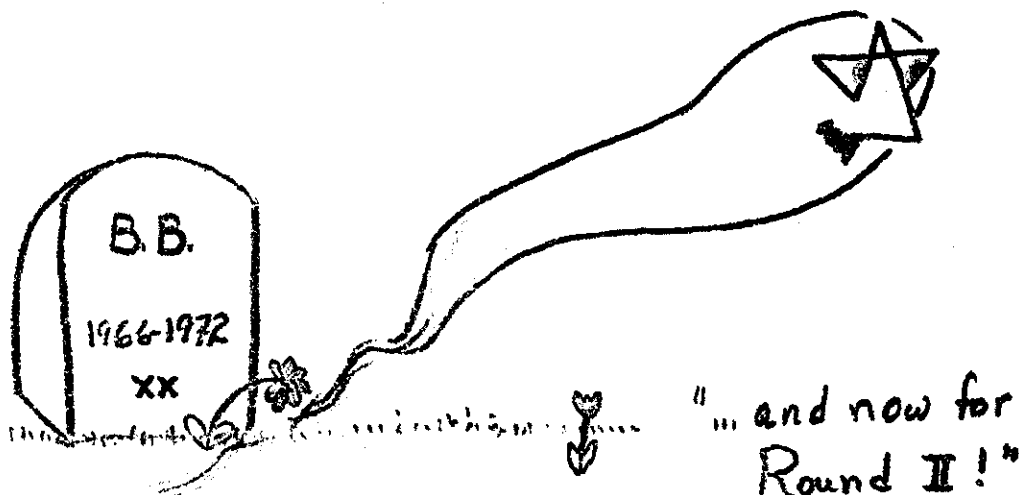


EREWON

72

24 November 1973



(with thanks to Tab & John Koning.)

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WARNING: The Surgeon General has determined that this 'zine is dangerous to something, but he doesn't quite know what.

This is EREHWON, a revived journal of postal Diplomacy*. Subscriptions are 7/\$1 (or 15c each); back issues, when available, are 25c each. There are no game openings, although stand-by positions are available under the provisions of House-Rule 13.

Original articles, poems, and short humor items are solicited from the readership. The right to edit, in the interests of grammar, spelling, usage, and space requirements, is reserved to the Editor. Blanket permission to reprint any item printed in EREHWON is hereby given to any postal Diplomacy editor. This permission is subject to only two requests--first, that the original author and source be properly credited; second, that a copy of the publication carrying the reprint be sent to me.

Until circulation of this 'zine is considerably reduced, new subscriptions are not being taken. Trade agreements will be solicited on a selected basis only, and will not include variant 'zines nor 'zines which carry primarily games with only limited editorial material.

This is Pandemonium Publication #527, edited and published by Rod Walker, 3343 First Ave., San Diego CA 92103; telephone (714) 296-4532.

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WELCOME BACK

The last issue of EREHWON, #71, was dated in July 1972. It's been a long time. A lot of factors were involved in my sudden gaff from the hobby. Having dealt with them, I have decided to bring EREHWON back. Only. NUMENOR (which has been replaced by Conrad vonMetzke's EVERYTHING...), the INDEX, and the others are simply out.

Since the announcement that I was resuming publication came out, I've received quite a number of very nice cards and letters expressing varying degrees of happiness at the impending rebirth of my 'zine. To everyone who has thus written, my sincere thanks. I only hope that things turn out in such a way as to justify your good feelings toward me.

I have been asked many times if the "new" EREHWON will be like the "old" one. Well, it will and it won't. Even the first 6 years of publication saw a number of changes. In many ways. I hope that these later issues of the 'zine will be more like those of 1966 and less like those of 1972.

The EREHWONS of 1971-1972 tended to be less enjoyable, I believe, than earlier issues. There was a tendency to be strident and argumentative which must have worn nerves here and there. Mine, anyway. There was a good deal of feuding and unnecessary bellicosity. That sort of thing has ceased; we are going back to the good old days of congenial chaos.

In the last couple of years, too, I had been working on turning EREHWON into a center for information about the hobby, and I printed announcements covering everything that was happening, insofar as I knew about it. Of course those were the days when I was getting everything that was printed. Now that I am trading for or subscribing to only a few 'zines, it is manifestly ridiculous for me to keep up with that sort of thing, so....

What I hope for is more literary content, more humor, more reader participation. EREHWON will be homier and easier to read. I don't mean that it will be any less outrageous than it has ever been; perhaps it will be more so. But I think it was all the personal nastiness that set some people off. Anyway, I hope EREHWON will be a lot of fun. For the nonce, what I want to say to you all is...

