can get overloaded and burn out and I'll pretend I miss you. But you'll have to hurry.

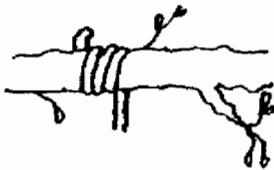
WHAT THE HELL IS DIPLOMACY?

John Boyer

((John long edited one of the hobby's most respected 'zines, IMPASSABLE. He was in addition editor for the International Diplomacy Association, and one of the hobby's most interesting serious writers.))

Recently, I have been reading a few articles and comments by players in the postal Diplomacy hobby, stating that they stang against game-length alliances. The game is Diplomacy and its structural fabric infers a game requiring diplomatic techniques. Of course, how much diplomacy is actually required is a moot question being argued throughout the postal hobby!

My own view on the diplomatic requirements of the game has not changed since the first day I learned the rules. Diplomacy is an art requiring knowledge of psychology as well as combining it with techniques of war as adapted to the unique game rules for Diplomacy. Postal Diplomacy adds another dimension to the potential and variety of diplomatic negotiations. It is more like the real thing of the real political world when done through the mails rather than face-to-face for the simple reason that the framework of the player's mind is changed when playing the game by mail. It becomes more a fight for a country's life than being simply a struggle in a multi-player game being played in a friend's home.



So the argument of how much diplomacy Diplomacy should actually have is by its nature restricted to the postal game and it is in this context that this article is being written for my old mentor, Rod Walker.



B.B. playing 'possum

Two camps in the argument are those who like game-length alliances and those who prefer to break them the first chance they get. The latter can be further broken down into 2 sub-groups based on whether they claim to have any more obligations when deciding to terminate or continue an alliance. This is to say that some will stab for stabbing's sake while others require some good reason for doing so. Since I am currently playing in a demonstration game I will not reveal my own exact views, but you are allowed to figure it out from this article, if you can.

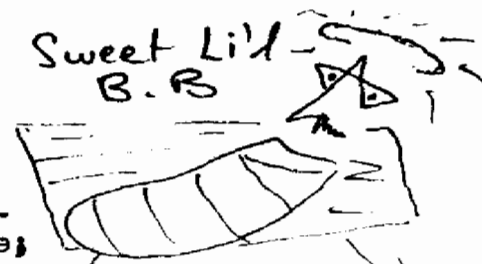
Alliances and stabs are parts of the game whether you like it or not. You can't have one without the other, nor would most people deny that; but what people argue about are excessive or extreme practices of one or the other. The best diplomats are flexible. They can go either way, but all their actions are based upon some sort of logic and upon some personal code of ethics. In order that a player can be "listened to", his reputation must be impeccable or nearly so, since no one will listen to one who constantly breaks his word. How you decide to play the game is almost irrelevant, but it is important that others can depend on you to play a certain way. Surprises are nasty and they only work the first time. After that they won't trust you any more.

The key word to diplomacy in Diplomacy is flexibility. To be inflexible, to demand permanent alliances, to stab every possible chance no matter what happens, and all other such things is to invite eventual defeat. The fact that Diplomacy is a game being played on a voluntary basis adds a strong input of virtues and ethics which are not always so easily found in the real world of diplomacy. It is this fact that tempers, rather sould temper, the actions of the flexible diplomat.

For example, if one has an alliance with a player for the length of a game, and mid-way through that game he begins to miss moves...should you stand by your game-length deal or stab him for his centers? An extreme obedience to the code of ethics would dictate that you stand by the agreement, but a flexible diplomat would weigh the information he has and come to a practical decision. In essence, do you believe your ally will continue to play or not? If a replacement player enters, this creates a new game situation for you, and you cannot trust him to assume your ally's obligations. It is often more safe to change your strategy and attack.

Winning games on a consistent basis means knowing exactly when to change sides, when to stab, when to stand by your faltering allies, and "when to" any number of things related to the game.

Diplomacy is an art that is difficult to study and learn. Those who do well at the art--whether in games or in the real world--have a good sense of the intuitive. It can't be mathematically precise, and so guessing is involved many times. It involves a myriad of conditions and requirements such as ethics, friendship, reputation, tactics, stabbing, replacement players, long-term alliances, balance of power, and so on. It is a complicated system of evaluating the situation of the game;



that is, your country's power relative to your alliances relative to the overall balance of power on the gameboard. No detail is ever too small nor too large to be considered. Diplomacy is indeed an art and a unique one at that!



CONFUSE-A-CANUCK
Doug Ronson

((Doug was at the time this article was written a well-known Canadian player and publisher. The date (as with most of the articles here) was 1976, a Presidential election year. The names are different from what we can expect in 1984, but...deja vu...))

I'm confused. I'm sure many Americans must be also. As a Canadian I don't have to figure out your election system, but I am trying. I am already puzzled and the election is still months away (right now there are something called "primaries").

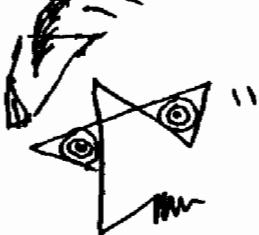
Now, primaries, it seems, are simply popularity contests designed to test for how many months straight Jimmy Carter can smile or Gerald Ford can stumble. — You can win every primary and still lose the election, right? There seem to be several possible explanations for the origin of such a strange ritual.

The cynical version (CV for short) would have it that they were instigated to keep poor men from running for election (can it be true that Jerry Ford has already spent \$10 million on his campaign?). No sir, no more Abe Lincolns and births in log cabins. All prospective Presidents would have to prove they were born in the backs of their chauffeured Rolls Royces with at least 3 (count 'em, three) silver spoons in their mouths. Anyway, so much for the cynical version.

