



EREMION 78 Thanks to Conrad's stupidity - page 2 is back of page 5 on page 6

All in all, I believe that my proposed rule ("If a conveyed army's attack would affect the position of any of its conveying fleets, the army may not move") represents a significant improvement over Rule XII.5 in that unlike that rule, it actually resolves the paradoxes it was intended to resolve and in a way consistent with the rest of the Rulebook, which again Rule XII.5 does not.

*So go read pages 2 thru 5 first!*

Concerning the problem with the ambiguous convoy routes, it seems to me that what we have here is more a failure in the notation than a failure in the rules. For if the convoy route is specified (as may be hinted at in Rule XII.4 where we have "if the orders as written permit more than one route by which the conveyed army could proceed from its source to its destination..."), the problem disappears. If the route is unspecified (as indeed should be adequate 99% of the time), then in certain rare cases where either orders are miswritten or an opponent tries to take advantage of Rule XII.4 to prevent a foreign convoy which otherwise would have been permitted, a problem does arise.

It would seem to me that this latter problem could at least partially be eliminated if Rule XII.4 were only used where a player's intended convoy route is not clear; i.e., in cases where no unique route exists utilizing all domestic fleets ordered to convoy but no extraneous foreign fleets ordered to convoy. A few examples may make this point clearer.

1. ENGLAND: A Yor-Spa C by F Nth, F NAT, & F Mid.

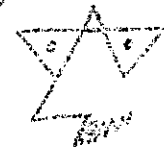
RUSSIA: F Nrg C ENGLISH A Yor-Spa.

FRANCE: F Eng C ENGLISH A Yor-Spa.

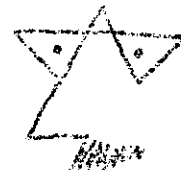
ITALY: F Wes C ENGLISH A Yor-Spa.

If all the English fleets ordered to convoy are used, there is no way to include FF Eng in the route; however, RF Nrg must be used. IF Wes can be used, but it is extraneous, since the army may be landed in Spain from the Mid without going through the Wes. Hence it may be assumed that the intended route is via Nth, Nrg, NAT, and Mid. The convoy will be disrupted if any of these fleets is dislodged, but not otherwise. In particular, the fate of FF Eng and IF Wes is irrelevant, since these fleets are not included in the intended route.

It might be noted in a few cases how this interpretation is altered if the source of the convoy is moved or the nationality of certain of the fleets is changed. Moving the army to London makes a route using FF Eng and all the English fleets possible, but still unnecessary since the army may depart directly to the Nth. Hence FF Eng becomes extraneous in this case and the intended route is not changed. Moving the army to Edi makes possible a departure directly into the Nrg, but since this would omit FF Nth, the intended route is left the same as before. If the army moves to Lpl, then the intended route becomes NAT, Nrg, Nth, Eng, Mid; only this way can all of the English fleets be used. Finally, if the army is left in York but the nationality of F NAT becomes Russian, then the route is ambiguous; the army may move via Nth, Nrg, NAT, and Mid or Nth, Eng, and Mid to get to Spain, with all English fleets but no extraneous foreign fleets used in either case. Here Rule XII.4 would apply.



...so I bet his ass I could take over as England and win.



But I lost.



On purpose...

*sure... it happens everyday...*

... "Well," said the Good Fairy of Postal Diplomacy, "let's see if the old wand is up to anything tonight." So saying, he zapped a frog and it turned into a handsome Prince, which he saved until later. Then he zapped a pumpkin and it turned into a Sun Bug, which he also saved until later. Then he zapped a pile of garbage, and it turned into

### THE GAME

**1973IK: WICKED WITCH OF SOUTH DIES IN FLAMING RUINS OF HAREM, WHILE WICKED WITCH OF NORTH BLOATS HORRIBLY. TSAR PREDICTS BETTER TIMES.**

Winter 1902. Dave Scott is now at: 11128 Montana, Los Angeles CA 90049. Mail will, however, reach him faster at 30742 Calle Chueca, San Juan Capistrano CA 92675.

