

"Had there been a Lunatic Asylum in the suburbs of Jerusalem, Jesus Christ would infallibly been shut up in it at the outset of his public career. That interview with Satan on a pinnacle of the Temple would alone have damned him, and everything that happened after could have but confirmed the diagnosis. The whole religious complexion of the modern world is due to the absence from Jerusalem of a Lunatic Asylum." ...Havelock Ellis

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Yes; amici, this is EREHWON, a journal of postal Diplomacy* and other segments of the Kama Sutra. It is edited by Captain Rod Walker (USAF), 1575-A White Dr., Rantoul, Ill. 61866; 'phone (217) 893-3642; under the editorial supervision of Anubis. Subscriptions are \$3 for 10 issues (\$2.50 for N3F Games Bureau regulars). There are no current game openings (save the Diplomacy Widows' Game). 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, including receipt of THE GAMESLETTER, reduced fees in most Division 'zines, and other goodies. Write to Don Miller, 12315 Judson Rd., Wheaton, Md. 20906.

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SPECIAL ANNOUNCEMENT!

Several of you have written to inquire about p. 4 of EREHWON, our April Fool issue. I am sorry to report that there is no p. 4. April Fool!

THE JUST RIGHT-HAND RULE

I am appalled at the apathy out there! Out of 47 people entitled to vote, I received little better than a dozen votes. This, despite circulars sent out by Jeff Key (pro) and Doug Beyerlein (con) on the issue. I must confess, in all fairness, that only John Beshara had any reason for not voting. I hate to make a rules change on such a flimsy basis. Therefore, we will proceed as follows: all moves for issue #10 will be made on the basis of Just's Right-Hand Rule (as I am technically supposed to count all non-received votes as "yes". However, if a majority of all players votes "no" by next issue, I will not use the JRH Rule. You have one more chance to vote against this change. See Miscellanea #4 for a list of votes I have. If I do not receive at least 24 "no" votes by Friday, 30 May 1969, the JRH Rule is in. This is your last chance!

My statement in last issue regarding badly-written orders has aroused considerable comment, too lengthy to reprint here. The relevant passage in the Rules, on p. 3, reads: "An illegal order simply is not followed, and the unit so ordered simply stands in its place. A mistaken order, if legal, must be followed. An order which admits of two meanings is not followed. A badly written order, which nevertheless can have only one meaning, must be followed." The first sentence has been dealt with in House-Rule 12, when the question of supporting in place a unit given an illegal order. The next two sentences seem self-explanatory. The fourth sentence, however, seems to me to cover a very broad area. It seems to me that a player who has confused the locations of his units has submitted either a badly-written order or a mistaken order. In either case, the Rules specifically state that such an order must be followed, if legal and unequivocal. In the instance of confused location, this is simply a matter of figuring out which order goes with which unit. In some instances, of course, this cannot be done. Let us say a French player has A Fur and A A Spa. He orders neither of them, but does order nonexistent A Gas-Mar. Without knowing the intent of the player--and I submit that no Gamesmaster is intended to be a mindreader--it is impossible to tell which of the real units was intended to make the move. This comes under the category of an order "which admits of two meanings". I have, since last month, been searching for a way to carry out the intent of the "badly-written order" rule without any divining of intent, but in a purely mechanical fashion. As a consequence, add to the House-Rules:

"34. Badly-written or mistaken orders. If a player neglects to order certain units on the board, they will stand as indicated in Rule 9. However, if he simultaneously gives orders to certain non-existent units, the Gamesmaster will assume he has mistaken the location of his real units and adjust the orders as follows. If the number of nonexistent units equals the number of unordered units, the orders will be transferred to the units in such a way that the largest number of legal and unequivocal orders is produced. This will be an entirely mechanical process and no consideration will be given to the possible intent of the player. If the number of unordered and nonexistent units is not equal, the Gamesmaster will transfer only such orders as may be legally followed by one, and only one, of the unordered units (i.e., if nonexistent unit F Mid is ordered to Spain(s.c.), and there are unordered Fleets in Mar and Por, the Gamesmaster will take no action; however, if F Mar were A Mar, then, as the order is obviously meant for a Fleet, the F Por will be ordered to Spain)." No doubt there will be numerous attacks on this ruling. It seems to me, however, that the time has come to place more definite interpretations on such terms as "mistaken" and "badly-written". OF COURSE, PEOPLE, THERE IS NO SUBSTITUTE FOR CORRECT ORDERS IN THE FIRST PLACE.

THE EREHWON MASTER-POINT LISTING

This listing, as of this issue, replaces the EREHWON Rating System. That system is being transferred to THE VOICE under conditions and at a time to be negotiated by Jeff Key and myself. This new listing is not a rating system. I want to emphasize that particularly. It assigns points, true, and is vaguely patterned after the Reinsel Rating System. It is, however, designed to be a measure of experience in postal Diplomacy, rather than a rating of a player's skill. Very active players, whether they are really good at the game or not, will often rank quite high in this scheme. However, people who win games will advance faster than otherwise. The system works like this: points are assigned as follows: 7 (win), 3 (second place or tie), 1 (survival at end), 0 (elimination or resignation), -1 (removal by GM action). Replacement players are rated as original players, if they are in control of their country for 3 full game-years or longer. Players are included in the system when, in at least one game, they have achieved either a negative or a positive point (minimum). The system is totalling rather than averaging; therefore, a player is not penalized in any way for losing a game (i.e., being eliminated). For this reason, particularly, this system cannot be a "rating" system, but is instead an experience measure, something like similar point systems in bridge and similar games. For this reason, also, the listing is alphabetical by name, and not ranked by "score". It contains statistics under the following column headings: Name, Points, T (total games for which score achieved), W (wins), D (draws or second places), R (removed by GM action), A (active games--not yet rated).

One final comment. I am going to be suggesting this system for adoption within the NBF Games Bureau Diplomacy Division, so comments are invited. I think that players who achieve certain point totals (say, 50, 100, etc.) ought to be accorded various titles, designed to reflect the spirit of the game. Ideas, anybody?

Name	Points	T	W	D	R	A	Name	Points	T	W	D	R	A
H. Anderson	10	2	1	1	-	1	Nelson	33	16	3	3	1	2
Austin	1	2	-	-	-	2	Ogle	-1	2	-	-	1	-
Bailey	-2	7	-	-	3	2	Ollila	2	2	-	1	1	2
Barrows	10	2	1	1	-	2	Peery	16	10	1	2	1	7
Berman	16	5	1	3	-	1	Pendergrass	15	6	2	-	1	4
Berschig	-1	1	-	-	1	4	Ferrin	-2	2	-	-	2	1
Beshara	7	2	1	-	-	6	Pournelle	21	5	3	-	-	6
Beyerlein	0	12	-	-	1	15	Prognitz	10	5	1	1	1	10
Birsan	18	16	1	3	1	33	Reinsel	16	21	1	1	1	16
Boardman	2	7	-	-	-	-	K. Rosamilia	7	1	1	-	-	1
D. Brannan	10	23	-	-	1	3	A. Scott	1	2	-	-	-	1
C. Brannan	1	1	-	-	-	1	Smythe	31	17	5	1	8	7
Brooks	3	1	-	1	-	3	Swenson	-2	10	-	-	2	4
Carey	6	5	-	2	-	7	M. Thompson	5	5	1	-	2	2
Childers	1	2	-	-	-	3	B. Tretick	7	3	1	-	-	12
Clark	6	4	-	2	-	5	Turner	26	7	2	4	-	8
Comber	3	1	-	1	-	3	Turnquist	-1	1	-	-	1	1
Connelly	3	1	-	1	-	6	von Metzke	24	30	1	6	4	23
Davidson	11	5	1	1	-	3	Wagner	2	3	-	1	1	2
Duncan	1	2	-	-	-	2	Walker	13	8	-	3	-	6
Eller	7	1	1	-	-	3	Ward	2	8	-	-	1	3
Evans	-1	1	-	-	1	4	Wells	29	9	4	-	-	5
Fisher	-1	3	-	-	1	1	Weyant	-1	1	-	-	1	5
Fletcher	1	3	-	-	-	1	White	1	4	-	-	-	16
Francis	2	3	-	-	-	3	Wittmann	1	2	-	-	-	7
Gemignani	0	20	-	1	4	24	Zelazny	29	9	3	2	-	6
Grayson	-2	3	-	-	2	12							
Greene	2	3	-	-	-	6							
Halle	6	2	1	-	1	17							
Harrison	1	1	-	-	-	4							
Hetsko	-1	1	-	-	1	1							
Hickson	-1	1	-	-	1	3							
Huff	12	11	1	2	1	5							
B. Johnson	2	6	-	-	-	15							
Kinney	7	2	1	-	-	12							
Klyver	-1	1	-	-	1	1							
Komada	2	3	-	1	1	1							
Koning	32	18	2	5	-	11							
Kuch	10	4	-	3	-	6							
Lake	-1	5	-	-	3	1							
Latimer	18	23	1	3	2	6							
Lebling	18	8	2	1	-	10							
Leitch	7	1	1	-	-	3							
Linden	1	3	-	-	-	7							
Lunney	-1	1	-	-	1	7							
McCallum	20	15	1	2	-	8							
McLinn	-1	1	-	-	1	1							
Mebane	9	4	-	3	-	4							
D. Miller	22	5	3	-	-	-							
M. Miller	-2	2	-	-	2	1							
Munroe	10	3	1	1	-	6							
Naus	14	14	1	2	-	24							

NOTES: Some inactive players (in no current games) are included because they are still active (publishing) in postal Diplomacy. Players removed by GM action receive -1 regardless of whether original or replacement and regardless of number of game-years in control. A game is not counted for a player who shares a single game position with one or more other players. If a player plays more than once in a game, each position played counts as a separate game. The figures in the last column reflect only games for which a Koning Number has been assigned (currently, through 1969L). Current results from active games in BIG BROTHER and LA GUERRE are not available; neither are figures for most games in AEOLUS. "Removal by GM" is based on statements in 'zine concerned or solicited from the GM only. Some "removals" are regarded as resignations because of peculiar or irregular circumstances. Games which did not count in the ERE Rating System do not count here. Telephone games, 5-man games, and 6-man games are counted. I will answer questions on this as time permits.

Oh--"second place" must be 4 actual units larger than next survivor to count as such.

A Farmer's Complaint to His Kitten

Creepy, creepy little cat, I could like you in a trice,
How I wonder where you're at. If you'd only catch some mice.
And I wonder, what's your angle, As it is, you've got some gumption
Turning balls of yarn to tangle. Doin' naught but milk consumption.
...Senile T. Quiverlimbs



IT'S ALL OVER!

Only two games have ended since last issue. They are:

1966AE (1966-38). Announced in COSTAGUANA just before that 'zine folded temporarily, this game appeared in Hal Naus' ADAG. It was won in 1913 by John Smythe's Turkey. John is no stranger to the winner's circle, as this is his fifth victory; he has thus won more postal Diplomacy games than any other player. In second place was Russia, played by Margaret Gemignani.

1968R (1968-5). Another rapid-fire BIG BROTHER game is over and, as usual, the irascible Gamesmaster managed to throw out half the players without replacing them. In any event, the game was won by Edi Birsan, playing the particularly difficult country of Austria. Congratulations, Edi, on your first victory! A slim second place was eked out by Bill Connelly's England. The game ended in 1911.

BIBLIOLOGIA

Our regular Current and Choice section will appear next issue; this time we have what must be EREHWON's most ambitious project to date. A complete (as possible) review of the entire literature, past and present, of postal Diplomacy. Every published item which might be regarded as a separate 'zine is included, along with name and location of the editor or publisher and a few brief comments are included about most of them. Location is usually referenced to the nearest metropolitan center rather than actual location; this is done for clarity. Years of publication are indicated, where known. Issue numbers are indicated where given. The sign * after an issue number means that the 'zine is inactive and that number is the last known issue. One-shots without numbers are indicated by "-*".

