

EREHWON

CIRCULATION: 156

"ABBA-A" ... GAMERS GUIDE

Achtung, untermenschen! Ist das nicht ein EREHWON? Ja, das ist ein EREHWON, das unmittelbare Spielblatt von postal Diplomacy* and other Tales of the Wehrmacht. A subscription to seven blood-spattered issues may be obtained for \$1.00. Back issues are 15c each (10c each in lots of 2 or more) or 5c each in lots of 5 or more, sent by 3rd class mail. Available: 40, 41, 45, 50-69. Also, at 30c each, 25-28, 30.

There are no game openings, although stand-by positions are available under the provisions of House-Rule 13. This is Pandemonium Publication #508, edited and published by Rod Walker, 4719 Felton St., San Diego CA 92116; telephone, (714) 282-1921; member, IDA, PDC, IFW, IDS, PDRG.

*DIPLOMACY is a registered trademark for a game invented by Allan B. Calhamer and copyright by Games Research Inc., 48 Wareham St., Boston MA 02118. GRI sells the game, postpaid, for \$8 and the 1971 Rulebook for \$1.

ANNOUNCEMENTS

1. THE INTERNATIONAL DIPLOMACY ASSOCIATION is now in business. The members have voted to call it that, although the danger now exists of confusing us with the worthless and nearly defunct "Diplomacy Association", or the "Beshara Fan Club", as it is called by those in the know. The IDA official journal will be the DIPLOMACY REVIEW. The membership has approved over a dozen worthwhile projects, including one for a central registry of stand-by players--a plan I suggested and somehow and now stuck with. More on this in future issues. Membership in the IDA is \$1; send to Walt Buchanan, R.R. #3, Lebanon IN 46052. Votes on a permanent Constitution and set of By-Laws, as well as a slate of officers for a full term, are still coming up, so if you want to have your say in this democratic organization, now is the time to join. For those who would like only to subscribe to DIPLOMACY REVIEW, write the Editor, John Boyer, 117 Garland Dr., Carlisle PA 17013. I am not sure of the subscription rate. Joining the IDA gives you a real voice in its affairs. It is run by the members, not by a self-appointed cabal of "dictators"...oops, sorry, John Beshara..."directors".

2. INDEX TO POSTAL DIPLOMACY LITERATURE is now up to #4. Issue #1 contains a listing of all articles and items of general interest in the postal literature through mid-March 1972, and #4 continues this through about mid-May. Issues 2 & 3 cover all of 1971. Future issues will cover 1970, 1969, and back, as well as more of 1972 as enough material accumulates. For 1971 over 600 items were indexed under 34 headings. Already 316 items have been covered for 1972. Individual issues are 25c. Subscriptions are 10/\$2 (or 5/\$1) from me at this address.

No. 70

22 June 1972

This issue of EREHWON is dedicated to one of the most fantastically effective backstabs in history: the German invasion of Russia, 22 June 1941.

LEST WE FORGET
WAZIR #4 is now eight weeks overdue.
But then, who needs it?

3. CONTEST! In the political map on page 1, there is a major error in the situation as presented. The contest is to be the first to identify it. The error is fairly obvious. It is not a boundary which zigs where it ought to zag, nor is it the internal boundaries of the Reich (for Böhmen-und-Mähren and Generalgouvernement-Poland), which I deliberately left out. This is an inadvertent error. The first person to identify it wins a free Diplomacy game in any 'zine of his choice (or \$4 toward the fee if it is higher than that). In case of tie, earliest postmark wins; if they're the same, I'll split the prize. If you win and don't want the game, you can always design a contest of your own for giving away the prize.

4. THE AMAZONS' GAME, Ray Bowers, 625 Evans, Kirkwood MO 63122, editor and GM of MIDWESTERN COURIER, announces that he is putting together a postal game for women only. I have no other details. Anyone interested in our hobby's version of distaff wrestling should write Ray without delay.

5. LEN LAKOFKA announces three new games, at extremely inexpensive fees, for IDA members only. For details, see DIPLOMACY REVIEW #1.

6. CONFLICT. Well, it's finally out. This was to have been called TACTICS & VARIANTS, a name too obviously exposing the ambitions of the 'zine. This is much like STRATEGY & TACTICS, better in some respects, not as good in others (but this is only the first issue). It is very professional and makes interesting reading. As you might have guessed, I do a regular Diplomacy column for CONFLICT, called "The Diplomacy Cook Book". This will deal with the strategy of each of the major Powers, and each of the major two-, three-, and even four-power alliance systems. Subscriptions are \$6 a year (6 issues)! A single copy is \$2. Write: CONFLICT, Box 19096, San Diego CA 92119.