Welcome back!

HOUSE-RULE CHANGES

A few things have happened over the months which require that I change my House-Rules. The following changes are effective for the new game, keyed to the HR numbers.

5. Delete. This rule will be effective if the game is financed by the game-fee method, but I am hoping to change that (an article on game fees and such is in to COSTAGUANA and HOOSIER ARCHIVES, and a spin-off at that should be printed later this issue).

12. Delete. My home life no longer permits this.

16. Delete. Substitute: ADVISORS. Players may not use an advisor assigned to them by any organization without prior permission of the GM. The use of such an advisor, and his identity, will be published.

42. In the list of names in the first sentence, delete McCallum, Miller and Phillips. Add: Walt Buchanan.

44. Delete. Substitute: TRADE AGREEMENTS. These are individually negotiated. They will be limited to major publications with significant editorial and/or literary content.

OUT WITH THE GAME-FEE

Although the game-fee has been the traditional method of financing postal Diplomacy games since 1963, some GMs have experimented with other ways. Most of these experiments have revolved around subscriptions to the 'zine carrying the game--possibly just a sub, or a sub plus a nominal entrance fee, or a sub plus a stamped envelope, or some such.

I believe the flat fee has outlived its usefulness. Costs to a publisher are now so high that to charge a fee which will meet his expenses with a reasonable margin would make postal games prohibitively expensive for a lot of people. We need some adaptation of earlier subscription-based "pay as you play" systems in order to spread the financial burden out and to insure the GM with a reasonable income to support his game(s).

Therefore, in all future EREHWON games, and possibly in the current one, the game fee will be replaced by periodic assessments. If I published every time orders were due, things would be simple. Tentatively, however, I plan to publish once a month but run the game on 3-week deadlines, sending the adjudicated orders out by air mail. Gauging my costs by issue, I suppose that 25¢ an issue should cover it. (Thus, my old \$6 game fee would thus carry us through the end of 1908, which is about the average length of a postal game).

Under this system, players would pay fees in increments of multiples of \$1 (however much they felt like sending), with a \$3 minimum to start. Players who failed to renew would be replaced. Players who were eliminated or who resigned would have unused cash converted to a sub at the standard rate (2/\$1).

I can think of several advantages to doing it this way.

1. A player who winds up being eliminated in 1903 won't have paid, say, \$6 for this "privilege".

2. A player who needs to resign won't have a large investment in the game.

3. If the GM disappears, there won't be so much of a kitty involved, and it will be more fair to ask the players to pay for the transfer of the game.

4. The game will become more nearly self-financing--short games will become cheaper for the players and long ones won't be a burden to the GM.

I've discussed this at more length in an article sent to HOOSIER ARCHIVES and COSTAGUANA. I would appreciate any comments from out there on this system. Explore possible problems, please, and make suggestions for improvement.

A CONTEST???

Yes, a contest! Time was, some years ago, when contests were the big thing and everybody was running them. There were cash prizes and this will be no exception, either. I always felt these things were fun, so I have designed a little bit of a quiz.

The winner of the contest will be the one who gets the most points. The prize is a 7-issue subscription extension to ERHWON. No big thing, but worth a buck, anyway.

DIPLOMACY EDITORS PLEASE NOTE: If you wish, please reprint this contest in your own 'zine. Anybody is eligible to enter, and the more the merrier.

The deadline for entries is Friday, 1 February 1974. All entries must be in by that date. That's plenty of time to allow reprints and whatnot.

The contest is a series of 10 questions on 10 different subjects. Each question is worth 10 points.

1. Women. "Whatever Lola wants, Lola gets." Who was "Lola"?
2. Music. What was the first piece of music to feature a solo part for typewriter, and by whom was it composed?
3. Government. Traditionally a nation requires that its Head of State (King or President or whatever) must be a citizen of that nation. In one nation, however, it is required that the Head of State be a citizen of some other nation. Which country has this requirement?
4. Astronomy. In comparison with all the other moons in the solar system, what is the most unique and unusual fact about Luna? (This fact was just as true prior to the opening of the Space Era.)
5. Geography. The Republic of Guyana is on an island. Explain how this can be true. (Please notice that South America is a continent, not an island.)
6. Religion. Identify Helcl ben Shahar.
7. History. What do the following men have in common: Hatto, Archbishop of Mainz; Widerolf, Bishop of Strassburg; Adolf, Bishop of Köln; "Freiherr von Güttingen"; "Count Graaf"? (Yeah, they're all Germans, but I mean, other than that.)
8. Warfare. What were the "Diggers" of World Wars I and II?
9. Biography. The villain in Cat Ballou had a silver nose. At least two famous men did him one better by having golden noses. Name them. (Please cite a source for each name in case I need to look it up.)
10. Literature. What was Mr. Dick's obsession?