There are doubtless gaps and omissions in the listing below. I would appreciate corrections and additions, and will print those I get. John McCallum has informed me that he will be printing a similar list in LAURANIA #1. It will be interesting to compare our two compilations. OK, then, by the numbers:

1. ACELDAMA. John McCallum, Ralston, Alberta, Canada. 1-13*. 1968-1969. Created to take over two games from ARMAGEDDONIA. Ceased publication after the completion of the first game and cancellation of the second.
2. A DROIT A GAUCHE ("ADAG"). Harold Naus, San Diego, California. 1-38. 1966-present. Has as subzines T.S.2, EFGIART, CEREBRAL NEBULA, THE LOST ONES.
3. AEOLUS. Monte Zelazny, Melbourne, Florida. 0, 1-8. 1968-present.
4. THE ALFHEIM ANNUAL AARDVARK. Dan Alderson, Los Angeles, California. 1-2. 1966-7. Propagandazine for Asgard Addenda. May be defunct.
5. ALTERNATE WORLD DIPLOMACY I AND II. Dan Alderson, Los Angeles, California. -*, dated 7 July 1966. Gives rules for two variant games.
6. ANGBAD. Dan Alderson, Los Angeles, California. 1-4*. 1966. Chronicled an in-person game of Middle-Earth II played at LASFS meetings. Only five copies of each issue were ever prepared.
7. ARMAGEDDONIA. Charles Turner (Ed.)/James Dygert (Pub.), San Francisco, Calif. 1-37*. 1966-1968. Summarized in EREHWON, III, 8.
8. ASGARD ADDENDA. Dan Alderson, Los Angeles, California. 1-6. 1966-?. A Superdiplomacy 'zine, with propaganda in The Alfheim Annual Aardvark. May be defunct.
9. ASDIP/MUTINY #1. Phil Castora, Los Angeles, California. -*. 1966. These are two 'zines, published back-to-back. ASDIP contained Spring 1903 moves of LASFS game #2.5; MUTINY #1 contained Spring 1903 moves of LASFS game #3. No other issues.
10. ASTRA. Don Miller, Washington, D.C. 1-5*. 1968. One of the numerous

temporary subzines of Hydrophobia.

11. ATLANTIS. Rod Walker, Rantoul, Illinois. I-VII. 1968-present. Variant 'zine split from Erehwon.
12. ATTAQUER. Donald Cowan, Decatur, Alabama. 1-3. 1969-present.
13. AUX ARMES! Don Miller, Washington, D.C. 1-4. 1968-present. A Hypereconomic Diplomacy 'zine.
14. BARAD-DUR. Jack Chalker, Baltimore, Maryland. 1-43*. 1965-1967. Had issue 1.5 and 40 $\frac{1}{2}$ (the latter published, as was #41) by Jim Sanders. Some subsequent issues were published by Don Miller as subzines to Dipsomania (44) and Hydrophobia (45-48).
15. BARODIA. Jim Sanders, New York, New York. 1*. 1967. Intended to be a Diplomacy genzine, but ceased appearing after one issue.
16. BIG BROTHER. Charles Reinsel, Clarion, Pennsylvania. 1-7. 1966-present.
17. BLEFESCU. Rod Walker, Rantoul, Illinois. 1-4. Split from Erehwon; carries Napoleonic Diplomacy games from that 'zine and from Miskatonic University. 1969-present.
18. BÖLVERK. James Wright, Richland, Washington. 1-11*. 1966. Several issues were distributed with Graustark.
19. BROEDINGNAG. Dick Schultz, Detroit, Michigan (1-24); John McCallum, Ralston, Alberta, Canada (25-90); Eduard Hälle, Gainesville, Florida (91 on). 1-96. 1964-present. Issues from #91 on bear the colophon "BROEDINGNAG-3".
20. BROKEN LINE. John Reiner, Los Angeles, California. 1-3*. 1966. No games were ever started and there was very little actual Diplomacy material in any issue.
21. THE BUGLER. Loring Windblad, Eatontown, New Jersey. I, I-X. 1969-present. Propagandazine published by a player in 1968CM (Russia), in The Voice. No. IX was numbered "8a".
22. BULLETIN. John Smythe, Youngstown, Ohio. 1-2*. 1966. A propagandazine by a player in 1964B (Austria), in Fredonia.
23. I CARAMBA. "Jose Eutiquio Revillagigedo" Conrad vonMetzke, San Diego, Calif. Supposedly a Spanish-language Diplomacy bulletin, it never actually existed.
24. CEREBRAL NEBULA. Greg Long, Seattle, Washington. 1-12*. 1967-1968. Summarized in EREHWON, III, 7. Now a subzine within ADAG.
25. CHACS. Don Miller, Washington, D.C. 1-4*. 1968. One of the numerous temporary subzines in Hydrophobia.
26. THE CONFEDERATE OBSERVER. R. Vanderbilt Foster, DelRay Beach, Florida. -*. 1968. Propagandazine associated with #1968ED (the N.Y. telephone game). Published by a non-player as a neutral observer. Probably no more than a half-dozen copies extant.
27. CORSAIR. Bob Speed, Richland, Washington. 1-15*. 1966-1967.
28. COSTAGUANA. Conrad vonMetzke, San Diego, California. I, 1-20; II, 1-9; III, 1-16. 1965-1966, 1968-present. There is an unnumbered "issue" between II 8 and II 9, published by Rod Walker in Nebraska. Its material is duplicated in II 9.
29. COSTA-2. Harold Naus, San Diego, California. 1-4*. Temporary subzine within ADAG, carrying games transferred there from COSTAGUANA. 1967.
30. THE CURMUDGEON. Conrad vonMetzke, San Diego, California. I, $\frac{1}{2}$ *. 1969. A propagandazine by a player in 1968CM (Austria) in The Voice. Self-proclaimed one-shot.
31. DIES IRAE. Conrad von Metzke, San Diego, California. I, 1-2. 1968-present. Published for the International Federation of Wargamers.
32. DIE WIS #12. Dick Schultz, Detroit, Michigan. -*. 1964. A Diplomacy-related fictionzine distributed with Graustark #24. Other numbers of the same 'zine are presumably unconnected with Diplomacy.
33. DIPLODEUR I. Robert Johnson, Bergenfield, New Jersey. 1-17. 1968-present. Published for AHKS. Each volume of DIPLODEUR contains a different game.
34. DIPLODEUR II. Robert Johnson, Bergenfield, New Jersey. 1-3. 1969-present.
35. DIPLODEUR III. Robert Johnson, Bergenfield, New Jersey. 1-2. 1969-present. Carries "Variation C".
36. DIPLOMACY. Dan Alderson, Los Angeles, California. -*. 1966. Not actually a 'zine, but a structural map of the Diplomacy board, done in various colors of ditto. Published between Norstrillia Notes #2 and #3.
37. DIPLOMACY PRESS INTERNATIONAL. See Parisian Review.

38. DIPLOMANIA. Don Miller, Washington, D.C. 1-23. 1966-present. Originally contained games, but became a genzine with #12. There are extant ##8-I, 8-II, 8-III.
39. THE DIPLOMAT. Eric Just, Oklahoma City, Oklahoma. I, 1-25. 1967-present.
40. DIPLOPHOBIA. Don Miller, Washington, D.C. 1-46. 1966-present.
41. DIPSOMANIA. Don Miller, Washington, D.C. 1-16*. 1966-1968. Still continues as a subzine within Hydrophobia.
42. THE DIRT DIGGER. Harry Manogg, Kankakee, Illinois. 1-4*. 1967-1968. A propagandazine by a player in game FKF (Angmar), in Fantasia, datelined Moria ("Moirra"). All issues hand-typed, none numbered. No. 1 was reprinted in Diplomania 14/15. No. 2 appeared in Diplomania 18 only.
43. DOUBLE CROSS. See Lonely Mountain.
44. DOUBLE-DOUBLE. Dick Schultz, Detroit, Michigan. -*. A fictionzine, related to Diplomacy, distributed with sTab #9.
45. DUNVEGAN. Norman McLeod/Charles Welsh, Washington, D.C. 1-?. 1968-present?
46. ECONOMIC DIPLOMACY. Dan Alderson, Los Angeles, California. -*. A one-shot, published 27 July 1966, containing the rules for this variant.
47. EFGIART. Douglas Beyerlein, Seattle, Washington. 1-9*. 1967-1968. Summarized in Erehwon, III, 7. Presently a subzine within ADAG.
48. EREHWON. Rod Walker, Rantoul, Illinois. -*. 1969. The April Fool 1969 issue of Erehwon.
49. EREHWON. Rod Walker, Rantoul, Illinois. I, 1-10; II, 1-10; III, 1-9. 1966-present. Published from various locations. Odd issues: I, 2a; II, 6a.
50. EREHWYNA. Eric Just, Oklahoma City, Oklahoma. -*. 1969. A parody of Erehwon prepared by Mr. Just for April Fool's 1969, published by Jack Flemming in Urbana, Illinois, and mailed by Mr. Flemming from Rantoul.
51. EREWHOM? Rod Walker, Rantoul, Illinois. -*. 1968. The April Fool 1968 issue of Erehwon.
52. EURALIA. Jim Sanders, New York, New York. 1-6*. 1966-1967. Also had #5 $\frac{1}{2}$ (published with Parad-dur #40 $\frac{1}{2}$).
53. FANTASIA. Don Miller, Washington, D.C. 1-17*. 1966-1968. Presently a regular subzine within Hydrophobia.
54. FIDGELY. Munroe Jeffrey, San Diego, California. 1*. 1966. After one issue, the 'zine name changed to T.S. (q.v.).
55. FLASH! Ron Bounds, Baltimore, Maryland. 1*. 1965. A carbon-copy propagandazine, containing releases for Turkey in 1965R. Sent out either with or shortly after Parad-dur #2.
56. FREDONIA. John Boardman, New York, New York. 1-28*. 1964-1965. "Incorporated" into Graustark, although not as a subzine.
57. THE GAMESLETTER. Don Miller, Washington, D.C. This is not a Diplomacy 'zine per se, but occasionally contains material relating to the N3F Games Bureau Diplomacy Division.
58. LA GAZETTE D'EUROPE. Bill Blackbeard, Los Angeles, California. 1*. 1966.
59. GLOCKORLA. David Lebling, Washington, D.C. & Cambridge, Massachusetts. 1-27. 1967-present. Note: Issue #1 is dated May 1966, but #2 did not appear until March 1967.
60. GOLOS ARIOT'. Steve Perrin, Oakland, California & Rod Walker, Rantoul, Illinois. 1. 1969 ("1943")-present. A propagandazine associated with game 1967Uam, in Lomokome. Contains news from the Chaos alliance.
61. THE GÖRLITZ PENTACLE. Scott Berschig, Ft. Worth, Texas & Rod Walker, Rantoul, Illinois. 1. 1969 ("1943")-present. Same as #60, but for the Order alliance.
62. GRAND FENWICK GAZETTE. Charles Wells et alii. -*. 1965. A one-shot, reporting the entire course of a 4-man game played in North Carolina.
63. GRAUSTARK. John Boardman, New York, New York. 1-183. 1964-present.
64. LA GUERRE. Buddy Tretick, Washington, D.C. 1-23(?). 1967?-present.
65. HALF 'N' HALF. David Lindsay, Erie, Pennsylvania. 1-3*. 1969. Presently an autonomous subzine within Lonely Mountain.
66. HIGH LIVER. Richard Shagrin, Seattle, Washington. 1-6*. 1966-1967. The only 'zine to be published on computer read-out sheets. Was to have carried a game of Hypereconomic Diplomacy.

