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All sub rates and other prices are in \$US only (check, money order, or US postage stamps). Back issues available: 40, 41, 45, 50-86, 10¢ each.

This is Alcalá Publication #610, published by Alcalá Press, 1273 Crest Dr., Encinitas CA 92024. Editor: Rod Walker.

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LATEST FROM THE "TDA" FRONT

The so-called Diplomacy "Association" is doing the hobby no good. This is a position I have held consistently since 1971 when I first predicted that the elections which "TDA" "promised" would never materialize. They never did.

I am glad to report that some other Editors have finally found the DA noxious enough to voice their objections in print.

Bruce Schlickbernd (POICTESME 13): "...if you join the DA, you're never going to see your money again, or know what it was spent on, or gain any advantage by being a member, and if that isn't thievery, I don't know what is."

John Weswig (POICTESME 14): "I hereby call John Beshara a crook, thief, and fraud.... I've got evidence to back this up.... The list of possible charges includes larceny, fraud, breach of contract, conspiracy to commit these, and use of the mails to defraud and do all the rest."

Greg Warden (EN PASSANT 64): "TDA, however, has never done anything to help the OGP [Orphan Games Project, of which Greg is Director], and in fact has only served to make the job of transferring orphaned games all the more difficult.... After all, who encouraged Buddy Tretick in his crooked ways?... John Beshara, the "Chairman of the Board" of TDA.... I let my membership in TDA drop only when I received absolutely nothing for my membership fee."

Rev. Dan Gorham (THE FIGHTER'S HOME, April 1975): Referring to a TDA attempt, spearheaded by Beshara and Verheiden, to shanghai TFH games. "We also call upon everyone in the hobby to notice those who act only in their own interest, when they drag games here and there and elsewhere as they please, an act that Hitler would have approved, but not those who like to be above board and honest." Dan continues on another page: "Let's all vote for real openness in Diplomacy. We don't need any secret organizations. ... (Now I wonder which organization publishes its membership list, and which one doesn't?)"

MULTIPLE WORLDS, AND THE APPEARANCE OF AN IDEOLOGY, IN THE GAME OF DIPLOMACY
(concluded)

Allan B. Calhamer

V. Possible Future Developments

If players outside the cartel in Stage III fail in an effort to develop fully State IV, then one would expect the game to drag along in State III, giving the advantage, over and over, to the same knot of persons, probably longtime players who have a considerable correspondence; in most cases, newer players, less frequent players, and other players continually taking a disproportionate share of the losses.

There is some possibility, then, that the game would begin to veer into State II. Then the ideologue would presumably be faced with the problem of remaining true to the ideology, in which case all his current advantage would become diluted away, and he would appear to be, not a good player, but just someone who caught onto one idea which worked for the time being; or, to be a good player, he would have to devise some counter-measure to his own cartel, which would require him to desert his ideology. The problem has apparently already been encountered, and good play won out over ideology, where the inner three members of the cartel stabbed the fourth, employing the "tactical slips" excuse.

If an error were made to establish State IV, and the result were a nip and tuck battle with the cartel, a state of affairs might arise, somewhat similar to the two-party system in politics. Unfortunately, the first stage of every game would be highly influenced by the mere numbers of members of each system present. If one cartel had four players in the game, the other three would be beaten from the start, without a chance. If it stood, say, three to two, with two independents, the three would have the best chance. Needless to say, this is not an argument against raising an opposition cartel. Without such a force, the game might easily be, three cartel members shooting fish in a barrel of four independents; or, as in a recent game, four cartel members knocking off the three independents, after which the inner three knocked off the fourth cartel member, after which a three-way draw was declared.

The analogy to the two-party system might be drawn out at great length, each separate game being analogous to a separate state or district.

If the effort described by State IV succeeded, one would probably expect something like State I, occasionally slipping into State III, necessitating recourse to State IV again.

The above article is not covered by this publication's copyright-- this by specific request of the author and by virtue of the fact that it has been published elsewhere. For a counter-argument, see #56 of Len La-kofka's fine publication LIAISONS DANGEREUSES. The game Allan refers to was the last demo game in DIPLOMACY WORLD, on which see the commentaries in the Spring 1975 issue.