Or perhaps the other version (known as "The Other Version") is correct. It claims that primaries were invented in the roaring 20s. News was slow--no exciting wars, disasters, or anything--and muckraking had become such a bore after the Progressive Era drew to a close. During election year the newsmen could only cover the few months of actual campaigning. What would they do for news the rest of the year (for that matter, what does Johnny Carson use for jokes in non-election years?) Some reporter suddenly had a brainstorm--there would be these great popularity contests and they'd be called "primaries" (so named because only a Primary School child would even try to figure them out). "Just think of the possibilities," they told each other. "Not only will we have news to report throughout the year but we can also write long articles trying to explain how the primaries work." Still others thought of brilliant new possibilities:

"Furthermore, we can analyze every result. Instead of admitting that the New Hampshire primary means absolutely nothing, we can claim that 'the psychological implications here of a victory for Ford would be phenomenal in boosting his morale.'" (He was thinking of Henry Ford, of course.) It must have been real mind-blower.

Of course, these newsmen slipped up a little when they maintained the old outdated system of elections every 4 years. That's so predictable, it's boring! Why



BB AS THE
LATE ROBIN HOOD

not try the British/Canadian system where the leader must retain the support of the House to stay in power. This means governments can topple within days of being elected or can call elections when they wish. Not only does this mean more frequent elections (and, therefore, more news) but fun speculation about whether a government will fall or call an election. Reams and reams of news to confuse the readers.

Another thing that must be a real bore has got to be impeachment. Do you seriously mean this is the only way to get rid of a President? Even then you still get stuck with a Vice-Prez like Jerry Ford, which you didn't choose and probably don't even want. Non-confidence votes, in which a leader can be turfed out by the House on a single vote, are so much more fun, painless, and exciting.

But then we mustn't be too nasty. After all, you do have some exciting people running for the Presidency, what with peanut farmers, actors, former Jesuits, and the like; all that we get in Canada are lawyers. The most exciting thing we've got is Prime Minister Trudeau, who used to be a swinger but, alas, has settled down to the married life (all was not completely lost, however, since his first two children were born on Christmas Day, giving the newsmen something to nudge, nudge, wink, wink about).

Anyway, I'm still confused, but have a nice election.



BB as Ben
Franklin (or
John [Toad]
Boardman?)

WHY "EREHWON" IS NOT IN YOUR POCKET DICTIONARY...

OR
DOES IT MATTER IF THE WATER'S MURKY?

G. E. Blender

(assisted by Mark Luedi)

When Rod Walker, token hobby fossil, recently mentioned to me that he was resuming publication of his long-lost Diplomacy 'Zine (Szine, Zeen, Xyn, Thing-a-ma-jig) and was in need of submissions, I merely shrugged. Then I recalled all the foul and nasty thing Rod has done for me, so (I figured) I'll return the favor. I cringed, however. When do I ever find time to write articles for other 'zines? Well, fortunately (or unfortunately, depending on your perspective), some time suddenly made its appearance known to me (making a mess on the front doorstep, I might add). What kind of time it is

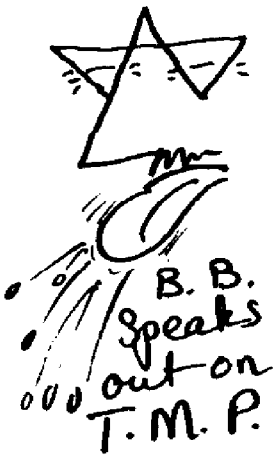
I'm not certain (could be Samoan Daylight Savings Time, for all I know), but I have dastardly put it to use.

Now, all I have to do is figure out a topic. What can I say about a DipZine from the "Golden Age" ("All rise.")? I had as yet to set eyes upon a Dip board when the last of the "Golden Age" ("All rise.") melted into a Pacific sunset. It is as if I, or the 'zine, had been suddenly transported via a time-warp to discover the other, face-to-face, both of us in the middle of our respective stories. I know nothing of it, it knows nothing of me. We sit in tense contemplation of each other (OK, OK, so I'm exaggerating the point!).

And what of the name? EREHWON. Sort of a mysterial name, isn't it? And considering Rod's penchant for lamboasting (word I just made up) the other-worldly aspect of the postal hobby prevalent during the "Golden Age" ("All rise."), it would not be surprising that the name EREHWON represents brain seepage of some obscure writer who never made a decent living. I can picture him now, closeted in a dusty attic with a typewriter and a 60-watt light bulb, frantically pounding keys in search of idealistic

chivalry.

Yes, EREHWON. I can almost picture the writer maniacally, maniacally pounding his typewriter keys. EREHWON ...a peaceful mist-shrouded swamp, the fogs slowly rising with the coming morning. Suddenly, the omnipotent silence is disturbed by the approach of three riders through the underbrush. They stop just short of the swamp, the horses perspiring in the chill air. "Erehwon," says the rider who had been leading. He is a strong, wise, benevolent type, often quiet-spoken, but capable of disarming swordsmen even though he himself doesn't carry a weapon. "Here at last! This is Erehwon," he repeats with a sweep of his arm.



The second member of the party, a young warrior, responds, "Wha' kin' jive you pullin' here, honky? Dis ain't no 'er-o-in! Ain't yo' neber seen 'er-o-in b'fo'??!"

The third rider, an old grizzley-bear of a wizard who does not presently have his dentures in, retorts, "Hear who won?! Speak up, man! Can't hear a bloomin' thing you're saying!"

Our strong, wise, benevolent, often quiet-spoken hero bangs his palm against his forehead in frustration. A nearby frog slips silently from his lily-pad into the murky waters of the swamp. Our hero falls from his horse unconscious. The writer violently tears the sheet from the typewriter, wads it, and flings it across the attic where it joins dozens of its fellows.

