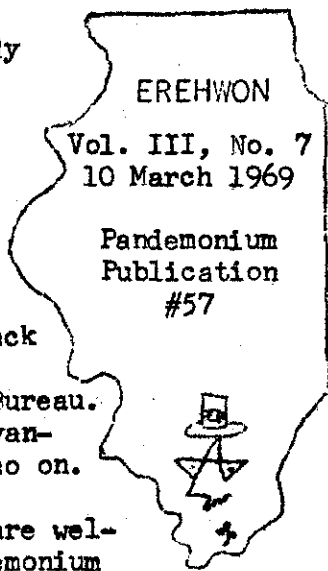


"(To) the player...who do(es) not finish the games that he starts, down to the last unit...: MUD IN BOTH YOUR EYES!" ...Buddy Tretick, LA GUERRE 20.

This is EREHWON, a journal of postal Diplomacy\* and other swords-and-sorcery fantasy. It is edited by Captain Rod Walker (USAF), 1575-A White Dr., Rantoul, Ill. 61866; 'phone (217) 893-3642. It is under the editorial supervision of Her Supreme Majesty, Lucretia II, Empress of America. Subscriptions are \$3 for 10 issues. Back issues (III, 2-6) are 40¢ per copy. Rates for NFFF Games Bureau members: \$2.50 for 10 issues and 30¢ per back copy. Pandemonium Publications, Uninc., are an affiliate of the Diplomacy Division of the National Fantasy Fan Federation Games Bureau. Membership in the Bureau is \$1 per annum and confers numerous advantages in terms of reduced fees, receipt of THE GAMESLETTER, and so on. Write: Don Miller, 12315 Judson Rd., Wheaton, Md. 20906.



Original literary and/or artistic contributions to EREHWON are welcomed and encouraged; all such items become the property of Pandemonium Publications, but those not used will be returned if a specific request is made. Manuscripts are subject to editing in the interest of space and such minimal standards of good taste as may, from time to time, be herein enforced so that Uncle Sugar's beady-eyed postal inspectors will not get too excited. The editor will trade on an all-for-all basis with all postal Diplomacy 'zines which reciprocate. The frequency of publication of this 'zine is approximately monthly (more or less, maybe).

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THE JUST RIGHT-HAND RULE: A DISCUSSION

I will wager that many people have yet to hear of the Just Right-Hand Rule. We have all known for some time that the Rules of over-the-board Diplomacy are not specifically adapted to postal play, and must be adjusted in some way to permit play by mail. One such adjustment was the creation of an additional season, winter, for the builds and its consequent admission that postal play admits diplomacy before builds, even though this is forbidden by the rules. Many Gamesmasters adjust and extend the rule for automatic removals. Most have rules for the elimination and/or replacement of players, a subject not discussed in the Rules.

Another adjustment for postal play, then, is Eric Just's Right-Hand Rule for retreats. Mr. Just, for those who have not had the pleasure of meeting him or his 'zine, edits the light-hearted THE DIPLOMAT (which has just joined the NFFF Games Bureau Diplomacy Division, by the way). Eric enjoys the rare distinction of being one of only three people who independently invented postal Diplomacy (Conrad von Metzke, 1962; John Boardman, 1963; Eric Just, 1967). Conrad's "invention" bore no fruit, unfortunately, and Dr. Boardman's invention of postal play led later to what is now being called "Mainstream" postal Dippy. Mainstream or not, I think we should look carefully at what Mr. Just has to offer us. I might also add that, in creating his PEM Diplomacy group, he reconstructed the rules from memory, retaining such things as the numbering

of units, a feature of early design stages of the game which was later omitted from the commercial version.

Despite the sometime use of separate "seasons" for retreats (Summer and Autumn), game masters do not generally take retreats separately, preferring to call for them with the next succeeding moves (or builds/removals), allowing players to make these moves conditionally upon the direction of the upcoming retreat(s). This sometimes creates a tremendously complicated situation. The Just Right-Hand Rule is the most reasonable solution to this problem I have yet heard, for it eliminates the requirement for "conditional" moves without extending the game-year into extra innings.

The Rule works like this: if a player wishes to anticipate the retreat of any of his units, he may send with his moves a retreat for any of them which he feels are in danger of dislodgement. If the unit could possibly be dislodged by more than one player, or if the original location of the dislodging unit would make a difference, he may submit alternative retreats, based on the identity of the attacker. If the unit is dislodged, the retreat is made. If, however, a retreat order is not sent for a unit which is dislodged, the retreat is made by the Gamesmaster in accordance with the following procedure. Consider that between the attacking unit's province and the dislodged unit's province there was a front, delineated by the map-border between them. The dislodged unit is retreated to the province immediately to the right of that "front". If that province is unavailable, then it is retreated to the province immediately to the left. If that, too, is unavailable, then the province next closest to the right, or left, is used, and so on until all available provinces are exhausted; then, if the unit has no available retreat, it is annihilated. Thus, if a unit in Rumania is dislodged by an attack from Budapest, the available provinces are, in order of priority, Galicia, Serbia, Ukraine, Bulgaria, Sevastopol, Black Sea. If I am correct, the positions of "right" and "left" are determined by holding the map in such a way that the attacker is seen as coming "down" toward the dislodged unit. In the above example, the action is viewed from the east.

It will be seen, immediately, that this rule is of great advantage to the Gamesmaster, because it eliminates possible time-consuming delays. It is also of advantage to the player, also, because it eliminates uncertainties and (again) possible delays. It may be argued that the rule reduces a player's control over his units, but I do not think this is really the case. He is, after all, allowed to submit any number of possible retreats for any of his units. This may involve a little extra work in some cases, and some players are victims of inveterate laziness.

I am thinking of adopting the JRH Rule for use in EREWON. The only thing that is keeping me from it is the fact that I have used other methods for so long that I hesitate to change horses in mid-stream. For games which are as far advanced as 1966 AO or 1967AA, I might hesitate to do it in any event. However, I just might. In the meantime, I would like to ask my readers to give me their opinions on this Rule (not you Eric; I know you like it). I don't care if you approve of it or dislike it, but I would like to know why. Be advised that those who do write will have a hand in convincing me one way or the other, so if you have a definite preference, sell me on it. At this point, I am completely ambivalent and open-minded. By next issue I will probably have reached a decision. Remember, what I apply to one game I am very likely, for the sake of uniformity, to apply to all games.

Before closing this off, I would like to thank Jeff Key, editor of THE VOICE (another NFFF GB Diplomacy Division 'zine), and another user and advocate of the JRH Rule, for his lengthy 'phone conversations with me on this subject.

I would also like to recommend to other 'zine editors that they look this rule over. Does it suit your needs? Will it make administration of games easier? Remember, this rule is no more a departure from the published rules than the Koning Rule, or the "Winter" season, or many of the other adjustments we have made to the Rules to facilitate postal play. I do not consider games which use this rule as variants. It may or may not be there there is a growing acceptance or use of this rule, it is too early to tell. But it is certainly worthy of consideration by all. Your opinions are solicited and will be most welcome.

(With insincere and mumbled apologies to Henry Reed)

Today we have naming of parts. Yesterday, We had the economic basis. And tomorrow, We shall have the Rules. But today, Today we have naming of parts.

This is the Board. It is a map of Europe with funny black lines on it. People are always trying to redraw the lines.

They are never satisfied with enough, it seems.

But this is the Board; it is one of the parts:

For today we have naming of parts.

This is a red army.

It is not The Red Army; it does not sing. It belongs to the Austro-Hungarian Empire. We call it Austria, for short.

You will see red armies and fleets at the beginning of the game.

Do not look for them at the end.

For some reason, they are not often there.

They are in the box with Franz-Josef; but he is not one of the parts;

And today we have naming of parts.

This is a blue army.

It is not The Blue Army; it does not always win.

It belongs to England.

We call it the United Kingdom of Great Britain and Ireland, for long.

There are usually blue armies and fleets on the board;

Because god saves the King; but god is not one of the parts,

And today we have naming of parts.

This is a light blue army.

It is not light cavalry; it does not have an overture.

This army belongs to France.

Vive la France!

This happens in 50% of all cases

DeGaulle would be pleased, which is his problem because he is not one of the parts:

And today we have naming of parts.

This is a black army.

It is not a Black army, so southerners can stop being nervous

It belongs to Germany.

There are a lot of black armies at mid-game, but not so many at the end.

What a Götterdämmerung situation.

But Richard Wagner is not one of the parts.

And today we have naming of parts.

This is a green army.

It does not wear any berets, however.

It belongs to Italy, which is too bad.

Normally, you will only need five or six green pieces in the set.

Sometimes it is hardly worth the effort of putting them out.

But green pieces are among the parts,

And today we have naming of parts.

This is a white army.

It does not represent purity or Ajax.

It belongs to Russia.

The nice one, before the Revolution.

The Russians often do very well in the game.

They ought to make a sealed railway car one of the parts.

As it is, it is not one of the parts,

And today we have naming of parts.

This is a yellow army.

It does not represent jaundice or cowardice.

It belongs to Turkey,

Which is apt; you will understand if you ever go there.

Turks often win, which is because they are good and pure and have a corner position.

A corner position is nice to have, but it is not one of the parts.

And today we have naming of parts.

These are the Rules.

They are very concise and clear, but everybody disagrees about them.

Obviously, once you get them straight, you can ignore them as you please.

But if you do, you may be called...

Well, we have had enough naming-of-parts for today.