STALEMATE LINES ARE CRAP!

John Boyer

Yes, to me, stalemate lines are a bunch of crap! That is to say, stalemate lines occur when they are allowed to occur, and very rarely are forced to occur. Thus, in my opinion and from my own experience both as a player and as a gamesmaster, stalemate lines form mainly because of the philosophy of play. Strong players who tend to win are also the same ones who will not allow stalemate lines to come into being if they can help it.

[Boyer on Stalemates]

Another way to look at it is that stalemate lines require, in general, at least 13 units or so. Consequently, those players who form stalemate lines are those who give up too early, or who could not force a win--or, more importantly, were allowed to form a stalemate line! To me, owning 13 units with no one ahead of you generally means you still have an excellent chance of winning the game.

It is at this point, the middle game, when a power has grown to 13 or so units, where important decisions are necessary in order to maintain the momentum of your own growth so that you can win. The beginning game's most important aspect is to establish an alliance and fight among your enemies allowing you to survive and to expand. After the initial expansions, the game comes to grips, in that the major powers and their minor-power allies must fight each other. In order to get past this middle game, you must maintain your own momentum.

To maintain momentum, the best possible technique is to employ your own sense of balance--that elusive ability to judge how to throw your weight around Europe in a combination of power and diplomacy. The good players win their games here! The almost-good players are good tacticians and study stalemate lines--but they play defensively and do not fight the real game! For if they did, they would not have to worry about building a stalemate line for defense, since they would have maintained their own momentum of growth.

I am not against developing stalemate lines if your cause is otherwise hopelessly lost, but I believe in most cases this would be, at best, a poor alternative to what you could have done to maintain your momentum. The balance of power on the board with respect to the good players is maintained in their own favor. There is thus far less likelihood of stalemates or draws forming in the game.

My game style is different from that of the player who would employ a stalemate line. I play to break lines, to make breakthroughs, to keep the enemy reeling on each of my blows, to maintain and nurse allies who can help my own cause, or as the case may be, our cause. Tactics do play a part, but only in the offensive sense. In brief, to study stalemate lines is a waste of time when you should study techniques of being able to decipher the balance of power and to make it lean in your direction. If this is done, you won't need any stalemate lines.

"Well," said the Good Fairy of Postal Diplomacy, lying flat on his back, "it looks like this number is going to stalemate me right in

THE GAME

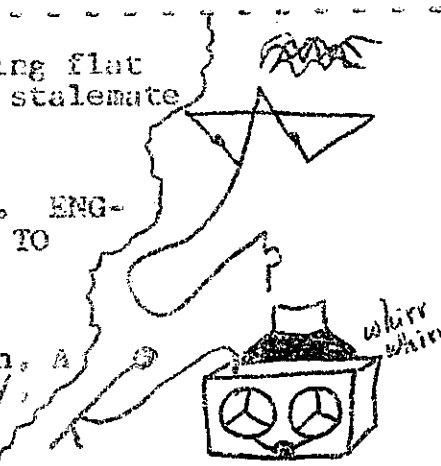
1973IK: LINES HARDEN AND FREEZE AS GAME STALEMATES. ENGLAND COMMITS LAST-MINUTE BIT OF PETTY LARCENY, JUST TO KEEP IN PRACTICE....

Spring 1907:

AUSTRIA (Scott): A Vie, A Trl, & A Gal S A Boh, A Apu S ITALIAN F Rom, F Ion S ITALIAN F Nap-Tyn /nso/, A Boh S A Trl, A Rum S A Gal.

ENGLAND (Kelly): A Edi-Lpl, A Lvn S GERMAN A War, F Nwy H, F Bal S A Lvn, F Nth H, F Wes S FRENCH F Lyo-Tyn, A Mun S FRENCH A Pie-Trl.