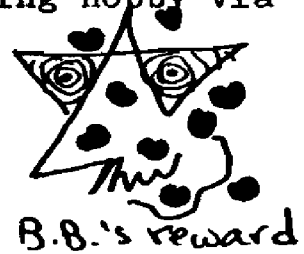
Which doesn't bring me any closer to a topic for Rod's "Golden Age" ("All rise.") 'zine. I could report the results of a study showing which deodorants and anti-perspirants have been most effective in face-to-face Diplomacy. Or I can reveal Larry Peery's technique for spitting watermelon seeds. Or I could discuss tactics for freaking your GM out. But I have no idea whether such topics would make it in a 'zine from the "Golden Age" ("All rise.")). As Rod himself said: "The 'Golden Age' ((ed: 'All rise.)) of Postal Dip is about to kick up its heels and show it's dead once and for all." So perhaps this talk of EREHWON is merely a ghost story. And naturally, I had my ghostwriter write this.

((Mark Luedi, who in some way assisted with the production of this...uh,...article, edits THIRTY MILES OF BAD ROAD. Just for the information of the curious, EREHWON comes from Erehwon (slightly different spelling), a novel by Sam Butler, who was quite a successful novelist (South Wind) in his time. Mark has bribed me with 250 Brownie Points to publish this. Right, Mark?))

HOW TO WRITE AN ARTICLE
Cal White

((Cal was, at this time, editing ELECTRA GLIDE BLUE. He has the distinction of being the only Canadian thus far to serve as Boardman Number Custodian.))

For a long time I have felt that with the increasing number of articles being circulated throughout the wargaming hobby via the 'zine medium, it is about time that somebody sat down and wrote an article on the art of writing an article. I almost gave up the idea, worthwhile thought it may be, because shortly after sitting down at my typewriter I realized that I had absolutely no idea whatsoever how to write an article. Right away I knew that I had



the start of something great! WOW, I don't know how to write an article! That immediately puts me in the same category as Lew Pulsipher, Robert Sacks, and Harry Drews, distinguished writers all. My next step was to find out what made their articles worthy of note. Obviously to make themselves famous, they had to know what they were talking about. Otherwise, people would glance at "Verhandeln" and "Ablenung" (if they were ever published) and say, "Who wants to read that garbage?" My next problem was how to tell people how to find out what they are talking about. Short of a trip to Indiana to read through the Archives from Day 1 until now, I could think of nothing to help the novice article writer. There must be a trick to it! After I figured it out, I had to fight a moral conviction against revealing it. The secret? The trick to writing an article is to "seem" to know what you are doing. This is elementary compared to actually knowing what you're doing. I will deal with this from the beginning of your article to the end, probably including the middle.

An effective way of feigning knowledge is the use of impressive titles which draw attention to the article and make the reader want to read it. SEX Wins Games! is short and arouses immediate interest. Titles can also be long and philosophical: "A Freudian Study on Unit Posture and the Psychological Implications Thereof" is long enough to make the reader wonder what it means (he'll read the article to find out).



*B. B. being grabbed
by a Peerisite!*

The middle of the article is a little bit harder because it takes imagination. All you really have to do is to take certain phrases from already-printed articles and expand (slightly, mind you!) on them. "Austria is a delightful position for you to play" has been expanded numerous times by members of the hobby who have had absolutely no idea what was going on. There are millions of suitable phrases for whatever topic you wish to enlighten the hobby about.

Now that I have dealt with the beginning and middle of the article I would like to say a few words about the perfect way to end an article. (Continued on page 74.)

AUNT VITKUNNA

Dear Aunt Vitkunna:

I seem to be in a bit of a jam in one of my games. I hope you can help me find some way of salvaging it. I'm playing in a New York 'zine which seems to take almost no steps to prevent the evils of cross-game alliances. Consequently, I am in two games with one particular player.

I consider the cross-game alliance immoral and never use it. Unfortunately I have run into cross-game enmity. In one game I stabbed the fellow while trying to maintain an alliance, or at least peace, in the other. He's angry and swears he'll get even in the other game. Negotiation is out of the question. What should I do?

Hated.

Dear Hated:

I guess there isn't too much you can do in the way of diplomacy. I'll have to reach into my special bag of tricks.

Try the "Phantom Moving Deadline Gambit" for a way to handle the situation. It's a bit destructive to smooth-running play, but it works like a charm. If you're hated you have to get rid of this guy. Here's how.

Wait until a particularly crucial move is about to take place



B.B. eats
a lemon!

usually in the Fall or Winter. As soon as you get the results of the previous season you should get moving. Find a typewriter that has type like the one your GM uses to make up his 'zine. Compose a little note that appears to have been written by your GM. Have the note say that the GM has made a mistake in reading the submitted orders concerning activity on the far side of the board from you and your enemy. Make it almost an insignificant error so that your enemy probably will not mention it in his communication with other players. Have the GM supposedly extend the deadline for the upcoming turn for 2 weeks. Type up the note on the appropriate machine and put the GM's initials on the bottom of the page, not his signature. Then xerox your handiwork and send the copy to a friend in the GM's home city (in New York it should be easy to find a friend) so that the note can be mailed to your enemy with the appropriate postmark.

When your enemy receives the phoney extension of the deadline he will NMR when the crucial turn's real deadline comes up since he will think that he has 2 more weeks. When he later receives the results with NMR beside his name instead of his much needed orders he will be caused a great deal of anguish and confusion. Gradually it will dawn on him that he has been had with respect to the deadline extension. He will begin to make a lot of noise about "cheating" and so on, for which you should be prepared.

You should note that while the houserules will prohibit any deception off the GM, you have in no way lied to your GM. Since you did not forge his signature, he can't complain. Probably he will smile and note that your trick was quite clever.

If you have picked the right turn for this ploy you should be able to get rid of your hating enemy in one blow. Good luck!
Aunt Vitkunna

((After 7+ years in my files, I suddenly find this ms. has no name on it, so I don't know who wrote it, alas.))



