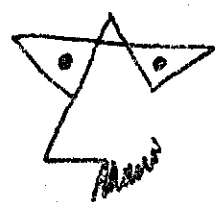
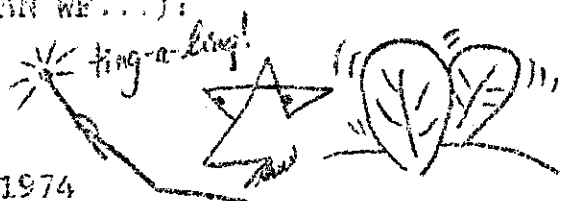


WOWEE! ARE YOU GONNA BE ZAPPED, AS THE GOOD FAIRY OF POSTAL DIPLOMACY PRESENTS (WELL, IF TDA CAN DO IT, SO CAN WE...):

FRESHWIND 81

16 September 1974



No, Mr. Schlickbernd, if you want a big-name player like me to be in your new game, you will have to give me something better than Italy.



Austria....

OUR ORCHESTRA

Conductor.Rod Walker
Concert MasterConrad von Metzke
Program Notes.Eric Verheiden
Board of DirectorsJohn Beshara
Publicity.John Boardman
Artistic DirectionHal Naus
Artistic LicenseMichael Lind
Artistic Licentiousness.Lucretia Borgia
Tickets.Walt Buchanan
Intermission Coffee & Booze.Carol Ann Buchanan
Music.Jrzrl Hroz
LyricsBob Lipton
First ViolinPussy Galore
PercussionMidwest Mother
Brass.Gil Neiger
Slide Windbreaker.Bruce Schlickbernd
Left-Handed Sewer Flute.Charles Reinsel
Double-reed Slide Music Stand.Tom Hubbard
Vacuum CleanerHerbert Hoover
GunsPatty Hearst
Bicycle.Doug Beyerlein

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THE DIPLOMACY ASSOCIATION WISHES TO WARN YOU ALL THAT ROD WALKER LETS HIS READERS TALK BACK TO HIM AND IS IN FAVOR OF CONDUCTING VOTES. SUCH BEHAVIOR IS NOT TOLERATED IN TDA....

ANNOUNCEMENTS

1. A MAJOR PUBLISHING EVENT. Bob Lipton's "The Publisher", a Diplomacy spoof of "The Mikado", is now in production. Serialized in The MIXUMAXU GAZETTE, "The Publisher" is now available in one piece, along with an "Afterword" by the author, and a cover illustration, and a "Foreword" by...guess who. Anyway, prepublication price is 75¢, which will rise to \$1.00 some time next month. I highly recommend this literate and funny bit of work. I am also very honored that Bob has asked me to write the introduction to it. Write Robert Bryan Lipton, Box 360, Lafayette College, Easton PA 18042, and send him your 75 cents for a copy.

2. DINKICON-II, at Tom Hubbard's home on Saturday, 5 October (Yeah, I know what date this issue is, but...) was a big success. We had about 2 dozen people, and Tom's mother made some of the most fantastic chili. Eric Verheiden, just moved down from Oregon, was there, and it was certainly nice meeting him again. Other California pubbers in attendance were Bruce Schlickbernd and Pete Shamray (POICTESME & OBSESSION), as well as a ghost from the past, Steve Dan Cartier-Brannan and his charming little girl Kathy.

3. ROGUES GALLERY. Len Lakofka's rating system, was slightly misrepresented in my conspectus in #79. The longer you stay in a game; the fewer points you lose. Sorry, Len.

4. PDRC: The Postal Diplomacy Rating Commission, which I started up way back in late '71 or early '72, has undergone a long period of semi-inactivity. It is now active again. The former Chairman, Jeff Key, has been collecting materials for business. He has asked me to step in as Chairman again (at my suggestion), and this I have done.

The PDRC is a voluntary association of all Curators of postal Diplomacy rating systems, designed to arbitrate the differences between them. The major concern of the members now appears to be bringing our systems closer together in terms of the games each rates.

LAPUTA, which contains the PDRC's deliberations, is available from me for 15¢ a copy. Three issues are already out.

An official invitation has been sent to the DA to send a representative into the PDRC. TDA has an "official" rating system, now that they have revived Brenton Ver Ploeg's Averaged Calhamer Point Count, calling it a "Ratings Survey". Of course, I do not expect this to happen. Over the years, the DA has shown no inclination to cooperate with anyone and has, in fact, made it quite clear that anyone who doesn't do things their way will be treated as an unperson. Too bad. Cooperation is far nicer, more productive, and less childish.