FRANCE (Brooks): A Bur S ENGLISH A Mun, F Tyn-Ion S by F Tun, F Lyo-Tyn S by F Tus, A StP S ENGLISH A Lvn-Kos /nso/, A Pie-Trl, F Iri-Mid.



Children, today's sermon is on the text, "What shall it profit a man if he gain the whole world, yet lose his ass?"

GERMANY (McKeon): A Ber S A Sil, A Sil MS A War, A Pru S A War.
 ITALY (Blank): F Rom MS F Nap, A Ven S AUSTRIAN A Trl.
 RUSSIA (Vagts): A Mos S AUSTRIAN A Gal-War /nso/; A Sev & A Ukr S A Mos, F Aeg S AUSTRIAN F Ion.

Fall 1907: Prior to F07, the GM requested a vote on a drawn game. Previous draw votes had not passed.

AUSTRIA (Scott): A Vie, A Trl, A Gal S A Boh, A Aps S ITALIAN F Rom, F Ion S ITALIAN F Nap-Tyn /nso/, A Boh S A Trl, A Rum S A Gal. Owns: Bud, Tri, Vie, Bul, Gre, Ser, Rum (7). No change.

ENGLAND (Kelly): A Lpl-Yor, A Lvn S GERMAN A War-Mos, F Nwy H, F Bal-Bot, F Nth-Bel, F Wes S FRENCH F Tus-Tyn, A Mun S GERMAN A Ber-Sil. Owns: Edi, Lpl, Lon, Den, Hol, Mun, Nwy, Bel (8). Build A Edi [by GM].

FRANCE (Brooks): A Bur S ENGLISH A Mun, F Tyn-Ion S by F Tun, F Tus-Tyn S by F Lyo, A StP S GERMAN A War-Mos, A Pie-Tus, F Mid-Spa(sc). Owns: Bre, Mar, Par, Por, Spa, Bel, Tun, StP (7). Disband F Spa(sc) [by GM].

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

ITALY (Blank): F Rom MS F Nap, A Ven S AUSTRIAN A Trl. Owns: Nap, Rom, Ven (3). No change.

RUSSIA (Vagts): A Mos S AUSTRIAN A Gal-War /nso/; A Sev & A Ukr S A Mos, F Aeg S AUSTRIAN F Ion. Owns: Mos, Sev, Ank, Smy, Con (5). No change (no room for 1).

The draw vote was unanimously in favor. Game 1973IK is therefore declared a 6-way draw in Winter 1907. Summary:

| | 01 | 02 | 03 | 04 | 05 | 06 | 07 | |
|-----|----|----|----|----|----|----|----|--|
| AUS | 6 | 6 | 7 | 6 | 7 | 7 | 7 | Dave Scott (drew W07). |
| ENG | 5 | 7 | 8 | 8 | 7 | 7 | 8 | Ron Kelly (drew W07). |
| FRA | 4 | 5 | 5 | 7 | 8 | 8 | 7 | Victor Ricci (dro F01), Steve Brooks (drew W07). |
| GER | 5 | 5 | 4 | 3 | 4 | 4 | 4 | John McKeon (drew W07). |
| ITA | 4 | 4 | 5 | 4 | 3 | 3 | 3 | Walter Blank (drew W07). |
| RUS | 5* | 5 | 5 | 6* | 5* | 5* | 5* | George Lowrance (dro S02), Dick Irtek (res S03). |
| TUR | 3 | 2* | - | | | | | Greg Warden (res F02), civ.dis. (out Su03). |

** (RUS)... Arn Vagts (drew W07).

I want to thank the players in this game. They were helpful, punctual, and cooperative. The orders always came in on time, and three players habitually sent in two (or even more) duplicate sets. Raters may wish to note this: Victor Ricci sent me an address in Israel which was insufficient and then returned to New York without telling me (but also without knowing the game had begun). By the time he found out the game was under way (and I found out where he was), I had already dropped him. Raters may wish not to count this game against Victor, although he is reflected as having been dropped. I wish to indicate there were extenuating circumstances.