#### THE COMPLETED GAME RATING LIST

As happens periodically, there has not been sufficient change in the Active Player Rating List to justify its inclusion here. It will appear in the next issue. The list below reflects the standings of players currently active in postal Diplomacy based only on games which have finished. A player must have received a score in at least two completed games in order to be listed. The system is based on the assignation of ordinal

scores to achievement during the course of the game. Thus: victory, 10; draw (2), 7 (each); second place, 5; draw (3 or more), 5 (each); survival to end of game, 3; elimination after 1910, 2; elimination 1906-1910, 1; elimination 1901-1905, 0; removal from game by GM action, 0; bonus, growth rate above 1.5 supply centers per year, 2; bonus, growth rate of 1.00-1.500 supply centers per year, 1. The total score is averaged. Number of games scored is indicated in parentheses. The list:

<u>Top Board</u>	5.333 Peery (6)	4.250 Clark (4)	2.235 Brannan (17)
8.500 Barrows (2)	5.222 Dygert (9)	4.000 Greene (2)	2.167 Long (6)
7.875 Zelazny (8)	5.154 Koning (13)	.....50%.....	2.000 BJohnson (2)
7.000 Turner (6)	<u>Third Board</u>	3.833 McCallum (12)	Shagrin (2)
6.750 Wells (8)	5.000 Kuch (4)	3.714 Reinsel (14)	1.600 Lake (5)
6.600 Pournelle (5)	Mebane (4)	3.437 vonMetzke (16)	1.500 Duncan (2)
6.500 Naus (6)	Thompson (3)	3.400 Davidson (5)	Linden (2)
6.200 Pendergrass (5)	Walker (5)	3.375 Huff (8)	Wittmann (2)
<u>Second Board</u>	4.809 Smythe (11)	3.000 Birsan (9)	1.333 Fletcher (3)
6.000 Munroe (3)	4.857 Lebling (7)	2.538 Tzudiker (13)	1.200 Francis (5)
5.833 Prosnitz (6)	4.444 Latimer (9)	2.500 Beyerlein (4)	1.000 Bailey (4)
5.800 Berman (5)	<u>The Thundering Herd</u>	Schow (4)	0.636 Gemignani (11)
5.667 Peck (3)	4.385 Nelson (13)	Ward (4)	0.333 Swenson (3)
			Warden (3)

The country listings under this system do not show much change, save that the countries at the bottom are doing a little better and those at the top are not doing so well. Of course, the large number of completed games (72) should begin to produce this leveling effect. There are two lists, one calculated on the basis of all games and the other calculated on the basis of only those games in which the country was in the hands of only one player (exact number indicated in parentheses).

4.236 England	4.717 Russia (53)
3.897 Turkey	4.648 England (54)
3.775 Russia	4.151 Turkey (53)
3.722 France	4.125 France (56)
2.747 Germany	2.927 Germany (55)
2.733 Italy	2.769 Italy (56)
2.625 Austria	2.667 Austria (57)

The following games are included in this calculation: 1963A-C; 1964 A, B, D; 1965A, B, D-I, L, M, O, Q-W; 1966A, B, D-I, K-O, Q, R, W, AA-AC, AG, AI, AK-AM, AP, AQ, AU, AV, AZ, BB, BC, BG, BI-EK; 1967E, H, I, P, V, AC, AF, AG, AK, AT, AU; 1968P, BD. The following games are not used in this rating system or the Active Player rating system; they are indicated as (c) cancelled, (v) variant, (h) hoax, (t) team game: 1964C (h); 1965J(t), N(t), S(t), U(t), AD(t), AF(t), AJ(c), AW(c), AX(c), AY(t), BA(c), BF(c), BH(t), BP(c); 1967C(t), D(t), F(v), K(h), L(h), Q(t), R(t), S(t), X(t), AI(t), AM(v), AN(c), AY(c).

CURRENT AND CHOICE

- ACELDAMA will cease publication after the next issue, which announces the cancellation of 1967AY. John McCallum will then begin putting out VIMY VICTORS, which will take over one game from JUTLAND JOLLIES, which is folding, or being transferred into the voracious maw of gTab, or something.
- ATT@QUER (2). This looks like a good one to get into. Will have many general features and will also cover aspects of variant Diplomacy.
- AEOLUS. Games are being conducted by carbon copy, and publication will apparently be resumed in March.
- BROEDINGNAG (92). Will definitely continue the McCallum tradition. Continues to be a "must" for serious Dippy nuts.
- COSTAGUANA (III, 14). No more game openings.
- DIPLODEUR (1.14, 2.1, 3.1). Each volume carries a different game, including the clever

and intriguing Variation C, which includes a revised playing board and a point system based on the game's diplomacy. Watch LOMKOME for a review of this significant variant.

DIPLOMANIA (22). Contains, i.a., a complete listing of all variant games and an interesting letter from Fred Davis on the playing board. This letter forms the basis of the variants Aberration I and II, now appearing in ZOTHIQUE.

DIPLOPHOBIA (44).

THE DIPLOMAT (I, 23). This 'zine is expanding, while keeping its easy-going format and pleasant style. No game openings at present, but stand-by positions a-plenty are there for the asking.

GRAUSTARK (178).

HALF 'N' HALF (1). s/issue/10¢. Will run by xerox bi-weekly. Has regular openings and hopes to run a game of Charles Wells' Parlement. g/free.

LA GUERRE (20). Plenty of openings, regular and various variants.

INTERNATIONAL ENQUIRER (2,1). Continues to have (apparently) openings and continues to be (obviously) the funniest 'zine in the business.

LONELY MOUNTAIN (45). Back to ditto and a more frequent schedule. Some straws are in the wind pressaging some possible big changes here. There may be some openings left for Parlement at \$1. Inquire.

NEMEDIAN CHRONICLES (8). g/? , s/2/15¢. Formerly restricted to people in Saskatoon, this 'zine is now opening to others and has at least one regular game forming. Printed via brown (!) and red (!! ) mimeo, this 'zine contains a lot of interesting material, including some obscure, but good, German jokes. Recommended.

NICOLET DIPLOMACY BULLETIN (2, 8). Chronicles telephone games between students at Nicolet High School in Milwaukee. No open games, probably no subscriptions. However, may wish to trade for other postal Dippy 'zines. Prospective trades should contact Rich Rubin, 8580 N. Point Dr., Milwaukee, Wis. 53217.

RAGNAROK (2).

SPALD, JR. (I, 8). g/\$3, s/10/\$1. One last regular game forming.

STAB (60). Good for wrapping orange peels.

VALHALLA (13).

THE VOICE (II, 4). Will soon switch to ditto. s/copy/35¢, but this may change with change in reproduction method. Good games, good wit. Definitely recommended.

WILD 'N' WOOLY (138).

XANADU (13). s/10/\$1.25. Back issues still available, issue/15¢.

XENOLOGIC (II, 10.5).

Addresses of these 'zines may be found in the Mailing List.

#### THE OH SAY CAN YOU SEE CONTEST

This contest seems to have elicited quite a few replies. The respondents and their scores were: Bill Lindien (60), Bob Kinney (40), Russ Jones (40), Pete Comber (27), Sid Cochran (16), Edi Birsan (0), and David Lindsay (0). I also got a set of answers from John Boardman which may have been intended as humor. The answers:

1. Since 31 May 1968 the Brazilian national flag has had 23 stars.
2. The correct proportions of the U.S. flag are 10:19.
3. The "Kruisvlag" was a flag used by the voortrekkers of South Africa during 1836-1840. It is not a Dutch or German flag, nor is it a national flag; nor was it used by the Republic of South Africa.
4. The correct answer was Guyana. However, the question as worded was capable of vast misinterpretation, so it was deleted.
5. From the hoist out, the four stars on the Chicago flag stand for: (1) the Fort Dearborn Massacre, 1812; (2) the Great Fire of 1871; (3) The World's Columbian Exposition, 1893; (4) the "Century of Progress" Chicago World Fair, 1933.
6. Red (white would be correct, too, save it does not appear on the flag of Fujaira).
7. The Sovereign State of Winneconne seceded from Wisconsin on 22 July 1967 (and re-joined the state 12 hours later). Its flag bore a dodo, a skunk, a sprig of poison ivy, and a sheephead fish.
8. Epsilon Crucis is the smallest star on the Australian flag.

9. The "Stars and Bars" is not the Confederate battle flag (the St. Andrew's cross with the stars on it. It has a canton of blue with 7 (not 13, Bill) stars in a circle, and three horizontal stripes, red, white, red. The second Confederate flag, which was all white, did not have this flag in the canton, but did use the battle flag.
10. A nutmeg. Some sources speculated that it might be a pomegranate, but it isn't. Some answers contained a description of the old colonial ensign of Grenada, which does not display a fruit.

The winner, Bill Linden, hereby wins a free game in ATTAQUER. He also, as it happens, wins a free subscription to The Flag Bulletin, published by the Flag Research Center and edited by Whitney Smith, 17 Farmcrest Ave., Lexington, Mass. 02173. Congratulations, Bill! Readers may be interested to know that none of the respondents submitted a correct answer to questions 3, 4 (deleted), 5, or 10.

#### THE IRISH CONTEST

Well, here it is almost St. Patty's Day, and I guess our next contest should be devoted to the land of colleens and leprachauns, Ireland. Sure and we have ten questions again, and they add up to 100 (10 points each). Begorrah! The winner gets another free game in ATTAQUER.

1. Who was the last King of Ireland (be careful)?
2. Who was the last King in (but not of) Ireland?
3. What name(s) used by Robert E. Howard for the geography of Conan's world has its (have their) source in Irish mythology and history? Indicate the relationship(s) specifically.
4. What supposed miracle of St. Patrick is said to account for one of the most distinctive features of the Irish landscape?
5. All things considered, what is the most unusual aspect of the Irish flag?
6. What is (or was) The Pale?
7. How many High Kings (Ardri) of Ireland were named Brian? List them.
8. Give the etymology of the names of the Kingdoms of Desmond and Thomond.
9. To what Biblical character (besides Adam and Noah, of course) do the Milesian royal dynasties of Ireland trace their ancestry? For a bonus of 25 points, trace the descent of the four sons of Milesius, father-to-son, from this individual.
10. What was the Crom-Cruarch?

RECEIPT DEADLINE for contest entries is Tuesday, 1 April 1969. Have fun.