7. QUO VADIS, Dick Vedder's 'zine for Diadokhi, has ceased publication with the end of its game. Several runs of the 'zine are available: 2, with only #6 missing, \$3.00. 5, with #2 and 6 missing, \$2.50. 1, with 2, 6, & 16 missing, \$2.25. 1, with 1, 2, 6, & 16 missing, \$2.00. 1, with 1, 2, 6, 18, & 16 missing, \$1.50. Copies of the following are available @5¢ each in lots of 2 or more: 4, 7-10, 12, 15, 19-27. Some of these are in short supply. Map/rule set for the game is 10¢. Issue #27, 5 pages long, contains a complete review of the game.

8. ADVANCE WARNING. With the national elections coming up, it is about time for John Boardman of GRAUSTARK to conduct an election poll of his readership. He did this in 1968, promising that all results would be summarized only, and that individual votes would be kept confidential. When the results were published, however, Boardman printed the name of every person who had voted for George Wallace. Those who are amazed at this total disregard for his promise should bear in mind that Boardman is the type who, as a mutual acquaintance once remarked, "has no objection to concentration camps, so long as the right people are in them". In the event Boardman tries an election poll this year, and "promises" to keep the individual votes "secret", you will know what to expect. I strongly suggest you don't bother to participate.

9. VERBUM SAPIENTE. In the latest issue of PONTEVEDRIA, I am specifically warning novice players to beware of Gamesmasters who insert replacement players without any advance time for negotiation with them. In future issues I will indicate in lists of game openings any Gamesmasters who follow this unfortunate practice. See my editorial, "Surprise, Guess Who's Playing Your former Ally?", below.

10. "YOU WON'T SEE IT IN 'WAZIR'S' DEPARTMENT. Several members of the so-called "Diplomacy Association" have been writing me about their misgivings. I would like to quote from one of these which is typical. "I can't wait till my

membership & subscription to the DA & WAZIR run out. I want Beshara to write a letter asking for renewal. I'll ask him why and for what. I'll disavow any knowledge of any such organization or maybe I'll tell him to renew my subscription from some "secret fund" that nobody knows about." Inasmuch as Beshara has threatened to "stomp" anyone who criticizes the "DA", I must refuse to divulge the name of this or any other critic of the Beshara despotism.

11. MOVINGS. Jim Nash will be incommunicado this summer. His position will be played by: Frank Stevens, Camp Belknap, Wolfeboro NH 03894. After 15 August 1972, Jim will be again available at 819 N. 14th St., Manitowoc WI 54220. Stephen Lissandrello is now at Camp Choconut, Friendsville PA 18818 [really!]. Until 18 August, Eric Verheiden will be at Rm. A324, G.R.C., Indiana University, Bloomington IN 46401; after that, back to Aloha OR. Jim Reilly is now c/o E. J. Perkins, 3024 NW Oliver St., Washington DC 20015. For the nonce, however, his position is played by Scott Huddleston, Box 4480, Sta. B, Vanderbilt U., Nashville TN 37235. Payton Turpin, although he has not notified me of this, almost certainly is back at 4834 Bram Ave., Bonita CA 92002.

SURPRISE! GUESS WHO'S PLAYING YOUR FORMER ALLY?

One of the important innovations of postal Diplomacy, which greatly improved the hobby, was the "replacement player". The number of players who resign or just drop out is very often as many as 4 or 5 of the original 7. The causes of this "quit" rate are numerous, and almost as many solutions have been proposed. Some suggest a rapid-fire deadline system as a means of keeping interest up. Others advocate a high game fee so that players who are irresponsible won't invest in a game in the first place. As the current extraordinary rate of drop-outs in GRAUSTARK testifies, neither of those is really a solution. In fact, there doesn't appear to be a solution. We are therefore stuck with the replacement player system if we don't wish to have 3 or 4 countries in civil disorder by midgame.

Unfortunately, the replacement player system is much abused. Many GMs who do not have extensive lists of stand-by players have had to use any replacement who comes along. The result has been that unscrupulous players have taken advantage of the situation to obtain "automatic allies"--players who are in fact "ringers", puppets of the player himself. The most outstanding current instance of this is that of Jerry White, who has had his fiancée, now his wife, volunteer for many of the games in which he is playing. Those of you who don't know should take notice that Despina Manganas is in fact Mrs. White.