Dave's L.A. address will be the only one after 1 August. At the end of August he will have a new permanent address: 16 Belmont, Northampton MA 01060.

Dick Trtek resigns as Russia, effective Spring 1903. Russia will hereafter be played by Arn Vagts. Vagts will not play Turkey, which now lapses into civil disorder

Stand-by players: At present I have Conrad von Metzke, Tony Pandin, Bob Moshell, Bruce Schlickbernd, and Mike Kostoff. I will assign permanent s/b positions next issue, leaving one country without a s/b player. If you are interested in being a stand-by, please send me a country preference list immediately! (Don't list Turkey; it's hopeless.)

In Autumn 1902, ITALY retreated F Wes-Tun. The two Turkish units did not retreat, and were therefore disbanded.

In the position lists below, \* indicates a Winter 1902 build.

AUSTRIA (Scott): A Gal, A Boh, A Sil, A Bul, A Ser, F Aeg (6).  
 ENGLAND (Kelly): A Lon\*, F Edi\*, F Bar, F Den, A Hol, F Nch, F Nwy (7).  
 FRANCE (Brooks): F Bre\*, F Wes, F Spa(sc), A Bur, A Mar (5).  
 GERMANY (McKeon): A Mun, A Kie, F Swe, A War, A Pru (5).  
 ITALY (Blank): F Ion, A Trl, A Pie, F Tun (4).  
 RUSSIA (Trtek): A Mos\*, A StP, F Bal, A Con, F Bla (5). (Vagts)---S03.  
 TURKEY (civ.dis.): F Ank (1) (1 unit short).

SPRING 1903 ORDERS are due on Friday, 12 July 1974. Eric Verheiden's next review will cover F02 and W02, and will appear in EREHWON 79.

### 1973IK -- PRESS

BREST (13 November 1902): The child-King Adam presided at the launching of the Third Battle Fleet here today. It has orders to proceed south and join units of the First and Second Battle Fleets on their good-will tour to the Mediterranean. They will put in at Italian ports to express friendship and to repay the Italians for their visit to Piedmont.

PARIS (15 November 1902): Prince Steven conferred with the Imperial General Staff today. They spent 6 hours dealing with the question of where the English threat went to. Intelligence reports indicate that they are finding it easier to fight the Germans than the French. A vote was taken on whether to fight the Germans, attempt to ally with Germany against England, or maintain neutrality and put all effort against Italy. No decision was reached since the King was in Brest. Another meeting would be held after the Winter rest period.

VERDUN (17 November 1902)(Duclos Press): General Balrog today granted a short audience with reporters. "No, I don't know where all of the English menace went to, but I can tell you (burrrip!) where some of them went. Now, if we are to change menaces and start dealing with the (hrroom!) Bosche, I can tell you we are ready for them, and I'll show you!" After a tour of the kitchens, the reporters were also introduced to several wicked-looking Nozdrol mounted on their jet-black porkers, and made dark allusions to forthcoming products of the Dijon Horror Weapons Institute. "What do Prince Steven and Prince Tari think of all this?" asked one reporter.

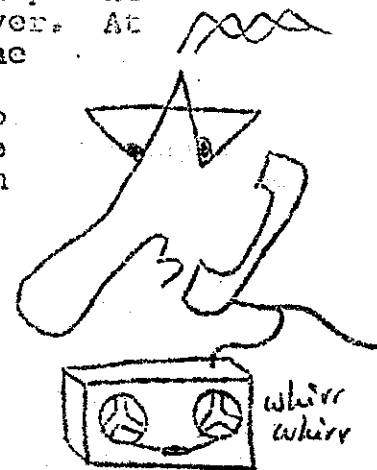
"Does it matter?" replied the Balrog. "If they object, we can (urp!) deal with them, too."