ABOUT THAT GAME

A long time ago I announced a new game in SERENDIP, a 'zine I was then running. Several people joined that game but eventually it never started. I am trying to recontact the players and hope to have the game reconstituted by early this December. The game will then proceed by carbon copy, being reprinted as I publish ERHWON. If there is room, we may do a map of the action. If there is no objection from the players, we will finance the thing by the "pay as you play" method. I will discuss this with them.

Watch this space for further developments.



"Turn it off; turn it all off!"

THE POETRY CORNER

Dr. David G. Quiverlips is probably Poderkagg's most famous dirty old man. He comes by this reputation honestly, having perfected the fine art of treating not just women, but everything as sex objects. He first came to public notice, at the age of 13, by putting on a complete performance of the song Sitta. Last year, at the age of 86, he is known to have had torrid love affairs with a Zulu ballerina, an Egyptian general, the Loch Ness monster, and a VW bus. Next year...well, Liz Taylor and Dick Burton had better both watch out.

Anyway, Dr. Quiverlips (he has a degree in Biology, what else?) is also the Poet Laureate of Poderkagg. We have received permission to print some of his magnum opus here in ERETHWON, which we will do from time to time. So now we present:

Chanson à la Toube du Boube

I think that I shall never see
A love as trusty as T.V.?
Just turn it on and there you are:
Godzills eating up a car,
Or into culinary wilds
With cunning, faithful Julie Childs.
Or off to see the wizard when
Judy Garland's back again.

And when, at last, you've had enough,
All you do is turn it off.
On and off -- night or day --
It's reliable that way.
Love hasn't any switch, however!
It's just apt to go forever.
But, my love, my T.V.'s gone--
I'd much rather turn you on.

THE SMELL OF BURNING WATER

Frank, the guy I live with, and I spend a lot of time in the kitchen. We both enjoy cooking, but don't have much money to do it with. So, from time to time, I thought I would pass on to you some of our recipes and other kitchen ideas. Of course, any contributions from outside would be nice, too. Move over, Heloise!

"Why, It's Jelly Jamb!"

It's amazing how one can get involved in an unexpected project. One of the girls at work lives out in the sticks, and they raise their own grapes. A particularly huge crop of green grapes came in, and they were squeezing as if they had a contract from Gallo. It turned out that the only way to get rid of the considerable excess was to give it away. Thus I fell heir to a near-gallon of fresh grape juice.

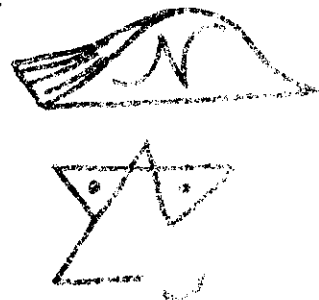
Sue suggested we make jelly, so when I got home I said to Frank, "We're going to make jelly." And so we did. Green grape jelly (and I used green food color to beef it up) has the tartly mild flavor of apple jelly. We put up 43 jars of it. Grief....

It turns out to be easy to make jelly...surprise! You don't need anything like a gallon of juice. Buy a quart of grape (or other) juice at the store and you can put up a nice little batch in nearly no time at all. Any fruit or juice, canned or fresh, will do for jelly (or jam). Of course, some are easier than others because there are directions available for them. A box of Cerga pectin, for instance, contains specifics for making jams and/or jellies from a wide selection. (we found that green grapes don't have as much pectin as concord, so we had to reboil our first batch and add 50% more.)

Speaking just of jelly, here is what you will need to make it:

- | | | |
|----------------------|----------|-------------|
| fruit or fruit juice | sugar | pectin |
| a small sauce pan | paraffin | cheesecloth |
| a large sauce pan | water | a teaspoon |

"Well, at least they're all talking about something besides Waterloo!"



a colliander or strainer	a hatpin or similar instrument
a cookie sheet (optional)	a bunch of glasses or thermal cups
spice(s) (optional)	food coloring (optional)

OK, now you are ready. The object is to get juice. If you have that, strain it through the cheesecloth (which is in the colliander) into the large saucepan. If you have fruit, crush the fruit in the cheesecloth and strain the resulting juice.