Another flagrant abuser of the replacement system is John Beshara. It is well known that John has declared that he will refuse to join a postal game unless the Gamesmaster will guarantee in advance that no replacement will be used whom John classifies as an "enemy". Beshara has also written that "John Boarman is the only Gamesmaster I can trust in this regard". That's not surprising. Anyway, it would appear that most GMs have more scruples than to allow Chairman Beshara to dictate who may and may not be used as replacements. There is also some possibility that he is running the same sort of "protection racket" for some cronies in the "Diplomacy Association", which is beginning to look more and more like the Mafia. As a side note, Walt Buchanan has raised the question as to whether Beshara's postal "victories" are not all connected with "ringers", both as original and replacement players (see TALES OF THE BARAD-DURCHESTER #1) and we're seeing how much evidence there might be for this.

The most important problem with replacements is, however, one perpetrated by the Gamesmasters themselves. It generally takes this form: a player drops or is dropping from a game in which the GM either has no list of stand-bys or has no s/b players on his list. The GM asks for a replacement. Voila! In the next season, somebody submits orders. There is no advance warning to the other players; he is just there moving pieces, suddenly. This of course leaves the gate wide open for people like Beshara to bring in a flunky, but more than that, this procedure violates the basic concept of the game.

The name of the game is "Diplomacy", after all. How much diplomacy goes on before this "surprise" player makes his moves? None, usually. In almost all instances he has written no one, and none of the other players (except possibly one) even knows he's coming into the game. He moves blindly, and in some cases, even capriciously. Allowing him thus to move, with no diplomacy beforehand, is unfair to the players and to the game as a whole, and in a sense violates the rules of the game.

It may be argued that this player, in viewing the previous seasons, can know what's going on, and hence is not moving blindly. This argument holds no water at all. Read the game commentary for 1970BL, in KADATH, or for 1971 BC, in HOOSIER ARCHIVES. Note the number of times Rick Brooks, who is a very good and very perceptive player, has tried to second-guess the next season and failed. As every experienced Diplomacy player knows, the events of one season are often a very poor guide to the events of the next. Why is this? Because between seasons there is diplomacy. Players negotiate, bargain, argue, and persuade--and change their minds. The purpose of that diplomacy period is not only to confirm the existing alliance structure, but to change it. Allowing a "surprise" player to move without diplomacy, or at least the possibility of it, negates this latter purpose of the diplomacy period and, in my opinion, screws the game. It certainly screws the other players, which is not what they paid their money for.

A sophisticated version of this same shell game may be found in HOOSIER ARCHIVES. Here there are stand-by players, but each season they submit orders for all the Powers. If a player misses, the stand-by orders are used. This prevents missed moves, but at the expense of damaging the game in another way. Again, these players move blindly. How can you negotiate with such a player? Any meaningful negotiation regarding his French orders, for instance, will give him useful information for his German orders. You are prevented from negotiating with him because because you don't know what country he might become. Hence, if his stand-by orders are used, they are the product of guesswork and no diplomacy. Much as I respect Walt Buchanan's work in the hobby in other ways, this is a real disservice to his players. Far better it is for units to stand in civil disorder than to be moved by one who has not negotiated and could not be negotiated with.

Players are well advised to stay away from games conducted in either of the ways discussed above. If you find your GM is operating in this way, the only recourse you have is to protest. I suggest you do so very loudly and very insistently. There are many GMs who are convinced that just any old moves are better than none. Alas, it ain't necessarily so.

and lo, the God of Postal Diplomacy stretched forth His hand against the waters, and they became as blood, through the power of

THE GAMES

1970AT -- RUSSIANS OUTGUESS FRENCH, WIN POSSIBLY PYRRHIC VICTORY

Spring 1909: Please note Nash's temporary substitute, on p. 2.

FRANCE (Lissandrello): A Mar-Pie, F Nth-Hel /r//Hol, Bel, Yor, Ska, Nrg, d/, F Eng-Nth S by F Lon, F Tyn /h/ S by F Rom, F Tun H, F Lpl-Cly, A Hol-Kie,

A Mun-Sil /r//Trl, d/, A Bur-Mun S by A Ruh.

RUSSIA (Payne): F Nwy-Nth S by F Hel, F Edi, & F Den, A Gal-Sil /r/ /Ukr, d/, A Ukr-War, A Mos H, A Kie-Mun S by A Ber & A Boh.

TURKEY (Nash): A Ank-Con, A Con-Bul, A Arm S A Sev, A Bul-Rum S by A Sev & F Bla, F Adr S F Ion, A Ser-Tri, F Nap H S by F Ion, A Bud-Gal S by A Vie.