LIBATION OR ADJUDICATION?

Len Lakofka

((Maybe many of you will still recall Len Lakofka, sometime President of the International Federation of Wargamers, and of the International Diplomacy Association, as well as longtime editor of LIAISONS DANGEREUSES, designer of the Rogue's Gallery Rating System, &c. Len is, I hear, still active in wargaming fandom...D&D, I'm told...and if anyone has his current address, I'd like to send him a copy of this.))

This year, 1976, is my 7th anniversary year. I have just completed my jubilee issue and in it I began the 40th game to start and/or finish in LIAISONS DANGEREUSES. I have tried to be (reasonably) sane during this period of 7 years and never "bite off more than I can chew". Yet in late 1972/early 1973 I bit off so much I almost gagged on it. To spite Rod Walker--God ___ his name (you may fill in the blank as you see fit)--I decided to run a multi-player tournament just to see whether Rod would rate it. He had just said that he likely would not rate 7-man/7-game tournaments, so I created a 14-man/8-game tournament! Six of one &

half a dozen of another...but not as much so. I was also GMing 8-10 regular games at the time, so that with the "Neophyte Grand Tournament"--God, what a name: tongue in ___ if I ever heard it-- I was doing 16-18 games!

BB-
no
glasses?
?

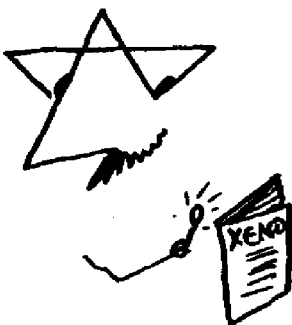
Spring and Fall 1901 went fairly well--all straight-forward and such. But then came 1902--gasps! "Sixteen games!" I cried; "I must be insane!" My mother, God love her, shook her head in agreement...in fact she agreed for the next 4 years, but I digress...often. I struggled through the Springs of 1902 and had a severe case of gametypeitis by the time they were done. I collapsed.

Fall 1902 then became due. I begged off for a few days and then on a quiet Saturday night I decided I'd do it. "Adjudicating these _____ in' games on a Saturday night...!" I said (cheerfully) through clenched teeth.

About 9 o'clock (I was $\frac{1}{2}$ done) the phone rang. "How about a game tonight?" I would have preferred a good _____, but anything was better than these _____ in' games!

"Hey, we could get L.D. done at the same time!" offered one of my friends--whom we still regularly visit at the cemetary every February 17. We were playing bridge, you see, and we all played Diplomacy. "It would be fun!" he said--we put poison ivy on his grave.

So, every time a player got to be "dummy" (no cracks, please), he also got to adjudicate one of the games. After a while...4 hands, 4 games--not bad, I thought. "Hey, how about a drink?" (Yes, that is the one we buried.)



B.B. filing his copy of XENOGOGIC

So: 5 hands, 5 games; 7 hands, 6 games; 10 hands, 7 games; 13 hands, 8 games -- "4 to go,"

someone belched; "hey, what is this Army Paris to Rome?"

"Oh, that's a typo," I giggled. "I meant Rumania...didn't I?" Then...28 hands (3a.m.), 12 games (plus the ones I had already done): "We're done!"

"Let's run it off!"

"Burp!" I said. But we ran it off anyway. At the time I had a 1930 200-pound Maar electric mimeo monster whom we called "Betsy".

"Stick it in Betsy," someone gleefully cried as he took out the can of ink. We did, but we forgot to replace the reservoir cap; and soon the walls had a coat of black _____ all over them.

"Shut the _____ in' thing off," I yelled.

"But the page isn't done yet!"

"Oh," I said, turning the machine back on.

"Let's have another bottle of bourbon!" someone enjoined.

"But that was our third...where did it go?"

"Betsy was thirsty too!"

"You put it in the press?" (It was the best copy I ever turned out.)

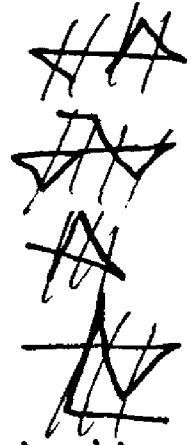
"I sure did!" It was at this point his tie got caught in the drum of the press. I think that was how it happened....

Next Monday I suckered Don Pitsch into GMing the Neophyte games. I think the hangover went away by Friday.



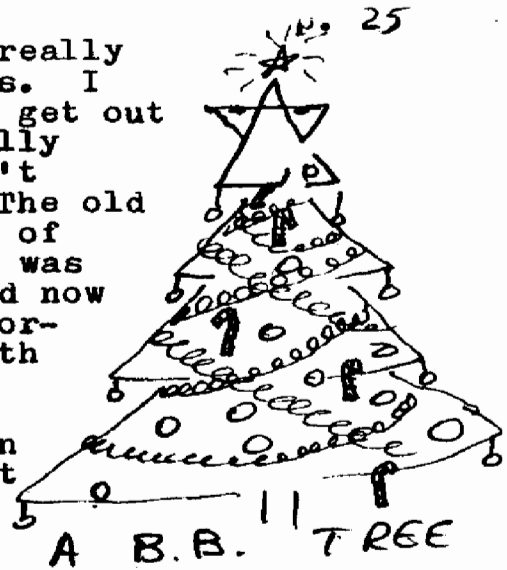
THE HIDDEN MESSAGE IN THE LEPANTO OPENING
Robert Correll

((Ah, yet another of our Canadian friends. Robert was for some time editor of the CDO's highly acclaimed newcomers' publication, THE CEPEIDS, and was well thought of as a writer. He is not presently active in the hobby, alas.))



oh, the hell with it!

