

...81...82...83...84...85...WELL, READY OR NOT, HERE COME THE GOOD FAIRY OF POSTAL DIPLOMACY AND

EREHWON 86

31 March 1975



"Well, my fellow Directors of TDA, are you ready to vote? Good. Mr. Beshara? ...Yes...Thank you, Mr. Beshara. Dr. Boardman? ...Yes...Thank you, Mr. Beshara. Mr. Verheiden? ...Yes...Thank you, Mr. Beshara. Mr. Miller? ...Yes...Thank you, Mr. Beshara...."

OUR PRODUCTION of "Genesis"



Big Brother of Arabia

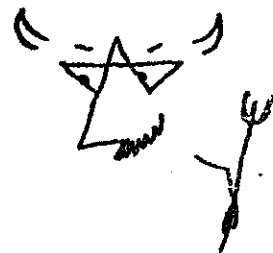
God	Rod
Adam	Stephanides
Eve	Peggy Gemignani
The Snake	John Beshara
Cain	Len Lakofka
Abel	Edi Birsan
High Priest of Moloch	John Boardman
Temple Prostitutes	Dick Miller, Eric Verheiden, & Chris Schleicher
Noah	Larry Peery
Abraham	Walt Buchanan
Lot	Conrad von Metzke
Jacob	Doug Beyerlein
Esau	Ray Heuer
Joseph	Lew Pulsipher
Jacob's other sons	The IDA Council



"Well, I support TDA!"

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DEMOCRACY IN ACTION...that's the INTERNATIONAL DIPLOMACY ASSOCIATION. The IDA is the only hobby-wide organization which represents its members ...and speaks for the hobby. We publish our membership list, a full financial report, and complete records of all votes by the elected representatives of the members, plus a full-scale bimonthly publication. No other organization in the hobby can make that claim! Membership is \$2/year to Walt Buchanan, R.R. #3, Lebanon IN 46052. Our hobby is on the move and IDA is where it's at. No secrecy, no plots, no double-talk, no dictatorship. Sure, there are other schismatic groups, but what can they offer to match our programs and work for the hobby (not for some one person's ego). We need your help!

This is EREHWON, an irregular journal of postal Diplomacy and other aspects of truth, justice, and the American Way. Subscriptions are \$/6 (but \$10/\$1 for postal Dippy publishers if we do not otherwise trade). There are no game openings. Original articles and other material are solicited. The right to edit, in the interests of space, grammar, maximum effect, and some virtually nonexistent standard of taste, is reserved to the Editor. Blanket permission is hereby given to any postal Diplomacy publisher to reprint any item published in EREHWON. This permission is subject to two conditions: first, that the author and original source be properly credited; second, that a copy of the reprint be sent to me.

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WHYDOPEOPLEUSELINEARSEPARATORSLIKETHIS?THEYAREVERYHARDTOTYPEWITHOUTPUTTINGIN

THE MORAL ISSUE

From the beginning, postal Diplomacy has been a fragmented and widely separated hobby. The only thing which has kept it together, and still keeps it together, is the hobby press.

There are many hundreds of postal players, and it is impossible for one 'zine to reach them all. Our network of 'zines, therefore, not only provides communication between editors and Gamemasters, it also allows the players to know what's going on.

When an article is published, it reaches only a small portion of the players. The only way for all players to have access to it is for it to be widely reprinted. It has therefore long been traditional in the hobby to allow, and even encourage the widest possible reprinting of articles. Some publishers have felt it appropriate to request permission before reprinting, but permission has never been denied.

The Diplomacy Association has now chosen to ignore and violate the long-standing custom of the hobby by attempting to restrict the right of reprint. The effect of the DA's "copyright" of articles is to allow reprinting (or so they believe) only by their pets and puppets, and by neutral publishers they are trying to influence. This is an intolerable restriction on the traditional freedom of the press in this hobby.

It is my intention to ignore these alleged and probably fictitious "copyrights". I encourage other publishers to do so. Please recall that there are many ways to reprint "copyright" material which do not violate the law. In EREHWON 85, for instance, I reprinted portions of two items for the purpose of review, analysis, and comparison. Paraphrasing is also legal. In fact, unless you reprint the entire item verbatim, the chances are you are within the law.