FALL 1909 ORDERS are due by Thursday, 20 July 1972, not later than 10 a.m., PDT. The French retreat [F Nth] is due not later than Monday, 10 July 1972, 10 a.m., PDT. This will be sent out by carbon copy. I assume the other two units will retreat to the single space open, but players may make orders conditional upon refusal to retreat, if they wish.

1970AX -- ITALY, SCANDINAVIA BECOME UNBELIEVABLY CROWDED AS GOOD FRIENDS AND FIRM ALLIES LINE UP FOR (PROBABLY) THE USUAL ROUND OF STABS.

Spring 1908: Players should note the temporary substitute for Jim Reilly, given on page 2. My thanks to Brad Payne for his orders for England. This time, Brad, I'd like s/b orders for Austria. Monahan's General Orders have expired through use, and must be replaced.

AUSTRIA (Monahan?)[G.O.s]: F Ion-Tyn S by F Nap & F Rom, F Adr-Ion, A Gre MS A Bul, A Apu-Ven, A Ven-Pie S by A Trl.

ENGLAND (Strayer): A Yor H, F Den-Swe S by F Ska, F Bel-Nth, A Nwy H.

FRANCE (Eller): A Bur MS A Pic, F Lyo & F Tun S F Tyn, A Pie-Tus S by F Tyn.

GERMANY (Reilly): F Bal S ENGLISH F Den-Swe, A Ruh-Mun, A Sil-War S by A Pru.

RUSSIA (Latin): A StP-Nwy, A Lvn-Pru S by A War, A Fin-Swe S by F Bot, A Con H, A Sev-Mos, F Aeg S AUSTRIAN F Adr-Ion.

FALL 1908 ORDERS are due by Thursday, 20 July 1972, not later than 10 a.m. PDT.

dere diary,

well i went an don it las nite over to the resephun, wile ever-bodie waz getin drinked up i foun that allemanne anbasterds nife in his grey-cote. wen i pres the litel ducky like this the blad coms owt. i wondur wy hewas waring this thinge ennyway. he mus uze it in his werk. i havant sene him sinse that tim i sneeked uner the big banket tabel an paneted hiss shuse lavundre. dady got a laff owt of that. thare isunt manny laffs roun here sinse that cannadienne anbasterd went hom fore the fly harvests.

FT. STINKINDESERT: Catholicism is so much fun

If you happen to be Attila the Hun.

History will show you the Catholic position--

Praise the Lord and pass the ammunition.

1970BK -- TWO ARMIES MASSACRED IN FIERCE FIGHTING! NEW SULTAN ENTHRONED.

Spring 1908: Nicholas Furcola has resigned. I requested orders from him for this season, but received none. I do have a set of old General Orders, which were used. In the ordinary course of things, Mike Monahan would take Turkey, but since he missed in 1970AX, I hesitate to do this. The next s/b is Greg Warden, who is overseas, and very busy, and I hate to increase his workload--and postage expense--at this time. Therefore the third s/b, Len Lakofka, 4970 N. Marine Dr., Apt. 525, Chicago IL 60640, is requested to take over Turkey.

ENGLAND (Weber): F Edi-Nth, A Lon-Pic C by F Eng, F Hol-Kie S by F Hel & F Den, F Swe-Bal, A Bel-Ruh.

GERMANY (Payne): A Ruh-Mun, F Bal S A Ber, A Kie H S by A Ber (A Kie/6).

ITALY (Buchanan): A Ven-Tri S by F Adr, A Alb S A Ser, A Vie-Boh S by

A Trl, F Mid-Bre, F Mar-Spa(sc), A Gre-Bul S by F Aeg & A Ser, F Ion-Eas.
 RUSSIA (Phillips): F Sev-Bla, A Boh-Trl /r//Sil, d/, A Tri-Vie S by A Gal, A Bul-Con S by A Smy, F Bot S GERMAN F Bal, A Rum-Ser S by A Bud (A Bul is /d/, by the way).
 TURKEY (Turcola)[G.O.s]: A Ank MS F Con. [Now played by Lakofka.]
 FALL 1908 ORDERS are due on Thursday, 20 July 1972, at 10 a.m. PDT.

