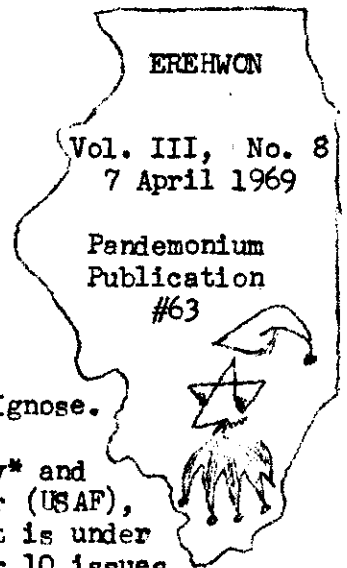


This is not:

Often A  
 Pedantic, G  
 Ever I  
 Radical, T  
 Always A  
 Tirelessly T  
 Insulting I  
 Our O  
 Nation N



"The only time I open my mouth is to change feet."...Jason Ignose.

Yes, friends, this is EREHWON, a journal of postal Diplomacy\* and other apocalyptic literature. 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 The Seven. Subscriptions are \$3 for 10 issues (#2.50 for 10 for regular members of the N3F Games Bureau). Back issues (III, 2-7) are 40¢ a copy (30¢ to regular members of the N3F G.B.). Game fees are \$6 per game (\$5 to regular members of the N3F G.B. and \$4 to trades (cf. Announcement 8). Pandemonium Publications, Uninc., is affiliated with the Diplomacy Division of the National Fantasy Fan Federation Games Bureau. Regular membership in the Bureau is \$1 per year and confers numerous advantages, such as receipt of THE GAMESLETTER, reduced fees in many of the Diplomacy Division 'zines, and other goodies. Membership may be registered with the Bureau Chief, 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 enforced herein in order that this 'zine will get through that well-known relic of Puritan dictatorship, the U.S. Post Office. The editor will trade on an all-for-all basis with any postal Diplomacy 'zine which will reciprocate. The frequency of publication of this 'zine will be approximately monthly until July, and god knows what will happen then.

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THE JUST RIGHT-HAND RULE: A VOTE

As you probably surmised, last month's discussion of the Just Right-Hand Rule for retreats was a prelude to making a decision one way or the other on this rule. Therefore, the players in all games will be asked to vote on the question. The vote is simple: if you favor the Just Right-Hand Rule, vote "yes"; if you are against the rule, vote "no". There is a kicker: each person not voting will be counted as voting "yes"; therefore, it is imperative, if you don't want the rule used, to get your vote in. The deadline for all votes is Tuesday, 6 May 1969. Only persons actually playing in games or registered for a new game may vote. The decision will apply to all games.

In order to help you make up your minds on this, I refer you to III, 7, in which the basic structure of the JRH Rule is discussed. Secondly, I have had a very excellent letter from Doug Beyerlein, who opposes the Rule. I would like to print his discussion and answer a couple of points.

"I do not like the rule for the reason that it overly complicates the game. This is especially true when a player does not know who his enemies are. Take my position in the /deleted/ game: it is possible (though not likely) that next turn I could be attacked by /three countries named/, thus losing /2 home supply centers/. Think of all the possible conditional retreat orders I could write. Multiply this by twenty or thirty games and you know why I am not joining in many new games. Let's look at another solution. Making moves conditional on the direction of the retreat usually involves only two or three open choices and only involves a couple of the seven players making the conditional moves. As you know, this is also used extensively for builds and the following spring moves. This takes exactly the same time (in game length) as the JRH rule. Your statement of increased realism may or may not be true depending on the actual commanders and wars. I don't think "realism" should be used as a measuring stick for any rule. What's realistic about an army in Norway helping an army from Moscow take St. Petersburg, or even march on the Russian capital? Unfortunately, realism has been used time and time again...to push rule changes on the game."

First of all, I will have to agree with Doug that the use of the JRH Rule tends to substitute complicated conditional retreats for complicated conditional moves. However, from the GameMaster's point of view, the complication is reduced. I am not sure whether this is true for the players I am not sure. I think Doug's argument about the specific game does not have that much weight, since the situation he is talking about is so crowded with units that there are not too many spaces likely to be open for retreat. However, Doug being the meticulous player he is, will probably spend more time on possible retreats than the average player. I must confess that I have never regarded "realism" as a reason to adopt a rule interpretation or change, but rather that if the rule is not contrary to common sense, then "lack of realism" would be no bar to its adoption. Thus, I always consider the item of "realism" when talking about rules. It is true that the situation in Nw7-StP is unrealistic, but I do not think that lack of realism in the original game is a valid argument against increased realism being produced by changes in the practice of postal play.

You are now asked to vote on the Just Right-Hand Rule, Remember, players only.

#### "VARIANTS": A DECISION

There has, in the past, been quite a bit of discussion about what constitutes a "regular" game of Diplomacy. Precipitating my consideration of the issue is a dispute over the status of #1968ED, the so-called New York Telephone Game. The argument here is that the difference between telephone negotiation and postal negotiation changes the character of the game. I do not agree. My reasons for this will be made clear shortly.

The question of "regular" games really hinges on one's phraseology. Does one say, "a regular postal game (i.e., other than over-the-board)", "a regular postal game", or "a regular 7-man postal game"? John Koning, for instance, will use the last definition, while I use the first. Actually, defining a "regular" game will have to be done by exception. We will all agree that a 7-man game, using the regular board and regular rules (with any of the "recognized" interpretations), and played by mail is a regular game. A game which uses a different or amended board, non-standard interpretations (i.e., the Spring Raid), or wholly revised rules is a variant. That still leaves a "gray area" of games which John Koning (e.g.) considers variants and which I do not. I do not wish to condemn this difference in attitude, but merely to explain it.

1. Five- and Six-Man Games. The Rules provide for such games, and Allan Calhmer has additionally suggested rules for 5- and 6-man games in which the whole board can be used. In both cases, the essential balance between the players appears undisturbed, and the only difference is the number of players involved. Since all 5- and 6-man games played postally have conformed either to the original Rules or the new ideas proposed by the inventor of the game, I believe that they are regular. I will confess that, in terms of rating systems, they should be treated a little differently because of the

smaller number of players involved. This is easy to do in the case of such systems as mine or John McCallum's--and in fact, I do assign fewer points to the victor in 5- and 6-man games--so perhaps this may be viewed as a concession that these games are somehow different. They are, but not that different.

2. "Telephone" Games. Several rapid-movement (one season every few days) games have been and are being played, such as 1968BD#. The chief difference--in fact the only difference--between these games and other regular games is that negotiation takes place via telephone instead of letter. This difference is hardly of any importance. The negotiations are still secret, unlike those of in-person play where everybody knows who's negotiating with whom, and this is the essential feature of postal play. There are two major fallacies with the argument that "telephone games" are different from "postal games". First, there is no rule in telephone games against negotiation by letter and vice-versa. Much of the diplomacy in many so-called "postal" games has gone on by telephone. Some of the crucial negotiations in 1968G, for instance, were by 'phone. Therefore, every postal game is potentially a telephone game, especially if the players (a) have plenty of money or (b) don't care how much they owe Ma Bell. Why, then, are games which make primary use of the telephone called variants? Secondly, the people who are telling us that "telephone games are variants" are wholly inconsistent in their application of this idea. While game 1968BD is called a "variant", game 1968Y, in XENOGOGIC is called "regular". Sure, Larry Peery calls the game a postal game, and he sets deadlines a month apart--but look at the players! They are all in San Diego--in fact the game is called "The San Diego Game". Now, how do you suppose these people communicate? Game 1968Y is a telephone game, just as much as 1968BD. Therefore, gentlemen, if one is a "variant", the other is--or neither of them is. Take your choice, or admit you are having your cake and eating it too.

3. "Converted" Games. These are games that started as in-person games, or as team games, but were converted in mid-stream to postal play. I have in the past treated them as regular, but am ambivalent toward this classification. I must agree that they are very possibly variants--at least some of them.

4. "Hoaxing". The hoax is a game that looks like a regular postal game, but isn't. These include games in which one person plays two positions (1964C, 1967F) and games in which players are included without their consent and refuse (rightly) to play (1967K, 1967L). They are obviously not regular games.

Thus, games in categories 1 and 2 I consider regular; those in category 3 are being re-examined; those in category 4 are definitely variants.

ACTIVE PLAYER RATING LIST

This list is compiled on the basis of completed-game scores and part-scores on games which have reached at least Fall 1901, using the EREWON rating system, for all players currently active in at least one game and who have a score for at least two games. The grand total continues to creep upward, but not very rapidly. In the list below, ties for position were broken by number of games (higher being larger # of games).

| Top Board             |  | Third Board             |  | (4.500) Rosenbaum (2) |  | 3.313 Dygert (16)     |  |
|-----------------------|--|-------------------------|--|-----------------------|--|-----------------------|--|
| 9.333 Eller (3)       |  | 5.000 Manogg (3)        |  | M. Skinner (2)        |  | 3.300 Reinhardt (5)   |  |
| 7.750 Zelazny (12)    |  | Metzger (2)             |  | 4.444 Goldstein (9)   |  | 3.750 Welsh (4)       |  |
| 7.000 H. Anderson (3) |  | Phillips (3)            |  | 4.438 Peery (16)      |  | 3.714 Munroe (7)      |  |
| Barrows (5)           |  | 4.917 Pournelle (12)    |  | 4.296 Maus (27)       |  | 3.667 Haggart (3)     |  |
| Turner (11)           |  | 4.909 Walker (11)       |  | 4.222 Enoch (9)       |  | 3.611 Beyerlein (18)  |  |
| 6.778 B. Tretick (9)  |  | 4.667 Koning (21)       |  | 4.167 M. Thompson (6) |  | 3.600 Pytwerk (5)     |  |
| 6.143 Eschert (7)     |  | Halle (15)              |  | 4.077 Rosanilla (13)  |  | 3.563 R. Johnson (16) |  |
|                       |  | <u>The Middle Board</u> |  | 4.000 R. Brooks (3)   |  | 3.526 Birsau (38)     |  |
|                       |  | Clark (9)               |  | McCully (2)           |  | 3.500 Austin (4)      |  |
| 6.000 Bresnitz (14)   |  | 4.625 Greene (3)        |  | Metzner (7)           |  | C. Brannan (2)        |  |
| 5.800 Lebling (15)    |  | 4.591 Smythe (22)       |  | Payne (3)             |  | Brunsch (2)           |  |
| 5.750 Leitch (4)      |  | 4.571 Schelz (7)        |  | R. Perkins (4)        |  | Cowan (2)             |  |
| Flukhan (4)           |  | 4.556 Pennergrass (9)   |  | Stone (2)             |  | Eltinge (2)           |  |
| 5.600 Berman (6)      |  | 4.500 Hoch (2)          |  | Turk (2)              |  | B. Foster (2)         |  |
| 5.385 G. Wells (13)   |  | Nelson (18)             |  | 3.923 Kinney (13)     |  | Houston (2)           |  |
| 5.293 Key (4)         |  |                         |  |                       |  |                       |  |