It is our duty, as publishers, to see to it that the hobby press remains free, and that the players have full access to material worth reading. I hasten to add that TDA seldom prints anything really worthwhile, but I object to their attempt to limit the right of the players to read the literature of the hobby.

As an act of moral protest, I have reprinted some of the DA's stuff, and I intend to reprint more. I am proud to say that Len Lakofka, who is probably as outraged as I over TDA's immoral stand on this issue, has now reprinted TDARS #4. Remember, a "copyright" is nothing to be afraid of if you reprint what the law allows, and the law is very hazy.

I have in these pages tended to lump a lot of people together in an assumed "plot" to control IDA. I regret that I spoke out in haste, without being in full possession of the facts. In doing so, I wrongfully accused several people of being involved in a "plot" that did not exist. It is true that some IDA members in New York ran for various offices in such a way that they would not oppose friends from the same area, and by accident they sorted out so that there was one NY resident per office. But there was no concerted plan to place the IDA under regional dominance. I can now say with confidence that everyone is agreed that IDA must continue as an organization representing all its regions, not just one.

I deeply and sincerely apologize to the following individuals for anything I may have said in the past which suggests bad faith on their part or complicity in any "plot". Specifically, my apologies are offered to Gil Neiger, Scott Rosenberg, Raymond Heuer, Bob Lipton, and Nick Ulanov. All of these gentlemen are publishers of merit, assets to the hobby, and hard workers. I regret having ever misrepresented their characters or their intentions. Really, guys, I'm sorry!

THESPACES.OH,WELL,LET'SSEEHOWITGOES.HIYOURSELFRAY,PUSSY'SFINE.THISLOOKSLIKE

IDIOCY IN CHICAGO

Earlier in these pages, I supported Gil Neiger against Gordon Anderson for IDA Editor. Time has certainly proven the wisdom of my choice...Gil has turned out two fine issues of DIPLOMACY REVIEW, while Gordy has yet to get his own 'zine back on the road.

The Neiger election has now become an ugly dispute, thanks (if that is the term) to his erstwhile opponent. The facts of the case are as follows:

1. John Boyer, then Editor, announced that he was following the precedent of previous elections by allowing ineligible candidates to run for an office where no eligible candidate was running.
2. Gil Neiger was not eligible, having not been an IDA member long enough. Anderson tried to cop out the election by disqualifying Gil.
3. Gordy was also ineligible, not being a publisher at the time of the election. Robert Sacks pointed this out.
4. Gil won the election with over 70% of the vote. The Council then validated the election in Act 75.1. A referendum is now under way in which the entire membership will probably accept Gil's election by a whopping margin.

In the meantime, Anderson has begun a campaign of threats and vituperation designed to make himself Editor in spite of the wishes of the membership. He has threatened to sue Robert Sacks for libel, because Sacks first pointed out Anderson's ineligibility. He has threatened to sue Edi Birsan, too. He has threatened to "destroy" the IDA if he doesn't get his own way; the members be damned. He has issued "newsletters" full of the most insane charges (and ludicrous "reasoning") against various people which you can imagine. He is generally combining venereal venom in the worst tradition of John Beshara with lunacy in the worst tradition of Beshara's one-time pet, Buddy Tretick. And just lately, he has offered a "compromise" in which he demands four voting positions on IDA committees, control over various IDA programs, and a partial emasculation of Edi Birsan's powers as President.

This whole thing is ridiculous. Anderson's basic attitude is that he doesn't give a damn for the Constitution, the membership, or anyone's feelings, so long as his ego is satisfied. That is an ugly and selfish position. If Gordy had been more reasonable, I might have been more sympathetic. As it is...he was not eligible to run for the office, and the members gave their verdict in the ballot, and Gordon Anderson should take his marbles and go home.

I get a lot of 'zines these days, and I like reading them. In no particular order, here are some plugs and honest reviews of some of them.