67. **HOSTIGOS**. Mike Childers, San Marcos, Texas. 1-1-1 - 1-1-6. 1968-present. Carries one section of the Diplomacy-related variant Verrat.
68. **HYDROPHOBIA**. Don Miller, Washington, D.C. 1-6. 1968-present. A composite 'zine carrying variant games organized in a varying series of subzines. In addition to regular components **DIPSOMANIA**, **FANTASIA**, and **SUPERCAL**., there were the ephemerals **ASTRA**, **BARAD-DUR**, **LIMBO**, **CHACS**, **HYSTERIA**, **VARICOSO**, and **SCHIZOPHRENIA**. After four independent issues, Hydrophobia itself became a subzine of Diplophobia and was so carried for two issues. After a hiatus, two more independent issues have appeared, numbered "5" and "6", leaving the number status of the two subzine issues in doubt.
69. **HYSTERIA**. Don Miller, Washington, D.C. 1-4*. 1968. One of the numerous subzines which for a time made up Hydrophobia.
70. **THE INNER CIRCLE**. Loring Windblad, Eatontown, New Jersey. 1-2*. 1968. A propagandazine associated with game 1968CM in The Voice, put out by the player for Russia. Purportedly letters from Tsar Nicolas (sic) II.
71. **INTERNATIONAL ENQUIRER**. Clif Ollila/Ken Fletcher, Minneapolis, Minnesota. I, 1-10; II, 1-2. 1967-present.
72. **JUTLAND JOLLIES**. Bob Lake/Derek Nelson, Toronto, Canada. 1-17*. 1967-1969.
73. **KALMAR**. Christina Brannen, Los Angeles, California. 1-10. This extremely irregular 'zine is not defunct.
74. **KNOWABLE #3**. John Boardman, New York, New York. -*. 1964. This science fiction fanzine contained John Boardman's original proposal for postal Diplomacy.
75. **LAURANIA**. John McCallum, Ralston, Alberta, Canada. None. 1969-. A Diplomacy genzine which John will begin to publish in the near future.
76. **LIMBO**. Don Miller, Washington, D.C. 1-5*. 1968. One of the numerous variant subzines which made up early issues of Hydrophobia.
77. **THE LIMBOURG GAZETTE AND MONTHLY ALMANAC**. Craig Klyver/John Turnquist, Los Angeles, California. 0; I, 1-2. 1969-present.
78. **LCMOKOME**. Rod Walker, Rantoul, Illinois. 1-7. 1968-present. A variant 'zine and genzine for Diplomacy variants. Split from EREHWON.
79. **LONELY MOUNTAIN**. Charles Wells, Cleveland, Ohio. 1-46. 1965-present. Also has #2.5. Known as Magazine for issues 10-12. Becomes composite 'zine with #47, consisting of **DOUBLE CROSS**, **ORODUIN**, **HALF 'N' HALF**, and **THULCANDRA** (Charles Wells, Sid Cochran, David Lindsey, and T.D.C.Kuch, respectively).
80. **THE LOST ONES**. Stephen Heston, Seattle, Washington. I-IX*. 1967-1968. Reviewed in Erehwon, III, 7. Presently a subzine within ADAG.
81. **LUSITANIA**. Bernic Kling, Los Angeles, California. 1-14*. 1965-1966. There are two issues #9, one published by John Boardman. There may be no extant #1, as neither John McCallum nor Charles Reinsel (who were in L's first game) have ever seen one.
82. **YE MUSTER KRANNIKUL AND TYMMES-SUNNE-MITIBUNNE-HERALLDE OF HAMMO**. Rod Walker, Ankara, Turkey. I, 1-2*. 1967. The proposed 'zine for Feudalism I.
83. **MAGAZINE**. See Lonely Mountain.
84. **MARSOVIA**. Bob Ward, Sacramento, California. 1-27*. 1966-1968. Reviewed in Erehwon, III, 5 & 6.
85. **MASSIF**. John Koning, Youngstown, Ohio. 0, 1-10*. 1965. Presently a subzine of gTab. Issue #18 was also published separately.
86. **MESKLIN MEMOS**. Dan Alderson, Los Angeles, California. 1-6. 1966-?. A Superdiplomacy 'zine, with propagandazine Toorey Triennial Tortoise/Turtle/Terrapin. May be defunct.
87. **MISKATONIC UNIVERSITY**. Anders Swenson, San Francisco, California. Series 1, 1-37*; Series 2, 1-4*. 1966-1967; 1968. In between Series 1 and 2, several seasons of all games were carried in Armageddonia. Between Series 1, #2 and #2, **MISKATONIC ERRATA** was issued.
88. **MUTINY #1**. See Asdip.
89. **NAME**. Robert Cline, San Diego, California. 1-4*. 1966. A nameless 'zine which carried a few moves of a 9-man game. It is generally known as "Name", although its heading was different each issue. None of the issues is numbered.
90. **NEMEDIAN CHRONICLES**. Norm Zinkhan/Gerhard Graebner, Saskatoon, Saskatchewan, Canada. 1-10. 1968-present.

91. NICOLET DIPLOMACY BULL. Richard Rubin, Milwaukee, Wisconsin. I, 1-12; II, 1-12; III, 1-3. 1968-present. Formerly ...BULLETIN.
92. NORSTILLIA. Dan Alderson, Los Angeles, California. 1*. 1966. Superdiplomacy 'zine; one-shot distributed with Norstrillia Notes.
93. NORSTRILLIA NOTES. Dan Alderson, Los Angeles, California. 1-30. 1966-?. A Superdiplomacy 'zine, with propagandazine The Wereld Schemering Weekly Wombat. May be defunct.
94. OH LORD, NOT ANOTHER ONE. Larry Peery, San Diego, California. -*. 1967. Publication of the results of Peery's subjective rating system. Put out between Xenogogic I #8 and #9.
95. ORODUIN. See Lonely Mountain.
96. ORTHANC. Ron Bounds, Baltimore, Maryland. 11-32*. 1966-1967. Split from Barad-dur after #10 of the latter, hence there were no issues 1-10 of ORTHANC. Presently a subzine within gTab. There was also an ORTHANC #33, published by John Koning, prior to its incorporation in gTab.
97. THE OZ FREE PRESS. Rod Walker, Rantoul, Illinois. 1-4. 1968. The 'zine for Das Dippyspiel. Publication in indefinite abeyance.
98. PARISIAN REVIEW. R. Vanderbilt Foster, DelRay Beach, Florida. ??# 1968. Also called the Diplomacy Press International. At least two printed issues are extant, one under each title. Other moves were conducted by carbon copy. Game eventually transferred to The Voice.
99. PEERIGOGIC. Lawrence Peery, San Diego, California. 1-?. 1968-present. One of several variant 'zines associated with Xenogogic. For the most part, they contain one game each and are in various stages of inactivity.
100. PEERIMANIA. See Peerigogic.
101. PEERIPHOBIA. See Peerigogic.
102. PERILOT. Lawrence Peery, San Diego, California. -*. 1967. A republication of the songs from Camelot, with a minimal number of words changed to connect the thing with Diplomacy and Diplomacy players. Distributed with Xenogogic I, 12.
103. PLAYPEERI. See Peerigogic.
104. POLASKA I. Dan Evans, Bakersfield & Fresno, California. 1-12. 1968-present. The "March of Dimes Tournament" 'zine. Issues 1-12 unnumbered and unnamed.
105. POLASKA II. Dan Evans, Bakersfield & Fresno, California. 1-2. 1968-present. The "National Championship Tournament" 'zine. Issues 1 and 2 unnumbered and unnamed.
106. PROCLAMATION. John Koning, Youngstown, Ohio. 1*. 1964. A propagandazine, published by the player for England in 1964A (Graustark).
107. RADIO BRANDENBURG SPECIAL REPORT. Scott Berschig, San Francisco, California. -*. 1968. This is not a 'zine, but a tape recording. It is propaganda from Germany and the Forces of Order in game 1967Uam (Lomokome).
108. RAGNAROK. John Koning, Youngstown, Ohio. 1-5. 1968-present.
109. REUTER'S REPORTS. John Boardman, New York, New York. ---*. 1964-1965. A propagandazine published by the player for England in 1964C (Probbingnag). It was distributed with various issues of Brob., and sometimes (always after issue #23 of Brob.) simply printed as part of the press release column. Summarized in Aceldama 13.
110. RURITANIA. Dave McDaniel, Los Angeles, California (1-26); John Boardman, New York, New York (27-40). 1-40*. 1963-1966. The vehicle for 1963B. Now "incorporated" directly into Graustark, but not as a subzine.
111. THE SAN DIEGO DAILY BLOWHARD. Lawrence Peery, San Diego, California. I, 1-9. 1967-present. A pseudo-newspaper published with various issues of Xenogogic. It contains fictional accounts of mythical people whose names are compounded of names of prominent Diplomacy people. Nos. 4-7 are unnumbered. No. 9 is numbered "7".
112. SCHIZOPHRENIA. Don Miller, Washington, D.C. 1-5*. One of the several temporary variant subzines which made up early issues of Hydrophobia.
113. SIBELIUS. Bill Bogert, Los Angeles, Calif. 1-?* 1966-?. Not a Diplomacy 'zine. Issue #2, at least, and perhaps #1, contained material relating to the game.
114. THE SKY ON FIRE. Dick Schultz, Detroit, Michigan. -*. 1965. A Diplomacy-related fictionzine distributed with Trantor #9.

115. SPALD, JR. Rob Perkins, Los Angeles, California. I, 1-10; II, 1-2. 1968-present.
116. STAB. John Koning, Youngstown, Ohio. 1-62. 1965-present. Conventionally written, sTab. Contains subzines MASSIF, TRANTOR, and ORTHANC.
117. SUPERCALIFRAGILISTICEXPIALADOCIOUS. Don Miller, Washington, D.C. 1-15*. 1966-1968. A variant 'zine, subsequently incorporated as a subzine of Hydrophobia.
118. THE SWISS VARIANT. Tommy Lee Ogle, Decatur, Alabama. 1. 1969-present.
119. THANGORODRIM. Bill McDuffie, Potsdam, New York. None. 1969-present. Scheduled to begin publication shortly.
120. THULCANDRA. T.D.C. Kuch, Washington, D.C. 1-24*. 1968-1969. Presently a subzine (still under Kuch) within Lonely Mountain.
121. THE TOOREY TRIENNIAL TURTLE/TERRAPIN/TORTOISE. Dan Alderson, Los Angeles, California. 1-10. 1966-?. Propagandazine for Mesklin Memos. Title alternates each issue through 3-issue cycles. May be defunct.
122. TRANTOR. John Smythe, Youngstown, Ohio. 1-22*. 1964-1965. There are two different #10 issues. Later issues published by John Koning. Now a subzine within sTab. Issue #30 published separately.
123. T.S. Monroe Jeffrey, San Diego, California. 2-6*. 1966. #1 of this 'zine was entitled Fidgely.
124. T.S.#2. Hal Naus, San Diego, California. 1-23. 1967-present. A subzine of ADAG, containing that 'zine's variant games.
125. TUPPENCE-HA'PENNY. Ed Baker, Los Angeles, California. 1-2*. 1966.
126. UNTITLED SUPERDIPLOMACY FANZINE. Dan Alderson, Los Angeles, California. 1*. 1966. An apparent one-shot distributed with Nonstilla Notes.
127. UTOPIA. Rod Walker, Rantoul, Illinois. I-VII. 1968-present. A variant 'zine, split from EREHWON.
128. VALASKJALF. James Wright, Richland, Washington. 1*. 1966. Intended as a 'zine available for trades only. Folded after one issue.
129. VALHALLA. John Koning, Youngstown, Ohio. 0, 1-14. 1968-present.
130. VANDY II. Earl Thompson, Los Angeles, California. 1-3*. 1966.
131. VARIOSO. Don Miller, Washington, D.C. 1-3*. 1968. One of the numerous temporary variant 'zines which made up early issues of Hydrophobia.
132. VERBAL CHAOS, LTD. Bill McDuffie, Potsdam, New York. I, 1-7. 1968-present. Put out for the IFW. Issues 1-5, unnumbered, by carbon copy. Issue 6, unnumbered, published by Conrad vonMetzke (ditto). Issue 7 by carbon copy.
133. VIENNESE AIRS. Loring Windblad, Eatontown, New Jersey. I, 1. 1969-present. A propagandazine published by the player for Austria in game 1969B (The Voice). May be replaced by Vol. II of The Bugler.
134. VIMY VICTORS. John McCallum, Ralston, Alberta, Canada. None. Will begin publication shortly. Designed for the completion of 1967AJ, from Jutland Jollies.
135. THE VOICE. Jeff Key, Eatontown, New Jersey. I, 1-7; II, 1-4; III, 1-3. 1967-present. Vol. I was The Voice of Vienna and was a propagandazine for game 1967HD (The Diplomat).
136. THE VOICE FROM REASON. Edi Birsan, New York, New York. I, 1*. 1968. An apparent one-shot, a propagandazine produced by the player for England in 1968CM (The Voice).
137. WART HCG. Jim Goldman, Paterson, New Jersey. 1*. 1966?. A projected Superdiplomacy 'zine.
138. THE WERELD SCHEMERING WEEKLY WOMBAT. Dan Alderson, Los Angeles, California. 1-8. 1966-?. A propagandazine associated with Nonstilla Notes. May be defunct.
139. WILD 'N' WOOLY. Charles G. Brannan, (currently) Los Angeles, California. 1-140. 1965-present.
140. WITDIP. Bruce Pelz, Los Angeles, California. 1-14*. 1964-1965. Propagandazine for Worldip.
141. WITDIP SPECIAL. Bruce Pelz, Los Angeles, California. 1-2*. 1964-1965. Reprints of material from WitDip plus additions. #1 reprinted #5-9; #2 reprinted #10-14.
142. WORLDIP. Bruce Pelz, Los Angeles, California. 1-28*. 1964-1965.