1971A -- TSAR REGAINS WARSAW BUT THERE IS LITTLE JOY IN MUDVILLE

Spring 1907: Players should note the temporary replacement for Jim Reilly, indicated on p. 2. My thanks to Andy Phillips for s/b orders for England; Andy has resigned from the s/b list. Bob Strayer has resigned, and is replaced by Tom Eller, 29 Winthrop St., Charlestown MA 02129.
 AUSTRIA (Weber): A War-Mos /r//Gal, d/, A Gal-Rum, A Rum-Bul S by F Aeg, A Ukr-Mos, A Trl-Boh S by A Vie, A Sil-Pru. [A War R-Gal by prearrangement.]
 ENGLAND (Shannon): F Lon-Nth S by F Edi.
 GERMANY (Strayer): A Kie-Mun, A Mun-Sil S by F Ber /imp/, A Pic-Bel S by F Nth. [A Pic is /d/.] (Now played by Eller.)
 ITALY (Stanton): F Nap-Ion, F Rom-Tyn, A Ven-Apu, F Ion-Eas, F Mid-Nat, F Eng-Bel, A Bre-Pic S by A Par, A Mar-Bur.
 RUSSIA (Reilly): A StP-Mos, A Mos-War S by A Lvn, A Sev /h/ S by A Arm, F Nug S GERMAN F Nth, F Lpl H, A Smy-Con, F Con-Bla.
 FALL 1907 ORDERS are due on Thursday, 20 July 1972, at 10 a.m. PDT.

1971C -- FIERCE FIGHTING YIELDS LITTLE CHANGE

Fall 1907: My thanks to Greg Warden for his s/b orders. In Summer 1907 England's F Den R-Ska.
 ENGLAND (Eller): F Ska S F Swe, F Swe S TURKISH A StP-Nwy /nso/. Owns: Swe, ~~W/A~~ (1). Removes 1.
 FRANCE (Payne): F Eng H, F Mar-Spa(sc) S by F Mid, A Gas-Mar S by A Bur, F Cly H. Owns: Bre, Mar, Par, Lpl, Lon, Edi, Spa (7). Build 1.
 GERMANY (Stephanides): F Ber-Bal, A Man H, F Den-Swe S by A Nwy, A Kie-Den, A Bel H. Owns: Ber, Kie, Mun, Bel, Hol, Nwy, Den (7). Build 1.
 ITALY (Schleicher): F Aeg-Smy S by F Eas, A Ven-Pie S by A Trl, A Vie-Gal S by A Bud, F Lyo-Spa(sc) S by F Por, A Ser-Bul S by F Gre. Owns: Nap, Rom, Ven, Tun, Bud, Vie, Gre, Tri, ~~W/A~~, Ser, Por (10). No change (1 /d/).
 TURKEY (Pandin): A Ukr S A Rum, A Gal H /r//Sil, Boh, d/, A Sil-War, A Sev-Bul C by F Bla and S by A Rum, A StP H, F Con MS A Smy. Owns: Ank, Con, Smy, Bul, Rum, Mos, Sev, StP, War (9). No change.
 WINTER 1907 ADJUSTMENTS are due on Thursday, 20 July 1972, at 10 a.m. PDT. They may be made conditional upon the Turkish retreat, if desired.

1971E -- GERMAN VOLCANO STRAINS, BRINGS FORTH MOUSE; ITALY DIES

Spring 1906: Larry St.Cyr has resigned. Ordinarily, Greg Warden would take over, but see 1970BK on his situation. Therefore, lovely Austria goes to the second stand-by, Brad Payne, 1106 NW Woodbine Pl., Seattle WA 98177.
 AUSTRIA (St.Cyr): A Trl-Tri S by A Vie.
 FRANCE (Holcombe): A Mar-Bur S by A Ruh, A Par-Pic, F Nth H, A Bur-Bel, F Ska-Swe, A Pie-Trl S by A Ven, F Lyo-Tyn, F Kie-Bal, F Ion-Alb S by F Atr, F Tun-Ion, F Bar H, A Rom S A Ven.
 GERMANY (Tretick): A Ber-Sil, A War-Gal, A Pru-War, A StP-Mos, A Mun-Boh, F Bot-Bal.
 ITALY (Smythe): A Tri-Vie /d/.
 TURKEY (Eller): A Con-Bul, A Smy-Arm, F Bul(sc)-Gre S by F Aeg, A Gre-Ser S by A Bud, F Eas H, A Mos-War, A Rum-Gal.
 FALL 1906 ORDERS are due on Thursday, 20 July 1972, at 10 a.m. PDT.