THE MASTER MACHIAVELLIAN. 12 for \$2.50. Michael G. Horvath, 238 Mo. Bowling Green Way, Los Angeles CA 90049. This younger 'zine shows lots of promise. The front page, allegedly written by Niccolo Machiavelli, is the star of the show, and a good stylistic imitation to boot. Contains other items besides Diplomacy (currently an historical article on the Afrika Korps), and will be running variants as well. Black ditto: neat!

THE MIXUMAXU GAZETTE. 5 for \$1. Robert Bryan Lipton, Box 360, Lafayette College, Easton PA 18042. The cleverest, best literate 'zine in the business since COSTAGUANA went down in flames again. Official journal of the Marxist Party of America, currently routing Harpo for President ("If you love Harpo, honk your horn"). Interesting stuff in every issue. I'm being stomped to fudge in a game, along with Pope Joan and Witch-Generallissimo Baba Yaga, in this turkey. Mimeo.

IMPASSABLE. 12 for \$2. John Boyer, 117 Garland Dr., Carlisle PA 17013. A mixed bag of considerable interest. Games, 'zine reviews, game opening listings, puzzles, long rambling editorials, a continuing story ("Dippyworld"), press, variants, &c., &c., held together with John's rather colorless humor. Long columns on news of the hobby. More than worth the money. Mimeo.

GRAUSTARK, by the way, also charges \$1 for 6 issues. It is shorter than IMPASSABLE, and is crudded up with John Boardman's usual political idiocy and belly-crawling for TDA. You pay \$1 for 6, and he sends them 3rd class! In other words, GRAU is a rip-off.

RUNESTONE. 1¢ per page. John Leader, 4910 SW 20A St., Calgary, Alberta, CANADA T2T 5A6. Lots of games, variants, and what-not. The coming big attraction is the Geriatric Game, in which I am Italy, along with Pope Joan II (of course...or is that of course?), Emperor Licinius III, and other delightful raunchiness. Conrad von Metzke is France, and has promised delightful press, along with an invasion of Piedmont. Ditto.

SPECULUM. 10 for \$2. Dave Kadlecak, 1447 Sierra Creek Way, San Jose CA 95132. Really a good 'zine! Its primary feature is a long (2 or more pages each issue) review of Dippy, wargaming, and sci-fi pubs. Dave does a content read-out on every issue of the 'zines he gets, and this is a handy way to find out what's being said in our hobby. This is the only place you can get this sort of service, and it has really been helpful to me. Dave also prints letters and short editorials from a remarkably detached and sensible point of view. I can't recommend this highly enough. Ditto.

QUO VADIS. 10 for \$2. Dick Vodder, 1451 N. Warren, Tucson AZ 85719. A variant 'zine. Well-run, some good press, other news and miscellaneous items. Watch for me in a Downfall/Return game. Goodgulf rides again! See Goodgulf fend off the advances of the Queen of the Fairies. See him spit in Sorehead's Eye! See him take on the Balldrag! See him find the Ring and turn to jello!!! See Sorehead buy up all the options in Lower Middle Earth and make all the Nozdruil members of the Board. Meet Chairman John B. Sauron and his sidekick Eric V. Angmar. Cry over the fate of Dick Miller Gollum. Urch.... Ditto.

LIAISONS DANGEREUSES. 8 for \$2. Len Lakoff, 644 W. Briar Pl., Chicago IL 60657. Games have weird notation. But interesting statistical items, articles, one game review. Perhaps a bit over-priced, but has so many interesting features that it's worth it. Spectacular first page. Ditto (including red & green).

Well, that's all we have room for this issue. But see some comments on TURNABOUT on page 9. In addition, the 'zine is extremely well printed and very interesting; well worth the sub price, to say the least.

"This sure is a freaky scene," said the Good Fairy of Postal Diplomacy. "I've never had a trick before that was turned on by

THE GAME

1973IK: FRENCH PULL KNIFE. STAB ENGLISH WITH HILT AS BEAST-LAID [sic] PLANS GO AGLEY TWICE. ROME BACK TO THE DRAWING-BOARD.

Fall/Winter 1906. Another draw vote was defeated, 3-2, 1 not voting.

AUSTRIA (Scott): A Alb-Apu C by F Ion, A Trl & A Boh S FRENCH A Bur-Mun /nso/, A Rum H, A Gal-War, A Sil-Ber /nsu/. Owns: Bud, Tri, Vie, Bul, Gre, Ser, Rum (7). Build A Vie (1 /d/).