|                       |                      |                        |                      |
|-----------------------|----------------------|------------------------|----------------------|
| (3.500) Levinson (2)  | (3.000) Morin (2)    | (2.500) J. Perkins (2) | 1.500 Duncan (2)     |
| Polan (4)             | Williamson (3)       | Wilcox (8)             | D. Johnston (2)      |
| C. Tretick (2)        | Windblad (2)         | 2.333 Francis (9)      | Jolly (2)            |
| VerPloeg (2)          | 2.938 Huff (16)      | Ch. Johnson (3)        | Quesnel (2)          |
| 3.428 Hoos (7)        | 2.933 D. Reiter (15) | 2.250 Wagner (4)       | Roark (2)            |
| 3.400 R. Jones (5)    | 2.889 Cochran (9)    | 2.227 D. Brannan (22)  | R. Scott (8)         |
| Just (5)              | 2.875 Fong (8)       | 2.200 Grayson (15)     | Ward (10)            |
| May (5)               | 2.864 Latimer (22)   | Keathley (5)           | 1.400 Komada (5)     |
| 3.375 Davidson (8)    | 2.811 Reinsele (37)  | McCardlish (5)         | 1.389 Gemignani (36) |
| Libby (8)             | 2.765 Long (17)      | 2.125 Baker (16)       | 1.333 Berschig (3)   |
| 3.333 Peck (9)        | 2.714 Krauter (7)    | 2.083 Garbis (12)      | Maloney (3)          |
| 3.250 Beyerlein (16)  | 2.692 St. Cyr (13)   | 2.000 Bobker (2)       | 1.250 Fletcher (4)   |
| Evans (4)             | 2.667 Schow (6)      | Dallbringge (2)        | 1.222 Swenson (9)    |
| 3.222 Carey (9)       | 2.643 White (14)     | Eddy (4)               | 1.000 E. Bryant (2)  |
| 3.214 McLeod (14)     | 2.625 Wittmann (8)   | Cl. Johnson (5)        | Montgomery (2)       |
| -----50%-----         | 2.600 Weyant (5)     | Lackner (3)            | Lunney (6)           |
| 3.150 McCallum (20)   | 2.500 Beecher (2)    | A. Scott (3)           | 0.572 Bailey (7)     |
| 3.122 von Metzke (41) | Boggs (6)            | Turnquist (2)          | Haramis (7)          |
| 3.000 Comber (4)      | Hickson (4)          | Witt (3)               | 0.500 McIntyre (2)   |
| Connelly (5)          | Holaday (2)          | 1.917 Warden (12)      | McLinn (2)           |
| Ferris (3)            | Klyver (2)           | 1.833 Lake (6)         | 0.000 Blake (1)      |
| Harrison (5)          | Luscombe (2)         | 1.667 Childers (3)     | Borgia (127)         |
| Linden (7)            | Mahoney (2)          | M. Miller (3)          | Koningtonauer (38)   |
| Mellott (2)           | Ollila (4)           | deSade (69)            | Nosebeard (569)      |

Surprise! It's not in the index, but this is THE POETRY CORNER.

AN ODE (OR SOMETHING) TO SPRING

(or, An Old Man's Fancy Lightly Turns to Thoughts of DDT.)

Here comes the Spring, and isn't that nice?  
 Soon we'll have flies, mosquitoes and lice,  
 And each little thing  
 That hatches in Spring.  
 They'll crawl and they'll buzz,  
 Leave droppings and fuzz,  
 Spin their webs and dig holes,  
 Crawl in dishes and bowls,  
 Infest and, in fact,  
 Distress and distract.  
 In time they will mate; then they'll go lusting  
 To eat one another; simply disgusting!



Right now we have birds, and next  
 month we'll have bees,  
 And little soft things eating leaves  
 from the trees.  
 I grant that Spring is a time of in-  
 anity,  
 When men and the beasts increase their  
 insanity.  
 Spring brings us loonies, by quarts and  
 by jugs:  
 Spring may go crazy--but must it go  
 bugs?

...Senile T. Quiverlimbs, Poet Laureate of Poderkagg.

IT'S ALL OVER!

This column will take up the duty of reporting completed games, giving number, 'zine, winner, runner-up, and brief synopsis. Since supply-center charts are printed in sTab, there is no need to repeat all that here. Games which have finished since the issuance of Vol. III #6 are below. The game-number in parentheses will be explained in Announcement #9.

1967I (1967-11). This game appeared in DIPLOPHOBIA (#PNC). It was won in 1908 by Ken Rosamilia (his first), who substituted in 1905 for Paul Budd. Sharing the runner-up honors were Edi Birsan (France) and Hal Naus (Germany) --(oh, Ken played Austria). This game is especially interesting in that all the original players either resigned or were dropped and play was carried to completion by the seven replacements.

1967AT (1967-12). Begun in ARMAGEDDONIA, this game transferred in 1905 to John McCallum's ACELDAMA. It was won in 1907 by Bob Kinny (his first), playing Russia. Runner-up was Hal Naus, playing Germany. Russia grew at a rate of more than 1.8 supply centers per year!

#1968BD (1968-2). This is the New York Telephone game, run by John Beshara and

published in GRAUSTARK. At the end of 1909 the game was pronounced a draw. The tied Powers were: Pete Comber (England, 9 units), Bob Komada (France, 11); Don Berman (Italy, 7), and Edi Birsan (Turkey, 5). Bill Lindien, Russia, survived with 2 units.

1966AZ (1966-35). Another DIPLOPHOBIA game (#PJC). It was won by Dave Lebling (his second!), playing France. Runner-up was James Munroe's Russia. Ended in 1910.

1966AO (1966-36). See EREHWON, III, 7.

#1958CU (1968-5). This is a local telephone game in Milwaukee, reported in THE NICOLET DIPLOMACY BULL (or BULLETIN) and was their game #2. GM—Rich Rubin. Winner was Kyle Johnson's France; runner-up was Steve Kirschner's Russia. The game ended, believe it or not, in 1906.

1968J (1968-4). Appeared in GRAUSTARK and was won by Hugh Anderson (his first), playing England. Runner-up was Jim Latimer's Austria. Game ended in 1909.

1966Y (1966-37). This LONELY MOUNTAIN game was cancelled in 1915 by the Gamesmaster, Charles Wells. However, since it has progressed past 1910, it is rated in EREHWON as a draw between Italy and Turkey. Turkey was played by Derek Nelson and Italy was unplayed at the time of cancellation, owing to the failure of James Dygert to submit moves. Therefore, Derek Nelson is the moral, if not the actual, victor in the game.

CURRENT AND CHOICE

We will now have a more-or-less complete review of the current Diplomacy Press, in all its staggering confusion. Number in parentheses indicates last issue received here. Other symbols: g/, game fee; s/, subscription fee; \*N3F G.B. Diplomacy Division 'zine or rates for N3F G.B. regular members, as appropriate. Addresses of editors named are in the Mailing List in most cases.

- 1 A.D.A.G. (37). Hal Naus. g/\$3; s/\$1/10. May have openings. Inquire. Monthly. Normally very prompt, except when Hal is moving.
- \* 2 AEOLUS (7). Monte Zelazny. g/none; s/15¢/copy. No issue published since July 1968, but games are continuing by carbon copy and issue #8 is in the works.
- \* 2 \*ATTAQUER (3). Donald Cowan. g/\$4 and \$3/\*\$3 and \*\$2.25; s/\$1.50/10//\*\$1.13/10. Has regular openings and openings for Scotice Scripti. Approximately tri-weekly. Good reproduction (especially when Don learns to draw on stencils). Lots of extras. Recommended.
- \* 3 \*BROEDINGNAG (94). Eduard Halle. g/none until Fall; s/\$2/10. Approximately tri-weekly. Continues the famous BROB Rating List, invented and still updated by John McCallum. Recommended.
- 4 COSTAGUANA (III, 15). Conrad von Metzke. g/none; s/\$1/17 or more. Approximately monthly. A spate of irregular publishing seems to be at an end. Press releases more idiotic than most, and although Conrad threatens to cut out his fascinating extras, but I doubt he will be able to resist the temptation for long. Recommended.
- DIES IRAE (I, 2). Conrad von Metzke? See under THANGORODRIM.
- DIPLODEUR (I, 16; II, 2; III, 2). Bob Johnson, Apt. 20-U, Howard Dr., Bergenfield, N.J. 07621. Diplomacy journal for AHKS, and all players are members of same. Subscriptions are discouraged. So are trades.
- \* 5 \*DIPLOMANIA (23). Don Miller. The regular Diplomacy genzine, no games. s/\$1/4 or 35¢/copy. Complete sets of back issues are still available at \$4.50 the lot. Has much fascinating material and well worth the price. Highly recommended.
- \* 6 \*THE DIPLOMAT (I, 24). Eric Just. g/\$5/\*\$4; s/\$1.50/10//\*\$1/10. Good 'zine with wry sense of humor and interesting cartoons. Also Eric's wry comments. Recommended.
- \* 6 \*DIPLOPHOBIA (45). Don Miller. g/\$5/\*\$4; s/\$1.25/10. Has openings for a slooow regular game, a regular regular game, and Scotice Scripti--also an unspecified Middle Earth variant. Last two to appear in HYDROPHOBIA, normally combined with DPBA. Approximately monthly. Recommended.
- \* 7 DUNVEGAN (1). Norman McLeod/Charles Walsh. g/\$2 with discounts; s/?\$1.50/10. Maintains regular bi-weekly schedule. No frills.
- \* 8 \*EREHWON. This is it. Sorry 'bout that.
- \* 8 \*GLOCKORLA (27). David Lebling. g/none at moment. s/\$1/10. Has rating system and other extras. Should be resuming regular schedule. Approximately monthly. Good cover cartoons. Recommended.