#### OUT OF THE GRAVEYARD

This is EREHWON's regular column reviewing the progress and vicissitudes of postal Diplomacy 'zines that are no longer with us. I am presently using my own files for the preparation of this material, but hope for assistance from other collectors whose files are more extensive and complete than my own. Already, John McCallum has volunteered his generous assistance in preparing a section on RURITANIA, which will appear this summer. Others which will be appearing in these pages include ARMAGEDDONIA, MISKATONIC UNIVERSITY, and several more. The possible folding or merging with other 'zines of JUTLAND JOLLIES and THULCANDRA will also make them available for review. Today we have:

#### The Ill-Fated Seattle Publishing Venture

There was a time when the city of Seattle could boast of three --almost four-- Diplomacy 'zines. Today they are all defunct and their Gamesmasters have almost entirely withdrawn from postal play. This situation is regrettable, and the causes are only partially known. Certainly a primary factor was the absence of regularly usable reproduction facilities (apparently). The sequence of events, and the lesson to be drawn therefrom, is pretty obvious. By early 1967, a fairly considerable Diplomacy "cult", involving high school and university students in Seattle, had sprung up. Naturally, somebody got the publishing "bug". In March, Greg Long began CEREBRAL NEBULA. This was followed in November by EFGIART and THE LOST ONES. The "fourth" 'zine, Dick Shagrin's HIGH LIVER, is not covered here, principally because it never carried a game. It will

be covered later in this series when I come to "curiosity value only" 'zines, such as HIGH LIVER and BROKEN LINE.

The publishing combine thus created saw a rather complete interlacing of editorial and publishing tasks. Publications did not tend to be irregular, but did show that the editors were often dependent on each others' publishing facilities. In the winter of 1968, CM ceased publication and the other two 'zines temporarily took up the slack. But summer 1968 saw the last of them, too, and all the games they carried were ultimately transferred to A.D.A.G., where they were completed or are still ongoing.

The Seattle 'zines showed great promise, and it is a pity that they did not continue. CEREBRAL NEBULA was puckish and whimsical, and added a welcome light note to the scene. ERGIART began in the same vein, but quickly altered to a more serious tone, becoming the official organ for the Northwest Wargamers and becoming the purveyor of material of general interest. THE LOST ONES was most notable for its literary supplement, THE CRITIC, which --while nothing spectacular-- was certainly worth reading and constituted a welcome addition.

The 'zine statistics:

CEREBRAL NEBULA

GM: Greg Long

No. <sup>1</sup>	Content	Date	RM <sup>2</sup>	P. <sup>3</sup>
1	Opening issue	11 Mar 67	d*	3
2	67J,W00	1 Apr 67	d*	5*
3	67J,S01; 67T,W00	5 May 67	m*	5*
4	67J,F01; 67T,S01	1 Jun 67	m*	6*
5	67J,W01; 67T,F01; 67AG, W00.	21 Jun 67	m*	6*
6	67J,S02; 67T,W01, S02; 67AG,S01	28 Jul 67	d	9*
7	67J,F02; 67T,F02; 67AG,F01	30 Aug 67	d	5*
8	67J,W02; 67T,W02; 67AG,W01	12 Sep 67	d	4*
9	67J,S03; 67T,S03; 67AG,S02	6 Oct 67	d	6*
10	67J,F03; 67T,F03; 67AG,F02	25 Nov 67	d	5* <sup>4</sup>
11	67T,W03; 67AG,W02	1 Jan 68	d	4* <sup>4</sup>
12	67J,W03; 67T,S04; 68Z,W00	? Feb 68	d	4*

ERGIART

GM: Doug Beyerlein

No. <sup>1</sup>	Content	Date	RM <sup>2</sup>	P. <sup>3</sup>
1	Opening issue	? Nov 67	d	2*
2	67EC,S01	28 Dec 67	d	5*
3 <sup>5</sup>	67AG,S03; 67EC,S01, F01,W01,S02; 68H,W00	2 Feb 68	m	4*
4	67AG,F03; 67EC,F02; 68H,S01	22 Feb 68	m	4*
5	67AG,W03; 67EC,W02; 68H, F01	17 Mar 68	d	3
6	68H,W01	18 Apr 68	m	2
7	67AG,S04,F04; 67EC,S03,F03; 68H,S02,F02	21 May 68	m	8
8	67AG,W04; 67EC,W03; 68H,W02	? Jun 68	? <sup>6</sup>	? <sup>6</sup>

(ERGIART)

No. <sup>1</sup>	Content	Date	RM <sup>2</sup>	P. <sup>3</sup>
9 <sup>7</sup>	67AG,S05,F05; 67BC,S04,F04; 68H,S03,F03	25 Jul 68	d	9*

THE LOST ONES

GM: Steve Hueston

No.	Content	Date	RM <sup>2</sup>	P. <sup>3</sup>
I	Opening issue	15 Nov 67	m	2*
II	Change in game cov- erage <sup>8</sup>	11 Dec 67	m	2*
III	68B,W00	? Jan 68	m	2*
IV	68B,S01	6 Feb 68	m	3*
V	68B,F01;CRITIC 1	26 Feb 68	m	5*
VI	68B,W01; 68AA,W00; CRITIC 2	18 Mar 68	m	3*
VII	68RA,S01	12 Apr 68	m	1
VIII	68B,S02;68AA,F01	30 May 68	m	2 <sup>10</sup>
IX <sup>9</sup>	68B,F02;68AA,W01	? Jul 68	m	2 <sup>10</sup>

FOOTNOTES

- <sup>1</sup>All issues Vol. I.
- <sup>2</sup>Reproduction Method. Key: d, ditto; m, mimeo; \*, legal-size paper.
- <sup>3</sup>No. pages; \*, printed front-to-back.
- <sup>4</sup>Plus pictorial cover.
- <sup>5</sup>Numbered "2-3".
- <sup>6</sup>Copy unavailable here.
- <sup>7</sup>Numbered "8-9".
- <sup>8</sup>'Zine was originally to carry only the "Kriegspiel" variant which has invisible units. Changed to carry both this and regular games. Ultimately, no variant games were ever carried.
- <sup>9</sup>Not actually numbered.
- <sup>10</sup>Copies extant on both blue and yellow paper. Also on blue paper: V, VI, and VII. Speaking of paper color, ERGIART # 6 and 7 are on yellow paper and the cover of C.N. #11 is also on yellow paper. TLO VIII and IX were on various colors.

While the 'zines themselves had character, the games did not seem to. There was no coherent series of press releases or a press-release war, but only miscellaneous odds and ends I will not review here. Game 1968B had some material of mine in the perennial Pope Joan series -- in this case, Pope Joan IV of the Holy Catholic Church in Rome, Hereditary and Militant. There was also (issue VIII) some black propaganda from "Radio Krakatoa", but this appeared only once. I do not propose to review the course of the games, as some of them are still in progress and none got beyond 1905 in these 'zines.

#### WANTED

In this section, EREHWON will run advertisements for Diplomacy material which you want to buy or have to sell. As yet, nobody has taken advantage of this service except me. And my ad appears below.

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 WANTED: Copies indicated of the following 'zines. Will pay any reasonable price for same. Will also pay for xerox copies in some cases, but contact me first before you do the work. ARMAGEDDONIA #2, #6. ADAG #18, #33. BROEDINGNAG #1-39. BIG BROTHER all issues. CORSAIR all issues. DIES IRAE Vol.I #1. DIPLOMANIA 1-9. DIPLOMAT I, 1-12. EFGIART #8. EURALIA #4. FIDGELY any issues. FREDONIA all issues. GLOCKORLA #1, #10, GRAUSTARK 1-54, 56-86. LA GUERRE 1-10, 15, 16, 17. KALMAR #7. LONELY MOUNTAIN 1-16. LUSITANIA all issues. MARSOVIA #24. MISKATONIC UNIVERSITY, Series 1, #7, #8, #34. ORTHANC all issues. OSGILIATH all issues. RURITANIA all issues. TRANTOR 1-17. T.S. all issues. WILD 'N' WOOLY, 1-57, 61, 68, 85. WORLDIP & WITDIP, all issues. XANADU #2, #3, #8, #9.  
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#### PANDEMONIUM REVIEW

Yet another section is added to EREHWON. This one will detail the latest output of Pandemonium Publications. It will mention the latest issue, game openings, and other matters of possible interest. Well, what's new at Pandemonium?

ATLANTIS (V) (P.P. #52).

BLEFESCU (2) (P.P. #55). \$/10/\$1. Devoted to the Calhamer 5-man Variant, or "Napoleonic Diplomacy". Has taken over former Miskatonic University games. Stand-by players are most urgently needed for some of these games. There may be openings in the one open game in the 'zine.

LOMOKOME (5) (P.P. #54). \$/10/\$2. Stand-by players badly needed in some games of Imperialism VII. This issue contained a discussion of air power in a projected variant and also had the map and digested rules for Aberration I and II. Detailed ideas for variants are being presented in a new regular feature.

UTOPIA (V) (P.P. #53). \$/10/\$1. Stand-by players are needed for both sections of the Youngstown Variant, the second of which got underway shortly after publication of issue #V.

ZOTHIQUE (5) (P.P. #56). This 'zine resumes publication with opening of Aberration I and Aberration III. Openings for Aberration II at \$4 (\$3 for NFFFGB members) are still available. Stand-by players are needed for all three games.

#### ANNOUNCEMENTS

1. Mailing List: A new Mailing List was printed 22 February 1969. By 24 February there were already 3 changes to it, and there have been more. Anyway, it will be distributed with this issue, if you have not already been sent it, and the changes will be printed, as usual, in the Miscellanea section in the rear of the 'zine.

2. The Flag Bulletin is a quarterly publication of the Flag Research Center, 17 Farmcrest Ave., Lexington, Mass. 02173. Chronicles and details the latest flag information and includes informative and authoritative articles on the flags of today and yesterday (and even tomorrow, such as a recent article on a U.S. 51-star flag). The cost is only \$4 per year, and well worth it. Anybody interested in flags should subscribe to this, the only periodical published in North America which deals with that subject.



3. The Augustan is a bi-monthly publication of The Augustan Society, an international association of students of monarchy, chivalry, heraldry, and history. The journal publishes articles in these fields, written by highly informed, cultured, articulate people. There are also some articles by me. One of my best farces, A Short Guide to Genealogy, is due to be published within the next few issues. The cost of Society Membership is only \$8 per year (less for students and military), which is the same as a subscription to the journal. Recent articles on American genealogy have been most interesting, as have items dealing with Japanese heraldry. I am working on a series dealing with Arab genealogy and history. The Society has members all over the world, including Japan, Czechoslovakia, and Yugoslavia and we often get a great deal of very unusual material. Contrary to rumors spread by the poorly-informed, the Society does not advocate the erection of a monarchy in the United States nor in any other traditionally republican country. By the way, the King of Bulgaria is a member... Anyway, if you are interested, you can write directly to me (I'm Society Secretary) or to the Society President, Rodney E. Hartwell, 18002 Faysmith Ave., Torrance, Calif. 90504.