(Note: amounts of juice, sugar, and pectin to be used vary, so I'm not telling you how much to put. You will need a bunch of sugar.)

The juice, pectin, and sugar make the jelly. Everything else is just an adjunct to help that process. Pectin is a vegetable substance similar to animal gelatin, and it's what makes your jelly jell. Most fruits don't contain enough of it to jell on their own, so you have to add more. If you are in a quandry whether to add a greater or lesser amount of pectin, use the greater --better to have slightly stiffer jelly than syrup.

The process is easy. You boil the juice and pectin in the large saucepan. You add the sugar and reboil. You sterilize the glasses or cups. You melt the parafin in the small sauce pan. When the jelly is reboiled, you take the foamy scum off the top, pour the jelly into the cups to within about $\frac{1}{2}$ " of the top, add a $\frac{1}{8}$ " layer of parafin, allow to cool (slowly) and you're done.

Easy, huh? The boiling and sterilizing are important, so don't underdo them. If you use glass, keep the sterilized glasses warm so the boiling jelly won't be such a shock to the poor things--otherwise they might crack. But why use glass? It's breakable, hard to handle, and expensive. Styrofoam thermal cups are much better, and less than a penny apiece. They can be sterilized, but don't have to be kept warm afterwards. You can pick one up and pour jelly into it without burning your hand, which makes for a lot fewer spills and dribbles. They allow the jelly to cool more slowly, which I understand is good but don't know why. They're easier to handle while the jelly is still near boiling temperature.

Once you've poured the jelly and then the parafin on top (don't worry, they don't mix), you will have a problem with air bubbles in the parafin. Sterilize the hatpin and then use it to pop the bubbles. If a lot of little bubbles collect in a lump of froch, scoop that out with a spoon. Any bubble or bunch of bubbles could, after cooling, become a hole through the parafin, and if air gets in you will have spoilage or botulism or whatever it is that jelly gets if air reaches it (in storage, that is). Anyway, you want a perfect seal and the bubbles have to go.

Let the jelly cool overnight and then store it. If you give some away, and it's in thermal cups, people are apt to think it's a candle (several asked me, "Is is scented?").

A few words about the other items I mentioned:

The teacup you use to pour jelly from the saucepan into the cups. Any spoon or ladle will do for the parafin.

Put your full cups of jelly on the cookie sheet if you want to transport them to another room; they're easier to carry that way.

We used green coloring in our jelly--the color was ickey otherwise. A food coloring can perk up a dingy-looking jelly.

Spice may be nice. We've thought of boiling some cinnamon sticks with an apple jelly, for instance. Mint is also a good addative to apple or grape (or even by itself), especially if you're a lamb freak. Or use clove to pep up some peach preserves. And if you spice up apple jelly, try adding brown sugar to it instead of white (at least in part).

SOME MISCELLANEOUS ANNOUNCEMENTS

1. Game Fees. EREHWON games are going to be financed by a "pay-as-you-play" method. I had thought of hinging this to some sort of subscription, but that probably won't work too well. This would require publishing every time a season is due, and I won't be tied down like that. Therefore, the alternative is tying the fee to the seasons played, and that is what I am going to do. The fee will be computed @ 20¢ per season played--that is, per season for which a separate mailing is required. This will include: air mailing of each season to the players plus receipt of all issues of EREHWON published while each is active in the game. The GM will underwrite the cost of any mailing required to correct an error which he has made. Once a player is eliminated or resigns, any remaining cash in his fund here will be returned to him or converted to a subscription at the regular rate. Players who are dropped are...well, dropped.

2. Prophetic Builds? This will require an adjustment to my House-Rules. I have always felt that a player has a right to maximum control over his own units, and such things as conditional retreats and prophetic builds, it seems to me, reduce a player in some measure to guesswork. On the other hand, as Lew Pulsipher points out in a recent HOOSIER ARCHIVES, we need to find some way of speeding up the games. And in the case of a "pay-as-you-play" plan, "prophetic" systems are not only faster, but cheaper. Also it occurs to me that the players ought to decide whether they want to exercise maximum control or not.

Therefore, instead of requiring or forbidding prophetic retreats and/or builds, I am going merely to allow them. With each set of Spring or Fall orders, a player may send prophetic retreats and/or builds/removals. He may make these as detailed as he wishes, and may name conditions under which they would be inoperative. If, at the end of the season, I have a set of operative prophetic retreats and/or adjustments from each player who needs to retreat or adjust, I will use them. If not, the game will proceed as normal. (My system of having orders conditional upon retreats in the previous season, in uncomplicated situations, will still be used, of course, and this will help speed things up.)