5. PANDEMONIUM PRESS produces EREHWON. Yeah, big surprise. We also produce other 'zines, in case anyone is interested.

BESEROVIA carries the orders for 1973IK, the game in this 'zine. It's just a move-sheet, but is 10¢ a copy, sent in batches of 2 or more.

CIRITH UNGOL is the same for 1974CL, the demo game for EL CON. Rate is the same as for BESEROVIA.

LAPUTA for the PDRC, see above.

NEW ALBION for the DinkiOrg, an as-yet unnamed California group. If anyone is interested in reading a bunch of local stuff, it's 15¢ an issue.

6. JEFF KEY wishes it announced that his silence is due to labor problems at Braniff & a 10-16 hour work day. He plans to have stab out shortly. Thank you.

Part II

Our readers will remember, if they bothered reading the last issue, that at the Dinkicon West and East were locked in a titanic struggle to see which of them could resist the temptation to stab the longest. We return you now to the battlefield, where Austria is about to say, "A Bud H"...

Fall 1903: AUSTRIANS RETREAT...SMACK INTO NAPLES

AUSTRIA: A Bud H, A Gre H S by A Ser, F Tyn S ITALIAN F Tun (R-Nap), A Trl S ITALIAN A Boh-Mun. Owns: Bud, Tri, Vie, Gre, Ser, Nap (6). Build F Tri.

ENGLAND: A Edi-Nwy C by F Nth and S by F Nrg, F Den-Ska, F Nwy-Bar.

FRANCE: A Pie-Tus, F Lyo-Tyn S by F Wes, F NAF-Tun, A Bur S GERMAN A Mun while it contemplates its navel. Owns: Bre, Mar, Par, Por, Spa(5)NC.

GERMANY: F Swe S ENGLISH F Den-Ska, A Kie S A Ber, A Mun gets disgusted and S ITALIAN A Boh-Trl, A Ruh & A Ber S A Mun. Owns: Ber, Kie, Mun, Den, Hol, Swe (6). Still no room to build 1.

And ENGLAND owns Edi, Lpl, Lon, Nwy, Bel (5). No change.

ITALY: F Tun SAUSTRIAN A Tyn, A Tus MS A Ven, A Boh-Mun. Owns: ~~Ven~~, Rom, Ven, Tun (3). Disband A Ven.

RUSSIA: A StP rlies like hell to Swi, eats lunch, and runs back in time to watch ENGLAND attack; A Rum-Ukr, A Sil-Ber S by A Pru, F Ska-Den /d/. Owns: Mos, StP, Sev, War, Rum (5). Build A Mos (1 /d/).

TURKEY: F Ion S ITALIAN F Tun, F Aeg H, A Bul H, A Smy H. Owns: Ank, Con, Smy, Bul (4). No change.

GM Comment: This is actually the turning-point of the game, or one of them. The Eastern alliance was too unwieldy; all it could hope for was a 7-way draw. When France chose to dislodge the strategically located Austrian unit, he forced a situation in which the fleet had to be disbanded or retreat into an Italian supply center. A vital Italian unit now comes off the board and Italian suspicions are activated.

Spring 1904: AUSTRIANS TAKE VENICE, ITALIANS TAKE VIENNA, RUSSIANS INVADE AUSTRIA, AUSTRIANS & TURKS TRADE GREECE FOR BULGARIA, AND THE EAST IN GENERAL LOOKS LIKE ~~CHOP~~ STAB SUEY

AUSTRIA: A Trl-Ven, F Tri-Adr, F Nap-Tyn, A Bud-Rum, A Gre-Bul S by A Ser.

ENGLAND: A Nwy-Fin, F Bar-StP(nc), F Nrg H, F Ska-Nwy S by F Nth.

FRANCE: A Bur S GERMAN A Mun sticking its finger up its nose, F NAF-Tun S by F Wes, F Tyn-Lyo, A Pie-Tus.

GERMANY: A Mun watches cracks form in the unholy eastern alliance of effete degenerates S by A Ruh & A Ber, A Kie S A Ber, F Swe S ENGLISH A Nwy-Fin.

ITALY: F Tus-Lyo, F Tun-Weg (R-Ion), A Boh-Vie.

RUSSIA: A StP H S by A Mos, A Ukr-Gal, A Sil-Ber S by A Pru.