What do all those strategic articles really teach you; are they worth reading? Perhaps. I guess it depends on what you are trying to get out of them. For the Diplomacy player who really knows how to move the pieces around, I can't stand behind the value of such articles. The old timers of the hobby have come in for a lot of criticism in the past few years...first it was their rating systems, then their feuds, and now finally that most sacred ghod of all, the original "how to fake out the whole world with my super opening" article. There was the Churchill Opening, the von Metzke Suicide Opening, and finally the ultimate BirSauron Lepanto Opening. This was the opening that turned the lowly Italian good-for-nothings into Italy Superpower. At least until someone thought of an antidote.



But we are not here to discuss the glories of the past; there are plenty of old timers who will be doing this in Rod's wonderful centenary issue. I seek to prove to you that the strategy & tactics Diplomacy articles are virtually worthless. Certainly they have been kicked around enough in the last few years; what vestige of the old order hasn't been? Old timers tell me that the hobby of their day was one where everyone knew everyone else. If this is true, then the postal Diplomacy hobby would be an excellent example of the economic principle of "perfect information". That is, that everyone basically was informed about almost everything that was happening in the hobby. There were only a few 'zines, and those who didn't subscribe to a large number of them didn't play in all that many games anyway. Therefore, I think I can justifiably assume that whenever an article of merit appeared, nearly everyone would have seen, read, or heard about it within a short period of time. This is the concept of "perfect information". I think this is also largely true of the hobby today, especially since the advent of DIPLOMACY WORLD. However, since strategy & tactics articles have declined substantially in popularity over the past couple of years, this is not important.

Let us now analyze what the value of s&t articles is. The basic theme of most of these articles is to outline some fantastic new opening, or reveal a stalemate line that everyone up until now must have been bonkers to miss. The idea was to let the hobby in on a secret of yours; so that first and foremost, everyone would marvel at your brilliance, and secondly to help some of those poor suckers along who weren't very smart. After all, the new opening was beginning to wear out and get boring anyway, and if you didn't write the article quickly, one of your opponents might break the secret and get all the credit. To summarize succinctly, s&t articles demonstrate the ability of their authors to think abstractly or their ability to steal some other guys' secrets and get them into print before they do.

Let's examine the abstraction principle. What was Edi Birsan really saying in his Lepanto article? His opening statement contained the phrase: "Italy is the weakest power on the Diplomacy board." However, by the end of his article, he had turned the boring and almost certain obliteration of the Italian position into an exciting new challenge. Everyone was dying to try out the Lepanto Opening and conquer Turkey. The only problem was, the jig was already up. Implicit in our definition of "perfect information" is that everyone else has already read the article, too. That's why Italy didn't rack up

BB-STUCK!



20 wins right away. Yes, Italy did do better, but that's because of the stupid dopes who, upon seeing the Lepanto coming their way, dropped out because they did not have the same power to think abstractly and come up with a solution.

The plain fact is, the Lepanto Opening carried a hidden message. Do it Monty Python style--Do Something Completely Different--THINK ABSTRACTLY!!! Don't accept the plain old patters of previous games. Change the angles--do something your opponent won't expect.

Well, it that's all the S&T fraternity is telling us, there is no reason for reading them. Unless of course you can't think abstractly. And it's true, many of us can't--but we should try. Before I close, let me deliver one final blow to the S&T articles and an encouragement to try out your abstract powers--think--when do you need that professional advice most? When you have 3 units on the board and have 1/3 of your time to involve yourself with their individual placement among relatively few options--OR--when you have 10 units and are trying to crack that stalemate line being thrown in the path of victory? We both know the answer--and

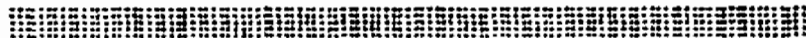
we both know that no one could possibly write articles about all the possible ways Italy could move its 10 pieces against all the possible defenses. What does Italy do after Lepanto? That is your problem. If you are going to win, you'd better apply the same abstract thinking that gave you the original opening.



B.B. basking in the limelight



The Asian Flew



O.K., NOW WHAT?
Dick Vedder

((Dick was at one time very active in variants, publishing QUO VADIS and EL DORADO. He was the compiler and founder of the North American Variant Bank. Originally from San Diego, Dick has moved to Arizona to teach and, insofar as I know, is still there. Attempts to lure or trick him back into the hobby have thus far failed.))

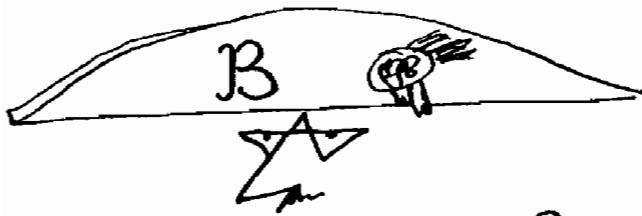
It was 3a.m., and I lay tossing in bed. I remember regretting the fact that there was no one else to toss with. But no matter. The Question of the Hour was whether I should take a glass of warm milk for another crack at sleeping, or whether I should instead sharpen up a few dozen pencils and write a masterpiece for the 100th issue of EREHWON. As the latter choice held forth the prospect of instant Fame and Fortune, the decision was easy.

So here I sit at my desk, roused from the sheets, pencil in hand, waiting for inspiration to take hold. Alas, it seems that inspiration has taken a holiday. (Confess, dear reader, that this is indeed a great piece of literature! With stuff like this, I could demand & get space in the pages of HOT ROD MONTHLY.)

Where was I? Ah, yes, inspiration...or the lack of it. Perhaps that party next door is to blame. Here it is, 3:15a.m. ... no, make that 3:17a.m.... and that damn infernal racket is still going on. I'd complain to the manager, except that the last time I looked out the window I saw him making out with a shapely brunette under the dining room table.

And that's to say nothing about the spectacle going on out in the kitchen with the dried fruit.