Using the prophetic system is entirely up to the players. If you like the system and want to speed up the game, and make it less expensive in the long run, make use of it. I will if you will.

3. Stand-by Players. I can't say that I considered Buddy Tretick much of a contributor to the hobby. But he had at least one good idea. I ignored or scorned it at the time, I don't remember which, because I was busy ignoring or scorning everything Buddy did. However, now that I reflect, it might not turn out too badly. Buddy's idea was to have a designated stand-by for each country on the board. I am going to try that. It does mean that I will need to keep 7 s/b players around and it means that none of them has priority and therefore has no real guarantee of getting into the game (the #1 s/b at the start of the game always gets in), but maybe it will make a better game.

A stand-by player merely keeps a current sub. Once the player list for the game is announced, the assigned s/b players may send in preference listings for the countries they want to w/b for (7 countries in order of preference). They are then assigned the same way I assign players. If a s/b player lets his subscription lapse, he is replaced by a new person.

In this system, a s/b player is a sort of sub-player for the country. He may contact the players if he wishes, including the guy he might replace. He may send in orders, including Sealed Orders, to me. He will not receive the air mailings of seasons, and so may be a season behind at some times.

If a player misses a deadline, and has no SOs on hand, the s/b's SOs will be used if available. The s/b will, in the event of a miss, be contacted

by airmail. If this has to be a separate mailing, with no issue of EREWON involved, it will count as an issue on the regular sub. (That's the only way I can break even on this system.)

When a s/b takes over a position, he will at that point be charged the regular player fee of 20c/season. A new s/b will be appointed from a priority list to replace him. I suppose there will be other problems which will arise and which I haven't covered here. New systems are like that. I will resolve them as they arise, being as fair as I can. Trust me....

I now request any of my readers who wish to volunteer for s/b duty. The first 7 will be regular s/b players and the rest will be on a priority waiting list. I have received some offers, but you must now write me again, so that I know you accept these changed conditions.

(By the way, let me add that this system may increase interest in being a s/b player. Instead of just waiting around, the s/b is indirectly involved in the game, with a vested interest in a specific country. That may make the whole process something more attractive.)

4. Subscription Renewals. Some subbers with short subs have asked if they may extend their subs now. Of course. Just don't be too over-enthusiastic about it, OK? Really long subs at this point are not advised--let's make sure I'm going to be around for a while. I have no reason to expect that I will guffiate again, but let's take it easy.

5. Allan Calhaver, the inventor of Diplomacy, has just sent me a copy of a new game, his "Surigao Strait, 1944" Naval Game. Allan is less well known as the designer of the extremely clever Hyperspace, which I have always liked. His Naval Game is a little bit like "Go" (not the Japanese one, but the English one), but more sophisticated. It consists of a series of cards representing ships and open water. The "American" and "Japanese" players search for and disable enemy vessels. The equipment is simple--the deck of cards (plus paper, pencil, and markers which the players provide) and the rules. It can be carried easily in the pocket--Allan has gone the "bookshelf" games one better. The game is fast-moving, taking about 15 minutes, but is capable of a lot of variety. It also has more advanced versions, for people with good memories. The cost is \$1 to Allan Calhaver, 501 N. Stone, LaGrange Park IL 60525. A first edition, of 500 decks, is now available (and marked as the "first edition", you collectors out there).

6. The Game will start next issue. I now have 7 players, either confirmed or probable: (*-confirmed) George Lowrance*, John McKeon*, Dave Scott*, Walter Blank, Victor Ricci*, Jeff Key, and Mark Weidmark. These represent primarily players in unformed PP games.

Surprise! The game is going to have a review. Eric Verheiden, author of the excellent series on opening moves in GRAUSTARK, and a well-known player, has offered to review the game. Of course, this will be conducted in such a way as not to interfere with the conduct of the game. A short article by Eric will appear next issue.

I am also talking with Conrad vonMetzke about doing something of a column on the game, in his own inimitable style.

7. Coming Attractions. More of the History of Poderkagg. An off-beat goody, "No, I Don't Smoke...Tobacco...". Cooking articles (Helping the "Helpers", Elegant Soup, Ugh...Squash..., and others). More Quiverlips poetry.

8. Back Issues. Available are: 40, 41, 45, 50-71, some in very limited quantities. Back issues of my other 'zines are not available. Conrad von Metzke inherited the whole schmear.