TURKEY: F Ion-Gre S by F Aeg & A Bul (A Bul /d/), A Smy-Con.

GM Comment: Despite the fact that a rift between them will spell certain victory for the FEGs, the Eastern Powers turn on each other in the most confused series of stabs I've seen in a long time. It was at this point that the game turned exciting. The reader should keep his eye on Austria, who is about to confound a rather large host of enemies. The real question in this sort of situation is, can the FEGs keep together, or will the scramble for riches become too much for their presence of mind and cause them to go after each other?

Fall 1904: AUSTRIANS FEND OFF FOES AND OVERRUN ITALY! MORE TURKS BITE THE DUST, ALONG WITH HALF A MILLIAN AUSTRIANS.

AUSTRIA: A Ser S ITALIAN F Ion-Gre, A Bul /h/ S by A Rum (A Bul /d/), A Ven-Rom S by F Nap, F Adr-Ven. Owns: Bud, Tri, ~~Vie~~, ~~Sev~~, Ser, Nap, Rom, Ven, Rum (7). Build A Bud, A Tri (1 /d/).

ENGLAND: F Nwy-StP(nc) S by A Fin & F Bar, F Nth H, F Nrg H. Owns: Edi, Lpl, Lon, Nwy, Bel, StP (5). Build A Edi.

FRANCE: F Wes-Tun, F Tun-Ion S by F Tyn, A Pie-Tus, A Bur S GERMAN A Mun. Owns: Bre, Mar, Par, Por, Spa, Tun (6). Build F Mar.

GERMANY: A Ruh-Hol, A Ber snores loudly S by A Mun, A Kie-Den, F Swe-Bal. Owns: Ber, Kie, Mun, Den, Hol, Swe (6). Build A Kie (at last!).

ITALY: F Ion-Gre, A Vie H, F Tus-Lyo. Owns: ~~Rom~~, ~~Ven~~, ~~Tri~~, Gre, Vie (2). Disband F Gre.

RUSSIA: A Sil-Ber S by A Pru, A StP H S by A Mos (A StP R-Lvn), A Gal-Rum. Owns: Mos, ~~StP~~, Sev, War, ~~Rom~~ (3). Disband A Pru, A Sil.

TURKEY: A Con-Bul S by F Aeg & F Gre (F Gre /d/). Owns: Ank, Con, Smy, Bul (4). Build A Con, F Ank (2 /d/).

GM Comment: Austrian diplomacy actually secured some cooperation with Italy, but France now has such a commanding position in the Mediterranean that it is doubtful that Austria can now survive. France has moved fast and well; even the Italian fleet in Lyo can be little more than a nuisance. In the north, England has hurt himself by not taking StP with an army. Germany is now poised for a powerful thrust into eastern Europe. This position demonstrates the inherent and very great power of the FEG alliance. It is also one alliance England ought not to encourage too much because it leaves him more open to a stab. But read on....

Spring 1905: ANGLO-GERMAN TENSION?

AUSTRIA: F Nap MS A Rom, A Tri-Vie S by A Bud, A Rum-Sev, A Ser /h/; F Ven-Adr.

ENGLAND: A Edi-StP C by F Nth, F Nrg, & F Bar and S by A Fin, F StP (nc)-Nwy.

FRANCE: F Mar-Spa(sc), A Bur-Mar, A Tus-Rom, F Tyn-Nap S by F Ion, F Tyn S F Ion-Nap [2 orders to same unit], F Tun-Wes.

GERMANY: F Bal-Swe S by A Den, A Hol fools Barbarossa & H, A Ber-Pru, A Mun-Sil, A Kie-Mun.

ITALY: A Vie H (R-Tri), F Lyo-Wes.

RUSSIA: A Gal-War, A Mos H S by A Lvn.

TURKEY: F Ank-Bla, A Bul-Gre S by F Aeg, A Con-Bul.

GM Comment: The French duplicate orders demonstrate a problem which is more common to FTF games than PBM. It is usually a product of haste, although at this stage of the game, negotiations and order writing were running less than 15 minutes. Anyway, note Germany's orders, indicating less than a lot of trust of England.

Fall 1905: MUSICAL SUPPLY CENTERS....

AUSTRIA: F Adr-Alb, A Rom S ITALIAN A Tri-Ven, F Nap throws anti-Lagruesom press over Tyn (R-Apu), F Adr-Alb, A Sev-Mos, A Bud S A Rum (no Austrian A Rum), A Ser /h/. Owns: Bud, Tri, Vie, Ser, Rom, Nap, Ven, ~~Rum~~, Sev (6). Disband F Apu.