PAPAL FLEET DISASTER (continued from issue #76): The Nauseata kept up the unequal contest, being holed repeatedly by thrown carp. At about 10 a.m., she was struck by a harpoon and keeled over. At about noon, the Sauron and the Regurgito arrived, but the fishing scows rowed away brandishing their harpoons.

The cabin boys were later nighted by Walter Blanco himself. ("What(s) new with that?" asked one. "This sure is a pain in the butt," said the other.) What Pope Joan said is most unprintable.

BARAD JUNIPER: What could possibly be unprintable in this rag?

NOVI SODOM: Interviewed at the Drag Inn, a little place owned by an old ..um, drinking buddy of his, Butch Cavendish, Prince Cesare Borgia revealed the hole truth about the "nighting" of the two heroic cabin boys. "Actually, King Walter Blanco was indisposed, and I attended to that delightful duty myself. Unfortunately, inaccurate details were furnished the Baldwin, Missouri, Poop by Count Guerin, who is the King's valet du chambre potte. Actually, he is a mere commoner, the former Guerin Wymanotti, whose talents extend to getting things straight, but not the facts. And now, if you'll excuse me, there's this cute cowboy type at the end of the bar....".



OK, Jerry, it's a deal. For another 50 grand, I'll take Ed Brooke out of the race by endorsing him.

## THE CONVOY SYMPOSIUM

### Part II

ERIC VERHEIDEN, 3245 SW 185th Ave., Aloha OR 97005: After looking over [Allan] Calhmer's letter and your and John Beshara's comments, I have gone over my own previous comments on convoy rules, in particular my original article in WAZIR #4 and a subsequent rehash with slight modifications in DIPLOMACY REVIEW #11.

As you probably suspected, I really cannot agree that my proposed rule is simply a "fancy, involuted, and legalistic way of saying that the Paradox could not be resolved except by nullifying the movement orders of the convoyed armies". It does nullify the movement orders of convoyed armies, but under very precise conditions so as to resolve any convoy paradox which may arise, of which Pandin's Paradox is only one example of a particular type.

If, as suggested in the DR article, it is used to replace Rule XII.5,

the new wording can hardly be said to be any more convoluted than the old and it has the added advantage of resolving the problem Rule XII.5 was intended to correct instead of making more new ones.

A few examples may help to clarify the situation somewhat.

- (1) ENGLAND: A Lon-Bel C by F Eng and S by F Nth.  
 FRANCE: F Bre-Eng S by F Mid.  
 GERMANY: F Bel S ENGLISH F Eng.

Either we agree that convoying fleets have special privileges and are allowed to enjoy the support of a foreign fleet while simultaneously convoying an army to dislodge it, or we have yet another "irresolvable paradox".

- (2) ENGLAND: A Lon-Den C by F Nth and S by F Swe.  
 RUSSIA: F Nrg-Nth S by F Nwy.  
 GERMANY: F Hol-Nth S by F Den.

Using Miller's Rule (Rule X), if the convoy is allowed, the support given by F Den is cut and the stand-off in the North Sea is broken, dislodging the convoying fleet and preventing the convoy in the first place. Unless we again give the convoying fleets special privileges, this time conveniently forgetting about Rule X and using a liberal interpretation of Rule XII.5 to say that the support of the dislodged F Den is still good (having been ordered against the convoying fleet), we have another "paradox".

In (1) (a revised version of Bach's example) and (2), the use of my rule would be to the effect that nothing moves and thus would be equivalent to the "throw up your hands" method which you apparently advocate. However, in other situations some units do move, e.g., Pandin's Paradox itself:

- (3) ENGLAND: A Wal-Bel C by F Eng, F Lon S F Eng. [Here, as in all examples, Eric's notation has been altered to conform to mine.]  
 FRANCE: F Bre-Eng S by F Mid.  
 GERMANY: F Den-Nth S by F Bel.  
 RUSSIA: A Nwy-Lon C by F Nth (F Nth /r//.../).

The German attack is allowed and the Russian fleet is dislodged.

There are also situations in which rather than not having enough adjudications, we have too many. For instance.