ENGLAND (Kelly): A StP-Mos /r//d/, A Lvn S GERMAN A War, F Bar-Nwy, F Bal H, F Eng-Nth, F Wes S FRENCH F Lyo-Tun, A Mun S GERMAN A Sil. Owns: Edi, Lpl, Lon, Den, Hol, ~~S/P~~, Mun, Nwy (7). Build A Edi (1 /d/).

FRANCE (Brooks): A Ruh-Mun /nsu/, F Tyn-Ion S by F Tun, F Lyo-Tun, A Nwy-StP, A Mar-Pie S by F Tus, F Nat-Lpl /nsu/, A Bur /h/, F Iri /h/. Owns: Bre, Mar, Par, Por, Spa, Bel, Tun, ~~Nwy~~, StP (8). No change.

GERMANY (McKeon): A Kie-Ber, A Sil MS A War, A Ber-Pru. Owns: Ber, Kie, Swe, War (4). No change.

ITALY (Blank): F Rom H S by F Nap, A Pie H /r//R-Ven/. Owns: Nap, Rom, Ven (3). No change.

RUSSIA (Vagts): A Mos S FRENCH A Nwy-StP, A Sev & A Ukr S A Mos, F Aeg S AUSTRIAN F Ion. Owns: Mos, Sev, Ank, Smy, Con (5). No change (could build 1 [1 nb], but no room).

SOMETHINGPUTOUTBYPEGGYGEMIGNANIANDDOESN'TMAKEANYSENSEATALL.WHOSEIDEAWASTHIS

1973IK -- ANALYSIS

Eric Verheiden

The main occurrence of interest in the Fall/Winter of 1906 was the Austrian build. If Austria had built F Tri, it would have been all over essentially. Now the west has a chance; not much of a chance, but a chance. The point is that the east does not now have enough fleets to hold the Italian front (and in particular Venice) if (and this is a rather big "if") the west can place armies in Piedmont, Tuscany, and Tyrolia.

The west already has an army in Piedmont. Tuscany should not prove an insuperable difficulty (perhaps the English army in Edinburgh?). Tyrolia, currently occupied by Austria, is the difficulty. What is needed is a correct series of guesses. Moscow, Galicia, Bohemia, and Tyrolia cannot all be defended against all possible attacks simultaneously. But on the other hand, all but one can and for the west to take advantage of the weakness entails some risks in itself.

So while the game may not yet be a theoretical draw, for all practical purposes it probably is. This assumes the east plays reasonably well.

As a final note, FRENCH A Nwy-StP was something of a curiosity, but little more than that. It is rather difficult to believe that any Anglo-French friction is involved when France failed to take advantage of similar support into Munich or the obvious F Iri-Lpl.

[Thank you Eric. Interesting, as always. This, for all practical purposes, concludes Eric's sequence of analyses. He says, and I agree, that there are only so many ways to say "This is a draw". I hope to have Eric do a wrap-up when the game ends, but that will be it on the review for now. Shortly to appear in these pages: a new game, being organized by invitation only. The special feature of this game will be this: it will be a press release game featuring some of the better writers in the hobby. I am organizing it now.

the "Diplomacy Association" "copyrights"
ANOTHER "RATING SURVEY" TRAVESTY

THE MIXUMAXU GAZETTE has just published TDARS 4, from which all quoted material below appears. This is all quoted, of course, only for the purpose of review and comparison. I wouldn't think of merely trying to evade the "copyright" that the DA claims to slap on its crud.

Well, now, let's see....You-all remember last issue, on pp.2-3, where I was saying that TDA was spreading this lie about Dick Miller Collum thinking up the Averaged Calhamer Point Count before Brenton Ver Ploeg did, ever though Brent somehow managed to write about it 9 months before Miller did? A couple of people asked me how I knew this tale was being spread. I'm psychic.