ENGLAND: A StP-Lvn, F Nth-Den, F Bar-StP(nc), F Nwy-Swe S by A Fin, F Nrg H. Owns: Edi, Lpl, Lon, Nwy, ~~Bel~~, StP, Swe (6). No change.

FRANCE: F Tyn-Nap S by F Ion, A Mar H, F Spa(sc)-Wes, F Tun-Wes, A Tus-Rom. Owns: Bre, Mar, Par, Por, Spa, Tun, Nap (7). Build F Bre.

GERMANY: A Mun H, A Pru-War S by A Sil, F Swe waits for expected English attack S by A Den (F Swe R-Bul), A Hol-Bel. Owns: Ber, Kie, Mun, Den, Hol, ~~Swe~~, Bel, War (?). Build F Ber.

ITALY: F Lvo-Wes, A Trl-Ven. Owns: Ven, ~~Tri~~, ~~Vit~~ (1). Disband F Lvo.

RUSSIA: A Mos S A War, A War S A Lvn (R-Ukr), A Lvn S A Mos. Owns: Mos, ~~Sev~~, ~~War~~ (1). Disband A Lvn, A Ukr.

TURKEY: A Gre-Ser, A Bul-Rum S by F Bla, F Aeg-Bul(sc). Owns: Ank, Con, Smy, Bul, Gre, Rum (6). Build A Con, A Ank.

GM Comment: Personalities often play a key role in Diplomacy games. This one is a good case in point. With the handwriting clearly on the wall, Austria and Turkey continue a suicidal war--the result of which is a disastrous exchange of supply centers and a Turkish build of 2 armies when he should be building 2 fleets. If Austria and Turkey could hold off the West long enough, cracks might develop in the FEG alliance. This has not yet happened--the Belgium/Sweden exchange between Germany and England was arranged. However, note that the little backwater war with Italy has left France in a good position to stab England. And with Austria fighting Turkey, France has both temptation and opportunity to move north.

Spring 1906: FROGS SWARM NORTH AS AUSTRO-TURK DING-DONG SWINGS?

AUSTRIA: A Rom-Apu, A Sev-Rum S by A Bud, A Vie-Tri, F Alb-Gre S by A Ser.

ENGLAND: A StP-Lvn, A Fin-StP S by F Bar, F Swe-Sot, F Nth H, F Nrg^H

FRANCE: F Spa(sc)-Mid, A Mar-Pie, F Lre-Eng, F Ion-Aeg, F Tun-Ion, A Tus-Rom, F Nap S A Tus-Rom.

GERMANY: F Bal-Swe S by A Den, F Ber-Bul, A War-Lvn, A Sil-War, A Mun-Kie, A Bel H.

ITALY: A Ven H.

RUSSIA: A Mos S TURKISH A Ank-Sev and wonders how many pizzas he had Bob cook for him during the good old days.

TURKEY: A Ank-Sev C by FBla and S by A Rum (A Rum R-Ukr), A Con-Bul S by A Gre (A Gre /d/), F Bul(sc)-Aeg.

GM Comment: France has now taken advantage of the situation. He had to have F Spa(sc) as a defense against Italy; ditto, A Mar, which means he had to build F Bre. All very innocent...and convenient. England is caught unaware. In the East, Austria and Turkey are blowing virtually their last chance to oppose France and Germany by continuing their feud. Oh, well, that's what makes horse races....

Fall 1906: BALKAN MESS CONTINUES UNABATED; HUNS LAND AT CARDIFF

AUSTRIA: A Rum-Bul S by A Ser & F Gre, A Adu-Nap S by A Tri (support not possible), A Bud-Gal. Owns: Bud, Tri, Vie, Ser, ~~Rom~~, ~~Sev~~, Bul, Gre (6). No change.

ENGLAND: F Nth-Lon, F Nrg-Nat, F Bar-Nwy S by A Fin, A StP-Lvn, F ~~StP~~-StP(sc). Owns: Edi, Lpl, Lon, Nwy, StP, ~~Swe~~ (5). Disband F StP(sc).

FRANCE: F Ion-Eas, F Tun-Ion S by F Nap, F Mid-Iri, F Eng C GERMAN A Bel-Wal, A Pie-Ven S by A Rom. Owns: Bre, Mar, Par, Por, Spa, Tun, Nap, Rom, Ven (9). Build F Bre, A Par.