- (4) A: ITALY: A Rom-Tun C by F Tyn (F Tyn /r//.../), F Nap S F Tyn,  
F Alb-Ion S by F Adr.  
 TURKEY: A Gre-Nap C by F Ion, F Tun S F Ion.  
 FRANCE: F Lyo-Tyn S by F Wes.  
 B: ITALY: A Rom-Tun C by F Tyn, F Nap S F Tyn, F Alb-Ion S by F Adr.  
 TURKEY: A Gre-Nap C by F Ion (F Ion /r//.../), F Tun S F Ion.  
 FRANCE: F Lyo-Tyn S by F Wes.

- (5) A: RUSSIA: A Sev-Con C by F Bla (F Bla /r//.../).  
 ITALY: A Nap-Bul C by F Ion & F Aeg (F Aeg /r//.../).  
 TURKEY: F Ank-Bla S by F Bul(ec), F Smy-Aeg S by F Con.  
 B: RUSSIA: A Sev-Con C by F Bla.  
 ITALY: A Nap-Bul C by F Ion & F Aeg.  
 TURKEY: F Ank-Bla S by F Bul(ec), F Smy-Aeg S by F Con.



0009...

In (4), there is no conceivable reason to prefer A over B or vice-versa, so again we have a "paradox". In (5), there might be some Gamesmasterial preference for A over B, but there is nothing in the Rulebook to justify such a preference. Using my rule, the "paradox" is eliminated and we say that nothing moves in (4) and that adjudication A is used in (5).

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#### ANNOUNCEMENTS

1. SUBSCRIPTION EXPIRATIONS: A large number of subs expire with this issue. If there is a checkmark next to this item, it applies to you. Subscriptions may be renewed at a rate of \$1 for 6 issues. Now, let me warn you that EREWON is by no means going to improve. This is the way it's gonna be. If there is much in the last 7 issues which has turned you off, or made you uptight, I can guarantee that it will continue. I do not mean to discourage subbers--although I am trying to keep my circulation under 100--but I want to make sure that all those who do subscribe really want to receive the 'zine as it is presently constituted.

2. PEERYPOOP. When I reviewed Larry Peery's Strategy & of Postal Dippy last issue, I forgot to tell you his address. It is: Box 8416, San Diego CA 92102. From what Doug Beyerlein says in CALIFORNIA REPORTS, a 2nd volume, on Austria, virtually ignores all thinking on the play of that Power since 1967 and is even less to be recommended. I repeat, Larry is a good friend, but I cannot recommend a bad product.

3. 1974CL. The CLAW game is now under way in EL CONQUISTADOR--from Gordon Anderson, c/o Viking Systems, 24 N. Wabash, Suite 823, Chicago IL 60602. Subs are \$4 per year (12 issues), bulk mail. What is the Claw Game? It is a veritable bloodbath, that's what it is: players include Edi Birsan, Len Lakofka, Gordy Anderson, Jeff Key, Tom Miller, Walt Buchanan, and Our Founder (Allan Calhauer). The game is GMed by Rod Walker, and is reviewed (sans merci) by John Beshara. Sub to EL CON and watch True horror. (For collectors: The game is also carried in a one-sheet bag which I send to the players, CIRITH UNGOL. Moves only, no press. If you are interested, subs are 10/\$1, sent in groups of 2 or more.)

4. BACK ISSUES 40, 41, 45, 50-71 are still on special, as described last issue, and issues 72-77 are available for 20¢ each. In addition, some of my old pubs containing complete games are available: SANDWIP ISLAND, OSKILIATH, QUARMALL, and GRAND FENWICK GAZETTE #3. Complete games also in sets of BESEROVIA and CIRITH UNGOL (##1901-1908) and LANKHMAR. If you are interested in any of these items, drop me a line.

5. FIRST ANNIVERSARY ISSUE OF The Pouch: If you haven't got this in your Dippy library, you are not with us. Send away for a copy today! Check issue 77 for the address and \$6 for the details.