1972AL -- MMMMM...NICE BLOOD...TASTEEEEE...SLOOORP...ITALY JUMPS FRANCE, WHO IS BUSY JUMPING GERMANY; RUSSIA TAKES ON BOTH WICKED WITCHES

Spring 1901:

AUSTRIA (Fandin): A Bud-Ser, A Vie-Bud, F Tri-Alb.
 ENGLAND (Turpin): F Edi-Nrg, F Lon-Nth, A Lpl-Edi.
 FRANCE (S. Brooks): F Bre-Mid, A Par-Bur S by A Mar.
 GERMANY (Cooper): A Ber-Kie, A Mun-Bur, F Kie-Den.
 ITALY (Lakofka): F Nap-Tyn, A Pom-Tus, A Ven-Pie.
 RUSSIA (Lipson): A Mos-StP, A War-Ukr, F Sev-Bla,
 F StP(sc)-Bot.



"Henry!"

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

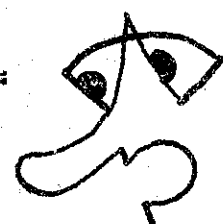
FALL 1901 ORDERS are due on Thursday, 20 July 1972, 10am PDT.

See after 1972AO for press.

1972AO -- KNIVES FLASH, LACKS GET PERFORATED...WOWEE, GANG: TURKEY ASSAULTS RUSSIA, RUSSIA TAKES ON TURKEY AND GERMANY, FRENCH STORM BURGUNDY, CHANNELS

Spring 1901:

AUSTRIA (Eller): A Bud-Ser, A Vie H, F Tri-Alb.
 ENGLAND (Fohrte): F Edi-Nrg, F Lon-Nth, A Lpl-Edi.
 FRANCE (Verheiden): F Bre-Eng, A Par-Bur S by A Mar.
 GERMANY (Tretick): A Ber-Kie, A Mun-Ruh, F Kie-Den.
 ITALY (Winter): F Nap-Ion, A Rom-Apu, A Ven H.
 RUSSIA (Blandin): A Mos-Ukr, A War-Pru, F StP(sc)-Bot, F Sev-Bla.
 TURKEY (Boretcki): F Ank-Bla, A Con-Bul, A Smy-Arm.



"TRICIA!!!"

FALL 1901 ORDERS are due on Thursday, 20 July 1972, 10am PDT.

Stand-by Players: I have at present 10 s/b players for each of the new games. That's too many to equalize opportunity effectively, so I cast lots for position. In order of priority, then, s/b players are:

1972AL: Vedder, Irtek, Gaydos, Ricci, Chin, Williams, Gehrke, Cox, Beyerlein, Payne.

1972AO: Gehrke, Williams, Chin, Irtek, Ricci, Gaydos, Vedder, Payne, Bond, Beyerlein.

Players toward the end of the list should bear in mind that people drop off stand-by lists, too. Given past experience, even #10 is likely to be used before this is all over--although, of course, I always hope that "this game will be different" and we won't have any drops or resignations.

1972AL Press:

ST. PETERSBURG (1 April 1901): The Tsar announced that he has personally taken command of the nation's armed forces due to the increasing prospects for a general war in Europe. His proclamation read in part as follows: "Failure of the expansionist English government to provide certain assurance has forced me to order our forces to protect our northern borders and protect the Norwegian people from British Colonialism. The peaceloving peoples of all Europe deplore the evil designs of the English government. The latest British actions serve to show that democratic governments are not in the best interest of the people. Only a benevolent autocracy can provide for the best interests of people and country." The three peasants and 87 armed soldiers invited to attend the reading of the proclamation cheered the Tsar for over three hours.

THE TOMB THAT WAS NOT FORGOTTEN (Introduction) [This is a long series by Len Lakofka for which I already have 5 sections and this introduction. It will be run as space permits.]

Upon reading the Red Book, many have wondered about the eventual fate of

the wealth of Smaug. It was he, the greatest of the red-gold worms, who was brought down by the bow of Bard, the hero of the Long Lake. But once dead, he was forgotten, in the tale of Bilbo of the Shire, as the tale of The Ring was too encompassing and important. Yet the wealth of Smaug had its own story, and I will tell it to you now.

As the years passed, the town of Esgaroth prospered in its new location some miles from the isle it had formerly occupied. Upon the isle itself no life existed. The black blood of the hideous worm sank into the earth and permeated every foot of the soil so that only the huge stinking corpse could be seen on an isle once green with trees and grasses, and rainbow-colored by flowers and plants. But Smaug was not forgotten--how could he be? All travel from the Elf King of the forest to Esgaroth passed by him, and many travelers longed for the jewels and precious gems that dropped off his rotting body.