GERMANY: F Swe H S by F Bal & A Den, A Kie-Hol, A Bel-Wal, A War S RUSSIAN A Mos /otm/, A Sil S A War. Owns: Ber, Kie, Mun, Den, Hol, Bel; War, Swe (8). Build F Kie.

ITALY: A Ven H (R-Trl). Owns: ~~Ven~~ (0). Disband A Trl. OUT.

RUSSIA: A Mos-War. Owns: Mos (1). No change.

TURKEY: F Bla-Rum S by A Ukr & A Sev, F Bul(sc)-Aeg, A Con-Bul.
Owns: Ank, Con, Smy, ~~Wiz~~, ~~Wiz~~, Rum, Sev (5). No change (1 /d/).

GM Comment: France now has a commanding position in the East. Even if Austria and Turkey should now unite, they would still be ground down between the French Navy and the Wehrmacht. In the West, France and Germany have made the best use of their joint resources and, without taking a supply center yet, have rendered England utterly helpless to resist her coming doom. Only a stab of Paris by Berlin, or vice-versa, can alter the course of the game now. Of course, victory is the scent which frequently brings out treachery....

Spring 1907: SO, WHAT ELSE DID YOU EXPECT?

AUSTRIA: A Gal-Ukr, A Bul /h/ S by A Ser & F Gre, A Apu /h/ /d/.

ENGLAND: F Nat-Mid, F Lon-Mth, A Fin-Swe S by F Nwy, A Lvn S TURKISH A Sev-Mos.

FRANCE: F Iri-Lpl, F Eng-Nth, F Bre-Mid, F Ion-Aeg S by F Eas, A Rom-Apu S by A Ven, A Par H, F Nap H.

GERMANY: A Wal S FRENCH F Iri-Lpl, F Kio-Hel, A Hol-Bel, A Sil S A War, F Swe H S by A Den, F Bal-Fru, A War S AUSTRIAN A Gal-Ukr.

RUSSIA: A Mos-War (R-StP).

TURKEY: A Con-Bul S by F Rum & F Aeg (F Aeg R-Smy), A Sev-Mos S BY A Ukr (A Ukr R-Sev).

GM Comment: Some interesting tactical maneuvers, mostly attempted-- what if England had gotten into the Mid? But other than that...oh....

Fall 1907: ENGLAND, TURKEY DECIMATED AS RUSSIA VANISHES

AUSTRIA: A Bul-Con, F Gre-Aeg, A Ukr-Mos, A Ser-Rus, A Tri /h/.

Owns: Bud, Tri, Vie, Ser, Bul, Gre, Mos (7). Build A Bud, A Vie (1 /d/).

ENGLAND: F Lon-Yor, F Nat-Cly, A Fin-StP S by F Nwy & A Lvn. Owns: Edi, ~~Wiz~~, ~~Wiz~~, Nwy, StP (3). Disband A Lvn, F Cly.

FRANCE: F Bre-Mid, F Lpl H, F Eng S GERMAN A Wal-Lon, F Aeg-Smy S by F Eas, F Nap-Ion, A Par H, A Apu H, A Ven /h/. Owns: Bre, Mar, Par, Fox, Spa, Tun, Nap, Rom, Ven, Lpl, Smy (11). Build F Mar, A Bre.

GERMANY: A Wal-Lon, A Bel H, F Hel-Nth, A Den S F Swe, F Swe S RUSSIAN A StP-Nwy /nso/, A Sil S A War, A War S AUSTRIAN A Ukr-Mos. Owns: Ber, Kie, Mun, Den, Hol, Bel, War, Swe, Lon (9). Build A Mun.

RUSSIA: A StP S AUSTRIAN A Ukr-Mos /d/. Owns: ~~Wiz~~ (0). OUT.

TURKEY: A Sev-Ukr S by A Mos (A Mos R-Sev), A Con-Bul S by F Rum, F Smy-Aeg (R-Syr). Owns: Con, Ank, ~~Wiz~~, Rum, Sev (4). Disband F Syr.

AT THIS POINT, THE PLAYERS UNANIMOUSLY CONCEDED A JOINT VICTORY TO FRANCE AND GERMANY.