4. Maps for Variants offered by various Pandemonium 'zines are still available in many cases: Imperialism VII, Imperialism VIII, the Youngstown Variant, Aberration I/II, and Aberration III. Prices vary, and are usually less if you are a regular member of the N3F Games Bureau. You will need these, plus a subscription to the 'zine in question, if you wish to be a stand-by player.

5. Allan B. Calhamer, the inventor of Diplomacy, now lives in Chicago. I recently paid him a visit in La Grange Park (the suburb where he resides with his parents, his wife, and his daughter). In case anybody is wondering, Dr. Calhamer is tall, red-haired, and has a small red beard. We spent a very enjoyable Sunday afternoon, talking about Diplomacy, and his "new ideas" 'zine, Hypermodern, and other things. Ladies and gentlemen, the rumors are true. Dr. Calhamer is working on another game. It is not, however, a war game. It is called Hyperspace and is a two-person game of "exploration and discovery". It is played in a 4-dimensional space which is randomly divided into areas of deep sea, shallow sea, plains, and mountains. Since the location of these features is unknown to the players at the start, the object of the game is to find out where they are. This is done by using four vehicles, adapted to the various area types, to explore the space and discover its conformations. The player who first discovers the majority of the mountain locations wins the game. Bonnie and I have played the game several times, and it is very enjoyable. It is easy to understand, fast, but really quite fascinating. A commercial version of the game will be available soon; I urge people to get it, especially if they are interested in a change of pace from the inordinately complex two-person wargames that are on the market these days.

6. Charles Turner. The former Gamesmaster of ARMAGEDDONIA is now undergoing theological training at a seminary north of Chicago. Wow... Anyway, after seeing Dr. Calhamer, I drove over to see Charlie and we spent the evening gossiping about people we both know (cringe, Bailey, Peery, Presnitz...) and having a good laugh over the frailties of human nature (guess that lets you out, Peery...). We decided to go out to dinner, which is when I discovered one of Charlie's shortcomings. Of course, it is understandable, in one so outlandishly skinny, that food might not be of utmost concern. But believe me, when I'm in an area, I have every restaurant within a radius of 10 miles scouted out within the month. But Charlie? He's been there for months and doesn't know one single, solitary, cotton-picking place to eat. I'll have to hand it to him, though...there aren't very many. We wound up at a hamburger joint. It wasn't bad, as it happens, and we sliced a few more innocent souls bare while we were there.

7. N3F Games Bureau: Diplomacy Division. I have just accepted an appointment to be Chief of the Division, replacing Dave Lebling and John Koning. Simultaneously, however, since Pandemonium Publications' joining the Division, many other 'zines have done so. THE DIPLOMAT, THE VOICE, LONELY MOUNTAIN, and ATTAQUER have joined, and we expect others will, also. A few, such as BROEDINGNAG, are only waiting to be invited. I have many plans for the Division, some of which I would like to outline here. In some particulars, I haven't got all the details ironed out, yet.

1. With Don Miller's help, I will establish minimum requirements for entry into the Division. In my view, while individuals are members of the Games Bureau, only published 'zines (and consequently, their editors) will be members of the Division. While there will be no specification as to format or types of games carried, or whatnot, there will be requirements that the member-'zines assist the Division.

2. I plan to cement down the Division's position on the Rules. Where all 'zine-members agree, we will have a permanent set of interpretations. In cases of disagreement, there will be "suggested" interpretations, representing the majority view, but of no binding force.

3. I hope to encourage our 'zine-members to adopt discounts for Games Bureau members. This will not be required. As it now stands, Don Miller's 'zines, and mine, do this, as do THE VOICE and THE DIPLOMAT.

4. I hope to establish, through the Division, a series of postal Diplomacy archives at strategic points around the country. Bases for these archives are already maintained by Don Miller, John Koning, John Boardman, John McCallum, myself, and perhaps some others (Charles Wells, of course), some of whom might not actually be associated with the Division. Through collection efforts, and xerography, we should be able to insure that several complete files of postal Diplomacy material are maintained throughout the continent for research and reference purposes. It is important that this be attended to now, while the material is still available. To my knowledge, there is only one complete set of the DIPLOMAT in existence. Other early 'zines may also owe our knowledge of them to one or perhaps two carefully-preserved sets. What happens if that one set is accidentally destroyed? Or if the owner loses interest in the whole thing and vanishes, 'zines and all? Duplicate collections scattered here and there will protect us, I think, from this.

5. For the time being, THE GAMESLETTER will continue to chronicle the activities of the Division. Later, however, if we can find a Division Editor, we will have an official Division 'zine.

6. All financing will be handled through the Games Bureau.

7. A circular letter is going out to all editors whose 'zines are members of the Division, discussing this in more detail. Meanwhile, you are all urged to join the Games Bureau. Things are going to be happening there.

8. The International Diplomacy Federation. For a variety of reasons, this project is in abeyance. For one thing, I haven't had time to type up the draft constitution and run it off and send it out to a couple of hundred people. Secondly, it seems to me that the NFFF Games Bureau Diplomacy Division may do many, probably most, possibly all of the things envisioned as functions of the IDF without all the organizational complication involved in the latter. If so, to have the Division and the IDF would be a duplication of effort. I would like, at this point, to see how far the NFFGBDD can go toward regularizing things before we to into the IDF thing. There will, therefore, be a delay.

9. Mensa. Fred Davis sends the following. "Postal Players, would you like to meet some real, live people? Join MENSA and meet your peers! If your I.Q. is 130 or over, you can join your local Mensa padded cell. This International Society is composed of people of all ages and backgrounds standing in the upper 2% of the intelligence scale, as measured on standard (admittedly inadequate) tests. There is now at least one Mensa chapter in every State and Province in North America. Membership includes the opportunity to purchase the Mensa Register, listing the occupations and special interests of 11,000 North American members. Very useful for finding others with interests similar to your own. For information on joining, write:

American Mensa Selection Agency, P.O. Box 86-A  
Gravesend Sta., Brooklyn, N.Y. 11223

This ad sponsored by the Baltimore, Md., Chapter."

10. Net. This 'zine is not edited under the supervision of the Sewer-rats for a Derailed Society, or whatever SDS stands for.

11. Dedication: This issue is dedicated to a great educator, Dr. S. I. Hayakawa; with a good old college cheer: "Hold that line!"

WAR ENDS IN DUAL VICTORY

Winter 1912 / Spring/Fall 1913: At the conclusion of the Spring 1913 moves, the Gamesmaster declared his intention to the players of declaring a draw in accordance with Rule 18, and requested objections. One was received, from Germany. However, after viewing the results of the Fall 1913 moves, it is apparent that the German plan does not offer a reasonable assurance of victory. A joint victory, shared by Germany and Turkey, is therefore declared. I will entertain strong objection to this from either Power, but I really think it unnecessary to continue play in a fairly obviously drawn game. Please note that I do not consider all survivors at the time a draw is declared as being parties to it. England and France have 1 unit each, and survived to the end of the game, but the game was won by Germany and Turkey jointly and they are the only actual parties to the "draw". The last year's moves:

Winter 1912/Spring 1913:

ENGLAND (Birsan): No change. F Spa (s.c.) (S) TURKISH F Naf-Mid.  
 FRANCE (Peery): No change. A Mar (H).  
 GERMANY (Carey): (B) A Ber. A Ber-Pru, A Kie-Mun, A Sil (S) A War, A Boh-Gal, A Mun-Boh, A Par (H), A Pru-Lva (S) by A War, A Bur (S) ENGLISH F Spa (s.c.)-Mar (not so ordered), A StP-Mos, A Lon (H), F Mid-Spa (s.c.) (S) by A Gas & F Por, F Bre-Mid (S) by F Eng.  
 TURKEY (Ollila): (B) A Con. A Con-Sev (C) by F Bla, A Bud & A Rum (S) A Gal, A Vie (S) A Tyr, A Tyr (S) A Vie, A Gal thumbs its nose at the Germans, A Mos-Lva, A Sev-Mos (S) by A Ukr, A Pie (S) FRENCH A Mar, F Naf-Mid, F WMed & F GLyo (S) ENGLISH F Spa (s.c.), F Ion-Adr, F Tyr-Ion.

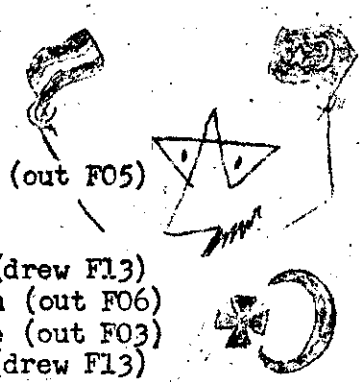
Fall 1913:

ENGLAND (Birsan): F Spa (s.c.) (S) FRENCH A Mar-Hell. Owns: Spa (1). No change.  
 FRANCE (Peery): A Mar (H). Owns: Mar (1). No change.  
 GERMANY (Carey): A Pru (S) A War, A Kie-Mun, A Boh-Gal (S) by A Sil & A War, A Mun-Boh, A Par-Bur, A Bur-Mar (S) by A Gas, A StP-Mos (S) by A Lva, A Lon (H), F Por-Spa (s.c.) (S) by F Mid, F Bre & F Eng (S) F Mid. Owns: As in III, 6 (16). N.C.  
 TURKEY (Ollila): A Con-Bul, F Bla (H), A Tyr (H) (S) by A Vie, A Gal (H) (S) by A Bud & A Rum, A Mos (H) (S) by A Ukr & A Sev, A Pie (S) FRENCH A Mar, F Naf-Mid, F WMed & F GLyo (S) ENGLISH F Spa (s.c.), F Adr (H), F Ion (H). Owns: As listed in III, 6 (16). No change.