II. ENGLAND: A Edi-Bel C by F Nth, F Lon-Eng S by F Iri.  
 FRANCE: F Eng C ENGLISH A Edi-Bel.

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 will  
 with us?

In this, a variation of Bach's example, it is quite clear that F Eng is extraneous to the English convoy and hence its dislodgement does not prevent the army from getting to Belgium. The same would be true if the army is convoyed from London and no paradox is involved (as it seemingly would be otherwise) if we throw in the French order F Bel S F Eng, since the convoyed army is not considered to be putting the support of one of its own convoying fleets.

Changing the nationality of F Nth to German does not affect anything, so long as the army still comes from Edinburgh, since a unique route still exists using all the English fleets ordered to convoy (since there aren't any) but no extraneous foreign fleets (such as F Eng). If in addition, however, we again move the army to London, then an ambiguous routing (barring specification) does exist and a paradox is involved if the order F Bel S F Eng is used for France. This of course can be resolved using the rule proposed above to replace Rule XII.5.

[Walker here. Thank you, very much, Eric, for taking the time for writing such a long, clear, and interesting exposition. First of all, let me take back my words ("fancy, involuted," etc.). I was thinking only in terms of the Pandin Paradox, and not of the many larger implications of your suggested rule. You have obviously thought this thing out very well.

[In commenting on your article, I want to make two observations and indicate my rulings in the examples, and leave it more or less at that.

[First, as I have repeated almost ad nauseum, I have a very deep philosophical commitment to the Brannan Rule. That includes all of its corollaries. This means that your rule, which in some instances would rule differently, cannot be acceptable to me. (Of course, I have been known to reverse field on questions like this before, but I don't regard it as likely in this case.)

[Second, in general, the types of instances we are talking about are rarities at most, and some of them may never occur in postal play. While your rule deals with them handily, your talk of using it instead of XII.5 presupposes a new Rulebook in which the Verheiden Rule is incorporated. Allan Calhmer made it pretty clear last time that he wanted it to be the last time, so I don't regard further revisions of the Rulebook as very likely. Nor do I give credence to the sporadic but persistent rumors in the hobby--and they have been going on for years--that Allan will sell out his interest in the game. It is his baby, and it seems to me that he wishes--very rightly--to retain enough control to prevent its being tampered with.

[However, I also feel that GMs can use the Verheiden Rule without doing any real violence to the Rules. Certainly it would be less violence than the rather backward types who insist on using the Coastal Crawl and other ancient vagaries explicitly forbidden by the Rules.

[Well, on to your examples. In (1), we have a genuine paradox under the present Rules. Brannan's Rule fails to help. Your rule resolves it. I doubt, however, that any such situation is likely. However, were it to occur, I would rule that it came under my HR 30f and the units all stand and stare at each other.

[Example (2) is rather more likely to occur in actual play. Again, it falls under my HR 30f, and all units stand. This is likewise true of Example (3) which, as you point out, is Pandin's Paradox itself.

[You are right about (4)--each ruling is as likely as the other. I would probably join you in ruling that nothing moves, but under HR 30f.

[In (5) I think I would prefer your B ruling, so A. A slight extension of my HR 30h would yield the A ruling, however. I would probably opt for S.]

[However, in both (4) and (5), one point seems to have escaped your notice, or maybe I misunderstand. Your rule does not resolve either situation. Remember, "if a convoyed army's attack would affect the position of any of its convoying fleets...". In both of these cases a convoyed attack would affect the position of another, which would in turn affect the original convoy, I suppose. Indirect matters, aren't they? I guess we can retract this paragraph.]

[In I and II, I see no reason to rule other than the way in which you did. Your analysis speaks for itself.]

ERNIE MELCHIOR, 209 S. Elmwood, Oak Park IL 60302: I should like to add my comments about convoying interpretations, which yourazine has discussed totally with emphasis on believing that there is a problem. I say nonsense; I have never had any problems with convoying rulings.