But no matter. I shall not be deterred. I shall write a work of art for EREHWON #100. Fame and Fortune await! All I need to do is just think of a good idea....



Damn! That Manager's now got FIVE girls under the table with him! Funny, I never took him for that sort of chap....

But no matter! Must find out where my inspiration has gone....

I bet I could crash that party. I bet I could. In that veritable

BIG BONAPARTE?

sea of humanity and booze, I doubt that they'd ever notice me, and....

Come now!! Are you a man or a mouse? Fame & Fortune await!

I'm a man, alright, and I'm going to crash at that party!! I just took another look out the window, and that space under the dining room table is so crowded with women I can't even see the Manager. And I can scarcely believe what's going on in the kitchen atop the refrigerator!

But what about EREHWON? Quick, man, think of something!!! Guess I'll start with what I know best:

ROD WALKER: witty, urbane, totally irreverent, anti-matter to Beshara and Sacks, prone to go on useless diets, recipient of a record 29 finger transplants (replacements for all those digits lost in the frantic typewriter-pounding production of thousands of sheets of Dippy 'zines), head up his....

EREHWON: ancient, eternal, one of the all-time great Dippy 'zines, and the greatest trashcan liner I've ever come across.

Omigod, you won't believe what just took place in the kitchen! Wait! Don't stop! I'm coming! I'm coming! Fame and Fortune await!

At the orgy next door, that is.

A hundred more EREHWONS, please.

((Oh, well; I can't put it off any longer, I suppose. We have here an item from ... well, if you don't know instantly, you've either been out of the hobby since 1966 or you just got into it 5 minutes ago. It is by far the longest article we've got and is therefore by ...that's right!))

San Diego (31 October 1983): The B.V.D. Bach Festivo's fall season got off to a great start this year with the first American performance of B.V.D.'s only known opera buffa, Luther Peeri. The touring National Opera of Peerijavo has taken its production of this work world-wide this year to commemorate the 500th anniversary of the birth of Martin Luther. Performances have been hailed everywhere, although the performances planned for Rome, Milan, Naples, New York, Memphis, and Seattle had to be cancelled at the last minute due to problems with local police. The performances in Berlin, Munich, Dresden, Florida (NY), Moscow (ID), and Truth or Consequences (NM) drew large crowds and rave reviews.

Luther Peeri is the sole surviving work of the week-long collaboration between B.V.D. Bach and R.S.V.P. Pomposa, who wrote the lyrics for many of Bach's finest operas. Its exact dates are unknown, as are the details of its first performance, or even if there was a first performance. Musically it is obviously part of the First Burned Out Phase of B.V.D. Bach's long career and was written during the same period as his other incendiary works: "The Not Quite Unfinished Symphony", "La Coq du Barbeque: The Fired Bird Suite", "Ritual Fire Engines", "The Uncommon Pyromaniac", and the popular cantata, "Auto da Fe, I, I, I-805". We do





know that Luther Peeri was placed on the Vatican's Index of Forbidden books, was the only opera ever to be banned in Las Vegas, and that as a consequence of its publication caused Bach's name to be removed from the Rome (NY) Red Book.

No complete copy of the original libretto has survived, and the existing production is based on partial copies found in the Little Chapel of the Wayfarer, the Best Little Whore House in Tijuana, and the Plastic Cathedral of Eden Grove. Careful study has allowed this re-creation of the original. The work is divided into an uncharacteristically long (for B.V.D. Bach, anyway) single act, with 7 scenes, each running about 50 minutes, played without interruption. The opera is a major test of the audience's bladders as well as its ears. The following is a reproduction of the First Night program.

B. V. D. Bach (?-?)
LUTHER PEERI (W.C. 752.5)
 or, Verbosity Personified

Opera Buffa in 1 Act Sung in Fiscanian
 Libretto by R. S. V. P. Pomposa

Holy Roman Emperor Terence V	Terry Tallman
<u>The Electors</u>		
Frederick the Wise, Duke of Saxony.....		Ron Brown
John the Steadfast, later Duke of Saxony.....		Ron Brown
John the Stout, King of Bohemia..		James Woodson
Ron the Bald, Margrave of Brandenburg.....		Doug Beyerlein
Michael, Archbishop of K&Oln	... the Bad...	Mike Maston
Paul, Archbishop of Mainz...		Paul Rauterberg
Mari, Archbishop of Trier.....		Steve Hutton
Adolf, Count Palatine of the Rhein.....		Dan Stafford
Imperial Herald.....		Eric Ozog
Lord High Executioner.....		John Michalski
Her Holiness Pope Joan II.....		Herself
Anti-Pope Cathy, of Avignon.....		Cathy Cunning
Anti-Pope Kathy, of Naples.....		Kathy Byrne
Cardinal Peericelli, Rome's Political Rep.....		Willy Highfield
Cardinal Wisniewski, Rome's Religious Rep.....		Ken Wisniewski
Mother Superior.....		Robyn Finley
Mother Inferior.....		Cha Cha
The Grand Inquisitor.....		P.J. Gaughan
Luther Peeri.....		John Belushi
Luther's Confessor, Padre Martini.....		Dick Martin
Luther's Lawyer, Dr. Johann von Boredman.....		Himself
Chambermaid.....		Julie Martin
Chamberlain.....		Gary Coughlan
Chamberpot.....		Woody Arnawoodian

OVERTURE: Entrance of the Imperial Suite

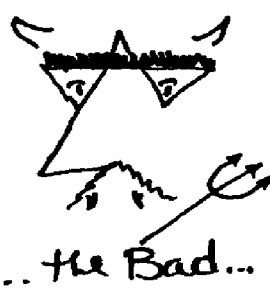
Scene 1

Over-Sextet: The Electors...Get Me to the Game On Time!

March: The Emperor...TNT: Superstar

Aria: The Emperor...E-F-G-I-A-R-T: Why Do They Keep So Bugging Me?