143. WSFA JOURNAL. Don Miller, Washington, D.C. 12-14 only. 1965. These issues contained the opening moves for 1965V. Later reprinted in Diplomania.

144. XANADU. Norman McLeod/Charles Welsh, Washington, D.C. 1-14. 1968-present.

145. XENOLOGIC. Lawrence Peery, San Diego, California. 0; I, 1-13; II, 1-11.

Odd numbers: I, 8.5, 10.5; II, 5.5, 5.75, 6.5, 6.66, 7.5, 10.5.

146. YOU'RE A GOOD MAN, CHARLIE TURNER. Lawrence Peery, San Diego, California.

-.*. Republication of portions of the text of the play You're a Good Man, Charlie Brown with Diplomacy players' names substituted. Distributed with Xenogogic I, 6.

147. ZOTHIQUE. Rod Walker, Rantoul, Illinois. 1-7. Variant 'zine, split from

EREHWON. Odd number: 4a. 1968-present.

Addenda:

'ZINES' ANNOUNCED BUT NEVER PUBLISHED: Brayer, Frankenstein, Lankhmar, Maximus Minimus, Misty, Oasis, Osgiliath, Safncir (#3), Serendip, Thangorodrim (not McDuffie's).

'ZINES CARRYING GAMES marginally related to DIPLOMACY: Coup, Xeno.

GENERAL WARGAMEZINES WITH SOME DIPLOMACY MATERIAL: Panzerfaust (occasionally); Strategy & Tactics (Vol. I #8 was special Diplomacy issue; regular Diplomacy column from I, 9.).

pantpantpantpuffpuffgasppantgaspgasppantpantpantpuffpuffpuffpuffpuffpuffgulpgaspgasppantpuff

A NIGHT AT THE MOVIES CONTEST

Well, we have three entries. The winner is Bill McDuffie (30 pts), who gets a free game in ATTAQUER. Runner-ups: Charles Welsh (25) and Edi Birsan (10). The answers:

1. Doc, in Snow White, has a very pronounced speech impediment.

2. Dorothy first meets the Good Witch of the North. In the movie, she identifies herself as "Glinda". But in the book, the Good Witch of the South is Glinda. Later on, in another book, we learn that the Good Witch of the North is Tattypoo.

3. The assumption is that Rosemary's baby is Satan incarnate. This is ridiculous, since Satan is mythical. From his physical appearance, however, the child might as easily--and more reasonably--be the god Pan.

4. Eliminated from the movie Camelot by the poor fools who directed/produced same: "Follow Me", "Fie on Goodness", and "The Seven Deadly Virtues". In addition, 3/4 of "What Do the Simple Folk Do?" was cut.

5. The town captured by Taras Bulba was Dubno, in the Ukraine.

6. The Crown Prince in The King and I was Prince Chulalongkorn.

7. The political movement satirized in Mary Poppins was the Suffragette Movement. The outgoing nanny was played by Elsa Lanchester.

8. The first character to become tittipated in Bambi was Flower, the skunk.

9. The star witness at Dr. Dolittle's murder trial was Rufus, the Great Dane.

10. That the "Planet of the Apes" was Earth was obvious from several factors, including: the presence of the horse, a very specialized animal and an unlikely example of parallel evolution; the apes spoke perfect 20th-century English; the presence of corn, a highly specialized plant. Besides, what else did you expect from Hollywood?

AN AUGUSTAN CONTEST

Last issue, I invited Bill Linden to submit a contest for this issue. He did. The prize is a free game in THE LIMBOURG GAZETTE or an equivalent amount of money toward a subscription to The Augustan. Ready? Here we go.

1. Name the four Kings of Corsica (2½ pts. each). Give correct dates for the last two (2½ pts. per set of dates).

2. Trace the Jacobite succession to the English throne (the "orthodox" version; Bourbon-Parmes and such rifferaff do not count). 2½ pts per correct name, 2½ pts per correct set of dates.

3. Ditto for French legitimist succession. Scored as above.

4. Who is the present Romanov claimant (5 pts.)? Give his line of descent (5).

5. What is dilligrout and what is its connection with royalty? (10)

6. What Hapsburg was King of England? (10)/Bill, I replaced your original question, since, in addition to the King of Man, the King of Scotland was often vassal to the English Crown, as was the King of Northumbria./

7. Richard Nixon can put up something of a claim to be King of a foreign country. Which one, and how? (10).
8. Who is the current Bonapartist pretender? (5) Trace his line of descent (5)
9. Name eight monarchs (Kings or Emperors) of New World countries (i.e., whose possessions were entirely limited to the New World). 2 pts. each. (yes, Bill, 8, not 7).

OUT OF THE GRAVEYARD

Our review of ARMAGEDDONIA last month elicited a couple of responses. One, from John McCallum, completed the statistical table. Insert therein the following:

2 2 27 Sep 1966 66M, F/WO2; 66BG, WOO 6 4 2 Dec 1966 66M, SO4; etc.

In addition, Charles Turner, former Editor of ARMA, writes (in part) "...we really ought to mention that ARMA was always one of the most politically-minded of 'zines. Where else could one so readily pick up a quotation from Edmund Burke or Alexis de Tocqueville? ... (T)he world ought to know of a certain practice of ARMA's publisher, James Dygert. After we would finish the work...of printing, sorting, stapling, addressing, stamping, and sealing(,)...Dygert would rummage through his library and find a quotation or two...sure to irritate the leftist mentality. Then he would engrave same --in his own inimitable style--on the copy going to John Boardman....Then, to add the finishing touch, he would affix American flag stickers upon the envelope. As long as they lasted, we also posted the envelope with Marine Corps Reserve commemoratives.... Speaking of Dygert, he would scream if he knew that you hadn't mentioned our reproduction quality /which was very, very good, of course/. The story of the demise of the ditto machine is--as far as I can ascertain--a true one. Except that I...think...it was a one-story window." Mr. Turner also publicly eschews the classification "fundamentalist" which, to him, has unfavorable connotations.

Well, onward. Today, we are going to review the continuation of ARMA, ACELDAMA. This 'zine took over the last of ARMA's games, 1967AT and AY. The former was brought to completion; the latter was cancelled when all but two of its players ceased sending moves. All issues were ditto, on yellowish paper, printed on both sides (where there is more than 1 page). Several issues featured correspondence sections and print-outs of the Calhamer Rating System.

No.	Date	Pg.	Contents	No.	Date	Pg.	Contents
1	7 Oct 68	8	67AT, FO5; 67AY WO4 ¹	8	7 Dec 68	4	67AT, WO6; 67AY, FO5
2	15 Oct 68	1	67AT, WO5	9	28 Dec 68	3	67AT, SO7; 67AY, WO5
3	28 Oct 68	2	67AY, delay	10	11 Jan 69	10	67AY, SO6
4	31 Oct 68	2	67AT, SO6	11	16 Jan 69	6	67AT, FO7
5	? Nov 68	1	67AT, Su06	12	28 Jan 69	6	67AT, WO7 (term.)
6	16 Nov 68	4	67AY, SO5	--	30 Jan 69	1 ²	67AY, interim (letter)
7	23 Nov 68	2	67AT, FO6	13	28 Apr 69	8	67AY, cancellation

Notes: ¹Mr. McCallum does not use any seasons other than the Rulebook Spring and Fall moves/retreats/builds. Designation such as "Su" and "W" are included for the convenience of the reader and do not reflect actual use of such seasons in ACELDAMA.

²On white paper.

Further note: John McCallum, "A" Quarters, S.E.S., Ralston, Alberta, Canada, is selling complete runs of ACELDAMA for 65¢ the set. He prefers small-denomination U.S. stamps in payment.

CLASSIFIED SECTION

If you are selling or want to buy Diplomacy material, I'll run your ad here.

WANTED: ARMAGEDDONIA #2; BARAD-DUR 1.5, 35-43; BARODIA; BIG BROTHER 1-24, 26, 28, 31, 33, 48, 56, any after 62; BOLVERK 1, 3-9; BROBDINGNAG 4, 6, 12, 13, 16, 21, 22, 24, 27, 29, 33; BULLETIN 2; CORSAIR 1-15; COSTAGUANA I, 1-5; DIE WIS 12; DIPLOMANIA 2, 4-8; EFGIART 8; EREWON Vol. I or II, any; III, 1 or 2; EURALIA 4, 6; FREDONIA 1, 3-28; LA GAZETTE D'EUROPE; GRAUSTARK 1-42; LA GUERRE 1-10; KALMAR 7; KNOWABLE 3; LONELY MOUNTAIN 2.5; MISKATONIC UNIVERSITY 7, 8; RURITANIA 1-27, 29, 31, 33-35, 37; TRANTOR 1-17; TUP-FENCE-HA 'PENNY 1, 2; VALASKJALF 1; VANDY II, 2; 3; WILD 'N' WOOLY 2-25; WITDIP 1-14; WITDIP SPECIAL; WORLDIP 1-28; WSFA JOURNAL 12-14; XANADU 2, 9. --Rod Walker; will pay any reasonable price for same.

Once the people of Gastritium had voted to keep the Romans out, nobody seemed to know what to do next. There was considerable uncertainty as to what form of government the city ought to have, at least until the advent of Livius Manlius Augustulus Aurelius Hadrianus Ahenobarbus Cnaeus Julius Caesar Sleshens. Livius Manlius was a distant cousin of the founder of the Empire who had rather grandiose ambitions. Having been exiled to Gastritium by Nepos, he resigned himself to a life of rural boredom. When the Gastritians voted, in effect, to leave the Empire, he saw his chance. Surrounded by a number of local toughs, he went to the marketplace (forum legumae) the following Monday morning and proclaimed himself Emperor. From this humble beginning, he declared, he would strike at Imperial territories in Dalmatia, Epirus, Illyricum, Pannonia, Macedonia, Achaea, Italy herself! He would become true Emperor of East and West!