- 9 GRAUSTARK (180). John Boardman. g/none. s/\$1/10. Maintains regular bi-weekly schedule almost without fail--hardly ever misses. Good games, well-run. You must have to tolerate musings of the Far Left and my press releases. Other extras. Recommended.
- \* 10 \*LA GUERRE (?23). Buddy Tretick. g/#3; s/?. Regular games and variants of all sorts. Uses somewhat unusual move-notation system. Inquire.  
 HALF 'N' HALF (2). David Lindsay. See under LONELY MOUNTAIN.  
 HOSTIGOS (1-1-5). Mike Childers. Variant only, containing one game of Verrat. Subscriptions and trades are discouraged.
- 11 \*HYDROPHOBIA (5). Don Miller. See under DIPLOPHOBIA. --/Clif Ollila/Ken Fletcher.  
 INTERNATIONAL ENQUIRER (II, 2). // g/\$3/\$1.50 for second; s/\$1.50/10. Funniest 'zine on the market. Contains hilarious cartoons and cartoon strips (Dr. Barnacle and the Banana Fiends, Adventures of the Whistling Rapist), together with excellent journalistic treatment of the games, and other extras. Highly recommended.  
 JUTLAND JOLLIES (17). Bob Lake/Derek Nelson. Rumored to be closing out with next issue--or perhaps there will be no next issue. Games going to sTab, mostly.  
 KALMAR (9). Christina Braman. Believe it or not, #10 is coming out shortly--Christina says it's "half done". Last ish was 1 July 1968, so you can see that these games are very slow.
- 12 LIMBOURG GAZETTE (0). Craig Klyver. g/\$3/\$2 for subsequent; s/?. First seven to enter a game will get a second game, in any 'zine, free. This one looks like a goer, with good wit and artwork. Could be a second I.E. if it tries hard enough. You should look into it.
- \* 13 \*LONELY MOUNTAIN (46). Charles Wells/Terry Kuch/Sid Cochran/ David Johnston/David Lindsay. g/#3; s/\$1/10 (third class mail). Will become a joint 'zine by absorbing HALF 'N' HALF and THULCANDRA, and establishing other subzines. Will carry Parliament, rating systems, maps showing moves, and so on. Will appear every 6 weeks, but games will be faster. Subscription money should go to Kuch. LM has always been among the best, and this new venture should make it even better. Highly recommended.
- 14 NEMEDIAN CHRONICLES (8). Norm Zinkhan. g/?; s/15¢/2. Formerly local for Saskatoon people, now opening a game to others. Many extras and interesting side material, not the least of which are German jokes (i.e., jokes from Germany, reminiscent of American humor in the '30s). You ought to subscribe, at least.
- 15 NICOLET DIPLOMACY BULL(ETIN) (II, 11). Rich Rubin. A local high school journal, carrying regular games and a variant. No games, subscriptions probable. Will trade. May or may not discontinue during summer. Stay tuned.  
 POLASKA I (12). Dan Evans. The March of Dimes tournament 'zine. Subs probable.  
 POLASKA II (2). Dan Evans. The "National Diplomacy Championship tournament 'zine. Will publish the Pilsudski-Paderewski Correspondence. Subs probable.  
 RAGNAROK (4). John Koning. g/\$3/\$1 (after first); s/\$1.25/year. Maintains strict bi-weekly schedule and no frills. Recommended.
- \* 16 \*SPALD, JR. (I, 10). Rob Perkins. g/#3 with discounts; s/\$1/10. Has only one open game. Also carries a South American variant. Normally has extras of unpredictable nature. Well worth a subscription.
- \* 17 \*sTab (62). John Koning. g/none. s/\$1/10. Contains all game statistics: rosters of new games, roster updates, supply-center charts of completed games. Also has very good letters column and, naturally, good games. Very highly recommended. Triweekly.
- 18 THE SWISS VARIANT (1). Thomas Lee Ogle. g/\$2/\$1.50 subsequent; s/\$1/10. Has regular games and The Swiss Variant, a more complex and somewhat crowded revision of the Hyperspace games. The variant is free if you're in a regular game. Triweekly?  
 THANGORODRIM (none). Bill McDuffie. This 'zine is designed to replace VERBAL CHAOS and may absorb DIES IRAE. Both 'zines are part of the International Federation of Wargamers. Bill will have openings and information on fees and subs are forthcoming. He will trade and will be doing his own publishing.  
 THULCANDRA. Defunct. See under LONELY MOUNTAIN.  
 VALHALLA (14). John Koning. g/none; s/\$2/year (17 issues)--send money to Chris Wagner. A joint venture of Mr. Koning and Project Analysis Corporation. Has game with analysis and general information columns. Recommended.

- \*19 THE VOICE (III, 1). Jeff Key. g/none at the moment; s/\$2/10/\*\*\$1.50/10. Full of extras. The games are well-run. One player is preparing sub-zines for two games, THE BUGLER and VIENNESE AIRS. Developing a good letter column. Highly recommended.
- 20 WILD 'N' WOOLY (133). Dan Brannan. g/none; s/?\$4/?year. Presently very irregular. Games slow-paced. However, a subscription is definitely worthwhile. The 'zine is charming and has occasional extras and often a cover cartoon.
- 21 XANADU (14). Norman McLeod/Charles Welsh. g/none; s/\$1.25/10. Normally has extras and will be running a rating list. Issue 14 was cut to the bone due to a shortage of masters. Recommended.
- 22 XENOCOGIC (II, 110). Larry Peery. g/none; s/\$2/10. Interesting games and a lot of Peeryistic extras. Usually a little strong on saccharine. Various variant 'zines, such as PEERAPHOBIA, PEERIGOGIC, PLAYPEERY, &c., appear from this same address. Recommended.

Some 'zines have been omitted from the above. Don Miller's AUX ARMES! was left out inadvertently; it is a variant zine with unlimited openings for pseudo-players. My own series of 'zines is discussed later this ish. BIG BROTHER has no openings, does not trade or have subscriptions, and is going to do its players the ultimate disservice of conducting a pre-planned fold with issue 100--but then, it's probably not such a disservice, after all, since the games will be transferred to the capable hands of John Koning and John McCallum. Chris Wagner's STRATEGY AND TACTICS is not a Diplomacy 'zine, but covers general wargames; it does have a Diplomacy Column which I write/edit. It is \$7.50 per annum, and worth it.

#### THE IRISH CONTEST

The number of entries in this contest amounted to 1 (one). Since the purpose of a contest is to have competition, I see no purpose in awarding a prize by default. Besides, Bill Linden says he really doesn't need another game. However, Bill, you are hereby awarded the right to design an EREHWON contest yourself, and I will finance a suitable prize. You may pick your subject(s) and send me the contest for use in either the May or June issue. OK? And now, the answers to the quiz:

1. The last King of Ireland was George V of England, Scotland, and Ireland.
2. The last King in Ireland was Aodh X macFerdercha, King of Ulster, who died in 1607.
3. Howard used "Nemedia" as one of his Hyperborean Kingdoms. The Nemedians were early mythical settlers of Ireland.
4. St. Patrick chased out the snakes from Ireland. Actually, he only chased them out of part of Ireland--they all fled to Ulster.
5. The most unusual feature of the Irish flag is the use of the color orange.
6. The Pale, established in the 12th Century, was the area of English colonization and exclusive jurisdiction, in and around Dublin. It was gradually expanded to include most of Ireland.
7. There was only one Ardri (High King) of Ireland named Brian: Brian Boru.
8. Desmond and Thomond are the two parts of Munster, in Irish, Mumha. They were named Des-Mumha and Tuadh-Mumha, hence the later forms of the two names.
9. The Milesian Kings of Ireland trace their ancestry to Magog, son of Japheth, son of Noah. The line of descent is as follows: Magog; Baath, King of Scythia; Phoenusa Farsaidh, King of Scythia; Niul, who founded a colony in Egypt; Gaodhal (or Gael), contemporary of Moses; Asruth; Sruth, friend of Moses; Heber Bent, King of Scythia; Beouman, King of Scythia; Ogaman, King of Scythia; Tait, King of Scythia; Agnon, a wanderer; Lamhfionn, who founded Getulia near Carthage; Heber Glunfionn, King of Getulia; Agnan Fionn, King of Getulia; Febri: Glas, King of Getulia; Nen-uall, King of Getulia; Nuadhad, King of Getulia; Alladh, King of Getulia; Arcadh, King of Getulia; Deag, King of Getulia; Brath, King of Spain; Breoghan (Brigus), King of Spain; Bile, King of Spain; Milesius, King of Spain. He and his sons supposedly conquered Ireland in 1699B.C.
10. The Crom-Cruerch was the great central idol of the pagan Irish, overthrown by St. Patrick in c.457. Conan fans may wish to recall the name of the deity to which Conan prays inconstantly: Crom.



Yes, a new contest. I like putting these together, even if nobody (apparently) is interested in answering them. This contest asks questions about various movies. Nothing so easy as who starred in them, but real nitty-gritty important vital trivia. The prize is still a free game in ATTAQUER.

1. In Snow White and the Seven Dwarves, each dwarf has a special attribute and a name which describes it; thus, Sneezy had enormous sneezes, Bashful is just that, and so on. An exception to this is Doc, the only dwarf who wears glasses. What is his distinctive attribute?
2. In The Wizard of Oz, there are several departures from the book. Some are mere alterations of the plot, such as the omission of Dorothy's journey to the Quadling Country. Others are outright errors. The first major error of the picture involves the first person (played by Billie Burke) whom Dorothy meets in Oz. Who is this person and what is the specific error?
3. In Rosemary's Baby, the characters in the movie and, presumably, also the audience are expected to make an assumption about the baby which is only partially correct. What is wrong with that assumption?
4. The movie Camelot is the palest of pale shadows of the Broadway play, studded with poor acting, wretched singing, wholesale emasculation of the plot, and other features one normally associates with Italian and Japanese science-fiction movies. Among their other successful attempts to murder Arthur before Modred does, the producers have excised several musical numbers from the score. List the songs wholly eliminated (count as eliminated numbers which manage to appear as fragmental background noise).
5. In Taras Bulba, what (and where) is the city whose besiegement and capture by the Cossacks form the last third of the picture?
6. Who is the Crown Prince in The King and I (not the actor's name)?
7. In Mary Poppins, what political movement is afoot at the time in which the picture is set and is satirized in the opening sequences? For 10 points extra credit, name the famous actress who plays a cameo role as the nanny Marry Poppins replaces.
8. Which major character is the first to become "tittipated" in Bambi?
9. Who is the star witness in the Dr. Doolittle murder trial?
10. The hokey and unimaginative ending to Planet of the Apes should have come as no surprise to anybody except perhaps those who were expecting the somewhat better ending of the book. It should have been obvious, half an hour into the flick, what the locale was. List any of the clues you can remember, given early in the picture, that the action was taking place on Earth.

#### OUT OF THE GRAVEYARD

This is EREHWON's regularly published review of Diplomacy journals which have ceased to publish. The pity in 'zine foldings is that many which have fallen by the wayside have offered much to the Diplomacy world. A case in point is:

#### Armageddonia

Editor and Gamesmaster, Charles Turner; Publisher, James Dygert; Treasurer, Brian Bailey. All issues Volume I. All printed in purple ditto (issues 5-9, blue) on white paper. "Volume I" not indicated after #4. \*--Printed on both sides of paper.