Scene 2



Aria: Elector Paul...I Could Have Stabbed All Night
 Aria: Elector Adolf...Climb Every Rating System
 Aria: Elector Mari...Terrible Terry! See His Escargot.
 Aria: The Emperor...She's Just a Cunning, Winsome, Sun Byrned Kind of Gal

p. 29
 THE MANY
 FACES OF
 LUCY BORGIA

Scene III

Overture: Entrance of the Papal Suite
 March: Papal Suite...Here She Is!
 Chorus: All...Hail Joan, Full of ... !

Scene IV

Aria: The Pope...It's Just a Nasty Habit of Mine
 Aria: Anti-Pope Cathy...I'd Trade My Tiara for a sc.
 Aria: Anti-Pope Kathy...Take Two Black Dots and Call Me in the Morning
 Aria: The Pope...Who Stole My Holy Orders, Anyway?
 Trio: The 3 Pontiffs...We Three Pontiffs of Pontevadria Shall Be



Her Holiness
 Joan II

Scene V (Ballet Sequence)

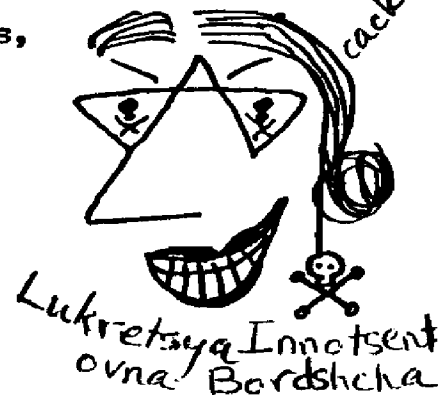
Aria: Mother Inferior...A Blue Law for a Blue Nun to Chase the Blues Away (A Nun Sings the Blues)
 Gigue & Chorus...The Pope is Having a Ball & the Emperor is Getting Some too!
 Waltz & Chorus...Nun's the Word, Mumm's the Champagne!



High Holy
 Hobby Sex
 Goddess

Scene VI

Aria: Herald...Just a Racket of Mine, Love for Sale
 Aria: Wieniewski...I've Got a Little List, an Index of Forbidden 'Zines
 Aria: Peericelli...Confession is Good for the Soul, Larceny is Good for the Pocket.
 Trio: All three...The Is Have It: Indulgences, Indices, and Indiscretions



Lukretsyia Innocentovna
 Bardshcha

Scene VII (The Trial)

Duet: Emperor & Pope...Fight Fire With Pyre
 Chorus: All...Recant, Recant, Recant! (Papal Suite)
 We Can't, We Can't, We Can't (Electors)
 We Shan't, We Shan't, We Shan't (Peeri)
 Trio: Emperor, Pope, Executioner...Burn, Peeri, Burn!
 Aria: Peery...Don't Fry For Me, Peerijavo.
 (((Well, all very well and good, but Larry forgot the Grand Finale:



Kissy
 kissy
 Lucretia V
 Empress of America

Riot: Audience...We Paid to See This Thing?
 Chorus: Audience...Hang, Peery, Hang
 Aria?: Peery...Gurk, gluggle, urk-gurk!
 Applause: Audience...Clapclapclapclapclapclapclap-whistlestompstompwhistlestompclapclapclapclap)))

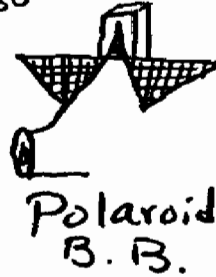
((Anyway, on the right you will see some of the many faces of everyone's favorite hus-sy, Lucy Borgia, Hobby Queen and Unchallenged High Holy Sex Goddess.))

THE SECOND 'ZINE OF LISTS

Some time ago Al Pearson published a very clever thing, the 'ZINE OF LISTS. It had all sorts of lists in it, compiled about Diplomacy and/or by Diplomacy players. In January of 1982 I sent Al a contribution for his announced second such collection... which, alas, in two years has never appeared. I asked Al if I could have some of the contributions he got for use in ERE 100, but no response. However, here are my own lists.

I. A DOZEN SAINTS OF DIPLOMACY

1. Charlotte Corday
 2. Cassius & Brutus*
 3. Lord & Lady MacBeth*
 4. Iago (from Othello)
 5. Pope Alexander VI (Rodrigo Borgia)
 6. Ming the Merciless
 7. Lizzie Borden
 8. Niccolo Machiavelli
 9. Aaron Burr
 10. Morgoth & Sauron*
 11. Menachim Begin
 12. Alkibiades
- (*=joint entry)

II. 2 TOP BOARDS OF BEST PLAYERS

1. Edi Birsan (NO PAR-
2. John Smythe (NO PAR-
3. Eric Verheiden TICU-
4. Walt Buchanan LAR
5. Mike Rocamora ORDER)
6. Kathy Byrne
7. Lee Kendter, Sr.
8. Brenton Ver Ploeg
9. Jack Masters
10. Randolph Smyth
11. Gene Prosnitz
12. Doug Beyerlein
13. Mark Berch
14. Dave Crocket

III. BOTTOM BOARD (BEING THE 7 LEAST SUCCESSFUL PLAYERS OF ALL TIME)

1. Margaret Gemignani
2. Buddy Tretick ("Oaklyn")
3. Paul Harley
4. Steve Cartier ("Brannan")
5. John Boardman
6. Conrad von Metzke
7. Allan Calhamer

IV. ALL-TIME MASTERS OF HOBBY TRIVIA

1. Walt Buchanan
2. Rod Walker
3. Mark Berch
4. Gary Coughlan
5. Lew Pulsipher
6. John Boardman
7. Larry Peery
8. Fred Davis