But it was, alas, Monday morning. Several of the local washerwomen, gathered at the town well (foramen contaminiae) to pursue their occupation, listened attentively to Manlius' speech, and then beat him and his cronies up and ran them out of town. This Great Historic Event, the Battle of the Well, is still celebrated by an annual fete in Gastritis. Also, the charming custom of washing clothes in the civic water supply continued into the 20th Century. In 1932 King Pandemonium V finally forbade the practice, but after several hundred menacing washerwomen converged on the royal palace, he relented and instead forbade drinking the water.

The defeat of Livius Manlius called, of course, for another meeting of the people, at which the Anarchate was formed. Desiring to protect themselves from government, the people elected a Supreme Anarch, whose function was to prevent government. The custom of the town meeting (fracas civitatum) was also continued. In accordance with the custom of the Anarchate, no business was allowed to be transacted during these meetings.

However, in the Gastritian Law Code (leges fatuae), all acts of the Supreme Anarch were made binding by the next subsequent fracas --presumably by the mere fact that it was held.

The Anarch was advised by a Civic Council (bruhagus consultatum), which consisted of some of the town's leading citizens, or whomever felt like attending, and which advised him on the best ways of avoiding government. The bruhagus normally elected the Anarch, whenever they got around to it, or unless the fracas elected one first, or an outgoing Anarch appointed a successor, or somebody murdered the current Anarch (in which case the murderer became Anarch). Later Anarchs, however, tended to view the assassination of Anarchs as a pro-Governmental act, and usually took steps to protect themselves by appointing a hefty bodyguard (hulkus sanguinum).

The first Anarch was Q. Publius Anonimus, a local businessman who dealt in erotic triptychs. His most popular number showed a version of the Annunciation which was not exactly in accordance with Scriptural record. /To be continued



Since last issue, the presses at Pandemonium have churned out the following:

ATLANTIS VII (P.P. #64).

BLEFESCU 4 (P.P. #69). One game of Napoleonic Dippy still open.

EREHWON (P.P. #63a). Our annual April Fool number.

GOLOS ARIOT'1 (P.P. #68). Propagandazine for 1967Uam in Lomokome.

THE GÖRLITZ PENTACLE 1 (P.P. #67). Same.

LOMOKOME 7 (P.P. #66). Rules for Aberration IV published.

UTOPIA VII (P.P. #65).

ZOTHIQUE 7 (P.P. #70). Opening yet for Aberration I (or Aberration IV).

ANNOUNCEMENTS

1. Bill McDuffie announces THANGRODRIM, a 'zine of variant games. He will offer Middle-Earth IV, Mordor vs. the World, Scottomacy, and Indianomacy, already popular in Don Miller's FANTASIA. Rate is \$3 the first game and \$2 subsequent games. Subs are \$2/year (first issue, containing all game rules, will be \$1). His regular 'zine, VERBAL CHAOS, LTD., has regular games at \$3 (\$2.25 subsequent games), subs \$1/year. If Bill's 'zines join the Diplomacy Division, there will be reduced rates for N3F G.B. regulars. There are discounts for members of the I.F.W.
2. Variant games of all sorts are available in ATTAQUER, BLEFESCU, HYDROPHOBIA, and ZOTHIQUE. All have been advertised before in these pages.
3. Conrad von Metzke, the world's tallest paper tiger, has made certain threats about what sorts of stamps he will accept. Big deal. Box score so far: Conrad has accepted an issue of EREHWON franked with the Henry Ford stamp. He has also mailed a letter (at least one) franked with an American Legion stamp. So much for consistency.
4. The "2000RQ" moves in EREHWON did not succeed. Reason? There were 35 units, two of them trying to enter Greece. April Fool again!
5. Which brings up the Merry-Go-Round Rule. Add to EREHWON House-Rules: "35. Merry-Go-Round Move. If three or more units are ordered, each to another's space, in sequence, all moves succeed. Thus: A Tri-Ser, A Ser-Bud, A Bud-Tri."
6. Two new 'zines are coming from Pandemonium. The press release war in 1967Uam, in LOMOKOME, has reached such proportions that Order and Chaos now have their own subzines, THE GÖRLITZ PENTACLE and GOLOS ARIOT', respectively. They may not be purchased separately, but are available together for 15¢ an issue.
7. THE LIMBOURG GAZETTE continues to look good and make interesting reading. Even if you don't join a game, you should subscribe. I.E., look out!
8. Aberration IV is a brand-new variant with rules you won't believe. It's a nine-man game (Sweden and Spain added). It will use the Spring Raid, Changing of the Guard, the Key Rule, and the Miglaid Army. Units have combat factors. There are three seasons before adjustments. Armored units (Double Armies) may be built. This game is being offered as a substitute for Aberration I in ZOTHIQUE. Fee: \$4 (\$3 for N3F G.B.).
9. The Diplomacy Division is getting underway. If your 'zine would like to join, please contact me for further information.
10. LA GUERRE games are being conducted by carbon copy, in case anybody was wondering. A recent letter from Buddy Tretick indicates that he intends to complete his games but, as a published entity, LA GUERRE is more or less in limbo. However, he intends to kee me (and some others, presumably those with rating lists) informed as to current game results. For this reason, and because of my desire to maintain contact with all Gamesmasters who are willing to reciprocate, House-Rule #33 is suspended in Buddy's case. However, I still need lots of back issues of LA GUERRE. Anybody?
11. The Widows' Game is still open, but I have had no response for over two months. Mrs. Johnston and Mrs. Bradley remain alone in their interest (almost literally; Bonnie, typically, says she could care less). I hate to say it, but we may have to forget the whole thing.
12. A new rating system. Would you believe it? Wow, gang! I haven't time for it, but I throw this out for what it's worth. This is the Birdie Walker "Kn the Rough" Rating System. It is based on the following premises: (1) What's so great about winning? (2) The ultimate objective is survival. (3) What's so good about having a bunch

of units? (4) It's how long you make it that counts. Therefore, points are assigned under this system as follows: win, -1; survival at end, 0; elimination, number of years game lasted minus year in which elimination occurred; resignation, number of years game lasted minus year in which resignation occurred; removal by GM, total number of years game lasted. System is totalling and object is to achieve the lowest score. Replacement players who are eliminated also have subtracted the year in which they took over play in a game, down to a limit of 0. Thus, a player takes over in 1905, plays until 1911 and is eliminated, and the game lasts until 1918. His score: 18 (-11) (-5), or a score of 2. Would anybody like to play with this mess? The only thing it rates is tenacity, but that counts for something.

13. Apathy. I should think, when 'zines ask for votes on important matters such as game rules, most of its players would respond. I have always been mistaken in this assumption, which is grossly disappointing. Those of you not responding to the current vote on the JRH Rule may consider your wrists slapped. After making out your moves, did you lack sufficient energy to write a simple "yes" or "no"? In any event, don't blame me if you get stuck with something you don't want.

14. LAURANIA is the name of John McCallum's new Diplomacy genzine, which he plans to begin publishing soon. It sells for \$1 for 100 pages, or 10¢ a copy. Subscriptions will be mailed 2 or 3 at a time. However, knowing John's penchant for cogent commentary, penetrating analysis, and thorough knowledge of what's going on, I suggest that this is one of the 'zines to get.

15. ALBION may become the first Diplomacy 'zine in England, if Don Turnbull can get 7 players (he already has 5). Because of international postal rates, Don's exchange and subscription policies will necessarily differ from those followed throughout and within North America. He has not detailed his policy to me, and no publication date has been set (it could be quite a while yet). However, those who wish to get acquainted should write Don at: D. J. Turnbull, 6 St. George's Avenue, Timperley, Cheshire, England. He is a good correspondent and will enjoy hearing from Dippy people. Oh—a maximum of three onion-skin sheets, in a regular envelope, weighs just $\frac{1}{2}$ ounce (20¢ air mail).

16. Perpetual orders. I do not accept these. They are orders from a player such as "I order all my units to stand from now on" or something like that. Therefore, add to the EREWON House Rules: "36. Perpetual Orders are not accepted. A player may write advance or conditional orders, but he must submit a separate and distinct set of orders for each season in which orders from him are required by the Gamesmaster. He may not submit a single set of orders covering more than one season or a number of seasons. Such orders as 'All my units hold from now on' are unacceptable."

17. HYPERSPACE is starting to move. I ordered my set, and received it, and found it of very good quality. Bonnie and I have enjoyed playing it. Mr. Calhamer sends the following: HYPERSPACE, the new game by Allan B. Calhamer, inventor of Diplomacy. Two players spend a half-hour to one hour exploring a 4-dimensional space. Chance & skill. Available for \$4.95 postpaid from Calhamer at 518 N. Spring Ave., La Grange Park, Ill. 60525; over the counter at VL&A, Chicago; Thompson's, Downer's Grove, Ill.; Squire Shop, Hinsdale, Ill.; La Grange Hobby Center, La Grange, Ill.; Ben Franklin, La Grange Park, Ill." And other places, soon, too, I trust.

18. I have been in touch with the nutty monarchists in San Diego, who want to place on an American throne the present claimant to the defunct crown of Hawaii. This whole thing smells like a big put-on, but there is the vague possibility these people could be serious. At any rate, I want to call everyone's attention to the way in which Conrad von Metzke and his friends occasionally sign their letters. Their closing sentiment is, "Up the Queen!"—with which, Dictionary of American Slang in hand, I heartily agree.

19. The President of Southwest Texas State College, as some of you may know, has resigned after it was discovered that his doctoral dissertation bore a surprising resemblance to his wife's Master's thesis and to a Marine Corps document, the Hart Report. Bob Strayer has written from there to describe a general feeling of elation in the student body and to point out that not all of Dr. McCrocklin's detractors were pure at heart (revenge by fired faculty, e.g.). However, if the charges against McCrocklin were true, we have here an instance in which student protest had a proper object.

RUSSIANS CONTINUE STREMLERIA NA ZPOD

Fall 1907:

ENGLAND (Perrin): F Edi-Cly, F Nth-Lon (S) by F Eng. Ows: Edi, Lon, ~~Wp~~ (2).
Remove 1.

FRANCE (Evans): F Eng (R)-Lon, A Mun (R)-Bur. F Spa (s.c.)-WMed, F Lpl-Iri, A Bre-Gas, F Lon (S) ENGLISH F Nth /D//Wal, Yor/, A Bur-Mar, A Bel (H) (S) by A Pic.
Ows: Bre, Mar, Par, ~~Man~~, ~~Spa~~, Por, Bel, Lpl (6). Remove 1.

GERMANY (Cochran): F Kie (S) F Hol, A Mun (H), A Ber-Pru, F Hol (S) F Kie. Ows: Ber, Kie, Mun, Den, Hol (5). Build 1.

ITALY (Welsh): A Tri-Ser /D//Ven/, A Tyr (S) GERMAN A Mun-Boh (not so ordered); F Ion (H) (S) by F Tun & F Adr (F Ion /D//Nap, Apu, Tyr/). Ows: Nap, Rom, Ven, Tun, ~~Wp~~ (4). Remove 1.

RUSSIA (Beyerlein): A Tri (R)-Vie. F Nwy-Nrg, A Swe (H), A Mos-War, A Boh-Tyr, A War-Sil, F Mid-Spa (s.c.), F Nrg-NAT, A Bud-Tri (S) by A Vie & A Ser, A Gal (S) A Vie, F Aeg (S) TURKISH F Gre-Ion. Ows: Mos, StP, Sev, War, Rum, Swe, Nwy, Ser, Bul, Con, Tri, Bud, Vie, Spa (14). Build 2.