| No. | Pgs. | Date           | Contents   | No. | Pgs. | Date                     | Contents   |
|-----|------|----------------|--|-----|------|--------------------------|--|
| 1   | 4    | 30 May 1966    | Opening issue  | 8   | 6*   | 6 Jan 1967               | 66M, S05; 66BG, W02; 66Bht, W01; CM, F14.                                      |
| 2   | ?    | ?              | ? <sup>1</sup>   |     |      |                          |  |
| 3   | 4    | 21 Oct 1966    | 66M, S03; 66BG, S01                                      | 9   | 7*   | 19 Jan 1967 <sup>2</sup> | 66M, F05; 66BG, S03; 66Bht, S02; 66BK, S01; CM, W14.                           |
| 4   | 6    | 4 Nov 1966     | 66M, F03; 66BG, F01<br>CMnibus, Gamelist                 |     |      |                          |  |
| 5   | 3    | 18 Nov 1966    | 66M, W03; 66BG, W01; CM, New Gamelist.                   | 10  | 8*   | 10 Feb 1967              | 66M, W05/S06; 66BG, F03; 66Bht, F02; 66BK, F01; CM, S15; T, W00 <sup>3</sup> . |
| 6   | ?    | ? <sup>1</sup> | 66M, S03; 66BG, S02; 66Bht, S01.                         |     |      |                          |  |
| 7   | 14*  | 16 Dec 1966    | 66M, F03/W04; 66BG, F02; 66Bht, F01; CM, S14; 66BK, W00. | 11  | 7*   | 24 Feb 1967              | 66M, F06; 66BG, W03; 66Bht, W02; 66BK, W01; CM, F15.                           |



| No. | Pgs. | Date        | Contents   | No. | Pgs. | Date                     | Contents  |
|-----|------|-------------|--|-----|------|--------------------------|---|
| 12  | 16*  | 17 Mar 1967 | 66M, W06/S07; 66BG;<br>S04; 66BHT, S03;<br>CM, W15; 66BK, S02;<br>T, S/FO1           | 26  | 6*   | 18 Nov 1967              | 66BG, FO7; 66BHT,<br>S06; 66BK, S05;<br>66AT, FO1; 66AY, W00                    |
| 13  | 8*   | 31 Mar 1967 | 66M, FO7; 66BG, FO4;<br>CM, S16; T, W01  | 27  | 8*   | 1 Dec 1967               | 66BG, W07; 66BHT, FO6<br>(term.); 66BK, FO5;<br>67AT, W01; MU 38.5 <sup>4</sup> |
| 14  | 4*   | 15 Apr 1967 | 66BHT, FO3; 66BK, FO2  | 28  | 20*  | 30 Dec 1967              | 66BG, S08; 66BK, FO5;<br>66BHT, sum.; 67AT, S02;<br>67AY, S01; M.U. (39)        |
| 15  | 6*   | 21 Apr 1967 | 66M, W07; 66BG, W04;<br>M, F16; T, S02   | 29  | 8*   | 13 Jan 1968 <sup>5</sup> | 66BG, FO8; 66BK, S06;<br>67AT, FO2; 67AY, FO1;<br>M.U. (40)                     |
| 16  | 8*   | 5 May 1967  | 66M, S08; 66BG, S05;<br>66BHT, W03; CM, W16;<br>66BK, W02; T, FO2                    | 30  | 14*  | 27 Jan 1968 <sup>5</sup> | 66BG, W08/S09; 66BK,<br>FO6; 67AT, W02; 67AY,<br>W01; M.U. (41)                 |
| 17  | 4*   | 26 May 1967 | 66M, F/W08; 66BG,<br>S05; 66BHT, S04;<br>CM, S17.                                    | 31  | 4*   | 17 Feb 1968              | 66BG, FO9; 66BK, W06;<br>67AT, S03; 67AY, S02                                   |
| 18  | 3*   | 2 Jun 1967  | 66BE, FO5; 66BK, S03   | 32  | 16*  | 9 Mar 1968               | 66BG, W09; 66BK, S07;<br>67AT, FO3; 67AY,<br>FO2; M.U. (42)                     |
| 19  | 6*   | 14 Jul 1967 | 66M, S09; 66BG, W05;<br>66BHT, FO4; CM, F17  | 33  | 11*  | 31 Mar 1968              | 66BG, S10; 66BK, FO7;<br>67AT, W03; 67AY,<br>W02; M.U. (43)                     |
| 20  | 4*   | 4 Aug 1967  | 66BK, FO3; T, W02  | 34  | 8    | 23 Apr 1968              | 66BG, F10; 66BK, W07;<br>67AT, S04; 67AY,<br>S03; M.U. (44)                     |
| 21  | 8*   | 19 Aug 1967 | 66M, FO9; 66BG, S06;<br>66BHT, W04; 66BK,<br>W03; CM, W17; T,<br>S03 (termination)   | 35  | 8    | 16 May 1968              | 66BG, W10; 66BK, S08;<br>67AT, FO4; 67AY,<br>FO3; M.U. (45)                     |
| 22  | 8*   | 18 Sep 1967 | 66M, W09; 66BG, FO6;<br>66BHT, S05; CM,<br>S18; 66BK, S04                            | 36  | 8    | 31 Jul 1968              | 66BG, S11 (term.);<br>66BK, FO8 (term.);<br>67AT, W04; 67AY, W03                |
| 23  | 4*   | 30 Sep 1967 | 66M, S10; 66BG, W06;<br>66BHT, F/W05; 66BK,<br>FO4; CM (termina-<br>tion); 67AT, W00 | 37  | 10   | 13 Sep 1968              | 67AT, S05; 67AY, FO4;<br>termination of 'zine.                                  |
| 24  | 8*   | 27 Oct 1967 | 66M, F10 (termina-<br>tion), 66BG, S07;<br>66BK, W04                                 |     |      |                          |   |
| 25  | 6*   | 28 Oct 1967 | 67AT, S01  |     |      |                          |   |

Footnotes: <sup>1</sup>Not available here. <sup>2</sup>Dated "1966". <sup>3</sup>T stands for a team game between members of the Lafayette Tactics and Brotherly Love Association and members of the Mürted Mayhem Management (of Turkey), the former being of the group from which ARMA originated and the latter being Air Force officers stationed near Ankara, Turkey. <sup>4</sup>M.U. indicates MISKATONIC UNIVERSITY issues temporarily incorporated in ARMA. "Issues" after 38.5 were not numbered, but numbers in parentheses indicate the sequence. <sup>5</sup>Dated "1967".

In its heyday, ARMAGEDDONIA was one of the best edited, most entertaining 'zines then in business. There were always ample press releases and occasional spates of controversy. It was ARMA which first blasted the so-called "Chalker Rule", and which first published the expose of 1964C, in which John Boardman played two positions--and printed Boardman's amusing replies which managed to connect the ARMA staff's disapproval of this unethical practice with, of all things, the Vietnam War. Even now, the 'zine makes good reading.

The games in ARMA were not all regular. There were two team games. In addition was Omnibus Diplomacy, a game designed by Charles Turner and which was really quite good. The board was large, but beautifully reproduced in blueprint. In some respects, the one playing of the game, cancelled after 3 game-years of play, was not given a fair chance to prove itself. The game was played on a highly-divided map of Europe, and the Great Powers were given forces in proportion to their available military power in 1914 --which gave Germany the largest number and Turkey the smallest. Perhaps someday, if more copies of the map could be procured, the game could be run again in another 'zine.

The stories of ARMA and its staff are legion. Perhaps the best concerns the declining days of the 'zine, when Charlie Turner was preparing to depart to a seminary in Chicago and Jim Dygert was preparing to enter the Marines. Dygert's fits of temper are extremely well-known and quite violent. On the occasion in question, it is said that he hurled the ditto machine on which ARMA was reproduced through a second-story window. Luckily, this only delayed things a while.

So here's to ARMAGEDDONIA, that Cerebrus-headed Dippy 'zine, that did so much to lighten some dull moments and to move things in the postal Dippy world. Someday, perhaps, from his garret above some fundamentalist church, Charlie Turner will crank master in typewriter and begin, "ARMAGEDDONIA Vol. II, No. 1...".

#### CLASSIFIED COLUMN

Players and subscribers in and to EREHWON are welcome to submit short, pithy ads for Diplomacy 'zines and related material which they would like to buy or sell. We have one ad for each category this time.

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 FOR SALE: ACELDAMA 1-13. ARMAGEDDONIA 3-9, 17-28, 31-37. Alliterative Alderson zines, 60,67,89,90,96,102-107,109. ADAG 1-5,7-35. ATTAQUER 1. BROEDINGNAG 1,5,14,15, 17-64,66,69-80,82-92. BARAD-DUR 1,1,5,2-34. BRAVE NEW WORLD. THE BROKEN LINE 2. BIG BROTHER 44. COSTAGUANA I, 6-20; II, 1-8; III, 1-13. BULLETIN 1. CEREBRAL NEBULA 1, 2. COSTA II, 3. Cline's Nameless Zine /issue unspecified/. COUP 1. The Rules of Parle- ment, Parlement a new game of coalition, The moves of Parlement. DOUBLE-DOUBLE. DIP- SOMANIA 1,2,4,6,7. DIPLOMANIA 1,3,9-20. DIE WIS 12. THE DIPLOMAT 16,17,20,21. EURALIA 2,3. FREDONIA 2. FIDGELY 1. GRAUSTARK 43-99, 135,146,169,170. GLOCKORLA 1, 3-5,14,16,18,24. THE GRAND FENWICK GAZETTE. THE HIGH LIVER 2-4. IDF (Original one), letter of invitation and proposed constitution. INTERNATIONAL ENQUIRER 1. Maps/rules Imperialism VII, Imperialism VIII, Imperialism IX. JUTLAND JOLLIES 1-17. KALMAR 1-6. LONELY MOUNTAIN 1-9,13-44. LUSITANIA 2-14. LUSITANIA 9 (Boardman). THE LOST ONES 2. MASSIF 1-10,18. MARSOVIA 1,2,16,17. MAGAZINE 10-12. MISKATONIC UNIVERSITY 2,19-21,25, 29,30,32-35. PROCLAMATION. RURITANIA 40. SUPERCAL.1,2,4. STAB 1-61. TRANTOR 18-23, 30,32. T.S.2-6. T.S.III,2,14. ORTHANC 11-33. OH LORD, NOT ANOTHER ONE. VALHALLA 0, 11. VANDY II 1. WART HOG 1. WILD 'N' WOOLY 1,26-100,102,104,112. WSFA JOURNAL 14. XENO 1,2. Ten cents an item, 20% reduction on purchase of 25 or more items, 30% reduc- tion on purchases of 60 or more items. J. A. McCallum, Ralston, Alberta, Canada. Please send cash, check, or money order with your request for items. Ooops--I missed a sec- tion. Add: EREHWON I, 1,2,2a,3-10; II,1-6,6a,7-10. EREWHOM? EFGIART 5,7,9.  
 -----

WANTED: ARMAGEDDONIA 2. BOLVERK 1,3-9. BROEDINGNAG 2-4,6-13,16. COSTAGUANA I, 1-5. DIPLOMANIA 2, 4-8. DIPLOMAT I, 1-12. EFGIART 8 (dated in June 1968?; not "8-9"). EURALIA 4. FREDONIA any issues. GRAUSTARK 1-42. LA GUERRE 1-10, 15,16,17. KALMAR 7. LUSITANIA 1. MARSOVIA 24 (dated in February 1968). MISKATONIC UNIVERSITY 7,8. RURITANIA 1-27,29,31,33-35,37. TRANTOR 1-17. VALASKJALF 1. VANDY II 2,3. WILD 'N' WOOLY 2-25. WITDIP any. WORLDIP any. XANADU 2,9. Will pay any reasonable and mutually agreeable price for same. Rod Walker.  
 -----

#### SEATTLE RATINGS

I have a rather lengthy letter from Doug Beyerlein telling me that the Seattle Diplomacy League is still "bouncing along" with beaucoup in-person games and ideas are percolating back there with some good results. Doug has done a lot with rating systems, basing his thinking on the theory behind the McCallum system that a player wins a point from every player he does better than and loses a point to every player that does better than he. This system is a win/loss system, and Doug's new idea eliminates the negative scores found in the McCallum system. Thus, the winner of a 7-man game has a record of W/6, L/0, T(tie)/0. Second place would be W/5, L/1, T/O. Doug continues that, as "in hockey and soccer standings, / two points are given for a win, one for a tie, and zero for a loss. A win would be then worth 12 points, a second place 10 points, and down the line. These scores would then be multiplied by a percentage factor":  $\% = (\text{wins}) +$