Supply-Center Chart

Game: 1966A0 (formerly rE1); EREHWON, I, 2 - III, 7.

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	
A	3	5	4	3	1	-									--Brian Bailey (out FO5)
E	3	4	5	5	5	4	3	3	2	2	2	2*	1	1	--Edi Birsan
F	3	6	6	8	10	10	10	9	10	6	4	1	1	1	--Larry Peery
G	3	6	8	8	8	9	10	11	11	13	13	15	16	16	--Chuck Carey (drew F13)
I	3	4	5	4	2	1	-								--Frank Musbach (out FO6)
R	4	4*	2	-											--Jack Longbine (out FO3)
T	3	4	4	6	8	10*	11	11	11	13	15	16	16	16	--Clif Ollila (drew F13)



This was EREHWON's first game, which, amazingly, did not require a replacement player, although the Russian player managed to vanish with alarming rapidity. It saw the first C.S.A. press releases (by the GM) and the first Franciana and Queen Lurleen press releases. The game was a lot of fun to run, largely because of the excellent press-release war with Larry Peery. The game was characterized by an odd non-aggression pact between France and Germany, which France did not even break when Germany began to squash England. The destruction of England was followed by the predictable betrayal of France, already hard-pressed in the Mediterranean by Turkey. The collapse of France, however, left the two major powers in a gigantic deadlock which extended from Russia to Iberia. Repeated attempts by both to break the deadlock or to absorb the two minor powers and thus win the game were frustrated.

Thus the second of EREHWON's games to end comes to a close (barring strenuous objection), with a well-deserved dual victory (or draw). Congratulations to the victors. Congratulations, too, to the survivors for lasting (which wasn't as easy as it might seem).

## RUSSIA TROMPS ITALY; WESTERN FRONT STAGNATES BLOODILY

Fall 1906: One small error from last time: the Italian move A Bud-Vie obviously failed. A Bud, being dislodged and having no place to which to retreat, is /A/. For the past two or three moves, I have received nothing from the second half of the Russian pair of players, so I am deleting Doug Baker's name temporarily from this game until I can find out what is going on.

ENGLAND (Perrin): F Edi (S) F Nth, F Eng-Bel (S) by F Nth. Ows: Edi, ~~Yp~~, Lon, Bel (3). No change.

FRANCE (Evans): F Iri-Eng, A Bel-Hol /D//Bur,Pic/, F Lpl (H), A Par-Bre, A Mun (H) (S) by A Ruh. Ows: Bre, Mar, Par, Mun, Spa, Por, ~~Yp~~, Lpl (7). Build 1.

GERMANY (Cochran): A Mun (R)-Ber. F Kie-Hel, A Den-Kie, F Hol (S) ENGLISH F Eng-Bel, A Sil-Mun (S) by A Ber. Ows: Ber, Kie, ~~Yp~~, Den, Hol (4). Remove 1.

ITALY (Welsh): A Boh-Gal, A Tri-Bud /D//Ven/, A Tyr-Vie, F Ion (H) (S) by F Atr & F Tyr. Ows: Nap, Rom, Ven, ~~Tyr~~, Tun, Vie, ~~Yp~~ (5). Remove 1 (1 /A/).

RUSSIA (Beyerlein): A Gal-Vie, A War-Gal, F Cly-Nat, F Nwy-Nth, A Swe-Nwy, A Alb-Tri (S) by A Bud & A Ser, A Bul-Rum, F Con-Aeg. Ows: Mos, StP, Sev, War, Rum, Swe, Nwy, Ser, Bul, Con, Tri, Bud (12). Build 2.

TURKEY (Zelazny): F Aeg-Ion (S) by F EMed & F Gre. Ows: Ank, Smy, Gre (3). No change.

NOTE THE DUAL DEADLINE: RECEIPT DEADLINE for Winter 1906 builds will be Monday, 17 March 1969. RECEIPT DEADLINE for Spring 1907 moves will be Tuesday, 1 April 1969. The builds will be mailed out Monday night.

## NEWS OF THE WORLD

ENGLAND: CROMWELL CLAN MAKES LIKE HATFIELDS AND MCCOYS

LONDON: Confusion reigns as Oliver, Protector of England, Oliver, Prince Protector of England, and Fagin "The Teacher" Cromwell fight it out for leadership in a country gone mad. "Remember the French alliance," Prince Oliver cries.

"They betrayed us in Liverpool!" cries the Lord Protector from the bridge of his airship, moored alongside Big Ben. "All hail our Russian allies!"

"But they don't trust us!" retorts Regent Protector Fagin, from the slum warren where he directs his crack troops of mini-commandoes. "The Germans are our only hope!" Meantime, all wonder where the Lord Protector and his son sprang from, as they were last seen disappearing into the gaping maw of Priest/Scientist Cross' similarity machine. Pandemonium only knows where they came from... /hotcha! You bet!!/

GERMANY: KAISER WOULD RATHER FIGHT AND SWITCH

BERLIN: The Kaiser has assented to the cementing of firmer Anglo-Prussian relations consequent to the treacherous breach of the Western Alliance by the French before the ink was dry on the pact, last February. Knowledgeable parties in high circles in the Foreign Office are whispering that M. d'Evans has sown the wind; soon he will reap a White Whirlwind. /Mayhap a --heh,heh-- White Tornado?/

PODERKAGG: PANDEMONIUM V SIGNS NEW ENGLISH PACT

GASTRITIS (15 September 1906): His Celestial Majesty, Pandemonium V, King of all the Poderkaggs, today signed a treaty of alliance, coordination, and inheritance with the Protectorate of England. In discussing the matter with the Press, His Majesty offered these words of explanation: "When His Excellency, Protector Oliver VII, first arrived in Poderkagg (cf. EREHWON, III, 5), He made His way to Gastritis to wait upon Our person, knowing that We held His son in captivity. Well, naturally we talked, and it turned out that the whole Anglo-Poderkaggian War was the result of an unfortunate misunderstanding and we were really both concerned over the Insidious Imperialism of Certain Powers. Eventually it became clear that we must ally...so we did. This treaty provides that We shall assist the gallant English in their fight against                      (insert name of country) imperialism and will inherit certain --uh, baubles in the event that the House of Cromwell should die out. We refer, of course, to the Crown Jewels and certain parcels of land in Africa, Asia, and America. However, there is the problem of Regent Fagin. Oliver took quite a chance leaving him in charge, and the current civil war is, We fear, the result. Fagin, you see, gentlemen, is not quite ...well, he's almost ...uh, you couldn't say he's exactly ...that is,... um, the truth is, Fagin is not quite... well, he's only half human, you know... ..".

## FRANCE ON VERGE OF EXTINCTION?

Spring 1906: Linn Haramis, France, has missed a key set of moves, it seems. Doug Beyerlein (item #9, Mailing List) is requested to send stand-by moves for France for Fall 1906, in case Linn does it again.

ENGLAND (Welsh): F Lpl-Iri, F Nat-Mid, F Nth-Eng, F Bre-Gas.  
 FRANCE (Haramis): NO MOVES RECEIVED. A Mar, A Par, A Gas /H/. A Bur /H/ /A/.  
 GERMANY (Birsan): A Kie-Mun, A Pic-Bur (S) by A Ruh, A Mun-Boh, F Den (H), A Hol-Bel.  
 ITALY (Jones): F Nap-Ion, F Rom-Tyr, A Ven-Tyr, F Ion-EMed, F Gre-Aeg, A Alb-Gre,  
 F Smy-Con (S) by A Bul, A Rum-Sev, A Ser-Bud (S) by A Vie.  
 RUSSIA (Manogg): F Sev-Rum, A Ank-Smy, F Con-Bul /D//Bla, Ank/, A Swe (H), A Nwy (H),  
 F Ska (H), A Ukr-Gal, A Gal-Boh.

RECEIPT DEADLINE for Fall 1906 moves is Tuesday, 1 April 1969. I am getting ready to put this game on 2-week deadlines, as it seems to be entering the terminal stages of its development. More on this when 1906 is over. Moves may be conditional on the Russian retreat.

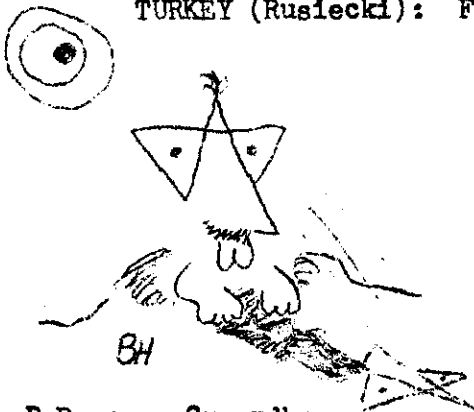
## 1968K

IS ENGLAND STABBING GERMANY? IS RUSSIA STABBING TURKEY? WILL AUSTRIA-HUNGARY SURVIVE?

Spring 1904: My thanks to Doug Beyerlein for sending stand-by moves, which I did not have to use, as it turned out. Apparently Larry thought he had sent the retreat. Now, if I had some Peeristic Sealed Orders...

AUSTRIA (Peery): A Gal-Rum (S) by A Bud, A Bul-Gre (S) by A Ser.  
 ENGLAND (Carey): F Eng-Nth (S) by F Bel, F Nth-Hel, F Iri-Eng.  
 FRANCE (Birsan): F Mid-WMed, A Spa (S) A Gas, A Gas (S) A Spa.  
 GERMANY (Eller): A Kie-Mun, A Par-Bre, A Bur-Mun, F Hol (H), A Swe (H) (S) by F Den,  
F Bal-Den.  
 ITALY (Polan): F Rom-Tyr, F Glvo-Spa (s.c.) (S) by A Mar & F WMed, A Pie (S) A Mar.  
 RUSSIA (Koning): IA Ukr-Sev, IIA Sev-Arm, IIIA War-Mos, IVA Fin-Swe (S) by IF Nwy,  
 IIF Rum-Bla.

TURKEY (Rusiecki): F Ank-Con, A Con-Bul (S) by F Aeg & A Gre (A Gre /D//Alb/).  
 RECEIPT DEADLINE for Fall 1904 moves is Tuesday, 1 April 1969.