V. OFFICIAL HOBBY FLORA & FAUNA

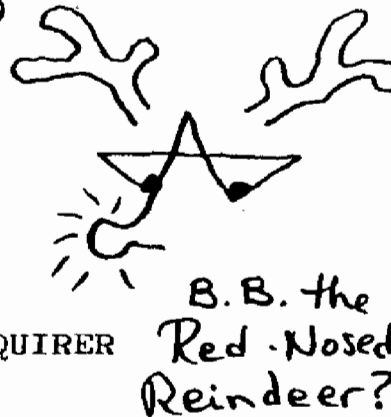
1. Fish...Piranha
2. Mammal...Hyena
3. Insect...Mantis
4. Bird...Vulture
5. Reptile...Crocodile
6. Flower...Oleander
7. Tree...Lemon
8. Herb...Hemlock
9. Fungus...Toadstool
10. Plant...Venus flytrap

VI. ALL-TIME BEST P.R. WRITERS

1. Rod Walker
2. John Boardman
3. Conrad von Metzke
4. Charles Turner
5. Bruce Schlickbernd
6. John Koning
7. John Smythe
8. Brenton Ver Ploeg
9. Ken St. Andre
10. Jerry Pournelle

VII. TRULY GREAT DIPZINES

1. sTab (John Koning)
2. COSTAGUANA
3. THE POUCH
4. EREHWON
5. GRAUSTARK
6. BROBDINGNAG
7. DIPLOMANIA
8. EUROPA EXPRESS
9. CLAW & FANG
10. GREATEST HITS
11. ARMAGEDDONIA
12. INTERNATIONAL ENQUIRER
13. LONELY MOUNTAIN
14. LIFE OF MONTY

VIII. MOST PROLIFIC PUBBERS

1. Rod Walker
2. Conrad von Metzke
3. Don Miller
4. Larry Peery
5. John Boardman
6. Walt Buchanan
7. John McCallum
8. John Leeder
9. John Boyer
10. John Michalski
11. Bruce Linsey
12. Konrad Baumeister
13. Fred Davis
14. Hal Naus

IX. OUTSTANDING ANOMALIES & PECULIARITIES OF THE PLAYING BOARD

1. The Gulf of Lions is misnamed "Gulf of Lyon"
2. A fleet is placed at Ankara, a little-known (in 1901) town of not more than 25,000 people, more than 100 miles inland
3. The game begins in 1901; the boundaries are as of 1913-1914.
4. The boundary of Belgium is drawn so as to include part of France.
5. Neutral supply centers are named for countries; home supply centers for cities. The exception to this is Tunisia.
6. The dot for "Trieste" is actually placed on the site of the city of Fiume (now Rijeka).
7. The dot for "Kiel" is on the site of Hamburg.
8. The dots for neutral supply centers are placed on their respective capitals. The exception to this is in Greece, where the dot is on the site of Thebes, not Athens.
9. The dot for "Constantinople" is about 35 miles too far west.

X. ASTROLOGICAL SIGNS OF THE POWERS

1. AUSTRIA...Pisces
2. ENGLAND...Leo
3. FRANCE....Sagittarius
4. GERMANY...Scorpio
5. ITALY.....Capricorn
6. RUSSIA....Gemini
7. TURKEY....Taurus

XII. CERTIFIABLE HOBBY LOONIES

1. Gurt Gibson
2. James Dygert
3. Robert Sacks
4. Charles Reinsel
5. Elmer Hinton
6. Bill Highfield
7. Buddy Tretick ("Oaklyn")

XIV. DIPLOMACY TYPES IN GRAND OPERA

1. Baron Scarpia (Tosca)
2. Sparafucile (Rigoletto)
3. Iago (Otello)
4. Barnaba (La Gioconda)
5. Pizzaro (Fidelio)
6. Lindorf (Tales of Hoffman)
7. Alberich (the Ring)
8. Amneris (Aida)
9. Klytemnestra (Elektra)

XVI. FAMOUS FIRSTS

1. First multigame 'zine: WILD 'N WOLLY, Steve Carter, 1965)
2. First Feud: Boardman vs. Reinsel, 1966.
3. First Rating System: Big Brother RS, Charles Reinsel, 1966.
4. First Orphan: 1963B (transf. Dave McDaniel to John Boardman).
5. First Draw: 1965L, Germany-Russia, in GRAUSTARK.
6. First Canadian 'Zine: BROBDINGNAG, John McCallum, 1965.
7. First English 'Zine: ALBION, Don Turnbull, 1969.
8. First 'Zine Pubbed Overseas: EREHWON, Turkey, 1966-1967.
9. First Published Variant: Middle-earth II (James Wright) in GRAUSTARK, 1965)
10. First Fake: THE DIPLOMAT fake (Rod Walker, 1969)
11. First Continental 'Zine: MOESHOESHOE, Michel Feron, 1971, in Belgium.
12. First Diplomacy publication: MONGO, C.F.von Metzke, 1962.

And that is **30** for EREHWON #100!

XI. ALL-TIME WORST GMS

1. Buddy Tretick ("Oaklyn")
2. Bernie Kling
3. Charles Reinsel
4. Elmer Hinton
5. Scott Hankin
6. David Berg

XIII. BEST VARIANT MAKERS

1. Don Miller
2. Lew Pulsipher
3. Fred Davis
4. Dick Vedder
5. Rod Walker
6. Ken St. Andre
7. Steve Doubleday
8. Steve Agar
9. Martin Janta-Polczynski
10. Greg Costikyan

XV. FICTIONAL COUNTRIES CREATED BY HOBBY WRITERS (7 BEST)

1. John Boardman: Beaucaillon, The 4¹/₂ Kingdoms, Pollutidar* (*inspired by Pellucidar)
2. Rod Walker: Hitt-al-Gushurr, Rottendam, Poderkagg (**loosely based on same country created by Robert Lewis Taylor)
3. Terry Kuch: Hernia.

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