Anyway, here it is, kids, right from the horse's ass, and I quote "A Rating Survey 4": "A Rating Survey" was initiated in 1974 at the behest of John Beshara.... It is based upon an idea first put forth by Richard Miller in his article "Fallacies of Ratings and Polls," published in WAGLE No. 4. Richard Miller's idea was later modified by Brenton Ver Ploeg for his Averaged Calhamer Point Count Rating. Later??? as I pointed out last issue, Brent (along with Allan Calhamer) devised the idea, and printed it, nine months earlier than the Miller article. In other words, Miller stole his idea from Brent and TDA doesn't want to own up to it. So we have yet another fat lie from Besh and his puppets. An open letter to Besh, telling him he's a liar and demanding a correction and retraction, has-- typically--gotten no response. Besh figures if he lies and lays low, he can get away with it.

Please refer to the listings last time. Here is TDARS #4, and opposite are the figures for the same people from the Averaged Calhamer Rating System. Because the DA has chosen not to list the games now included in its "rating" we'll have to assume #4 is as/of EVERYTHING 19. Please note that a prominent Beshara critic, Walt Buchanan, winner of 6 out of 7 games and the best player in the hobby, does not appear on the Besh "Survey".

"RATING SURVEY" 4

"RATING SURVEY" 4				A.C.P.C.P.L. SCORES			
Name	SC	Points	#	Name	SC	Points	#
Mike Rocamora	813	6.500	8	Rocamora	813	6.500	8
John Beshara	683	8.200	12	Besh	483	4.200	9
Tom Eller	628	7.533	12	Eller	544	6.533	12
Monte Zelazny	556	5.000	9	Zelazny	not rated; inactive?		
Ron Kelly	544	4.900	9	Kelly	240	1.200	5
Andy Phillips	544	12.517	23	Phillips	203	5.690	28
Randy Bytwerk	542	6.300	12	Bytwerk	458	5.500	12
Doug Beyerlein	541	11.900	22	Beyerlein	467	11.200	24
Lew Pulsipher	494	7.900	16	Pulsipher	413	6.200	15
Pete Rosamilia	488	3.900	8	Rosamilia	189	1.700	9
Tim Tilson	473	3.783	8	Tilson	358	3.583	10
Jeff Power	353	4.583	13	Power	354	4.250	12
John Smythe	321	8.333	26	Smythe	298	8.333	28
Jeff Key	320	3.200	10	Key	120	1.200	10
Len Lakofka	306	6.117	20	Lakofka	217	4.780	22
Gene Prosnitz	293	6.450	22	Prosnitz	248	5.450	22
Don Berman	279	2.233	8	Berman	314	2.200	7
Mike Goldstein	278	4.167	15	Goldstein	not rated; inactive		
Eric Verheiden	265	2.650	10	Verheiden	---	0.650	8
Hal Naus	263	8.167	31	Naus	113	4.070	36

I would have printed the entire article, but Eric Verheiden has refused me permission to do so. What is Beshara afraid of? Whatever the reason, the Chief Besh-puppet of the West Coast has become the first person in the history of postal Diplomacy to refuse reprint permission. This is a disgusting violation of the customs and traditions of the hobby.

MULTIPLE WORLDS, AND THE APPEARANCE OF AN IDEOLOGY IN THE GAME OF DIPLOMACY
(continued from last issue) Allan B. Calhoun

II. The Appearance of an Ideology

A result similar to that of the permanent alliance can nevertheless be arrived at in Postal Diplomacy by developing a group of players who will continually ally with one another, large enough that two or three members can be expected to appear in each game. It is hard to assemble such a group, and hard to assemble it secretly. However, an ideology which has the effect of assembling such an ingroup will also carry with it all the advantages of such an ingroup.

Thus it is not so strange as it seems at first glance that a game as abstract as Diplomacy should give rise to an ideology.

The adherents of this ideology apparently hold as their major principles, that alliances should not be violated under any circumstances, and that they will not ally with any players with whom they have had unfavorable experience in this regard. They will thus gravitate into alliance with each other, and they prefer to ally with each other anyway, as some of their letters have indicated. It is obvious that many games are necessary in order for this ingroup to develop. They must proselytize; they must build up a file of experience on other players; they must adhere, at least to a degree, to their ideology, themselves, as a confidence builder, in games in which they could do better by discarding it or holding it in abeyance. They must lose this game, to win that.