GM Comment: A well-played game, generally. Especially from the GM's point of view, this was an ideal game. The players were extremely easy to get along with, never grumped about rulings, and always observed the time limits. I frequently had a set of orders from everybody before the 15-minute negotiation period was up. I want to thank all the players for being so cooperative and making my job so easy and pleasant. Everybody seemed to have a good time, and there was none of the rankling and hog-calling that characterize some games. Toward the end, Italy and Russia were already in another game, but who can blame them? On the whole, a really fun game to watch and to GM. Thanks a lot, guys; hope we can do it again, some time.

I sent Bob Lipton some reminiscences about the early days of FTF Diplomacy in San Diego. In revenge he sent me...

AN UNTITLED ARTICLE
Robert Bryan Lipton

I was sitting at home, reading the mail, and I looked at the letter I just received from Rod Walker. Would I be interested in writing something for EREHWON, it asked. There were no restrictions placed.

"Aha," I say to myself, "Bob," (I can call myself Bob because I've known me since I was a child) "do you realize what you can do to this poor geek? Why, you can eliminate him singlehanded from the hobby. Wouldn't John love that?"

Things to write flashed through my mind: the 'Tisbottle story (2 hour version); the one about the drunken mayhel; a 20-page article on the care of \$50 pipes; why Rod really left the Air Force.

But, no, everyone knows that I am a humorous writer, and there is certainly nothing amusing about Rod Walker. Therefore, I am going to write about a group that everyone will be certain is fictional, but I know really existed. God help me, because I ran it.

That group was the Woodmere Academy Royal Phumphan, Punning & Playing Superghost Society. It flourished in my high school from 1970-1972. Its members were:

Me. You already know more about me than you care to.

Kevin Kenny. Kevin was the school's token Christian. He is undoubtedly the smartest guy I ever met. The only reason I managed to maintain control over WARPPSS is that I can talk faster. I remember, during one French class, Kevin and I were supposed to lecture on anything we chose. We decided to lecture on mathematical prognostication (which we knew nothing about). We argued over the basic equations, which we made up on the spot, and began cursing each other in Lithuanian, which we did not speak. Naturally, we got As for the lecture.

Michael Friedman. Everyone hated Mike. He had a Napoleonic complex. During the superghost sessions, he would always hit us with "yzy", and he would always be caught with the last letter of "syzygy". I remember, during the 1971 Lunacon, he and I managed to find one dealer who was selling Arkham House books at low prices, and another who was buying at high prices. When we were done, Mike told the guy we were selling to exactly what was going on.

Larry Weinstein. The first game of Diplomacy I played with Larry, I was Turkey and he was Russia. I told him we should leave the Black Sea empty and he should move to Galicia, St.P, and Rumania. Naturally, on my first move, I went to Bulgaria, Armenia, and the Black Sea. After that, Larry was always trying to get revenge. He never did.

Eric Strauss. The only thing that prevented Eric from joining the American Nazi Party was the fact he was Jewish. He refused to join the JDJ on the grounds they talked too much and acted too little. He could singlehandedly wipe out a street gang with a piece of wood and a rope.

F'tunk. Actually, his name was John Frank. He and a physics teacher with an A rating had a twenty game series of chess on. John won the series 13½ to 6½. He once gave Kevin odds of eight pawns, and won.

Josh Pines. Josh was the most normal member of WARPPSS. His affections were limited to shoulder-length hair, which he never combed, and to dressing always in black; a floppy black hat, black shirt, black trenchcoat, black pants, socks, and shoes. I never saw his underwear.

In 1972, when we were playing two games of Diplomacy during lunch hours, at the rate of one game year per week, we negotiated at almost every

opportunity. This occasionally caused disruptions during classes when a player who was in class during the adjudications found out what had happened. One player stabbed Eric (in a game) and was out of school for 3 weeks. A 3-center England in 1903 suddenly jumped to 11 centers in 2 years and then was destroyed. Mike Friedman was destroyed in 3 game years in both his games. He took to shouting shaggy dog stories at us during the adjudications. Several teachers complained about the noise. We made them faculty advisors.

Well, that's enough for now. If Rod wants me back, I'll narrate some specific episodes.

[Well, that wasn't what I had in mind, but....]

"Oh, officer!" exclaimed the Good Fairy of Postal Diplomacy. "What a perfectly divine uniform you have on. How would you like to stop arresting me, and come up to my place, and play

THE GAME

1973IK -- TEUTONIC FORMATIONS WIPED OUT ON BOTH SIDES AS ALL SYSTEMS LOOK "GO" FOR STALEMATE. ITALIAN FLEET THREATENS FRENCH FLANK... WILL MARIANNE SAY "OUI"?