This game was carried in a sub-zine, BESEROVIA. Specifically, issues 10-23 of that zine. Complete sets of back issues, while they last, will be 50¢ each. These are just one-pagers with orders printed, but completists and other nuts may want them....

Which brings up this vital point: is 1/6 of a Calhamer Point better than nothing?

And now, dearly beloved, we are gathered here together to witness:

1975??: BIG GUNS, BIG MOUTHS REARED FOR LPTC TILT

Winter 1900: Earlier this month I kind of hinted around that I might start a new game (to be precise, my subtle hint was, "send money"). I dropped this hint on a few people whom I thought would be interested. The response was horrifying. They almost trampled each other to death in the mailbox, trying to be the first-come, first-served people I said they should be.

So we have a new game. There are some special rules. The game-fee is 25¢ a season (or 15¢ a season for traders). The "stand-by" system (not the Tretick System) will be used for replacements. With each season, each player is required to submit press (10 lines minimum, 1 typed page maximum). Failure to do so counts as a missed deadline (although the orders sent will be used). Stand-by players may submit press on a space-available basis. Below are the preference lists, country assignments, names, and addresses of the loquacious and gregarious absolute monarchs for this bloodfest:

- f A e r g t i AUSTRIA Tony Watson, 201 Minnesota St., Las Vegas NV 89107.
 - E r a i g t f ENGLAND Len Lakofka, 644 W. Briar Pl., Chicago IL 60657.
 - F r e t a g i FRANCE Bruce Schlickbernd, 6194 E. 6th St., Long Beach CA 90803.
 - e f G i a t r GERMANY John Leeder, 4910 SW 20A St., Calgary, Alberta, CANADA T2T 5A6.
 - e r a I g f t ITALY Warren Wyman, 450 Hill Trail, Ballwin MO 63011.
 - f e R t g a i RUSSIA Nick Ulanov, 334 Foulke Hall, Princeton Univ., Princeton NJ 08540.
 - e T r f g a i TURKEY Scott Rosenbert, 182-31 Radner Rd., Jamaica NY 11432.
- 1st. Stand-by: Randolph Bart, 9950 Reseda Blvd., #13, Northridge CA 91324.
 2nd. Stand-by: Capt. Steven Brooks, 4960-B Ave. C, Great Falls MT 59405.
 3rd. Stand-by: David Scott, 16 Belmont, Northampton MA 01060.

Other stand-by players are welcome, if they will agree to abide by the special conditions of this game. Leeder, Rosenberg, and Ulanov will be sent a copy of my House-Rules forthwith. The other players have them, yes?

SPRING 1901 ORDERS ARE DUE ON Friday, 20 June 1975. This will also be the publication date for EREHWON 88. Mirabile dictu? EREHWON is going to be published on a schedule. The deadlines will be approximately one month apart (or maybe more)...this will be a very leisurely game. OK?

I FEEL BETTER NOW

I got back into the hobby to enjoy myself, not to become a slave to it again. All of a sudden things went wrong. I was Chairman of the PDRC, I was Ombudsman of the IDA...crap. Who needs it?

I turned the PDRC over to Len Lakofka last month. The people on the Commission are swell. The work is tedious. So let Len handle it. He can do a good job and I'm too lazy to mess around with it.

Now this month I turned the Ombudsman shit over to Raymond Heuer. Maybe the IDA Council will block that move, but they aren't going to stick me with it. I ran on a lark, fully expecting to lose. So now I'm quit of something I did not want in the first place.

No doubt some people, whose first impulse when they see somebody they think is down is to kick him, will impute other motives to this. The fact is, I'm not down; I'm very up. I have shifted a lot of work on other shoulders and I can get back to having fun in the hobby. Let the power freaks, like Beshara and Anderson, play their little idiot games.

I feel better now.

1. Last issue I apologized to some New York people for jumping to an inaccurate conclusion. I did not include Stephen Tihor because I have never mentioned him before. Those mentioned have graciously accepted my apology...except one. Bob Lipton, in a rather Boardmanesque editorial, decided to be ugly about it. OK, fine. I herewith annul, withdraw, and cancel so much of my previous apology as applies to Bob Lipton. There is a conspiracy in New York to fuck up the hobby. It is called "TDA". Bob Lipton has done nothing but support it, despite his pretence of being "neutral". If Bob feels offended by all this, tough.