## 1968W

TUNIS WITHSTANDS INTERNATIONAL SEIGE!

Fall 1903: Doug Baker, Austria, has missed a second consecutive set of moves in this game and is replaced by Bill Linden, whose moves appear below. One error was detected from last time: the English move F Edi-Nat failed, obviously, because it is impossible.

AUSTRIA (Linden): A Vie-Boh (S) by A Tyr, A Bud & A Ser (S) RUSSIAN A Gal-Rum (not so ordered), A Boh-Sil, A Nap (H), F Ion-Tun. Owns: Bud, Tri, Vie, Gre, Ser, Rom, Nap (7). No change.

B.B. as a Groundhog  
(sort of)

ENGLAND (Wilcox): A Hol-Bre (C) by F Nth & F Eng and (S) by A Par, F Edi-Cly. Owns: Edi, Lpl, Lon, ~~Wf~~, Bre, Par (5). No change.

FRANCE (Beyerlein): A Par (R)-Gas. F WMed-Tun, A Gas-Bre (S) by F Mid, A Pie-Mar, A Spa-Mar. Owns: Mar, ~~Par~~, Spa, Ven, Por (4). Remove 1.

GERMANY (McLeod): A Mun (H) (S) by A Ruh, A Bur-Mar, A Den-Kie, A Pic (S) ENGLISH A Hol-Bre, F Bel (S) A Pic. Owns: Ber, Kie, Mun, Bel, Den, Hol (6). No change.

ITALY (Gemignani): F Tun (H). Owns: Tun (1). No change.

RUSSIA (Evans): A Gal-Sil, A Sev (H) (S) by A Mos & A Ukr, F Swe-Nwy. Owns: Mos, StP, Sev, War, Swe, Nwy (6). Build 1.

TURKEY (Munroe): A Arm-Sev (S) by F Rum & F Bla, A Ank-Arm, A Bul (S) F Rum. Owns: Ank, Con, Smy, Bul, Rum (5). No change.

NOTE THE DUAL DEADLINE: RECEIPT DEADLINE for Winter 1903 builds is Monday, 17 March 1969. These will be mailed out, but not necessarily to all players. If you do not receive the builds by 24 March, assume I didn't send them to you. If you wish to make

moves conditional upon any of the builds/removals, fine. You will, however, receive the Winter moves if the affect your position. RECEIPT DEADLINE for Spring 1904 moves is Tuesday, 1 April 1969.

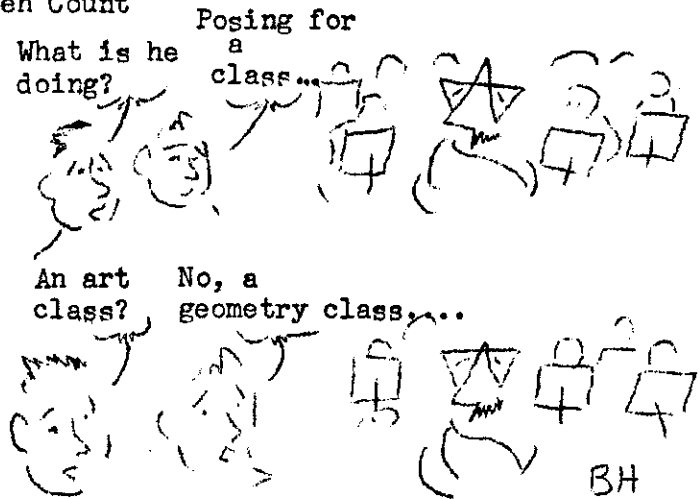
NEWS OF THE WORLD

AUSTRIA: NEW EMPIRE OFF TO BANG-UP START

ROME (12 July 1903): Today Charles VI (correct number, Rod?)\* proclaimed the revival of the Roman Empire. After receiving the Imperial Crown from the Pope, he also received the crowns of Italy, Lombardy, Sicily, Sardinia, and Corsica. He also proclaimed /but did not deliver/ the recovery of Silesia from the Prussians. His Majesty announced a forthcoming government conference to settle the formation of a separate South Slav kingdom. In another highlight of the day, ambassadors of the Swiss Confederation resumed their allegiance to the Emperor.

FIUME (18 July 1903): The General Conference on the Reorganization of the Empire got off to a rousing start today. First, Montenegro, Serbia, Holmia, and the Highlands presented proposals for a Serb Federation, which were postponed until the general Slav question was decided. Albania proclaimed the annexation of the petty "states" of Poderkagg and Hernia. As Croat Ban Jellahich was reading a draft Bill of Separation from Hungary, Count Nagrahazy suddenly called him an "illiterate barbarian peasant". Count Aerenthal gave a body block to Jellahich's assault on him, and suggested the epithet was meant in its Pickwickian sense. Count Nagrahazy insisted it was in its ordinary sense. A duel was arranged for the following day.

FIUME (19 July 1903): The duel between Count Nagrahazy and Ban Jellahich took place today. Jellahich was seconded by Count Aerenthal and Rhade Stamatovic, Nagrahazy by Henryk Masyrk and Cosi Fantutte. The Count's first shot nicked Aerenthal in the ear. The Ban's replying volley broke the army of Swiss President Chaudet. Subsequent casualties were Captain Jacques Buoneparte, Baron Sienkiewicz, Giacomo Visconti, Basil Mavrocordato, Count Nagrahazy (hit by the Ban as he was aiming at Fantutte), and Enver Shehu (hit by Baron Sienkiewicz as he was aiming at Masyrk). The ...er, participants have challenged each other to twenty-seven more duels, but it is estimated that it will be some time



before they are in condition. In the meantime, the General Conference has been adjourned.

\*Answer to Bill's question. No. If that is his number as ruler of Austria, then he is Charles IV. If you mean as Holy (or West) Roman Emperor, then he is Charles IX. Of course, he bears different numbers as King of Italy, Apostolic King of Hungary, King of Sicily, and all that. We'll call him Charles IX from now on, OK?

PODERKAGG: KING DECLARES WAR

GASTRITIS (20 July 1903): His Celestial Majesty, Pandemonium V, King of Poderkagg, showed no visible alarm this morning when informed that the so-called "country" of Albania had "annexed" Poderkagg. Calling for the Minister of Foreign Affairs, the Grand Duke Gargul. "Gar, have the customs officials let any Albanians into the country, lately?" "No, Your Majesty". "Well, that stinking little country claims to have annexed us. You tell the border patrol to keep a sharp lookout, and ask the girls in Novi Sodom to report any foreigner who says he prefers scrofulous cows. Hmmm..have we had any Austrians about?" "There was a man in Novi Sodom last week who expressed a preference for Lippizaner horses." "Arrest him! We'll get to the bottom of this! Of course, this means war! Call out the Army!!!" "He retired last month, Your Majesty." "Oh. Well, call out the reserves and send a telegram to Hernia asking for a contingent of 5000 goats!" "But..." "That's it, exactly! We'll give it to those lousy Albanians in the seat of the pants!" "Yes, Your Celestial Majesty."

SEIGE OF THIRD ROME SUCCESSFUL; SEIGE OF SECOND ROME LIFTED; SEIGE OF ROME NEXT ON AGENDA  
Spring 1903:

AUSTRIA (Smythe): A Bud-Rum, F Tri-Adr, A War-Mos (S) by A Ukr, A Vie-Tri, A Boh-Gal,  
 A Bul (S) ITALIAN F Aeg-Con, F Gre-Aeg.

ENGLAND (Cochran): F Edi-Nth, A Lpl-Yor, F Eng (S) FRENCH A Bur-Bel, A Den (H), F Nth  
 -Ska, A Swe-Fin, F StP (n.c.)-Nwy.

FRANCE (White): A Bur-Bel (S) by A Pic, A Pie-Tus, A Gas-Bur, F GLyo-Tyr.

GERMANY (Garbis): A Kie-Ruh (S) by A Mun & A Bel (A Bel /D//Hol/), F Hol-Kie (S) by  
 F Hel.

ITALY (Keathley): F Adr-Ion, A Apu-Rom, A Tun (H), F Aeg-Con.

RUSSIA (Payne): A Mos (H) /D//Lva, StP/.

TURKEY (von Metzke): A Sev (H), F Con-Aeg (S) by F EMed, A Arm-Ank.

RECEIPT DEADLINE for Fall 1903 moves is Tuesday, 1 April 1969.

NEWS OF THE WORLD

AUSTRIA: NEW DATA ON RUSSIANS AVAILABLE

VIENNA: The Austrian Society for the Study of Primitive Primates, ASSPP, reviewed the recent study on the Russian Problem made by the famous English RSPCA. The comments on the condition of the Russian peasant were received with great interest. Baron Delicout-nose was quick to point out that several well-documented experiments in which water and hoses were used turned out to be dismal failures. Apparently it is impossible for the primitive primates of Russia to be anything other than ((censored)). Various serious attempts to reorganize their social customs also failed. As to Lady Huntingdom-Smythe's comments, Colonel Folderol noted, "If Her Ladyship had them as neighbors, perhaps her opinion of the primitive primates would undergo a drastic change."

ITALY: MEANING OF FRENCH MOVES PONDERED.

ROME: King Murat, in a serious mood for the second time in his life (the first being on the occasion of his realizing that he would have to go to war in spite of his dedicated cowardice), said, "It is difficult to comprehend the attack by the French after all these years of peace. I wonder if they would go away if I ignored them? After all, there are still the Turks to rehabilitate."

ROM<sup>B</sup> (via TT Press) (5 December 1902): (Stolen from a sealed bag in Rome; bag was destroyed before message read) "The plan of the Italian Government in respect of the province of Achaia is working quite well. With the help of Allah, it should be possible entirely to destroy the false Emperor's naval might while yet he sleeps. What has thus well begun must be well continued."

1968AJ

TURKEY IN DEEP TROUBLE; SWEDES BREAK LOOSE; IS ENGLAND ATTACKING BOTH FRANCE AND GERMANY?  
Fall 1902:

AUSTRIA (May): A Ven (R)-Tyr. A Tri-Tyr (S) by A Vie, A Tyr-Mun, F Gre-Ion, A Ser-Bul.  
 Owns: Bud, Vie, Gre, Ser, ~~Ven~~, ~~Bul~~, Bul (6). Build 1 (must be A Bul).