This ideology then requires multiple worlds; that is, many games including overlapping personnel. It is, of course, subject to the criticism on grounds of realism that the nations fighting the First World War did not have the option before them of losing the first nine in order to win the next six.

III. Certain States into Which the Competition May Fall

Let us first consider two simple states into which the competition may fall, depending upon the attitudes of the players toward the ideology just described:

State I: All the players generally treat all agreements as void when no longer appropriate to the situation; or, in other words, they "stab".

State II: All the players strictly adhere to any agreements they make.

Now first of all we note that in neither of these two cases does any player have any advantage over the others, based upon the given facts alone, since they are all playing the same way in each game. It is, of course, true that this player may feel more at home in State I, while that player has had more experience or done more thinking better in State II; this player may enjoy a State I game more, although he does better in State II games, while State I games drive that player up the wall, although he loses his State II games, and so on; but all these situations require new facts, frequently of an arbitrary, evanescent, or complicated character.

The only State we will consider which does not make use of multiple worlds is State I. Conceivably a hundred games of State I could be played by the same group, the play in each game being in no way dependent upon the course of any previous game. However, it is not likely that any group will play State I games continually, because, for competitive reasons, sooner or later the permanent alliance, in one of its guises or another, will arise, carrying the competition into State III:

State III: Certain players adhere strictly to the agreements they make, and others do not; those who do, so nearly as possible, making agreements only with each other.

In this State, it is quite obvious that the players of the cartel, as I shall call it, have the advantage over the other players, just as they did in the face-to-face situation described earlier. (See #55, 54d.)

This situation must be regarded as intolerable by sensible players outside the cartel. One obvious corrective effort, by analogy with the action taken in the face-to-face games, might be expressed as State IV:

State IV: Players threatened by the cartels of State III form cartels of their own for the limited purpose of defeating the cartels of State III.

To the argument that still a cartel results, of course, the answer is that that page was thrown down by others, and this may be the only way it can be picked up.

IV. Cartels and Stabs, Stabs and Cartels

Players attempting to develop an anti-cartel cartel might find themselves cast in the role of defending the "stab". It must be remembered that the other side of the coin to the "stab" is the cartel. Players defeated by a "stab" sometimes become violently angry, apparently partly because the stab is quick and abrupt in character. It is also hard to conceal. The evil of the cartel is not so obvious. I have recently been defeated by a cartel; it was six or eight moves before I learned, rather by accident, that the cartel members were regularly photocopying and exchanging my diplomatic correspondence. The game might easily have been played through without my ever learning that fact.

It should also be borne in mind that there has been a great deal of propoganda against the "stab"; hardly any against the cartel. Needless to say, some, though by no means all, of this propoganda has been generated by the ideologues, in the course of developing their cartels. The result is an unfair picture of the relative disadvantages. Would you really rather be beaten by a cartel than by a stab? Is there any core advantage in winning through a cartel than through a stab?

It must be remembered that the "stab" is permissible in this game; judging by some of the attitudes I have encountered, I have almost begun to wonder if it were against the rules. It would be possible, though to no purpose, to drive the rock move, say, out of chess, by refusing to play with anyone who moved his rocks; eventually, given only sufficient popular support, the variant thus created might conceivably shoulder out the original game.

What usually happens in a State I game is that the players play with a small reserve, either a unit or two, or sometimes only a unit moves conservatively to do the double duty of reserve and front line. The basic idea is to make the "stab" unfavorable by being able to delay it until, hopefully, someone will hit the aggressor in the rear. Sometimes circumstances compel the player to commit pieces he had intended to use as reserves; then, of course, the likelihood of a "stab" goes up, but, inasmuch as it was enabled by the whole historical development of the game, it is understood and accepted by the victim.

One reason cartel players have the advantage in State III games is that they can put everything they have into the line from the very start, not bothering with reserves. In a single, isolated game, they run the risk of a bad "stab"; but by developing a class of players faithful to the ideology, they are protected by the fact that their fellow member will not break the cartel, since he wants to be inside it in other games.