One day a company of the most unlikely sort--a dwarf, an elf, a man, and a hobbit--passed by the island. They were joined some weeks before in an adventure that was really to begin here, in Esgaroth. All had come to claim a portion of the treasure of Smaug, and in their union they sought to accomplish this goal. They were: Polevault P. Perambulator, the largest dwarf; Wintergreen "Buck" Cannon, the elf of Mirkwood; Lowell L. Leomund, a King of the Misty Mountains; and Leery L. Peerie, a descendent of the Sackville-Bagginses. How they came to Esgaroth is the subject of the first chapter. [later]

yipeeeeeeeewoeeoweeoweeoweeeee!

HOW TO BE AN EXPERT ON THE CIVIL WAR WITHOUT KNOWING ANYTHING ABOUT IT

...Ahrydd Pedant

Lesson II -- At Sword's Point

First and foremost, choose a Side. **DO NOT BE NEUTRAL.** A neutral point of view will not get you into any arguments. Since nearly all Experts have chosen Sides, the Neutral will be scorned as a Pacifist. Do Not Let This Happen to You. Now--before you do anything else--Chose a Side.

All chosen? Good. Now make sure you have chosen a Relevant Side. The French, Russians, Incas, Turks, and Sumerians had little to do with the Civil War and should therefore not be considered. Confederates (Rebs), Federals (Damyanks), or Texans (snicker) are normally chosen. A few eccentrics may pick the Mexicans (Republicans or Imperials), but they may be ignored as Hair-Splitters.

Once you have Chosen a Side, champion that Side every chance you get. You will find many handy ways to create such chances by injecting the Civil War into your everyday conversation. This will not be difficult. For instance, if a friend notes that the stock market is in trouble, you might say something ominous about a crash. Expecting some witticism about 1929, he will be shocked to hear you make reference to the Crash of 1873. You may then make some suitably complimentary or sarcastic (depending on your Side) about General (President in 1873) U. S. Grant and wait for his reaction.

Once the Civil War is brought up, your acquaintances will agree with you, disagree with you, or say, "What in hell are you talking about?" or some other admission of Gross Ignorance. To these latter you will be able to Explain the Truth and thus win Converts to your Side.

Those who disagree with you will, of course, be on the Other Side and will thus argue with you. At one point or another, you may find that he is outarguing you. **DO NOT GIVE UP.** When cornered, go down (if necessary) fighting. Consider generals on your side geniuses and opposing generals incompetents (making only the most necessary exceptions). If your opponent is full of facts and statistics, challenge them and scorn him for a Bookworm. If he

knows few facts, come out with some original ones of your own and scorn him for an illiterate. Remember, a little knowledge is a dangerous thing, if properly used. Get in some really underhanded arguments and don't pay attention to the opposing ones, especially if they are at all logical. Make every opposing general you can look like an idiot and elevate your Side's competent generals to veritable Napoleons behind which you can hide your incompetent generals. In this it is advisable to know whom your generals are. This will require, alas, a little study, in which you should learn the names of your Side's generals, a few Details about them, and even some Details about the Civil War...on which, see Lesson III, A Little More Grape.

A SURVEY OF ASTROLOGY
(reprinted from KADATH #2)

A friend of mine has programmed a computer at the University of California (at San Diego) with all available information on astrology. In order to prove, scientifically, the truth and effectiveness of astrology, he has fed the computer the astrological data on a number of famous people, and asked for a forecast for particular specific dates. Below are some of the results.

JULIUS CAESAR, 15 March 44 BCE: Today is a good day for attending to business. Get out of the house and go someplace. You will have particular good luck at public meetings and gatherings, and should have an easy time convincing people. Detractors and people who talk behind your back will be put to flight. The signs also indicate it is about time to be fitted for a new suit. Look for special favors from the hand of a friend.

ABRAHAM LINCOLN, 14 April 1865: A day of leisure and entertainment, especially in the evening, is indicated. Let yourself go and don't give a thought for the morrow. Clear your mind of all worries; let nothing serious enter your head unbidden.

ADMIRAL MEDINA SIDONIA, 12 June 1588: Now is the time to undertake that long voyage or trip you have contemplated; good fortune and water are deeply connected for you this month and into the foreseeable future. Any venture undertaken now will surely come to success, bringing fame, honor, and fortune to its participants. Take the tide at its flow and sail on to certain success.

GENERAL GEORGE CUSTER, 25 June 1876: This is a fine time for an excursion into the country. Scout around and see what you can find. All indications are that sunshine and good fortune lurk behind every hill and tree.