ENGLAND (Goldstein): F Iri-Mid (S) by F Eng, F Bar-StP, A Bel-Ruh, F Nwy-Nth. Owns:  
 Edi, Lpl, Lon, Bel, Nwy, StP (6). Build 1.

FRANCE (Comber): A Pic-Par, F Mid-Eng /D//Bre, Spa(n.c.), Spa(s.c.), Por, Naf, NAT,  
 WMed/, A Gas-Mar. Owns: Bre, Mar, Par, Por, Spa (5). Build 1 (2 not built,  
 1901; space for 1 open unless F Mid (R)-Bre, in which case, no builds).

GERMANY (Kuch): A Kie-Mun(S) by A Bur, F Swe (H). Owns: Ber, Kie, Mun, Den, Hol, Swe  
 (6). Build 2 (could build 3, since none built in 1901, but room for 2 only).

ITALY (Wittmann): A Rom-Tus (S) by A Ven, A Apu (S) A Ven, F Ion (H). Owns: Nap,  
 Rom, Ven, ~~Tyr~~, Tun (4). No change.

RUSSIA (Evans): A Sil (S) AUSTRIAN A Tyr-Mun, A Arm-Ank, A Bul-Con (S) by F Bla, F Bal  
-Kie. Owns: Mos, ~~Sev~~, Sev, War, Rum, Con (5). No change.

TURKEY (Payne): A Sny & A Con (S) F Ank (A Con /A/), F Ank (S) A Con. Owns: Ank,  
~~Lon~~, Sny, ~~Bul~~ (2). No change (2 /A/).

PLEASE NOTE THE DUAL DEADLINE. RECEIPT DEADLINE for Winter 1902 builds is Monday, 17  
 March 1969. They may be made conditionally upon the direction of the French retreat.  
 They will be mailed out to most players. If you do not receive them by 24 March, you



may assume that the builds do not affect your position; however, you may still make Spring moves conditional upon the Winter results, if you wish. RECEIPT DEADLINE for Spring 1903 moves is Tuesday, 1 April 1969. And now, we have a little surprise for you. Sweden is in the game!

SWEDEN (J. Marley): Spring 1902 (recap): A Helsingborg-Sjælland (S) by F Kattegat. Fall 1902: A Sjælland-Sleswig (and sabotages the Kiel Canal), F Kattegat-Baltic. Owns: ~~Stockholm~~, Malmö, Kalmar, Köbenhavn (3). Build 1.

#### NEWS OF THE SWEDES AND OTHERS

#### AUSTRIA: AUSTRIANS MAKE SELVES TWO CUTS ABOVE GOAT-WORSHIPPERS

VIENNA (7 August 1902): In accordance with the obvious wishes of King Pandemonium V, Emperor Eldrich today ordered the King installed as the deity of the Empire. Eldrich also announced the dispatching of the 1st Army to aid the "puce berets" in Munich. He was heard to say that "those \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_, idiots, and revolutionists of France need to be taught a lesson."

#### GERMANY: THOR IS ABLE

BERLIN: The Kaiser, against all advice from His General Staff, decided upon a gamble in the event the missing Austrian army turns up in Tyrolia. "If we don't out-guess them," he grunted, "we'll lose two or even three centers. Those of you who believe in Thor, pray."

#### SWEDEN: RUSSIAN ALLIANCE SOUGHT

ST.PETERSBURG (via Novoye Vremya) (30 August 1902): Bertil, Duke of Halland, presented his credentials to the Foreign Office as the new Swedish Ambassador. He immediately went into deep conference with members of the war council. It is rumored that he brings with him not only an offer of full alliance on the part of Sweden with the Motherland against the Nemetzki, but an "interesting proposal" relative to the enlistment of a Finnish Guard...

ST.PETERSBURG (via Novoye Vremya) (5 September 1902): The proposals of Duke Bertil of Halland have been referred to the Chief Administration of the Northwestern Regions for further study. Briefly, the Swedish Government has proposed a joint command to oppose the Prussian militarists in the Northern Regions in which Sweden is principally interested, including a waiver of the provisions of the Treaty of Kalmar (1814), in which Finland was ceded to the Tsar as a personal possession in the capacity of Grand-Duke of Finland, so as to admit of the enlistment of a Finnish Guard or Legion under the Grand-Duke's standard for foreign service in the Baltic region. The Russian Government thinks well of the valiant Swedes for their efforts to carry the war to the common enemy, but unless they can manage to recover Stockholm, their efforts to advance the cause of the Civilized Powers against the Prussian Barbarians cannot long be continued, or count on the scales of international power.

#### SWITZERLAND: SWEDISH OFFICIAL CALLS GERMAN LEADERS RAT-FINKS

BERN (12 August 1902) (from the Berner "Bunsen"): Count Jüngen v. Töringhóven, the former Swedish Ambassador to Germany, commented on the recent releases from the Reichsnachrichtensministerium in Berlin: "The poor fools are already lapsing into Peerinolia! From the very tone of the release it is obvious that the aristocratic leadership of the Imperial Government has lost all contact with the volkish masses of the German People. It is clear that so well authenticated a release as that now denied by Authority must have emanated from the working level of the Nachrichtenministerium, and represents the shock of the civilized German people at being brutally thrust into the Baltic War at the behest of their barbarian Master. We Swedes can but regret that the German Empire has drawn the sword against us. What is most regrettable is that so many good Germans will have to pay the price of the Kaiser's folly!"

#### PODERKAGG: KING MARCHES NORTH TO MEET SWEDES

GASTRITIS (12 August 1902): His Celestial Majesty, upon learning that He had been made the god of Austria, immediately dispatched 200 Pandemonian High Priests, with instructions from On High that every Austrian soldier south of Budapest was to stop fighting. Amazingly, they did. Montenegro, Dalmatia, Bosnia, Herzegovina, Slavonia, Slovenia, and Croatia have been added to King Pandemonium's domains. His Majesty commented, "Emperor Eldrich may not be smart, but he sure is dumb!"



MIRABILE DICTU! TURKEY SURVIVES. PROGNOSIS IS NOT SO GOOD FOR AUSTRIA, HOWEVER....

Fall 1902:

AUSTRIA (Goldstein): A Alb (S)

A Gre, F Aeg-Con (S) by A Bul, A Gre (S) A Alb. Owns: Hyd, Tri, Bul, Gre (3). Remove 1.

Will you be my ally?

And if I refuse?

Then I will destroy you!

Then, no!

ENGLAND (Beshara): F Iri (S)

F Eng, F Nat-Mid (S) by F Eng, A Swe (H). Owns: Edi, Lpl, Lon, Nwy, Swe (5). Build 1.

FRANCE (Kinney): A Par-Pic, A Gas-Mar, A Spa-Gas, F Mid

-Eng (S) by F Bre (F Mid /D//Por, WMed, NAF/), Owns: Bre, Mar, Par, Por, Spa (5). No change.

Will you be my ally?

And if I refuse?

Then I will wipe you off the board! Then, no!

GERMANY (McCandlish): A Ber-Mun, A Bur-Mar, F Den-Bel, A Bel-Pic, A Ruh-Mun. Owns: Ber, Kie, Mun, Bel, Den, Hol (6). Build 1 (1 not built, 1901).

ITALY (Mebane): F Ion-EMad, F Tun

-Ion (S) by F Tyr, A Tri-Ser, A Vie (H). Owns: Nap, Rom, Ven, Tun, Vie, Ser (6). Build 1.

Will you be my ally?

And if I refuse?

You refuse me??! You! Ha Ha Ha--Hey, George, guess who is refusing me! Ha Ha...

RUSSIA (Weyant): A Sil-Mun, F GBot-Bal, F Arm-Ank, A Rum-Pud (S) by A Gal.

Owns: Mos, StP, Sev, War, Rum, Bud (6). Build 1.

TURKEY (Key): F Ank-Con (S) by A Smy.

Owns: Ank, Con, Smy, Ere (4). Build 1 (2 /A/).

RECEIPT DEADLINE for Winter 1902 adjustments is Monday, 17 March 1969 (also the French retreat). These will be sent out. However, if you do not get the Winter moves, please make your Spring moves conditional upon any Winter moves which are important to your position. Then, RECEIPT DEADLINE for Tuesday, 1 April 1969. PLEASE OBSERVE THE DOUBLE DEADLINE.

Who says diplomacy is dead?

I'll do anything. Just name it.

No, wait! I haven't decided, yet.

BH

FLEETS DOMINATE WORLD REARMAMENT

Winter 1901:

AUSTRIA (Mebane): (B) F Tri, A Vie.

GERMANY (McCandlish/Jones): (B) F Kie, A Mun.

ENGLAND (Boggs): (B) F Lpl

ITALY (Brooks): (B) F Rom. RUSSIA (Key): (B)

FRANCE (May): No change.

TURKEY (Mahoney): (B) F Con. F StP(sc), A War.

RECEIPT DEADLINE for Spring 1902 moves is Tuesday, 1 April 1969.

SPAIN: SINISTER THINGS AFOOT (IF THAT IS THE WORD) IN IBERIA

MADRID (1 December 1901)(ABC)(Special to the Revue de Geneve): All Spain today gives thanks for the timely diplomatic intervention of Pope Leo and King Vittorio Emmanuele, resulting in the withdrawal of the French from the holy soil of Spain. The French are, of course, our brothers, but they are invited to consider how good it is for bretheren to dwell in peace, each in his own house!

? (no date): Four entities sat (well, maybe two of them did not exactly sit, but there is no better descriptive term in this language) in the mess of the subspace heavy cruiser, Eye. Three of them, the Executive Council for the Seven, were listening to the report of their secretary. "Through interception of the right dispatches, implanting of distrust in the mind of the French ruler, and other similar maneuvers, we have managed to keep Spain and her neighbor Portugal free. More or less as a by-product, Belgium also retains her own government, free of foreign control. This time gained will let Iberia prepare defenses, but I see no possibility of both Spain and Portugal remaining free beyond ...ummm, their time, Winter 1902. Consequently, I recommend that we obtain as much manpower and other resources as we can in the upcoming year, to be used on one of our other worlds." After a short deliberation the three entities agreed to his plan. A sufficient force was left to delay an invasion so that a maximum amount of raw material might be shipped out.