(wins plus losses). Thus the table:

| Pos. | W | L | T | Pts. | %    | Score |
|------|---|---|---|------|------|-------|
| Win  | 6 | 0 | 0 | 12   | 1.00 | 12.0  |
| 2nd  | 5 | 1 | 0 | 10   | 0.83 | 8.3   |
| 3rd  | 4 | 2 | 0 | 8    | 0.67 | 5.3   |
| 4th  | 3 | 3 | 0 | 6    | 0.50 | 3.0   |
| 5th  | 2 | 4 | 0 | 4    | 0.33 | 1.3   |
| 6th  | 1 | 5 | 0 | 2    | 0.17 | 0.3   |
| 7th  | 0 | 6 | 0 | 0    | 0.00 | 0.0   |

Figuring on this basis, the top ten players (counting only 7-man games) would be as follows:

| Player    | W  | L  | T  | Pts. | %    | Score |
|-----------|----|----|----|------|------|-------|
| Zelazny   | 43 | 5  | 0  | 86   | .896 | 77.0  |
| Koning    | 44 | 13 | 3  | 91   | .772 | 70.3  |
| McCallum  | 37 | 18 | 5  | 79   | .673 | 53.2  |
| Nelson    | 42 | 27 | 3  | 87   | .608 | 53.0  |
| Dygart    | 34 | 11 | 1  | 69   | .755 | 52.2  |
| Wells     | 32 | 9  | 1  | 65   | .780 | 50.7  |
| Turner    | 25 | 4  | 7  | 57   | .862 | 49.2  |
| Smythe    | 36 | 21 | 3  | 75   | .632 | 47.4  |
| Reinsel   | 35 | 21 | 4  | 74   | .625 | 46.2  |
| vonMetzke | 43 | 55 | 10 | 96   | .439 | 42.1  |

For ties or draws, we have:

| Tie   | W | L | T | Pts. | %    | Score |
|-------|---|---|---|------|------|-------|
| 2-way | 5 | 0 | 1 | 11   | 1.00 | 11.0  |
| 3-way | 4 | 0 | 2 | 10   | 1.00 | 10.0  |
| 4-way | 3 | 0 | 3 | 9    | 1.00 | 9.0   |
| 5-way | 2 | 0 | 4 | 8    | 1.00 | 8.0   |
| 6-way | 1 | 0 | 5 | 7    | 1.00 | 7.0   |

7-way tie would not be considered "played".

Calculating the % differently (wins/losses), the top ten players come out to be:

| Player      | W  | L  | T | Pts. | %     | Score |
|-------------|----|----|---|------|-------|-------|
| Zelazny     | 43 | 5  | 0 | 86   | 8.60  | 740.0 |
| Miller      | 22 | 2  | 0 | 44   | 11.00 | 484.0 |
| Turner      | 25 | 4  | 7 | 57   | 6.25  | 350.0 |
| Koning      | 44 | 13 | 3 | 91   | 3.38  | 304.0 |
| Naus        | 23 | 4  | 3 | 49   | 5.75  | 282.0 |
| Wells       | 32 | 9  | 1 | 65   | 3.56  | 231.0 |
| Walker      | 19 | 4  | 7 | 45   | 4.74  | 213.5 |
| Dygart      | 34 | 11 | 1 | 69   | 3.09  | 213.2 |
| Peery       | 21 | 5  | 4 | 46   | 4.20  | 193.0 |
| Pendergrass | 18 | 4  | 2 | 38   | 4.50  | 171.0 |

Scores in both cases were compiled only for players who had completed at least 4 games. Naturally, I like the second system better because I do better. However, my comment to Doug was basically this. The system looks very good. However, I can see two problems with it. First, of two players with about the same ability, the player in the larger number of games will tend to do better. Second, the system tends to give far too much credit to draws--being party to a six-place draw is worth more than coming in third in a game which ends in victory. This hardly seems fair and does not, I think, lead to accurate measurement of playing skill. The first problem is not really important, since perhaps some credit should be given to the player who has finished quite a few games with good results. In the Air Force, this would be called the "seniority system". It all depends on whether you wish to emphasize talent or perseverance. The second problem, however, ought to be looked into. Perhaps there ought to be some phased reduction in the credit given to ties, so that a place in a 6-way tie would be worth no more than, say, 2 or 3 points.

I sincerely hope that some Gamesmaster will give serious attention to this rating system. I do not have the room to publish it regularly, and there is no 'zine in Seattle at the moment. If somebody would like to carry a rating system, and if Doug is willing to keep his up on a regular basis, then it should be published.

#### A HISTORY OF PODERKAGG

The Kingdom of Poderkagg has appeared in these and other pages, and is presently under the glorious rule of its present monarch, His Celestial Majesty, Pandemonium V. He is the current representative of the Dynasty of Sodom-Medici. The history of Poderkagg begins long before, however, in the last days of the Roman Empire.

In the Fourth and Fifth Centuries A.D., as the Western Roman Empire was collapsing, anarchy reigned throughout most of the region. In most areas, disorder was eventually quelled; but in some, it was not. The little town of Gastritium (Greek: Kastrition), nestled among the foothills of the North Albanian Alps, was once a mere collection of mud huts. But in that humble collection of dwellings there lay the seeds of future greatness. Someday they will doubtless germinate.

Anyway, at about the time of Emperor Nepos, the citizens of Gastritium discovered one morning that the Roman soldiers garrisoned in their town had decamped under cover of darkness. In a town meeting, they voted never to admit them again. Of course, they never came back. Thus the Anarchate of Gastritium was born.

Next time: The Anarchate and Republic of Gastritium, 469-1362.

Since last issue, Pandemonium Publications have produced the following:

ATLANTIS (VI) (P.P. #58).

BLETESCU (3) (P.P. #62). Erroneously numbered "P.P. #61". Another game of Napoleonic Diplomacy (#1969N) is full and yet another is open. \$4 (\$3 for NSF Games Bureau regular members. Stand-by positions are available plentifully. Subs are \$1/10.

LOMOKOME (6) (P.P. #60). This issue published the map and rules for Bob Johnson's Variation C. This game operates on a point system, with points for treaties negotiated and broken, for territories gained and lost, and so on. Subs are \$2/10.

UTOPIA (VI) (P.P. #59). No more game openings, but stand-by positions for the Youngstown Variant are still needed. Subs are \$1/10; set of maps/rules is 25¢.

ZOTHIQUE (6) (P.P. #61). Game openings still exist. The section of Aberration II was not filling up, so we have converted it to Aberration I. This game uses a revised version of the regular board and new rules allowing double moves for fleets, "piggy-back" armies at sea, and so on. Moves are monthly, beginning with July 1914. End of game is mandatory in November 1918, equivalent to a regular game of 18 game-years. Price is \$4. (\$3 for regular members of the NSF Games Bureau). Stand-by positions are also available. Subs are \$1/10, and rules/maps are 25¢/set.

#### ANNOUNCEMENTS

1. House-Rules. Anyone who does not have a copy of the House-Rules, dated 15 November 1968, or Change-sheet #1, dated 23 December 1968, should contact me immediately.

2. Cartoons signed B.H. are by Bill Haggart. Those signed S.S. are by Secret Squirrel. Others are by (ugh) me.

3. In August I will be going home. I will be leaving here on or about 15 August. My itinerary will likely be: Murfreesboro, Tenn; Decatur, Alab; Tyler, Tex; Everman, Tex; Oklahoma City, Okla; San Diego, Calif. I hope to be seeing those of you who live in and around the afore-mentioned cities. Will be writing about this later.

4. HYPERSPACE is the new game by Allan Calhamer. It retails at \$4.95 postpaid, and I highly recommend it for a highly relaxing, simple yet fascinating two-man game. In April or May, Al will be leaving Chicago to market the game, and will be travelling to many cities and towns where Diplomacy players live. He will be happy to meet with groups of you if you will contact him and arrange this. His present address is: Allan B. Calhamer, 518 N. Spring Ave., La Grange Park, Ill. 60525. He would also like to know the names of stores in your area which carry Avalon-Hill Games, Diplomacy, and other adult games. This will help him in placing his new game.

5. David May will be incommunicado until 13 April.

6. Eric Just has just out-Walkered Walker. Those of you who have received a dittoed 'zine, EREHWYNA, purporting to be my April Fool issue should know that, in actuality, it was prepared by Eric Just and produced and mailed (in Rantoul) by Jack Flemming. Hmph! I'll tend to you later, Eric. Please don't blame Jack for my finding out. You used the same typewriter that you use for your 'zine.

7. The real April Fool issue is EREHWON, enclosed with this issue unless I sent it to you earlier.

8. My trade policy needs further definition. There are now several multiple-editor 'zines in business (LONELY MOUNTAIN, XANADU, INTERNATIONAL ENQUIRER, NEMEDIAN CHRONICLES, THE LIMBOURG GAZETTE) and my policy in regard to them is as follows: there is only one trade copy, and it will be sent to whichever of the editors of the 'zine is designated--if none is designated to receive the trade copy, I will make an arbitrary selection. My reduced fees for games--\$4 "for trades"--will apply only to the person receiving the trade copy.

9. A Modest Proposal. Without anyone's permission, and without any real authority, EREHWON will begin a new game numbering system. This system will refer to all completed regular games. It will consist of two elements: the year the game began and a number indicating the order of finishing. Thus, game 1967-1 is the first game begun in 1967 to be completed. These numbers will appear in "It's All Over". These numbers are for the convenience of anyone who wishes to refer to completed games without all the breaks in series numbering caused by the early policy of numbering team games and the like, and games later cancelled or discovered to be frauds.

## FRENCH THREATEN LONDON, RUSSIANS THREATEN LISBON

Winter 1906/Spring 1907:

- ENGLAND (Perrin): F Edi-Cly, F Bel-Eng (S) by F Nth. (No change, WO6).  
 FRANCE (Evans): A Bel (R)-Pic; (B) F Mar. F Mar-Spa (s.c.), F Lpl-Cly,  
A Bre-Wal (C) by F Eng (F Eng /D//Lon,Wal,Iri//), A Mun-Sil /D//  
 /Bur, Ruh/, A Ruh-Bel (S) by A Pic.  
 GERMANY (Cochran): (E) A Sil. F Hel-Kie, A Kie-Mun (S) by A Ber, F Hol  
 (S) ENGLISH F Bel (ordered to move).  
 ITALY (Welsh): A Tri (R)-Ven. (E) A Boh. A Ven-Tri (S) by A Tyr & F  
 Adr, F Ion (S) TURKISH F Gre (ordered to move), F Tyr-Tun.  
 RUSSIA (Beyerlein): (D) F StP (n.c.), A Mos. F StP (n.c.)-Nwy (S) by A  
 Swe, A Mon-Wal, A Gal-Boh, A War-Sil, F Nat-Mid, F Nwy-Nrg, A Tri  
 (S) TURKISH F Gre-Alb /D//Vie/, A Bud (S) A Tri, A Ser (S) TURKISH F  
Gre-Alb, A Rum-Gal, F Con-Aeg.  
 TURKEY (Zelazny): F Aeg-Gre, F EMed (S) RUSSIAN F Con-Aeg, F Gre-Alb.

RECEIPT DEADLINE for Fall 1907 moves is Tuesday, 6 May 1969. Moves may be made conditional on the French retreats.

## 1967AH

## ITALIANS, RUSSIANS SQUARE OFF AS GERMANS ENTER EASTERN FRAY

Fall 1906: Linn Haramis, having missed two consecutive moves, is replaced by Doug Beyerlein, who now plays France.