Spring 1904: Stand-by players for this game were appointed last July. They are: AUSTRIA, Conrad von Metzke; ENGLAND, Robert Moshell; FRANCE, Mike Kostoff; GERMANY, Bruce Schlickbernd; ITALY: James Thomas; RUSSIA, Tony Pandin. Unassigned stand-by, Stephen Hall. I could use a couple more in that capacity, if anyone would like to.

AUSTRIA (Scott): A Vie-Tr1, A Boh S A Sil, A Gal & A Sil S RUSSIAN A War (A Sil /d/), A Rum S RUSSIAN A Sev-Ukr, A Con-Ank, F Aeg-Ion.

ENGLAND (Kelly): A Edi-Nwy C by F Nth, A Den-Lyn C by F Bal, A Ruh-Mun, F Ska-Den, F StP(nc)-Bar, F Bar-Nrg.

FRANCE (Brooks): F Wes-Tun S by F NAF, E Lvo-Tyn, A Bur-Mar, A Mar -Spa.

GERMANY (McKeon): A Ukr-War /d/, A Mun-Sil S by A Ber & A Pru.

ITALY (Brooks): F Lyn-Wes, F Tun-Tyn S by F Rom, A Tri-Ven, A Pie-Mar.

RUSSIA (Vagts): A Sev-Ukr, A War S AUSTRIAN A Sil, A Mos-Lyn, F Ank -Con, A Smy-Arm.

1973IK ANALYSIS

Eric Verheiden

Fall 1903 went more or less as expected--with some exceptions. For any of you who may be interested, the box score for last time went as follows: A: 1/6, E:5/6, F:5/5, G:5/5, I:3/4, R:3/5. Apparently the Austrians get the award for being the most unpredictable of the season.

In the north, the Austrians followed a more aggressive line than had been anticipated, for which they deserve some credit. Correctly, they noted that the temporary hole in the line being formed at Tyrolia was unlikely to be a problem, leaving them free to defend Silesia and, if possible, Berlin. Berlin was a lost cause from the start, but forcing the opposition to divert forces to take it decidedly was not.

In the south, the Austrians had three basic objectives: 1) to obtain a build (which their Russian ally would be unable to use anyway), 2) get F Smyrna into the Aegean, so that it could be used to shore up the Italian defenses, and 3) assure the annihilation of GERMAN A War. Unfortunately, accomplishment of all three objectives was impossible without a drastic

weakening of the northern line. So one had to be deferred. It was predicted that the Austrians would choose to defer objective 2), but they left 3) for later instead.

After the Winter builds then, what is in store for Spring? Barring a radical change in the current east vs. west alliance structure, it is fair to say an imminent stalemate and probable draw. This in a game which is just three game-years old! Things certainly have been moving right along.

The English, having built their annual army, now face the problem of where to put it. Most likely is Norway, to prepare for a Fall move to St. Petersburg. In line with that, a reasonable guess for Spring would be: A Edi-Nwy C by F Nth, F Ska-Swe, F Bar-Nrg, F StP(nc)-Bar, A Den-Lvn C by F Bal, A Ruh S GERMAN A Mun.

The French have a number of options, the most intriguing of which involves the fact that Tunis is theirs for the taking--if they want it badly enough. If France orders F Lyo-Tyn, F Wes-Tun S by F NAF, the latter move cannot be halted...but then neither can an Italian F Tyn-Wes, and this is where the interest lies. It seems that the Anglo-French alliance is fresh out of readily available reserve fleets and until some could be brought down from the north, Italy's F Wes would be difficult to annihilate and in a position to cause all sorts of mischief. At best, the French might be kept on their toes for a while. At worst, a considerable amount of re-trenching might be involved. For that reason, it may be expected that the French will pass up the sure move on Tunis in favor of the considerably less sure F Lyo-Tun, F NAF-Tun S by F Wes (or, just possibly, if they happen to be in a gambling mood, F Lyo-Wes, F Wes-Tun S by F NAF). The other orders will most likely be the usual A Bur S GERMAN A Mun, A Mar-Pie.