## 1969G

GOOD GRIEF! NATIONS REPORTED BEATING PLOWSHARES INTO SWORDS, PRUNING HOOKS INTO SPEARS.

Winter 1900: Yes, all you out there in the peanut gallery, here is yet another European War with which we shall ply your jaded appetite for violence, blood, gore, and stupid press releases (even if I have to write them myself or import the talent from --yech-- Texas). The players have already been notified. John Koning has been notified. Now the world knows. Shudder, world, and meet your new masters; to wit,

AUSTRIA: Charles Welsh, who edits KANADU (an conjunction with Norman McLeod).

ENGLAND: Charles Wells, who edits LOVELY MOUNTAIN.

FRANCE: Mike Childers, who edits HOTTIGOS (a new variant 'zine).

GERMANY: David Lindsay, who edits HALF 'N' HALF.

ITALY: Dan Evans, who Gamesmasters the MARCH OF TIMES TOURNAMENT games.

RUSSIA: David Johnston, who is the only non-publisher in the group--has better sense.

TURKEY: Rob Perkins, who edits SPALD, JR.

RECEIPT DEADLINE for Spring 1901 moves was set at Thursday, 27 March 1969. You are all hereby notified that it is extended to Tuesday, 1 April 1969.

## OPEN GAME

There is yet another game vacancy in EREWON, for which I have one registrant, Bob Strayer. The fee is \$6, \$5 for NFFF Games Bureau regular members, and \$4 for those with whom I trade 'zines.

The Diplomacy Widow's Game is still open. I have two registrants, Mrs. James Bradley and Mrs. David Johnston. Mrs. Clifton Ollila has expressed an interest, but has not sent the required affidavit. Please do not send game fees in advance; I will be returning those already sent. I cannot guarantee that we will ever get seven ladies interested in this game, and I will not want the fee until the game is fairly certain. The fee, however, will be \$4.

## THE CHRONICLES OF REQ-LAV

The Chronicles, as you know, are ancient writings preserved on 14-k gold-filled tablets revealed to the author by the angel Macaroni. In this chapter, a character familiar in the Book of lyn-Dunn the Rich reappears. This is the Book of nyk-Sunn the Twice-Scorned,

Chapter 2: The Return of Sate. (1) Sate appeareth to divers of the dregs of meri-Ka. ( ) He seduceth them to his will. (10) They do the will of Sate, (11) which is most noisome. (14) They come down like wolves on the fold. (15) Alas, the fold can fight back.

1. Now, there were in the days of Jonh the Young, and of lyn-Dunn the Rich, certain indolent, lazy creatures, and their indolence and laziness was that of the mind.

2. Some of these were students, but some were too lazy even for that, saying, What kind of unfair thing is this, that I am required to learn the subject matter just to pass the course?

3. And they could not hack it.

4. Unto the same appeared a familiar spirit, even Sate (for short), who lately appeareth unto Dolphus hi-Dlar and unto Uncle Djo and unto torkay-Mada and unto leoz-Walled and unto divers other nerds, and even unto Robert the Fudgemaker, who foundeth the Society of Jonh Smirch.

5. And for similar purposes appeared he unto these others, saying, follow me and my ways, and I shall deliver unto thee all power and glory, that thou shalt have the authority of life and death over these untermensch who gaveth thee not the power and glory and riches thou lusteth after.

6. For did I not deliver Wine-Land unto nee-Toe the Moose, and Beer-Land unto hi-Dlar, and Tea-Land unto Mau of the Fat Head, and ah-Namm unto no-Dyem the Simoniac? Did they not glorify me and do mighty works in my name?

7. So shalt thou, when I deliver meri-Ka unto thee, do my works.

8. Thou shalt go forth and make unto thee a mighty organization, and thou shalt call it Students for a Democratic Society and thou shalt, in the name of high ideals which thou shalt make up, loot, and burn, and pillage, and kill, and rape, and do unclean things, and destroy, and tear down, and riot, and fight, and do all those things which thou longest to do, anyway.

9. And thou shalt call these things freedom, an hi-Dlar love thee.

10. Then did they go forth, and did as Sate commanded them, organizing, and rioting, and burning, and all that.

11. In the name of learning did they attack the schools. In the name of freedom did they force others to their will. In the name of democracy did they reject every vote that went against them. In the name of free speech did they seek to silence dissent and opposite opinions.

12. And the people of meri-Ka marveled at these things, saying, Has the country caught the creeping crud?

13. Thus did the children presume to tell adults how to run the world, and thus did mere students seek to dictate what they should be taught. Hark! but the voice from the sandbox is shrill and strident.

14. Thus did the minions of Sate serve him, going hither and thither at his bidding, tearing down that which they have not brains to build up.

15. Woe unto thee, children of Sate! Thy time has run, they have struck thine hour! Think'st thou that men cannot defend themselves against petulant babes? For lo! Beware the ivory tower that hath teeth.

16. But when these minions of Sate are gone, shall we not regret the fact?

17. For when before have maggots made their own garbage to breed in?

#### MISCELLANEA

1. The Mailing List. I can't believe it. Changes, yet. Here they are:

6. Doug Baker. delete (E).  
 31a. add P. M. Gaylord (U,Z), 3050 N. Fairview Ave., St. Paul, Minn. 55113.  
 46. John Koning. add (B).  
 49. Dave Lebling. COA: P.O. Box 281, M.I.T. Branch Post Office, Cambridge, Mass. 02139.  
 73a. Rich Rubin (E), 8580 N. Point Dr., Milwaukee, Wis. 53217.  
 76a. Robert Strayer (E), 802 Jackson Hall, San Marcos, Tex. 78666.

2. Stand-by Players: The following are stand-by players for the games indicated:

- 1967AA: (1) Comber, (2) Linden, (3) D. Johnston, (4) Ansoff.  
 1967AH: (1) Beyerlein, (2) Linden, (3) Naus, (4) D. Johnston.  
 1968K: (1) Beyerlein, (2) Linden, (3) Payne, (4) D. Johnston, (5) Ansoff.  
 1968W: (1) Payne, (2) RUsiecki, (3) Goldstein, (4) D. Johnston.  
 1968AG: (1) Wittmann, (2) Linden, (3) Goldstein, (4) D. Johnston, (5) Ansoff.

1967AJ: (1) Childers, (2) Beyerlein, (3) D. Johnston, (4) Ansoff.

1968BA: (1) Boggs, (2) Naus, (3) Rusiecki, (4) D. Johnston, (5) Ansoff.

1968BZ: (1) Naus, (2) White, (3) Cowan, (4) Rusiecki, (5) D. Johnston, (6) Ansoff.

1969G : (1) Ansoff

Stand-by players will be used in a priority corresponding to their relative positions on the lists. Stand-by players must accept any abandoned country offered to them by the Gamesmaster. If stand-by moves are requested, but not sent, the stand-by will be removed from the list. I will send you specific notification in the event you are asked to send stand-by moves.

3. Player Protection policy. I shouldn't have to remind you all, but I guess I should. Please remember that there is no valid reason whatever for a player to miss his moves. I will call you collect if you will send me your number, your hours, and your permission to call. You can send Sealed Orders to guide your units in the event that I can't get your moves, so that the consequences of missed moves will not be so grave for your cause. And, of course, you can always send me tentative moves the minute you get the 'zine--you can change them any time before the deadline, but at least you have a set of moves on file. The elimination of Doug Baker from 1968W is a case in point. Despite a period of almost three weeks between the time he received EREHWON and the time of the deadline, the set of moves, which finally arrived on 3 March (the day after the moves were typed on master) were mailed on 27 February, the day of the deadline. I suggest that it does not take much planning to do that, and it takes a lot more planning to play a game properly. In case there is anybody out there who believes I am not serious about strict enforcement of my deadline policies, let this be an object lesson. I give you plenty of time, plenty of options, and plenty of protection, if you will take advantage of them. Do not, unless your end of the United States sinks into the ocean, expect me to be the least bit sympathetic with late moves. If the P.O. goof's up delivery of the 'zine, so that you get it the day after the deadline, that's another matter. You can still call me. If you simply don't get the 'zine at all, we can always rectify matters later. But be warned: contrary to rumor and my sometimes cutting remarks, the U.S. Post Office Department is a highly efficient agency which does its business expertly and well. You can trust it to do its job if you will do yours.

4. AUTOSUTRAMENTIS. A few weeks ago, Jack Flemming sent out his clever satire of a Diplomacy 'zine, AUTOSUTRAMENTIS. Some people may have taken it seriously (or mock-seriously?). Anyway, it was extremely amusing, and I asked Jack to design a satire contest for this 'zine. He has, but it has been delayed for lack of space.

5. Richard Nixon is President of the United States. That's just in case you forgot.

#### THULCANDRA REPRINTS

These are reprinted portions from Terry Kuch's THULCANDRA. We now continue with Fodor's Guide to Hernia, Chapter 8: The Hernian Front in the World War, part 1

As early as July 1914, the Hernian General Staff realized that there was a possibility of a general war in Europe. Duke Nosebeard VII, as Commander in Chief of the Army, called upon his resources of diplomacy and persuasion to gain allies for the coming storm, and soon concluded a non-aggression pact with Montenegro. With his left flank thus safeguarded, he felt safe to dare the might of Austria, Turkey, and Germany in a fight to the finish. He presented these plans to his General Staff which, failing to see the possibilities for glory and honor in them, recoiled in horror. But it was too late. Field Marshal Schlafen, Chief of Staff, developed a strategy to counter the forces of the enemy. The "Schlafen Plan" was to defend Mount Bilj against all foes, to the end, regardless of cost. As Mount Bilj was of no strategic or tactical value, Schlafen felt safe in gathering his army there, where it could avoid combat and emerge fresh and undamaged after the war. The Plan called for all border guards and forces to feign sleep, and let the Austrians and Germans through, and then, under cover of darkness, escape to Mount Bilj.

WATCH THOSE DEADLINES!!

(To be continued.)