- ENGLAND (Welsh): F Iri-Mid, F Mid-Por, F Bre (H) (S) by F Eng. Ows: Edi, Lpl, Lon, Bre, Per (5). Build 1.  
 FRANCE (Beyerlein): A Mar-Bur, A Par-Bre (S) by A Gas. Ows: Mar, Par, ~~Por~~, Spa (3). No change (1 /A/).  
 GERMANY (Birsan): A Kie-Mun, A Bur-Gas, A Ruh-Bur, A Mun-Boh, F Den (H), A Bel-Pic. Ows: Ber, Kie, Mun, Den, Hol, Bel (6). No change.  
 ITALY (Jones): F Ion-Tun, F Tyr-WMed, A Tyr-Vie, A Gre-Smy (C) by F Aeg and (S) by F EMed & F Con, A Bul (S) F Con, A Rum-Sav /D//Ser/, A Vie-Gal (S) by A Bud. Ows: Nap, Rom, Ven, Tun, Tri, Vie, Bud, Gre, ~~Rum~~, Smy, Ser, Bul, Con (12). Build 1 (1 not built, 1905).  
 RUSSIA (Manogg): F Con (R)-Ank. A Smy-Ank, F Ank-Bla, A Swe-Nwy, A Nwy-StP, F Ska (H), A Ukr-Rum (S) by F Sev & A Gal (A Gal /D//War, Ukr/). Ows: Mos, StP, Sev, War, Rum, Swe, Nwy, ~~Por~~, Ank (8). No change.

RECEIPT DEADLINE for Autumn retreats, Winter builds, and Spring moves is Tuesday, 6 May 1969. If players send me these moves early, I will send them out by carbon copy. Otherwise, Spring 1907 moves may be made conditional upon the direction of the Russian retreat and upon the English and Italian builds. Pas d'epresse releases.

## 1968K

## AUSTRIA TRIUMPHS!

Fall 1904: Gad, Peery, you have all the luck.

- AUSTRIA (Peery): A Rum (S) A Ser, A Bud-Tri, A Gre (S) A Ser/A/, A Ser (S) A Gre. Ows: Bud, Tri, Vie, Ser, Bul, Rum (6). Build 2 (2/A/; could build 3, but no room).  
 ENGLAND (Carey): F Nth-Hol (S) by F Bel & F Hel, F Eng-Nth. Ows: Edi, Lpl, Lon, Bel, Hol (5). Build 1.  
 FRANCE (Birsan): F Mid (S) A Spa, A Gas-Mar (S) by A Spa.. Ows: ~~Por~~, Por, Spa (2). Remove 1.  
 GERMANY (Eller): A Kie (S) F Hol, A Bre-Par, A Bur-Par, A Swe (H) (S) by F Bal, F Den -Nth (S) by F Hol (F Hol /A/). Ows: Ber, Kie, Mun, Den, ~~Por~~, Swe, Par, Bre (7). Build 1 (1 /A/).  
 ITALY (Polan): F Tyr-WMed, F WMed-Spa(s.c.) (S) by F GLyo & A Mar, A Pie (S) A Mar. Ows: Nap, Rom, Ven, Tun, Mar (5). No change.  
 RUSSIA (Koning): IA Sev-Ank (C) by IIF Bla & (S) by IIA Arm, IIIA Mos-Sev, IF Nwy (H) (S) by IVA Fin. Ows: Mos, StP, Sev, War, ~~Rum~~, Nwy, Ank (6). No change.  
 TURKEY (Rusiecki): A Gre (R)-Alb. F Con-Bul (no coast specified), A Alb-Ser, A Bul-Gre (S) by F Aeg. Ows: ~~Ank~~, Con, Smy, Gre (3). Remove 1.

RECEIPT DEADLINE for Winter 1904 builds/removals is Tuesday, 6 May 1969.



IT'S ONLY  
JUST...

TURKS IN SOUTHERN RUSSIA; AUSTRIAN STORM LEADING; IS THE KING OF ENGLAND GOING TO ABDICATE  
Winter 1903/Spring 1904: Bruce Wilcox, England, passed his moves this Spring. Brad Payne (item #66, Mailing List) is requested to send stand-by moves.  
 AUSTRIA (Linden): A Vie-Gal (S) by A Bud, A Tyr (H), A Ser /H/, A Boh-Gil, A Nap-Rom, F Ion (S) FRENCH F WMed-Tun (not so ordered). (No change)  
 ENGLAND (Wilcox): NO MOVES RECEIVED. A Bre, F Nth, F Eng, A Par, F Cly /H/. (No change).  
 FRANCE (Beyerlein): (E) A Pic. F WMed-Mid, A Gag-Mar (S) by A Spa, F Mid-Nat.  
 GERMANY (McLeod): No change. A Mun-Gil, A Ruh-Mun (S) by A Kie, A Bur (S) ENGLISH A Par-Gag (not so ordered), A Pic (S) ENGLISH A Bre, F Bel-Eng.  
 ITALY (Gemignani): F Tun (H).  
 RUSSIA (Evans): (B) A StP. A StP-Pin, A Mos (S) A Sev, A Ucr-Rum (S) by A Gal & A Sev (A Gal /D//War/; A Sev /A/), F Nwy (H).  
 TURKEY (Munroe). No change. F Rum-Sev (S) by A Arm & F Ela, A Ank-Con, A Bul-Rum.  
 RECEIPT DEADLINE for Fall 1904 moves is Tuesday, 6 May 1969. No releases.

1968AG

ETERNAL CITY FALLS TO HEIRS OF BONAPARTE; TSAR OUSTED FROM LAST STRONGHOLD; TURKS SMASHED  
Fall 1903: I want to express my very sincere thanks to Brad Payne for taking over the position of Russia when it was already hopeless. Under some circumstances, even one unit can be an important factor in a game. However, in this case, Russia was without a practical defensive-diplomatic policy. Anyway, Brad, many thanks.  
 AUSTRIA (Smythe): F Ahr-Ven, A Ucr-Sev (S) by A Rum & A Mos, A Tri-Tyr, A Gal-War, A Bul (S) ITALIAN F Aeg-Con, F Gre-Aeg. Ows: Bud, Tri, Vie, Ser, Gre, Rum, Bul, War, Mos, Sev (10). Build 2.  
 ENGLAND (Cochran): A Yor (H), F Eng-Mid, A Den-Swe, F Ska-Den (S) by F Nth, A Fin-StP (S) by F Nwy. Ows: Edi, Lpl, Lon, Den, Nwy, Swe, StP (7). No change.  
 FRANCE (White): A Bel /H/, A Pic-Bel (S) by A Bur, F Tyr-Rom (S) by A Tus, A Gas (S) A Bur (no A Gas). Ows: Bre, Mar, Par, Por, Spa, Rom, Bel (7). Build 2.  
 GERMANY (Garbis): A Bel (R)-Hol. A Ruh-Kie, A Mun-Bur, A Hol-Bel, F Kie-Bel, F Hel /H/. Ows: Ber, Kie, Mun, Hol (4). Remove 1.  
 ITALY (Keathley): F Ion-Med, A Rom-Ven /D//Nap, Apu/, A Tun (H), F Aeg-Con. Ows: Nap, Kie, Ven, Tuh, Con (4). No change.  
 RUSSIA (Payne): A Mos (R)-StP. A StP (H) /D//Lva/. Ows: Mos (0). OUT ((E) A Lva).  
 TURKEY (von Metzke): A Sev-Mos /D//Arm/, F Con-Aeg (S) by F EMed (F Con /D//Ela, Smy/), A Ank-Con. Ows: Ank, Smy, S (2). Remove 2.  
 RECEIPT DEADLINE for Winter 1903 builds/removals is Tuesday, 6 April 1969. These may be made conditional upon the direction of Autumn retreats, which are due with Winter.

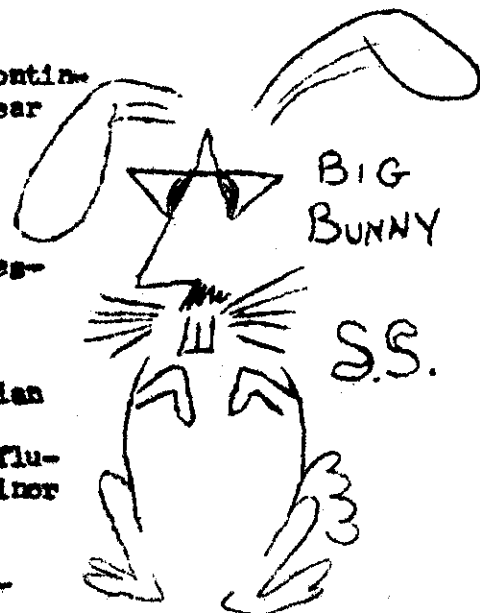
NEWS OF THE WORLD (really?)

AUSTRIA: RUSSIAN PROBLEM EFFECTIVELY DEALT WITH

VIENNA: The sanitation campaign for a clean Russia continues on schedule. Several units experienced difficulties near the district of Moscow when the amount of solid wastes exceeded the capacity of their disposal containers. Reinforcements rushed to the area prevented a complete breakdown, and the time schedule was met. Hostile primitive primates continue to remain active in the rural areas, necessitating the deployment of quasi-military units to protect the sanitary engineers and their equipment. Serious opposition by large groups of pp's ceased with the capture of their leader, Claude Sewer. Experts predict that the Russian problem will be resolved in the next several months. But Austria's responsibilities for sanitizing her sphere of influence will not be ended until the serious problem of Asia Minor is solved.

ENGLAND: FURTHER ANALYSIS OF ((CENSORED))

LONDON (The Times, 14 June 1903) (Letter from Lady Huntington-Smythe): "I must say that the researches of Baron



Delicute-nose of the Austrian SSPP and others into the problem of the Filthy Russian have brought new light upon the subject. While I would never admit that the Russian peasant is necessarily ((censored)), my dear cousin, Lady Barbara Younghusband, went out to join her husband, Admiral Sir Cedric Y., in North Russia after last Winter's campaign, and she found the inhabitants so positively revolting that she had to withdraw to the Fleet Base at Trondheim by sleigh and came home as soon as ever she could. It would seem that Sir Cedric found them revolting, too, but Jacky ffisher says that I just don't understand Strategy."

ITALY: POPE GETS TO ROOT OF PROBLEM

ROME: King Murat has given little time to reporters lately. He's having some new uniforms made in which to greet the French visitors. The fact that they weren't invited is being tactfully overlooked until such time as their appearance can be more suitably acknowledged.

VATICAN CITY: Pope Pariah is reported to have commented on recent events in the following manner: "Jerry White wears corrective bloomers."