GEORGE WALLACE, 4 November 1968: Today is not your day. Tonight you will be kissed by Ronald Reagan and picked up by the Sanhedrin. The charge will not be what you think, but high treason. You will be scourged and tried before Earl Warren. General LeMay will deny you three times. Tomorrow afternoon you will be crucified between Mayor Daley and Paul Powell. Lurleen will weep and the Grand Dragon's sheet will be rent. Your seamless memoirs will be raffled off to MGM. You will expire at the eighth hour. But fear not. On the third day you will rise from the grave and then, by a miracle, be translated directly into the White House.

MUHAMMAD, 15 July 622: Hoo, boy, are you in trouble! This is a good day to stay at home. Don't stir out of the house; don't go anywhere; especially, don't go on a trip. Travel will be extremely dangerous and the stars are absolutely against it. Remember, you've been warned!

CHARLES I OF ENGLAND, 30 January 1649: You will live forever.

ghu save us from
A HISTORY OF PODERKAGG

The reign of Duchess Salome I was long and eventful. We have already recounted the famous Dance of 1448 (see EREHWON 67), as well as the Shepherd's Crusade of 1466 (see EREHWON 60). During the latter, Salome had had a torrid affair with Alberic of Turin, for whom she would have thrown over her third husband, Mudgrub of Pollutidur, if Alberic had been content to stay around. But Alberic had other fish to fry--as we saw--and disappeared from the history of Poderkagg. Later, in 1914, Alberic was to have a decisive influence in the Balkan phase of World War I, but that is another story.

Almost immediately after the First Sheep-Herder's War (1466-1468), and in the midst of the First Goat-Grazer's War (1469-1470), Duchess Salome's otherwise peaceful country was threatened by the Ottoman Turks. The Turks had been overrunning Asia Minor, Greece, Bulgaria, Serbia, and everything else in sight for a number of years, and were now determined to win Poderkagg for the Prophet. In late Spring, 1469, a column of Turkish cavalry and infantry, including several hundred Janissaries, left Constantinople for Poderkagg. It was led by Zhawn Bey Sharah, known to his men as "Old Pinch", owing a certain habit of his displayed whenever he was inspecting his men, particularly in the barracks.

Hearing that Zhawn Bey Sharah and his men were on their way, the Duchess prepared the defenses of the Duchy. She brought into the capital all the useful citizens of the realm: belly dancers, prostitutes of all sexes, boys, girls, sheep, fat women, donkeys, and many other things dear to the heart of any Arab or Turk. When Zhawn's army arrived, they found the entire populace of the capital drawn up to meet them, strewing flowers, flying Turkish flags, singing, dancing, kissing, hugging, ...well, you get the idea. It wasn't long before every member of the Turkish army had found something to amuse himself.

Naturally, in their blissful state, after several nights of drinking, banqueting, and other fun and games, the Turks were only too ready to sign testimonials as to how delightful things were in Poderkagg. A week later they discovered that the "testimonials" were in fact oaths of citizenship in Poderkagg, which they were not honor-bound to defend, rather than attack. Nobody was in any mood to complain. In later Turkish histories, Zhawn Bey Sharah's army is referred to--if at all--as the "Lost Column".

Nobody was more pleased at the turn of affairs than Zhawn himself. He had taken up with Duke-Consort Mudgrub, much to Duchess Salome's consternation. However, the three eventually worked out a mutually satisfactory arrangement--which turned out to be too much for Mudgrub. He died in 1474, of exhaustion, in the arms of Salome and Zhawn Bey Sharah. By this time, however, Zhawn was so used to having Salome around that--dim-wit that he was--he didn't even notice that Mudgrub was gone, and managed to keep Salome happy until her death (of ecstatic apoplexy) in 1481.

Next: Poderkagg Becomes a Kingdom.

**EREHWON ANNOUNCES:
A Triumphant Return!**

THE CHRONICLES OF REQ-LAV!!!

Beginning next issue, EREHWON will continue its publication of the Chronicles of req-Lav, the historian of the ancient and lost land of meri-Ka. As my readers of old standing know, the Chronicles are inscribed on several 14 karat gold-filled tablets, which were buried aeons ago by St. Lasagna, and revealed to me by the angel Macaroni. I have not quite finished the First Book of nyk-Sunn the Twice-Scorned, who is known in the later chapters as nyk-Sunn the Sly. We also have hen-Rhee the Kiss, hoo-Bert the Hump, and many other delightful personalities. Until then, be good (or something).