Some players, including some who read this analysis, may prefer to follow the path of the cartel. It should be borne in mind that the cartel has certain other problems. If there are, say, three players in the cartel, and they get off to a good start, it will soon appear that one of them has the

best chances of the three, and another the worst. Now if the lesser two, bound by the cartel, continue to cooperate with the leader, they are thereby sacrificing, as a practical matter, all their winning chances; although, if they coalesced against the leader, they might have winning chances. It is probably true that they, in return, enhance their drawing chances. It may be argued that a three-way draw is a respectable finish in a seven-way game. This matter depends upon what you mean by "respectable". Players who preferred State I or State IV might say that a fighting three-way draw was respectable, and a cartelized one was not.

Some cartel players also appear to want to justify some of their decisions on an ideological basis; notably their decision to turn upon and eliminate some one of the outer circle of their allies, who has not violated the ideology by "stabbing", but who, since he is simply not a member of the inner circle, will be the next to go, anyway. Here they have relied upon two minor points of ideology. One is to make finicky hairline distinctions concerning what was actually agreed upon. Another is to cite any tactical slip by the victim as an excuse for attacking him. This latter is interesting, in the annals of excuse-making, because there is nothing else in the ideology that deals with tactical slips in any way, however indirectly; apparently they actually do violate their alliances to attack a player so marked out, so that they do violate their ideology themselves at times; and no one not knowing that this point was ideological in character would suppose that a tactical slip would have such extraordinary diplomatic repercussions.

Finally, a player who has winning chances may feel some pressure to accept a draw, in order to remain in the cartel for the next game.

TO BE CONCLUDED NEXT ISSUE.

* In a side note, Mr. Calhauer notes that this article is not copyright
* and is not to be copyrighted. Thank you, Allan, for your support of
* a free hobby press and free exchange of information in the hobby! I
* am sure the members of the hobby are grateful that they can read what
* you have to say without "IDA" telling them whether they can or not.

THINGS TO COME FROM ALCALA PRESS

1. ERHWON is going to veer away from its current format. We are going to offer plugs now, plus a press release game, plus hopefully more articles (I have a good one on stalemates from John Boyer, in #87). We are also going to act more as a sci-fi fanzine.

2. Watch for things from me in Peter Berggren's fine publication, TURNABOUT. A tactics article, "Death in Venice", should be in #11, and it will be the harbinger of a possible regular column of "mini-articles". I may also be doing a column in a major wargaming pub. more on that later. A new variant, "Treaty Diplomacy", has been finished. Previewed in TURNABOUT (I hope), the full rules are going into DIPLOMACY WORLD.

3. I have resigned as Chairman of the PDRC in order to make time for my commitments as IDA Ombudsman. Len Lakofka is my replacement, and any further subs to LAPUTA should be sent to him. Current ones will also be transferred. ARCADIA, the journal of the IDA Judicial Committee, is available from me--price to non-members of IDA is 5c plus 1 SSAE per issue.

4. Oh, yes...TURNABOUT is 10 for \$2 from Peter Berggren, Davistown Schoolhouse Rd., Orford NH 03777.

S-XX -- Subscription expires with issue # indicated.
 KXX -- Your sub expires this issue.
 J -- We trade
 I? -- Wanna trade?
 I?? -- Well, I thought we were trading...
 P/K -- You are a player in 1973K.
 EV -- You are reviewing 1973K.
 ABC -- This whole thing is your fault.
 BESH -- Your copy is being sent to one of your puppets.
 EDV -- You are the aforementioned Besh-puppet.
 COM -- Congratulations on you-know-what.
 DOUG -- Same to you, and also on the (cackle) Numbers.
 KEE -- Enclosure
 GRT -- Ten-fifty!!! Sob... "chokes".....sniffiffi.....
 MNM -- More inscribed below.

MAIL
CLASS
FIRST

KEY TO ADDRESS CODE



"Alcala"
 1273 Crest Dr.
 Encinitas CA 92024

FIRST CLASS MAIL

TO:

ADDRESS CODE:

See over for key.

INSIDE:
 Beshara lies? (again)
 Walker apologizes?
 Calhmer attacks?
 Verheiden analyzes?

FIRST CLASS MAIL