1968AJTURKEY DOOMED; AUSTRIA MOVES NORTHWinter 1902/Spring 1903:

AUSTRIA (May): (B) A Bud. A Bud-Vie, A Vie-Boh, A Tyr-Ven (S) by A Tri, F Gre (S) A Bul, A Bul (S) RUSSIAN A Con.  
 ENGLAND (Goldstein): (B) A Lon. A Lon-Bre (C) by F Eng and (S) by F Mid, F StP(n.c.) (H), A Ruh (S) GERMAN A Bur-Mun, F Nth (S) RUSSIAN F Bal-Den (not so ordered).  
 FRANCE (Comber): NO MOVES RECEIVED. F Mid (R) -/A/. Could have built 3 (but space for only 1). A Par-Bre, A Mar-Spa.  
 GERMANY (Kuch): (B) A Ber, A Mun. A Mun-Sil (S) by A Ber, A Kie (S) A Ber, A Bur-Mun, F Swe (H).  
 ITALY (Wittmann): No change. A Tus-Pie (S) by A Ven, A Apu (S) A Ven, F Ion (H).  
 RUSSIA (Evans): A Sil (S) AUSTRIAN A Tyr-Mun /D//Pru,War,Gal/, A Arm-Ank (S) by A Con & F Bla, F Bal-Kie (cops--No change in Winter).  
 TURKEY (Payne): F Ank-Con (S) by A Smy (F Ank /A/).  
 SWEDEN (Gustavus Adolphus XIII): A Helsingfors-Narvik, A Sleswig (S) RUSSIAN F Baltic-Holstein (not so ordered), F Kattegat-Jutland.  
 RECEIPT DEADLINE for Fall 1903 moves is Tuesday, 6 May 1969.

AUSTRIA: SWEDEN RECOGNIZED

VIENNA (28 February 1903): Emperor Eldrich today, in enforcing the separation of church and state, stripped God Pandemonium of all political power and state titles. Since Poderkagg has no head of state now, it has been added to the Empire. In his last comment of the day, he suggested that the Gastritis Stock Exchange be immediately opened.

STOCKHOLM (15 March 1903): While visiting Sweden today, Emperor Eldrich officially recognized the Greater Empire of Sweden and said that Austria would use all available power to pressure Germany to return Swedish Pomerania.

SWEDEN: FINNS TO JOIN SWEDEN

LUND (18 November 1902) (delayed): Certain officials of the Foreign Office, here at the temporary capital of Sweden, took note of the comments of the Russian Imperial Government in one of the last issues of Novoye Vremya received before the English Blitz, observed that it was interesting to note that certain powers sometimes found it very convenient to brag about the security of their capitals.

HELSINGFORS (2 February 1902): Col. Carl Mannerheim, Commander of the newly organized Finnish Legion, exhorted his troops just before their departure for the Karelian Front; "We Finns have a small land, but we find our might in our love for our homes and our woods and lakes. When those are threatened, we have a strength that the World and Louhi dare not threaten. Long Live Tsar Nicholas, our Duke!"

PODERKAGG: PANDEMONIUM CROWNED

GASTRITIS (3 April 1903): His Celestial Majesty, Pandemonium V, was today crowned Emperor of the Serbs, Greeks, Croats, and Poderkaggians in an impressive ceremony presided over by Patriarch Belial III. His Majesty stated He would soon be in Vienna to visit "Emperor" Eldrich, "at the head of all Our armies".



ITALY THREATENS TO OVERWHELM BALKANS; TSAR FLEES CERTAIN DOOM; FRANCE IS BESEIGED!!

Winter 1902/Spring 1903. Bill Weyant, the player for Russia, has missed two consecutive moves and is removed from play. He is replaced by Russell Boggs (item #12, Mailing List).

AUSTRIA (Goldstein): (E) F Aeg. A Alb-Tri, A Gre-Ser (S) by A Bul.

ENGLAND (Beshara): (B) F Lon. F Lon-Nth, F Iri-Mid, F Mid-Por, F Eng (S) GERMAN A Bel-Pic, A Swe-Nwy.

FRANCE (Kinney): NO MOVES RECEIVED. F Mid (R)-/A/. Could have built 1. A Par-Bur, A Spa-Mar, F Bre (H) (S) by A Gas.

GERMANY (McCandlish): (B) A Mun. A Mun-Sil (S) by A Ber, A Bur-Mar, F Den-Swe, A Bel-Pic, A Ruh-Bur.

ITALY (Mebane). (E) A Ven. A Ven-Tri, F EMed-Aeg, F Ion-Adr, F Tyr-Ion, A Ser-Bud (S) by A Vie.

RUSSIA (~~Weyant~~) NO MOVES RECEIVED. (B) none--could have built 1. NO MOVES RECEIVED. F GBot, A Gal /H/. F Arm /H/ /A/, A Sil /H/ /A/, A Bud /H/ /A/. Now played by Boggs.

TURKEY (Key): (B) F Con. F Con-Bla, F Ank-Arm (S) by A Smy.

RECEIPT DEADLINE for Fall 1903 moves is Tuesday, 6 May 1969.

#### NEWS OF THE WORLD

GERMANY: ALL-OUT ...uh, SALVATION OF FRANCE CONTEMPLATED

MUNICH: From here comes word of an all-out Blitz on France because it is rumored that the French army is laying down its arms and asking for mercy. The German military machine is going into high gear in an effort to occupy all of the major cities before civil disorder occurs. The high command says that supply trains are being prepared with large amounts of foodstuffs to feed the poor peasants who have been driven from their homes. From the battlefield come stories of thousands of starving people left homeless by the fighting. Looters are being shot on sight, but still large mobs roam the streets in the cities of the province of Burgundy. There have been increasing numbers of people coming to German field hospitals with what appears to be the dread Bubonic Plague. Many feel that cities must be burned to the ground in order to keep the Plague from spreading. The high command has not come to a decision as yet, but an emergency meeting is being held at this very moment. Your on-the-front reporter, namely ME, will keep you posted.

#### 1968BZ

AMBITIOUS ENGLAND TO ATTACK FRANCE AND GERMANY? STOCKHOLM FALLS TO HUNS: ALPS BLOODY  
Spring 1902:

AUSTRIA (Mebane): F Tri-Alb, A Vie-Bud, A Bud-Ser, F Gre-Aeg, A Ser-Gre.

ENGLAND (Boggs): F Lpl-Iri, F Eng-Mid, A Nwy (H), F Nth-Hel.

FRANCE (May): F Mid-Por, A Mar (H), A Pic-Bre.

GERMANY (McCandlish/Jones): F Kie-Bal, A Mun-Sil, A Hol-Bel, F Ska-Swe (S) by A Den.

ITALY (Brooks): F Rom-Tyr, A Tun goes fishing, F Tyr-GLyo, A Pie-Mar.

RUSSIA (Key): F StP (s.c.)-Lva, A War-Sil, A Rum (S) AUSTRIAN A Bud-Ser, F Swe (H) /D//GBot, Fin/, F Arm (H) (S) by A Sev.

TURKEY (Mahoney): F Con-Aeg, A Bul (H), A Ank-Arm (S) by F Bla.

RECEIPT DEADLINE for Fall 1902 moves is Tuesday, 6 May 1969.

#### NEWS OF THE WORLD

FRANCE: KING UNUSUALLY DECISIVE IN PRESS CONFERENCE

PARIS (2 March 1902): King Rudi the Moron, when asked by reporters about France's military disasters in Iberia, said, "Well, what we really should have done was...well, then again, that probably wouldn't have worked, but then again, it might have. What we'll do in the next year is attack...no, not them, but we'll launch an offensive against.....".

SPAIN: NATION REFUSES TO ARM

MADRID (1 April 1902) (Editorial in ABC): As a gesture of amity toward our brothers, the French, and in the hope of stopping the spread of the conflicts now beginning to erupt in the east, Spain has refrained from mobilization since the withdrawal of the French occupying force from our soil. But our French brethren are invited to recall

how Victor and Soult fared here, when they came with a band of their friends and camped uninvited upon the holy soil of Spain!

## 1969G

## THE GAMESMASTERS' GAME

Spring 1901: Since David Lindsay has joined the editorial staff of LONELY MOUNTAIN, every player in this game is a bona fide Gamesmaster. Fantastic! Now I have a little surprise for you. Allan Calhamer, the inventor of Diplomacy, has kindly consented to write an analysis column for this game, season by season, for at least the first few game-years (and as his schedule permits). He will see nothing but the moves, which I will telephone up to him. He will not see the little side-notes I sometimes get ("Heh, heh, am I going to get so-and-so!"), nor will he see your Sealed Orders. From your moves, in the manner of a news analyst, Dr. Calhamer will comment on the past and probable future course of the game. Because of the timing involved, deadlines for this game will be set a few days earlier than deadlines in the other games. Thus, the deadline for 1969G will be 2 May 1969. I request your utmost cooperation in getting your moves in on time--early, even--so that I can get them up to Chicago quickly.

AUSTRIA (Welsh): A Bud-Ser, A Vie (H), F Tri-Alb.

ENGLAND (Wells): A Lpl-Yor, F Edi-Nrg, F Lon-Nth.

FRANCE (Childers): A Mar (H), A Par (H), F Bre-Mid.

GERMANY (Lindsay): A Ber-Kie, A Mun-Ruh, F Kie-Dan.

ITALY (Evans): A Rom-Apu, A Ven (H), F Nap-Ion.

RUSSIA (Johnston): A Mos-Ukr, A War-Gal, F StP(s.c.)-GBot, F Sev-Bla.

TURKEY (Perkins): A Con-Bul, A Smy-Con, F Ank-Bla.

RECEIPT DEADLINE for Fall 1902 moves is Friday, 2 May 1969. Please do not be late.

## ANALYSIS -- Allan B. Calhamer

The Spring 1901 moves of 1969G seem to be tactically sharp all over the board. France alone does not seem to have squeezed the maximum effect out of her pieces; but there may be some diplomatic restraints in effect that we do not know about. The obvious strategic pitfalls, such as a Russian or Austrian attack on Germany, or an English attack on France, also seem to have been avoided. Thus the game appears to be opening at what might be called a "third level" of sophistication, in which deeper strategic considerations are likely to be very important.

To me, third level thinking starts with two premises: that England is the Wicked Witch of the North and that Turkey is the Witch of the South. These premises being well supported statistically, one might suppose that third level play would call for alliances directed against these two power, in the absence of strong countervailing considerations. Now, one also notes that these third level considerations harmonize well with what I have called second level considerations--the avoidance of the aforementioned strategic booberies. An immediate Italian attack on Austria-Hungary might also be regarded as bad play on the second level. Third-level considerations might indicate an alliance structure in which France, Germany, and the northern half of Russia would combat England, while Austria and the southern Half of Russia would combat Turkey. Good diplomatic understandings aimed at avoiding the second-level mistakes tend to fit well into such a picture.

Let us also ask what the next level of strategy might be, if a group were playing third-level Diplomacy. First, it becomes apparent that good players of England or Turkey would simply offer more diplomatically to prevent coalition against them. Such a policy must be followed with care, because if they offer too much, the Wicked Witches can be stabbed and knocked out quickly. In over-the-board groups which played consistent third-level Diplomacy, I have seen these fourth-level agreements work well between Turkey and Austria, between Turkey and Russia, and between England and Germany.

There is a second type of strategy which cuts through third-level considerations without depending on a first-level (tactical mistake) or second-level development. This is the strategy of special pairs. Certain pairs of countries, working closely together and protecting themselves from each other by the most careful placement of pieces, or sometimes simply through great trust in each other, arrive at formidable positions.