German forces seem to be subject to a certain annual shrinkage of late, but the positions still held remain critical. The unit to watch this time around is A Pru. Three plans are possible based on what this unit does:

- 1) A Pru-Sil S by A Mun & A Ber, A Ukr-Gal.
- 2) A Ukr-War S by A Pru, A Ber-Sil S by A Mun.
- 3) A Pru S ENGLISH A Den-Lvn, A Ber-Sil S by A Mun, A Ukr-War.

The plans are directed at Silesia, Warsaw, and Livonia respectively and of the three, 2) is probably the least likely, Russia and Austria having little to gain and much to lose by failing to provide an adequate defense for Warsaw. No. 1) is a shade more likely than 3), since it gives the western alliance a chance to come away with both Silesia and Livonia. In any event, it can be expected that A Ukr will not be with us for Fall, so equally good second chances seem unlikely.

The Italians' problem is the reverse of the French. Since any support given by F Tyn is likely to be cut, best is probably what was suggested earlier: F Tyn-Wes, F Tun-Tyn S by F Rom. Whether the Italians prove to be imaginative enough to come up with this remains to be seen, however. If not, the rather dull F Rom S F Tyn, F Tyn MS F Tun seems likely--along with an annihilated F Tun. The other Italian orders can be expected to be the predictable A Pie-Mar, A Tri-Ven.

The Russians do have something of a dilemma. An English convoy to Livonia seems likely. Yet, with German A Ukr still intact, any attempt to oppose it would seem to involve certain direct or indirect hazards. Since those latter (primarily Silesia and Warsaw) would tend to be more serious than the unfortunate, but understandable, loss of Livonia, most likely we can expect something relatively conservative here, e.g., A Mos S A War, A War S AUSTRIAN A Sil, A Sev-Ukr, A Smy-Arm, F Ank H (-Con?).

As for Austria, its plans are pretty much determined by the needs of its allies. Under present circumstances, a good guess would be: A Sil S RUSSIAN A War (or H), A Boh S A Sil, A Cal S A Sil, A Rum S RUSSIAN A Sev-Ukr, A Con-Bul, F Aeg-Ion.

All in all, on its present course, if the game lasts much past the end of 1905, it would be very surprising indeed.

Most of you will recall, in EREWON 75, Clive Bach's letter on the Rules. In discussing his situation regarding convoys by foreign fleets, I noted (on page 3) that if two fleets, one domestic and one foreign, are ordered to perform the same convoy, and the army's route is not otherwise specified, I would rule that the "home fleet has preference". This ruling has since found its way into my House-Rules, under #30j and HR Example 6. It seems to me only fitting to name this ruling in line with postal Diplomacy tradition; that is, after the first person to call our attention to the need for it. Accordingly, I will be referring to this ruling as the "Bach Rule".

Many of you will also recall the ballyhoo with which our very own Cosa Nostra, "The Diplomacy Association", prepared for DipCon VII. With considerable fanfare, the DA announced a gracious (and much-needed, I confess) "hospitality booth" for the Con, and (ta daaaa!) that TDA toady Chris Schleicher would GM the DipCon Tournament. Is anyone surprised that neither of these events came off? Nobody I have talked to saw hide or hair of a "hospitality booth"...and a lot of people saw Schleicher, but without even an apology--much less an explanation--he did not bother to take up his duties as Tournament GM. Years ago, I learned in my comparative government courses that dictatorships were obnoxious, but efficient. Oh, well.... Those who believe that this little private club is doing anything for the hobby probably also believe in the tooth fairy and Dick Nixon's "innocence".

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Flagship I.S. Revenge: The First French Fleet will visit Tunis on part of their long-delayed tour of the Mediterranean. The Italian visas have finally arrived. The Italian Foreign Office has stated it may not be possible for the French Navy to visit Rome or Naples. They did, however, offer to provide visas for Greece and Smyrna. The matter is under consideration at Paris.

ROME: Stomping his feet and jumping up and down until he wore holes in his pajama footie, Emperor Blanco declared the French to be bad bad bad bad people & nasty (it seems that the French fleets are in such poor repair that they have leaked oil all over Italian beaches, cutting in half Italy's tourist trade).

ROME: The Italian Government is proud to announce that its new fleet leaks not only oil but also a greasy kid stuff-type hair tonic. The Emperor intends to send this fleet off the French coasts to saturate them until not only the beaches are slick, but also all the French.

[We have a good deal more, delayed until next issue. That was due out last week, but we haven't done this issue yet, so..... Anyway, if I have enough material, we may be out pretty soon. I actually have my own machine now, thanks to the generosity of Conrad von Metzke.]