TURKEY (Zelazny): F Gre-Ion (S) by F EMed, F Alb-Adr. Ows: Ank, Smy, Gre (3). NC.
RECEIPT DEADLINE for Winter 1907 adjustments is Tuesday, 3 June 1969. They will be mailed out to players and deadline for Spring 1908 moves will be Tuesday, 17 June 1969.

1967AH

SAUERBRATEN IN PARIS; PIZZA IN BUCHAREST

Winter 1906/Spring 1907: Doug Beyerlein has resigned; Bill Linden is France.

ENGLAND (Welsh): (B) F Lon. F Lon-Eng, F Mid-Spa(s.c.) (S) by F Por, F Bre-Gas, F Eng -Mid.

FRANCE (Beyerlein): N.C. A Par-Bur /A/, A Gas-Spa (S) by A Mar. Now played by Bill Linden.

GERMANY (Birsan): A Mun-Tyr, A Bur-Par (S) by A Pic, A Ruh-Bur, A Boh-Vie, F Den-Kie.

ITALY (Jones): A Rum (R)-Ser, (B) A Ven. A Ven-Tyr, F Tun-WMed, F WMed-GLyo, A Vie -Gal, A Smy-Arm, F Aeg-Smy, F EMed-Ion, F Con-Blä, A Ser-Rum (S) by A Bul & A Bud, A Gal-Ukr.

RUSSIA (Manogg): A Gal (R)-War. A Ank (H) (S) by F Blä, A Nwy-StP, A StP-Mos, F Ska-Nwy, A Rum (H) (S) by F Sev (A Rum /A/). A War-Gal.

RECEIPT DEADLINE for Fall 1907 moves is Friday, 6 June 1969. These will be mailed out and Winter adjustments called for on Tuesday, 17 June 1969. All players note: Retreats will be made in accordance with Just's Right-Hand Rule unless a majority negative vote is received. Therefore, be sure to submit conditional retreats for units which might be dislodged.

1968K

Winter 1904: Laurence Rusiecki, Turkey, has missed a move. Stand-by moves are called for from Bill Linden (see Mailing List).

AUSTRIA (Peery): (B) A Vie, A Bud. GERMANY (Eller): (B) A Ber.

ENGLAND (Carey): (B) F Edi.

ITALY (Polan): No change. RUSSIA (Koning): No change.

FRANCE (Birsan): (E) A Gas.

TURKEY (Rusiecki): NMR. GM (E) A Alb.

RECEIPT DEADLINE for Spring 1905 moves is Tuesday, 17 June 1969. Retreats will be made in accordance with Just's Right-Hand Rule unless a majority negative vote is received. Therefore, be sure to include conditional retreats for units you think might be dislodged. These will be used if the Rule goes into effect.

NEWS OF THE WORLD

AUSTRIA: CONFUSION...

VIENNA: The Supreme Peericrat, delivering his annual year-end message to the Council of Peerisites, credited Austria's superb foreign minister, Dr. Gustav Hunsak, with the recent successes of Austrian military forces against the evil hordes of Pderkaggians infesting the lower Balkans. The S.P. commented: "After all, he who pays the piper can call the tune, and he who plays the Peericrat must parry the sword of the aggressor." None of which makes much sense, but what in this game does?

EASTERN ALLIES CONTINUE MARCH

Fall 1904: My thanks to Brad Payne, whose moves for England were not needed. This time, Germany has missed moves. Again, Brad Payne is requested to stand by. Statements of intent to play are required from both McLeod and Gemignani, in lieu of moves. Failure to submit same will cause immediate removal for two consecutive missed moves.

AUSTRIA (Linden): A Gal (H) (S) by A Bud. A Tyr-Ven. A Ser (S) TURKISH A Bul-Rum, A Boh (S) GERMAN A Mun-Sil (not so ordered), A Rom-Tus, F Ion-Tyr. Owns: Bud, Tri, Vie, Gre, Ser, Ven, Rom, Nap (8). Build 1.

ENGLAND (Wilcox): F Nth-Ska, F Eng-Mid, A Par-Gas (S) by A Bre, A Cly-Lpl. Owns: Edi, Lpl, Lon, Bre, Par (5). No change.

FRANCE (Beyerlein): F Mid-Med, A Spa-Gas (S) by A Mar, F Nat-Mid. Owns: Mar, Spa, ~~Wpn~~, Por (3). Remove 1.

GERMANY (McLeod): NO MOVES RECEIVED. A Mun, A Ruh, A Kie, A Bur, A Pic, F Bel /H/. Owns: Ber, Kie, Mun, Bel, Den, Hol (6). No change. Statement of intent required.

ITALY (Gemignani): NO MOVES RECEIVED. F Tun /H/. Owns: Tun (1). No change. Statement of intent required.

RUSSIA (Evans): A Gal (R)-War, A Fin /H/, A Mos (S) A Ukr, A War-Gal (S) by A Ukr, F Nwy (H), A StP-Fin (no such unit). Owns: Mos, StP, ~~Sev~~, War, Swe, Nwy (5). NC.

TURKEY (Munroe): A Arm (S) F Sev, A Con-Bul, A Bul-Rum (S) by F Sev & F Bla. Owns: Ank, Con, Smy, Bul, Rum, Sev (6). Build 1.

RECEIPT DEADLINE for Winter 1904 adjustments, and for statements of intent to play from Germany and Italy, is Tuesday, 3 June 1969. These will sent out directly and a deadline of Tuesday, 17 June 1969, set for Spring 1905 moves. Do not be late.

NEWS OF THE WORLD

AUSTRIA: "FIUME MADNESS" IN SECOND RECORD-BREAKING YEAR!

VENICE (12 September 1904): Emperor Charles IX was crowned Duke in an impressive ceremony today. "This," said the Patriarch, "is your Duke, an it please you." "AYE!" shouted the entire population of north Italy. Still more accessions to the Empire are reported imminent.

FIUME (19 September 1904): The Conference on Imperial Reorganization continues in session, in spite of difficulties. The tone of the Magyar-Croat controversy has mellowed since Count Nagrahazy was shot by Henryk Masyrk. It has been agreed that the King of Serbia shall be paramount ruler of the Serb Department, including Montenegro, Bosnia, and Albania. Poderkagg will be towed out into the Adriatic and sunk. Negotiations will be opened with the Sublime Porte regarding the addition of Crete and other islands to the Hellene Department. Also established were Magyar, German, Swiss, and Zapadoslav Departments. Meanwhile, a duel was held between Enver Shehu and Basil Mavrocordato, as a result of which most of the foreign consuls in Fiume are under medical care. What effects this may have on foreign relations remain to be seen.

PODERKAGG: WAR PROGRESSES NICELY

DURAZZO, ALBANIA (3 October 1904): King Pandemonium V, relaxing in the first (and only) of His conquests during the current Poderkaggian-Albanian war, consented to be interviewed by reporters today. The first question, predictably, was, "Since Your Majesty captured this city over a year ago, you have not left it. Not even to attend to pressing business in your capital. Aren't you going to continue the war?" To which His Majesty replied: "Have you ever been in Gastritis?" The answer was no. "Well, then, We can understand why you do not know why We have not returned to Our capital. Besides, the only pressing business there is Pierre LeGrout's Chinese Laundry (fap-spaff --we're very cosmopolitan in Gastritis, ahem, hak). In any event, have you ever been in Tiranë?" The answer was no. "Well, that is why you cannot understand why We do not prosecute this war further. In fact, We have captured everything in Albania which is worth capturing." The next question was, "Why don't you capture some of Austria?" His Majesty asked, "Have you ever been in Vienna?" The answer was yes. "Good, We haven't. What's it like?" The answer was yes. "Well, as you know, the Austrian First Army, in Serbia, stands in Our way. We understand many of their soldiers are visiting Novi Sodom, Nuevo Las Vegas, and Novi Zion. You might say that's germ warfare, fiscal warfare, and brainwashing. Heh,heh, cackle, snicker. We shall see...We shall see..."

Winter 1903:

AUSTRIA (Smythe): (B) F Tri, A Vie. GERMANY (Garbis): (E) F Hel.
 ENGLAND (Cochran): No change. ITALY (Keathley): A Rom (R)-Nap. No change.
 FRANCE (White): (B) A Mar, A Par. TURKEY (von Metzke): A Sev (R)-/A/, F Con (R)-/A/.
 RECEIPT DEADLINE for Spring 1904 moves is Tuesday, 17 June 1969. Do not forget to vote on the JRH Rule.

1968AJ

AUSTRO-RUSSIAN COMBINE FORGETS CORK—GERMANS OCCUPY LEMBURG! TURKS MIGRATE

Fall 1903:

AUSTRIA (May): A Vie-Tri, A Boh-Sil, A Tyr-Mun, A Tri-Tyr, F Gre (H), A Bul (H). Ows: Bud, Tri, Vie, Gre, Ser, Bul (6). No change.
 ENGLAND (Goldstein): A Bre-Par, F Eng-Bre, F Mid-Por, F StP(n.c.)-Nwy, A Ruh (S) GERMAN A Sil-Mun, F Nth-Nwy. Ows: Edi, Lpl, Lon, Bel, Nwy, StP, Bre, Por, Par (9). Build 3.
 FRANCE (Comber): A Par-Bur, A Spa-Mar. Ows: ~~Spa~~, Mar, ~~Par~~, ~~Por~~, Spa (2). No change.
 GERMANY (Kuch): A Sil-Mun /D//Gal/, A Ber-Kie, A Kie-Den (S) by F Swe, A Mun-Kie. Ows: Ber, Kie, Mun, Den, Hol, Swe (6). Build 1 (1 n.b., 1902).
 ITALY (Wittmann): A Pie-Mar, A Ven (H) (S) by A Apu, F Ion-Gre. Ows: Nap, Rom, Ven, Tun (4). No change.
 RUSSIA (Evans): A Sil (R)-War. A War (S) AUSTRIAN A Boh-Sil, A Con-Smy (S) by A Ank, F Bla-Con, F Bal-Pru. Ows: Mos, Sev, War, Rum, Con, Ank, Smy (7). Build 2.
 TURKEY (Payne): A Smy swims to Cyprus where it builds a stronghold so it can continue the war against the hated Russians. /D//Syr, Arm/. Ows: Ank, ~~Smy~~ (0). Remove 1 (1 /A/). OUT.
 SWEDEN (Gustavus-Adolphus XIII): A Narvik-Christiana, A Sleswig-Holstein, F Jutland-German Ocean. Ows: Malmö, Kalmar, København, Narvik (4). Build 1.
 RECEIPT DEADLINE for Winter 1903 adjustments will be Tuesday, 3 June 1969. They will be mailed out directly and the deadline for Spring 1904 will be Tuesday, 17 June 1969. Do not be late for the 3 June deadline! Do not forget to vote on the JRH Rule.

NEWS OF THE WORLD

AUSTRIA: ELDRICH DREAMS OF POWER...

VIENNA (30 August 1903) (Peeristic Press): Emperor Eldrich today announced the division of the Province of Poderkagg into two sub-provinces of Poder and Kagg. Each will be under martial law. Administrative head of Poder will be an obscure Poderkaggian, Larry Peery. Head of Kagg will be a rival god, C. Reinsel. Emperor Eldrich served notice to God Pandemonium that he would be available for an interview a week from Friday.

POONDOCKS OF THE AUSTRIAN EMPIRE (30 August 1903) (Peeristic Press): Marshall Von Kluck, at the head of a unit of 60-year-old reservists, received the surrender of all the Poderkaggian armies, who had been too busy playing Bingo to notice their approach.