One such special pair is Austria and Italy. The earlier description of the well-ordered third-level game did not contain any role for Italy. That fact is a significant one in explaining the instability of the third-level world system. Italy may fall back on a second-level attack on Austria, usually destroying that country, then losing all the spoil straightway to the rolling Turkish wave; that is why the strategy is a second-level mistake. Italy may attack France too soon, getting both countries locked into a war in which neither can advance; this plan one may also call a second-level mistake. Italy may stall for time--her only third-level choice, really--sometimes making a pipsqueak attack on Munich through Tyrolia, or on Greece, to kill time while waiting for France to over-involve herself in the north or for someone to make some kind of mistake in the Balkans. A fourth-level choice for Italy is the special pair with Austria. The best way I ever saw this done, an Italian Army moved to Tyrolia, where it functioned as a virtual Austrian Army, every move for it being made by Italy at Austria's request. The Austrian Fleet went south, where it functioned as an Italian fleet. With a couple of raised fleets as well, Italy plugged the Mediterranean at both ends so that it was very difficult to break into; Austria formed a big arch of armies to protect herself on the north and east. Together, they had virtually a hollow semi-circle of pieces, armies and fleets both considered, which could not be broken into, even if the Wicked Witch of the South destroyed Russia.

Russia and Turkey also may form a special pair; the stand-off in the Black Sea is often pre-arranged in such a case, and continued move after move. For purposes of deception it is sometimes referred to by both participants as a stab in the back by the other, or even as a double stab ("After the double stab, there is no question that it's war to the finish.").

I have seen England and Germany play something vaguely like a special pair. England gives Germany lots of supply centers, so long as she does not raise fleets. For Germany, however, it is grasping at straws; England almost always has the best fit; hence, the play is more like a fourth-level English victory and a third-level German mistake. The long-term English-French alliance is somewhat similar, though France has more chances than Germany.

The very important French-Italian alliance I do not regard as a special pair, because the countries just stay off each other. It is not really a sophistication above the third level.

This introduction out of the way, let us look at the present game, guessing at the diplomacy from the moves, of course. The first level needs no comment; except to mention that the move A Rom-Apu may be intended to take Tunis with the army, thus holding position in the Ionian (in order to influence the situation in Greece in Spring '02). Austria left Trieste at the mercy of Italy, thus gambling the game. Possibly she could have afforded A Vie-Tri; the army could still have been ordered back to defend Vienna. As it is, Austria can order Vie-Bud and Ser-Bud, defending both cities from the Russians, and still holding Serbia in the Fall. Also, Italy can evacuate Venice without fear, after which both countries can play in effect with an extra piece, because Venice and Trieste are not garrisoned. Austria is taking all the risks on the first two moves in such an arrangement, but Austria is the weaker country.

France could have reached her present position while ordering A Par-Bur and A Mar-Bur, which would have prevented any German stab and without moving a piece to the German border. One imagines that France has non-aggression pacts, including neutralized territory, with both England and Germany. Otherwise, A Par-Bur and A Mar (S) A Par-Bur would have been solid, and kept a finger in the Belgian pie. If France had had any reason to expect an Italian-Austrian special pair, however (she could only know if she knew the players), she should have seriously considered: Spring A Par-Bur, A Mar-Spa, F Bre-Mid; Fall A Spa-Por, F Mid-Spa (s.c.); Winter raise F Mar. Thus two fleets in the Med in two moves; you can't start too fast against the special pair in question.

To return to the third level, the most significant possible anti-English move on the board--the only move, virtually, that the Northern Witch has to fear--is Russian A Mos-StP, F StP-GBot. Then the threat of A StP-Nwy forces England to use all her pieces just to land an army in Norway, while Russia can mix her strategy with A StP-Fin, followed by the raise of F StP (n.c.)--ah, how the Witch will shriek! But as it

is, the Witch may choose F Nrg-Bar, A Yor-Nwy (C) by F Nth, leaving Russia in danger of losing Sweden and StP in a few moves. Then England with 6 pieces (5 fleets?) is likely to be around all game.

Germany might be able to extract some small concession from Russia in return for not playing F Den-Swe, too. From a third-level point of view, however, France-Germany-Russia have failed to get in the powerful move A Mos-StP. The less powerful, but significant F Bre-Eng, has also not been played.

Germany will probably take Hol, Bel, and Den. These are more than she usually gets, though at 6 pieces she is usually weaker than France at 5 or England at 4. Thus either France or England may deliver Belgium to Germany in return for cooperation without too much fear of Germany. As England, I would ask Germany not to raise fleets; as France, I would ask Germany to raise fleets. In the present situation, she could afford two of 'em, and if France raised a fleet in Brest, there might yet be a chance to hail down the Witch. Germany, of course, should not prevent Russia from taking Sweden, but should require Russian cooperation against England.

In the south, Russia and Austria are apparently at war. If this action represents a fourth-level confrontation between the Italian-Austrian pair and the Russo-Turkish pair, it may be most interesting and significant. If it is just weak third-level play, put your money in piastres.

#### OPEN GAMES

The following players are registered in our next open game (\* means paid):

\*Strayer, \*Birsan, \*May, \*DuBose, Lee.

Mrs. Johnston and Mrs. Bradley are still registered in the \$4 Widows' Game, but I have little faith that this will ever get off the ground.

#### THE CHRONICLES OF REQ-LAV

The Book of Dyqq the Twice-Scorned, Chapter 3: (1) Yqe the Bald dieth, (5) There is much foofaraw about it. (8) There is done the Yqe Shuffle. (10) The Magick Eye hath a field day. (14) The people are full up to here.

1. It came to pass in those days that Yqe the Bald gave up the ghost, and he died.
2. Thereupon, the people of meri-Ka chose him King, and he ruled for eight years.
3. And Dyqq, called the Qalifite, hung around at his right hand, hoping.
4. Then was Jonh the Young made King, and after him, lyn-Dunn the Rich, and then did Dyqq, now called the Twice-Scorned, become King, as was his fondest wish.
5. Now it came to pass that the medicine men looked upon Yqe and said, He is dead; and there was great howldintunabulation throughout the land.
6. Virgins cried and strong men wept and great men spewed forth words and there were divers blitherings in high places and all kinds of musick.
7. For lo! In meri-Ka is there nothing so loved as a wake and verily, they do it up brown.
8. All of meri-Ka watched whilst the Magick Eye shewed Yqe being moved hither and roved yon, being carried here and carried there, here he's carried, there he's carried, everywhere he's carried, carried; old MacDonald had a farm,
9. But now Forest Lawn hath got it.
10. And whilst Yqe was carried about, and laid out in divers places, and prayed over by priests and other humbugs, and homiliated over by politicians and other knaves, then was he presided over by newscasters and other ghouls.
11. They that do speak before the Magick Eye, nothing shall escape them; nor word, nor gesture, nor mode of dress, nor tear, nor private thought, nor any other things shall be too small for their notice.
12. Verily, verily, they say unto thee, That which we see and hear, that also shall we tell and blab and blah and repeat endlessly,
13. To the last syllable of recorded tape.
14. Nausea, nausea, thy name is tee-Vee.
15. When shall we have surcease of it?

1. Mailing List. Herewith are all the latest thousands of changes. Please post them to your copy of the 22 February 1969 List to keep it up-to-date.

13/14. Dan & Christina Brannan. CORRECTION: 915 S. St. Andrews Pl., not "951".

26. ~~Bill Bley~~ D. Bley, 3141 E. Holland, Fresno, Calif. 93737.

27. Dan Evans. COA: 5141 E. Holland, Fresno, Calif. 93737.

45a. add: Craig Klyver (E) (LIMBOURG GAZETTE), 6254 Langdon Ave., Van Nuys, Cal. 91401.

49a. add: Stephen Lee (E), 219 Elm St., San Mateo, Calif. 94401.

49b. add: Brian Libby (E), Box 2119, Johns Hopkins University, Baltimore, Md. 21218.

58a. add: Bill McDuffie (E) (THANGRODRIM), Clarkson Col. of Tech., Brooks House, Box 380, Potsdam, N.Y. 13676.

64a. add: Tommy Lee Ogle (E) (THE SWISS VARIANT), 2318 S.W. Cleveland Ave., Decatur, Alabama 35601.

69. Steve Perrin. COA: 2024 9th Ave., Oakland, Calif. 94606.

92. Norm Zinkhan. COA: Box 1237, Rosetown, Saskatchewan, Canada.

2. Long Distance Calls. In the event of missed moves, I have permission to make collect long distance calls to the following people (I will make person-to-person calls unless instructed to do otherwise; "s" means I have instructions to make station calls): Arneson, Beshara (s), Childers (s), Comber (s), Keathley (s), Kuch, Lindsay, Manogg (s), Zelazny (s). Anybody else?

3. Stand-by Players for all games are (\*means asked to send moves this issue):

1967AA: (1) Comber, (2) Linden, (3) D. Johnston, (4) Ansoff, (5) Turner.

1967AH: (1)\*Beyerlein, (2) Linden, (3) Naus, (4) D. Johnston, (5) Turner.

1968 K: (1) Linden, (2) Payne, (3) D. Johnston, (4) Ansoff, (5) Turner.

1968 W: (1)\*Payne, (2) Rusiecki, (3) Goldstein, (4) D. Johnston, (5) Turner.

1968AC: (1) Wittmann (2) Linden, (3) Goldstein, (4) D. Johnston, (5) Ansoff, (6) Turner.

1968AJ: (1) Childers, (2) Beyerlein, (3) D. Johnston, (4) Ansoff, (5) Turner.

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

1968BZ: (1) Naus, (2) White, (3) Cowan, (4) Rusiecki, (5) D. Johnston, (6) Ansoff, (7) Turner.

1969 G: (1) Ansoff, (2) Turner, (3) Welsh, (4) Lee.

4. "Badly written orders". EREHWON has, I think, a slightly different policy than many 'zines about this phrase in the Rules: "A badly written order, which nevertheless can have only one meaning, must be followed." Take this example: in SOL, France orders "A Bre-Mid". Some GMs would, I think disallow the order and force the F Bre to stand, even though this action violates the intent of the rule just quoted. I recognize this as a poorly written for "F Bre-Mid" and allow the move. This holds true for more complex situations. Say, in SOL, Italy orders A Ven-Tyr. In FOL, however, he orders A Ven-Tri. Obviously, since there is no A Ven, and no order was written for the existing A Tyr, he meant to order A Tyr-Tri, a perfectly legal order. Under the rule of the "badly written order", A Tyr does move to Tri (if unopposed); however, some GMs will under line the order with the comment "no A Ven" and cause A Tyr to stand. Again, I say, this violates the "badly written order rule". In each case, the order had only one meaning, actually, and the correct meaning was a legal order. In the last example, if Italy successfully ordered A Ven-Tyr, and follows this with A Ven-Apu, the order fails because the A Ven is really in Tyr, which does not border Apu. In this case, the order is badly written and illegal, falling then under the rule that "an illegal order simply is not followed." EREHWON suggests that Gamesmasters make a little mere use of the "badly written order" rule, without the simplistic--and illegal--resort to simply disallowing any order which is not written with complete accuracy.

5. King Huon: Those who may have been following game 1968G, in GRAUSTARK, may be pleased to know that King Huon meets his end in The Secret of the Runestaff. The secret, unfortunately, turns out to be that Michael Moorcock became prematurely bored with the Runestaff and reassembled his notes for the last three or four volumes of the series into a last "book". Dull reading, poor motivation, and frustration at questions unanswered make a disappointing ending to an otherwise excellent series.