2. Remember the demo game I was running in EL CONQUISTADOR? Remember EL CONQUISTADOR? Remember the Maine?

Well, anyway, you may recall that John Beshara obligated himself to write a commentary for it. He has failed to meet this obligation and is accordingly dismissed as analyst.

Gordon Anderson obligated himself to publish the game in EL CON. I have warned Gordy several times that if he does nothing about this, I will seek a new home for the game. Therefore, 1974CL is removed from the pages of EL CON.

The new home of the demo game is: THE POCKET ARMENIAN, Scott Rosenberg, 182-31 Radnor Rd., Jamaica NY 11432. Subs are 8/\$2 (a trifle expensive but worth it). TPA is one of the clever and interesting 'zines put out by the young and vital New York crew of publishers who are doing so much to make the hobby fun: TPA, THE POUCH, THE TIMES, MIXUMAXU GAZETTE, and so on. If you are not getting it, you should...especially when you can watch Len Lakofka, Arn Vagts, Allan Calhauer, Walt Buchanan, Gordy Anderson, Jeff Key teach each other limb from limb. Hopefully we will start getting some press again, and maybe an analysis.

3. Gil Neiger has appointed me a Dudder for the Pacific Region (for the new Dud Rating System). So if you want to nominate anyone for dudding.... I have of course nominated myself, Neiger, Beshara, and Gemignani.

4. Speaking of Peggy. You maybe saw my tribute to her in the latest DIPLOMACY WORLD. Well, Peggy wrote me. She says: "I want to thank you for remember[ing] old Lucy's lover, de Sade[,] and me. My, we had some fun times together and if you get to GM a game with me I will send you some of those delightful moves. I have this mircodott [sic] and you can get fifteen moves...."

"Seriously I appreciate what you did and what the others including Ron Kelly are trying to do. I think I know a way to slow down Dr. John (Dr. Faustus) Bore...Boardman. Stop supporting him. That means everybody. No more recommendations, good review[s,] and paying attention to his ra[n]t[ings] and rumbling until he stops keeping the lawyers buzy [sic] fighting lawsuits. [Hub?] Him and Alfred A (stands for ass) Nolfi and the rest of folks up in New York who are buzy giving Brooklyn College a bad name. Anyway I appreciate to all you and the others have tried to do for me and I hope you have opened the eyes of several people to important of good natured fun and just plain nastiness. I am by far the funniest person in Dippy and in that I am number one." [Yes, Peggy, and I regret that Robert Sacks has put your name on an ugly piece of "just plain nastiness," the so-called "Gemignani Awards". I know you thought they were in fun; so did I...but we found out differently and I now refuse to print the ballot for them or to report the results in any way.]

MORE NEXT ISSUE, GANG. THIS IS SHORT, ALAS...NEXT ONE FULL SIZE, OK?

FIRST CLASS MAIL

Boyer craps out?
Game ends?
Calhoun finishes?
Walker resigns?
Reshara detrauds?
INSIDE:
See over for key.
ADDRESS CODE:

TO:

FIRST CLASS MAIL

"ALCALA"
1273 Crest Cr.
Encinitas CA 92024



"ADDRESS CODE" KEY

- S-xx -- Subscription; last issue indicated by number.
- XXX -- Subscription ends this issue.
- S?? -- Wanna subscribe?
- T -- We trade.
- T? -- Wanna trade?
- T-XX -- Trade discontinued this issue. Explanation below.
- P -- You are a player in the new game. Watch it!
- P-XX -- You were a player in 1973IK.
- F-SE -- You are a stand-by in the new game. Watch out!
- NNN -- Note below.
- ABC -- This is your penance for inventing this mess.
- BRI -- This is your penance for giving in to inflation.
- CvM -- This is your penance for getting me involved in this.

FIRST
CLASS
MAIL