PODERKAGG: LINK MADE WITH GERMANS

BRASOV, SLOVAKIA (28 August 1903): Imperial Poderkaggian forces, sweeping across Transylvania and eastern Hungary, today made contact with German units in Galicia. The German commander, Franz van Papan, was flown to Gastritis for a conference with His Imperial Majesty, Pandemonium V.

ZAGREB, CROATIA (3 September 1903): Emperor Pandemonium arrived here today, amid reports that a Poderkaggian army in the Austrian boondocks (currently about 20 miles south of Vienna) had actually surrendered, during a High Holy Bingo Banquet. It was quickly learned, however, that the force was an Austrian contingent of 11-year-old regulars, who were merely playing at being Poderkaggians. His Majesty then went out to oversee the transshipment of 800-mm seige cannon for the coming attack on Vienna.

ZFOD, HERNIA (15 October 1903): The mysterious personages Larrypeery and Creinsel ended today on a goat farm near this allied capital. The Ducal Home Guard arrested the two Austrian agents in the midst of an orgy of goat-worship. "Disgusting," observed the Poderkaggian Ambassador, Sir Reginald Pharsse (an English renegade of Armenian extraction), who took the miscreants in tow. He later announced that they will be imprisoned in the Black Tower of Novi Zion.

AUSTRIA, FRANCE, AND RUSSIA IN DEEP TROUBLE

Fall 1903: English moves in this game were submitted by Pete Comber on behalf of John Peshara. This was authorized by Mr. Peshara before he left for Europe. He will have returned to New York on 14 May.

AUSTRIA (Goldstein): A Alb-Gre (S) by A Ser, A Bul (S) TURKISH F Bla-Rum. Ows: ~~Tyr~~, Bul, Ser, Gre (3). No change.

ENGLAND (Beshara): F Nth-Den, F Por-Spa (s.c.), F Eng-Fre (S) by F Mid, A Nwy-StP(n.c.). Ows: Edi, Lpl, Lon, Nwy, ~~Ser~~, Den, Por, Bre (7). Build 2.

FRANCE (Kinney): A Spa (S) ENGLISH F Por (not ordered to hold), F Bre-Pic (S) by A Par, A Gas (S) A Spa. (oh--F Bre is /A/). Ows: ~~Tyr~~, Mar, Par, ~~Por~~, Spa (3). No change (1 n.b., 1902; 1 /A/).

GERMANY (McCandlish): A Sil-War, A Ber-Pru, A Bur-Par, F Swe (S) ENGLISH A Nwy-Fin (not so ordered), A Pic-Bre, A Ruh /H/, A Mun-Tyr (no such unit). Ows: Ber, Kie, Mun, Bel, ~~Dan~~, Hol, Swe (6). No change.

ITALY (Mebane): A Ven-Tri (S) by F Adr & A Pud, F Aeg-Gre (S) by F Ion, A Vie (S) A Bud. Ows: Nap, Rom, Ven, Tun, Vie, ~~Ser~~, Bud, Tri (7). Build 1.

RUSSIA (Boggs): F GBot-StP (s.c.), A Gal-War. Ows: Mos, StP, ~~Ser~~, War, ~~Rum~~, Bud (3). Build 1 (1 n.b., 1902; 3 /A/).

TURKEY (Key): F Bla-Rum, F Arm-Sev, A Smy-Con. Ows: Ank, Con, Smy, Sev, Rum (5). Build 2.

RECEIPT DEADLINE for Winter 1903 adjustments is Tuesday, 3 June 1969. Do not be late. They will be mailed out directly and the deadline for Spring 1904 will be Tuesday, 17 June 1969. Do not forget to vote on the JRH Rule.

NEWS OF THE WORLD

INDEPENDENT COUNTY OF WARRENSTEIN: ...WHERE???

GASCHORN (15 April 1969): Well! What do you know, somebody finally wrote a press release in this game--or at least, somebody wrote one that our censorious editor finally printed....I had almost given up hope that this game would produce a single literary gem. Now that the ice is broken, what say we all pitch in and see if we can't bury this 'zine under a tremendous landslide of propaganda, official announcements, and just plain literary trash -- come on, guys! Let's go!!!

1968BZ

ENGLAND, ITALY BEAT ON FRANCE; RUSSIA, AUSTRIA BEAT ON TURKEY; ENGLAND, RUSSIA BEAT ON GERMANY; AUSTRIA BEATS ON CZECHS

Fall 1902:

AUSTRIA (Mebane): F Alb-Gre, A Vie-Boh, A Bud-Vie, F Gre-Bul(s.c.) (S) by A Ser. Ows: Bud, Tri, Vie, Gre, Ser, Bul (6). Build 1.

ENGLAND (Boggs): F Iri-Eng, F Mid-Por, A Nwy (S) RUSSIAN F GBot-Swe, F Hel-Den. Ows: Edi, Lpl, Lon, Nwy, Den, Por (6). Build 2.

FRANCE (May): F Por-Spa (s.c.), A Mar (H) /D/ /Bur/, A Bre-Gas. Ows: Bre, ~~Mar~~, Par, Spa (3). No change.

GERMANY (McCandlish/Jones): A Mun-Sil, A Bel (H), F Swe (S) F Bal /D//Ska,Fin/, A Den-Pru (C) by F Bal. Ows: Ber, Kie, Mun, ~~Dan~~, Hol, Bel (5). No change.

ITALY (Brooks): F Tyr-WMed, A Tun-Naf, A Pie-Mar (S) by F GLyo. Ows: Nap, Rom, Ven, Tun, Mar (5). Build 1.

RUSSIA (Key): F Swe (R)-GBot. F Lva-Bal, A War-Sil, A Rum (S) AUSTRIAN F Gre-Bul(s.c.), F GBot-Swe, F Arm-Bla, A Sev (S) A Rum. Ows: Mos, StP, Sev, War, Rum, Swe (6). NC.

TURKEY (Mahoney): F Con-Aeg, A Pul (H) (S) by F Fla, A Ank-Arm. (A Bul /D//Con/). Ows: Ank, Con, Smy, ~~Bud~~ (3). Remove 1.

RECEIPT DEADLINE for Winter 1902 adjustments is Tuesday, 3 June 1969. Do not be late. They will be mailed out directly and Spring 1903 deadline will be Tuesday, 17 June 1969. Do not forget to vote on the JRH Rule.

NEWS TO THE WORLD

FRANCE: KING ORDERS "SCORCHED BOUGE" POLICY

PARIS (19 August 1902): King Rudi today ordered a resistance to the last man against the perfidious, odious La Dolce Vita Guards from the Kingdom of the Two Sicilies. "Those dirty Italians will never step on the sacred soil of Iberia."

REINHARDT GAMBIT FIXES AUSTRIA'S WAGON

Fall 1901:

AUSTRIA (Welsh): A Ser-Bud, A Vie-Bud, F Alb-Gre. Owns: Bud, Tri, Vie (3). No change.
 ENGLAND (Wells): A Yor (H), F Nrg-Nwy, F Nth (H). Owns: Edi, Lpl, Lon, Nwy (4). Bld. 1.
 FRANCE (Childers): A Mar-Spa, A Par-Pic, F Mid-Eng. Owns: Bre, Mar, Par, Spa (4).
 Build 1.
 GERMANY (Lindsay): A Kie-Hol, A Ruh-Bel, F Den (H). Owns: Ber, Kie, Muh, Bel, Den,
Hol (6). Build 3.
 ITALY (Evans): A Apu-Ven, A Ven-Tyr, F Ion-Tun. Owns: Nap, Rom, Ven, Tun (4). Build 1.
 RUSSIA (Johnston): A Ukr-Rum (S) by F Sev, A Gal (S) AUSTRIAN S Ser-Bud, F GBot-Swe.
 Owns: Mos, StP, Sev, War, Rum, Swe (6). Build 2.
 TURKEY (Perkins): A Bul-Gre, A Con-Bul, F Ank-Bla. Owns: Ank, Con, Smy, Bul (4).
 Build 1.
 RECEIPT DEADLINE for Winter 1901 adjustments is Tuesday, 10 June 1969.

ANALYSIS — Allan B. Calhamer

Again we saw tactiaally solid, and sometimes sharp, play all around the board. The big news was the rude jolt given Austria by the Russians. Austria had apparently expected to stand herself off in Budapest, thus holding everything, gaining Serbia, and raising one unit, while still keeping the Turks down to one raise. Then with a small but solid position she would have time to work for an alliance with either Russia or Turkey against the other. The Russians clearly anticipated exactly what happened, and supported the Ser-Bud move they were sure was coming, thus preventing Austrian occupation of Serbia and keeping this weak country away down at three units. The Russians might have been tipped off by someone, but the moves chosen by Austria are well known. They were, in fact, invented by this writer and appear in the sample game in the Rulebook. The Russian play was definitely not forseen by this writer.

In hindsight, we note an alternate line of play which might be an improvement for Austria. First of all, we should say that the sample game variation assumed Austria had no allies; and consequently included the order, F Tri holds, on the first move. Where, as in this game, Austria has chosen to trust Italy completely anyway, she might try (Fall '01): F Alb-Gre, A Ser (S) F Alb-Gre, A Vie-Bud (or A Vie (H)). If Italy stays out, Austria is guaranteed the occupation of both Serbia and Greece, and there is a 50-50 chance that Russia will not guess which home city is undefended. Thus Austria ends the year with either 4 or 5 supply centers. Of course, Austria would be risking a home supply center, which, if lost, would put the Russians in a good playing position.

The Turkish move F Ank-Pla is not inconsistent with a close alliance with Russia. Russia raises one in Sev which supports Rum, and each country is well defended against the other. However, if Austria and Turkey should cloose to unite against Russia, they would have four pieces in the line against Russia's three, and the hole in their line at Serbia is no problem because Russia is in Rum with a fleet. If Turkey raises an army in Smyrna, the threat of A Smy-Arm will be present; if she raises a fleet there, she is both less capable of attacking Russia and more likely to conflict with Austria and with Italy. If Turkey gets started, as we indicated last time, she can frequently go it alone to great advantage; consequently, Austria would normally prefer to oppose Turkey; but in her present condition, it may be "any port in a storm". Indeed, if the Russians started out with a solid special pair with Turkey, and now lost it because Austria was willing to pay high stakes in the present situation, the Russian trap might prove to be a boomerang.

Italy's move to Tyr has no effect on Germany, since Germany raises in Munich and no one else is threatening Germany. Italy still may choose between the waiting game and a descent on Austria. The descent on Austria is still clearly bad in long-range terms, emphatically so if Russia and Turkey really have a special pair going. Judging by the moves alone, it is too early to tell what's going on between Russia and Turkey. Long-range prospects for Italy in the west may be improving, as France is beginning a northern involvement. Sometimes such an involvement takes longer than expected, and gradually everything France has goes north.

In the north, England surprised by playing less aggressively than expected. England and Russia could stabilize Scandinavia between them if Russia raised F St.P (s.c.); but then any time Germany and England got together, Russia would lose Sweden; whereas, if Germany and Russia got together, they could capture nothing right away. And it is all up to Russia, who could raise A StP or the sharply anti-English F StP(n.c.). We note that Germany permitted Russia to occupy Sweden, in return for no visible tangible; and Germany and Russia enjoy a long, undefended frontier. Only France has made a markedly anti-English move as yet. The German raises in Kiel and Berlin will be the most significant of all. Our experience has been that one and one is the most frequent choice, even if it has not been agreed to. We prefer not to say what we think the best choice is. Germany frequently has to make this decision. Every position is at least a little different, of course. It will be interesting to see what Germany chooses here, where her position is about the most secure she can possibly get after two moves of a well-played game.