Back in the Oak Park FTF Diplomacy Series, the unwritten but highly official ruling was: "On any turn when various countries, by some strange set of orders and counter-orders, manage to put themselves into a situation which the Gamesmaster is unable to resolve by using the Rulebook, all of their units on all fronts will stand. In addition, the Gamesmaster will record the countries involved in such a paradox, and on any subsequent Fall turn in which a player involved in a past paradox will reach 18 cents, half his dots will immediately be given to his next nearest rival."

You will note that this rule does not solve the paradox satisfactorily for all involved. This is true, but it is equally true of any paradox ruling. Somebody is going to be happier if you rule some other way. However, and this is the crucial advantage of the Oak Park Rule, while other systems will occasionally have paradoxes which they inevitably goof up, this rule will virtually eliminate the problem, since no player in his right mind will ever make a move leading to a paradox. Hence the rule, while unsatisfactory, will never need to be used, and the Gamesmaster looks good.

And that, Rod, is the job of the Gamesmaster, because it gets more fools to send him money for his next game. The net effect of the rule above is the same as a rule stating, "If a unit attempts to enter a province with 8 units in support of this order, and all the supports are valid only the first 6 such supports will be allowed." (This was ruled in a game where a player, by use of advanced mathematics, claimed that 8 supports would push the unit, not only into the next province, but straight through it into the one after it.)

[Yes...I see.... ]



[We also have an item by Jim Thomas, but until I understand all the theorems and axioms...save it to next time, I guess.]

THAT CONTEST  
(Part 2)



and Part 3  
next time!

Part 1 of the Contest was the thing itself. Part 2 will be the answers. Part 3 will be the scores and the announcement of who wins. So any entry received before I mail this issue will still be valid. I am also going to indicate some wrong answers and why.

1. Israel. The modern republic is named for the eponymous ancestor of its people, Jacob, who took the name Israel (Yisra'el) [El [God]



struggles [for me]". The myth in Genesis is given to support a slightly different folk-etymology. Other names which might fit here are variant forms which go below.

2. It would seem that there are at least 12. They are: [The United States of] America, for Amerigo Vespucci; Rhodesia, for Cecil Rhodes; Philippines, for Phillip II of Spain; Dominican Republic, for St. Dominic; Bolivia, for Simon Bolivar; Colombia, for Christopher Columbus; San Marino, for St. Marinus; Mauritius, for Maurice, Prince of Orange & Stadtholder of Holland; St. Kitts [-Nevis] for St. Christopher; Saudi Arabia for Sa'ud I ibn-Muhammad, Sheikh of Dar'iyah (1720-1725 and ancestor of the ruling dynasty (he's eponymous but otherwise unmemorable and a usurper to boot)); El Salvador, for Jesus Christ; Trinidad, for God (in His triune aspect). NOT CORRECT: Kenya is not named for Jomo Kenyatta (I believe he's named for it). The derivation of China from the Ch'in (or Tsin) Dynasty is tenuous at best, but is not an individual. The derivation of Denmark from King Dan and Italy from Italus both involve individuals who are manifestly non-historical. Oh, yes...deriving China from the Ch'in Emperor Cheng III Shih II (or Shih-huang-ti) is just plain ridiculous [he ruled 247-210 BC, if you're interested]. Deriving Korea from the Koryo Dynasty is probably correct, but does not involve an individual.

3. England's patriotic song, "Land of Hope and Glory", continues, "...land of the free...", and is set to the trio section of Edward Elgar's Pomp & Circumstance March #1, a tune known and loathed by every high school graduate in America. NOT CORRECT: Finland's national anthem is from Sibelius' Finlandia, but does not contain the precise phrase asked for. Ditto, the Israeli anthem, taken from the Moldau (from Ma Vlast) by Smetana.

4. Liberia (liber, free, plus -ia, a suffix denoting "land", "land of", "country"). Thailand (thai, free, plus -land, land). France indeed derives from frank, free, but has no suffix form denoting "land" or "land of". Bangla Desh apparently means "Bengal State", not "Free Bengal", but again does not translate "land of the free" or "free land".

5. The twelve: Nigeria (Niger), Niger (Niger), Zaire (Zaire, the old Congo), Congo (Congo), Senegal (Senegal), Gambia (Gambia), Zambia (Zambezi), Uruguay (Uruguay), Paraguay (Paraguay), Upper Volta (Volta), Jordan (Jordan), India (Indus [Sindh]). NOT CORRECT: Russia does not derive from the tiny stream Russa, northwest of Moskva. It derives from the tribe of the Rus', who lived in the region of Kiev, the first capital.

6. Switzerland gets its name from one of its original Cantons, Schwyz (as is clearly shown by the German name for the country, by the way). The Cameroons derives from the German name for its Kamerun colony, which in turn comes from Mount Kamerun (Cameroon), so that answer would not be correct. Canada has a disputed derivation, but for our purposes here, there is no Province of Canada.

7. Here I meant that the country was named for a city within its boundaries. Venezuela would therefore count under #9 (see below)--but naming it is worth 10 either way, and I will count it only once. The two countries I had in mind were Portugal (from Oporto) and Morocco (from Marrakech). Both were former capitals, of course. Rumania does not derive from the city of Rome, but from the fact that the native inhabitants believed they spoke the "roman" speech (as opposed to the Slavic and other tongues spoken by various invaders and newcomers). Port Sudan derives from the country, not vice-versa. There is no city of Oman. Tanzania

derives from the two countries, Tanganyika and Zanzibar, which unified to create it, not directly from the city of Zanzibar.

8. Brazil derives from Hy-Bresil (or Huy-Bresil), a mythical island in the Atlantic. Finland does not derive from Vinland...grief....

9. It turns out there are 2 correct answers here. New Zealand is named for a province of Holland. Venezuela means "Little Venice", and was so named because coast-dwelling Indians had villages set out on stilts in the water, much as Venice is laid out along canals.

Tie-breaker. Ogleby is wrong. Schroe may appear in Gerston Legman's "Love and Death" of 1949, but that is wrong, too. His name is Chad. He appeared on walls and fences in England toward the end of World War II and in the early post-war period, asking, "Wot, no \_\_\_\_\_?" The word inserted was whatever there was a current shortage of.

#### SPECIAL ANNOUNCEMENT

EREHWON is moving. Again...? Yes, children, our residence is going to move. Effective now, I can be reached at:

4069 Jackdaw St.  
San Diego CA 92103

★ once more,  
♫ dear friends...

This is a permanent move and I do not expect it to change--unless we sell our home and buy a new one (which ain't likely, considering what we're asking). Anyway, my new telephone will be:

(714) 298-1523

If a strange man answers, don't worry; that's Jim, and it's his phone. I may or may not get a number of my own. Anyway, he will take a message if I'm not there. (And would you believe...he likes this stupid game? Well, anyone who would live with me can't be too bright to begin with.)

#### MORE ANNOUNCEMENTS

6. RATING SYSTEMS. I am compiling the STARS & BARS System...see my article in DIPLOMACY WORLD (I hope!) #4, and some results will be published next (I hope) issue here. I also have a proposal for another system, which is simple to compile, appearing in DW, EL CON, and CALIFORNIA REPORTS. I hope to find a curator for this one later on. Finally, John Beshara has sent along the results of a compilation done in New York, which I will publish next issue. Those who are familiar with the Averaged Calhuser Point Count of some years ago will know what is involved here.

7. sTab IS BACK! Jeff Key, 6918 NW 78th Terr., Kansas City MO 64152, will edit the revival of John Koning's great 'zine. And Jeff is capable of doing the same tremendous job. Subs are 5/\$1. There is at least one game open; game fee is a subscription for the duration. There are regular games going, and a section of Jeff's great LoTR variant has also just opened, including positions for 8 players, including Saruman, Gandalf, and (hroooooooooom!!) the Balrog. So subscribe or join a game or something, and watch The Great Orange Debate revive, and like that.