NEWS OF THE WORLD

FRANCE: NEW KING INSTALLED: MOUSE WILL NO DOUBT ROAR

VERSAILLES (1 March 1901): The French monarchy was re-established today with the crowning of a new King. A most remarkable gentleman, the King. All of his orders are relayed through his secretary. The most striking feature of His Majesty is his blueness. He appears to be totally blue.

GERMANY: PZAZZ ADDED TO GAME (LITERALLY)

BERLIN (3 March 1901): Baron von Clausewitz announced today that Germany was at war with the Duchy of Pzazz. The German Armed Forces were mobilized to deal with the insidious threat. "North, south, east west--they're everywhere," the Baron said. It is believed that Pzazzian elements are fomenting aggression against Germany from (deleted by censor).

TEXAS: IMPORT OF TEXAN PRESS RELEASES UP SHARPLY

AUSTIN (Special from the Austin American-Statesman and LBJ City Times): It has been noted that a certain little-known publication has threatened to flood the world with stupid press releases, if it has to import the talent from Texas. Upon examination of some of the effusions of the less advanced patients at our local State School, and comparison with the columns of that publication, the Times is of the opinion that Texas contains no talents stupid enough to put for the kind of "press releases" that are evidently desired. /Wow! Keep 'em coming, Sid, baby!/
 *

SOUTHWEST TEXAS STATE COLLEGE (28 March 1969): I most certainly hope that events of 1969G do not parallel those of 1968G, in which I was, also, active. Active may not be quite right: Italy is known for her poor soldiers. Ah, well, at least I am spared the horrors of THAT ATHEIST in Rantoul and his erstwhile teenage companion, better known as Peery (or is that Perrisitis). Rod, did Reinsel really say you were going to burn in Hell? The man must be demented. Satan himself would not be able to put up with you. At least that's what he told me. /Don't be too hard on Charlie, Mike. He believes in Hell. I believe in Oz. Private fantasies are good for you. Of course, some people get carried away by fantasies--especially if they are dreamed up by a bunch of First Century heretic Jews. For this we can only blame the ecclesiastical authorities in Jerusalem for not dealing with the problem with more severity in the first place./

THE CHRONICLES OF REQ-LAV

Last time, I referred to the current book as "The Book of Dyqq the Twice-Scorned", which is, in fact, an alternate title. The reader must remember, in dealing with ancient documents, that their authors are not always perfectly consistent. Today, we have:

The Book of nyk-Sunn the Twice-Scorned, Chapter 4: (1) The Boom. (4) The King's advisors weep. (11) They request of him the Anti-Boom. (13) The elders are confounded.

1. Now it came to pass in those days that there came among men a most fearsome weapon, and it was called The Boom.
2. This Boom was mighty withal, and would fly to that place that was told it, and droppeth down upon it, and wipeth it out. Verily, verily, I say unto thee that it shall wipe outten thousand at thy right hand and ten thousand at thy left hand, including thee.

3. Divers lands of the world did have this Boom, even meri-Ka, and Tea-Land, and Crumplet-Land, and sham-Pain-Land, and Borscht-Land; and other lands would fain have this thing, but no one would give it to them.

4. When nyk-Sunn the Twice-Scorned becometh King, his advisors came, saying,

5. O Master, we have many Booms, yes, even unto a decade of hundreds of them, so that we can wipe out Borscht-Land five times over and have enough left over to take care of Tea-Land and Yak-Land and ah-Namm and such other lands as shall displease us, even unto the whole world and mayhap a couple of others.

6. Whereat the King was much pleased, but seeing his advisors wept, he said unto them, Wherefore weepest thou?

7. And they replied in this wise, O Master, whereas we can wipe out Borscht-Land five times, they will soon be able to wipe us out ten times, oh, woe!

8. And they shall send their Booms in serried ranks against our Booms and wipe them out and wipe us out and we shall not get to wipe them out.

9. Whereupon nyk-Sunn asked of them, Are our Booms buried deep in the earth, and they said, Yes, and he asked, Are they not protected by walls builded high and ray-Darr flung wide? and they said, Yes, and he asked, Then what is the cotton-picking trouble?

10. Then they made answer, saying, If they do strike at our Booms, they may wipe out some, and then we should not be able to wipe them out five times, but mayhap two or three times only.

11. We need, O mighty King, a new thing, wherewith to defend our Booms, for we require protective systems upon protective systems unto the last syllable of redundancy.

12. This new thing shall we call our Anti-Boom, and it shall require ever so many men and so much treasure and all kinds of goodies.

13. Then did nyk-Sunn go before the elders of the tribes of meri-Ka, saying, Let us make unto us an Anti-Boom, that our days might be long upon the earth, so that we may wipe out Borscht-Land five times over an it bother us.

14. And there were certain of the elders, who fawned upon the King, or upon those who advised him, or who were not too bright, who said, Yea, let us build this thing, to our everlasting glory and profit.

15. And the King sent unto them his fool, even mehl-Vynn the Lair /sic/, and there was much talk of protection, and glory, and gold, and wiping out, but mostly of wiping out; and of butter there was no word.

16. But there were among the Elders many wise men who said, What shall it profit a country if it wipeth out its enemy five times or even ten? Is not once enough?

17. To which those among the people who were thoughtful added, Is it not better to avoid this wiping out altogether?

NEW GAME!

1969?

Oops! Forgot to include this back on p.20 where it belonged. Anyway, EREHWON's last game for a while is now full. Anyway, the players:

AUSTRIA: Sidney Witt; ENGLAND: David May; FRANCE: Bob Strayer; GERMANY: George Schelz; ITALY: Edi Birsan; RUSSIA: Jeff Power; TURKEY: Betsy duBose.

First Stand-by: Stephen Lee. Deadline for Spring 1901 moves was set for Tuesday, 3 June 1969.

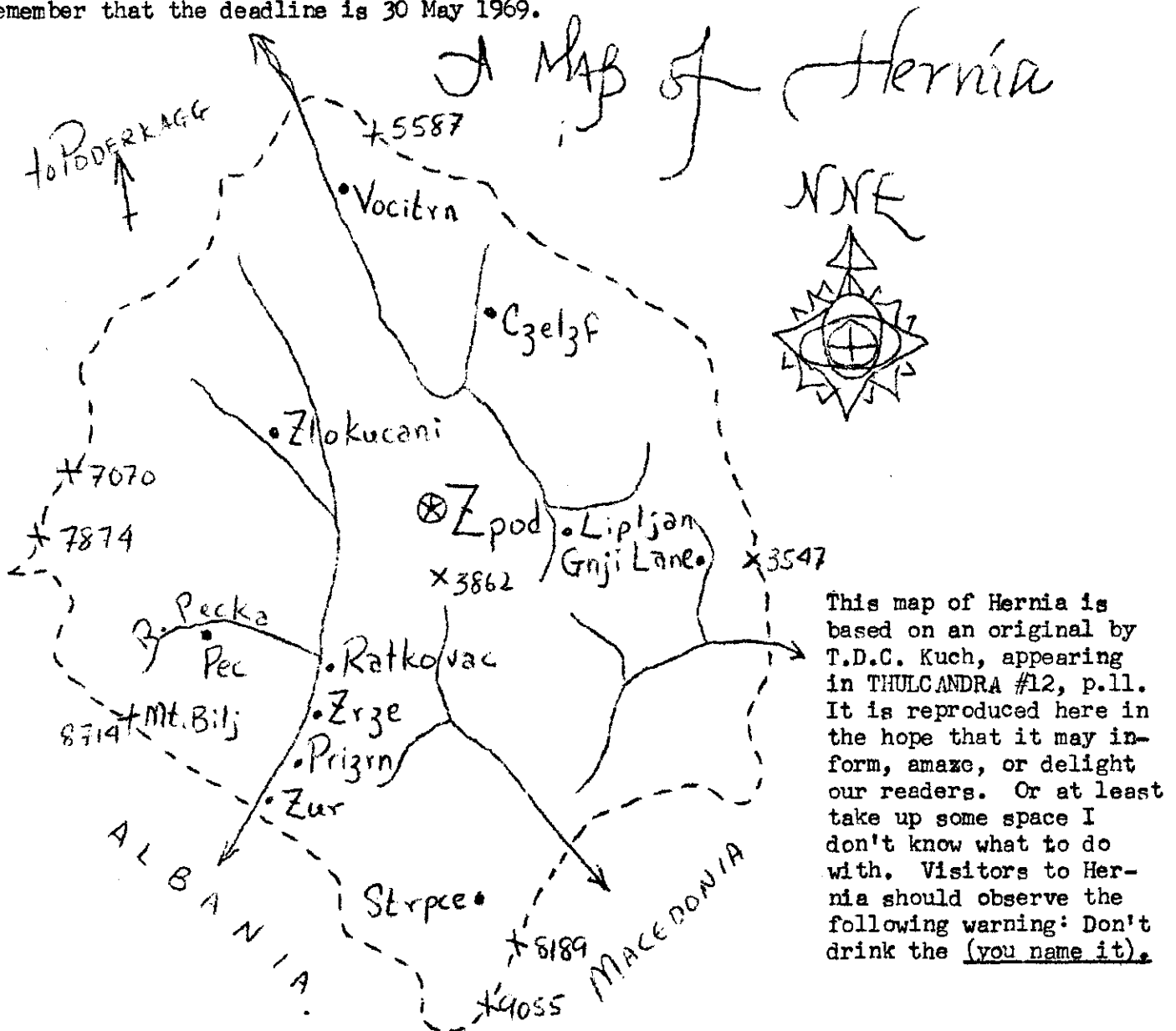
MISCELLANEA

1. Mailing List changes are as follows: 33a. add Jack Greene, Jr. (E), Whitman College, Walla Walla, Wash. 99362. 41. Russ Jones. COA: R.R.#2, Nanaimo, B.C., Canada. 70a. add Jeffrey B. Power (E), 521 6th St., Traverse City, Mich. 49684. 75a. add George Schelz (E), 9 Buffington Pl., Bronxville, N.Y. 10708. 78a. add D. J. Turnbull, (E), 6 St. George's Avenue, Timperley, Cheshire, England. 89a. add Sp5 Sidney M. Witt, RA15926722, Hq., Hq.Co.&Band, Spt.Cmd., 1st Armored Div., Ft. Hood, Texas 78645. Players are advised and requested to keep me informed of any change in address during the summer and fall coming up, particularly. A lot of us will be moving around then, of course. It is unlikely a new Mailing List will be published before October, so be sure to keep yours up-to-date through published changes in EREHWON.

2. Stand-by players are needed for the new game which has just opened. I have one, Stephen Lee, who is first stand-by. Any more?

3. Long-distance calls, collect, to players who have missed moves will be made only if I have your specific permission. I have that permission from the following people: Arneson, Beshara, Comber, Johnston, Keathley, Key, Kuch, Lindsay, Schelz, Zelazny. Any more? Please specify best time(s) to call, and whether I should call station or person.

4. The Vote on the JRH Rule stands at the moment 5 yes, 12 no. The no vote is not large enough to defeat the use of the rule, but, as explained on p.1, I have extended the deadline to 30 May 1969. If I do not have a majority "no" vote at that time, I will use the JRH Rule in EREHWON. I have received votes from the following people: yes: Birsan, Brooks, Childers, Key, Kinney. no: Goldstein, Johnston, Jones, Linden, Manogg, McCandlish, Perkins, Wells, Welsh, Wittmann, Zelazny, Beyerlein. Even though the only thing that really interests me is the size of the "no" vote, I would appreciate it if those of you who are in favor would also cast a vote. Again, remember that the deadline is 30 May 1969.



DO NOT FORGET VARIABLE AND DIFFERENT DEADLINES FOR THE GAMES. DO NOT FORGET TO VOTE FOR OR AGAINST THE JUST RIGHT-HAND RULE. SEND IN YOUR MOVES ON TIME, PLEASE.
THE (gasp) END