

GLOCKORLA

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This, the first issue of Glockorla, is going out to people who I think might be interested in a new Postal Diplomacy bulletin.

I hereby proclaim the founding of Postal Diplomacy game GL-66-1, which will be a regular 7-man type of Diplomacy game, under the rules published by Games Research, Inc., with exceptions as will be noted in the next issue.

GL-66-1 will have an entry fee of \$3. However, if you enrolled in a Glockorla game, all subsequent games will cost only \$1, and all players will (of course) receive the bulletin free during the play of the game they are in. To those not wishing to play (shame!), subs are 10 issues for a dollar. I will also accept trades for other Diplomacy 'zines (or even a long and helpful LoC, if you wish).

Unlimited propaganda will be permitted, subject to my benevolent editing, and I will probably end up writing my own for any games in which that aspect seems to be foundering. However, if the players vote to limit propaganda, so be it!

I have been toying with several ideas, such as: Every game-year or two, including a map of the state of the game, showing the position of each army and fleet, and of course, the territory controlled by each power.

Glockorla will also have a discussion column, with special emphasis on the rules of the game. Anyone who has a pet gripe about some rule or other is invited to make it known. In fact, if there are enough of you with a gripe the same or similar is invited to comment back in support of the first person, and if there are seven of you I will take it upon myself to organize a game in which you can thresh it out.

Hopefully, there will be variants, the first to be a game of anonymity, if there is enough interest. It will be similar to the one in Diplomania, and mostly for those who didn't get into the first one, or those in it who want more, not that the two types could be told apart.

One thing I hope to get a discussion going on is a rating system, one that would take into account not only victory, but victory as what power against what players. In case your interest is fanned, it will be based on the rating system in use for Go, the Japanese strategy game.

Which more or less brings up another thing. A lot of talk circulates as to which country is the strongest, weakest, in the best offensive position, etc. It would be interesting to see what a majority of the players think on the subject. You are invited to send in your opinions . . .

I would also be interested in your thoughts on a system for avoiding the confusion that exists in the matter of numbering the games. There is a great need to restore some uniformity to the designations. There are somewhere in the vicinity of 35 Postal Diplomacy games in progress, and of those, only the ones in Graustark and Lonely Mountain seem to have only one designation. It is hard enough (closer to impossible, in fact) to remember which games are in which games are where, without also having to remember that 1966D is also GB-1966-E (just one example).

(over)

Therefore, I propose that the following system be used:

While a game is being formed, refer to it as simply "1", "2", or "3", etc. Or, if you wish to make things complicated, as "1966-1", etc. Once the game is filled to your liking, acquire a Boardman number for it. Of course, with more and more games being formed each year, the alphabet is getting left behind. Last year 1965 W was reached, and this year it is only May, and 1966K (and maybe L and M) has been reached. I suggest that the alphabet be started over, using doubled letters (AA, BB, etc.) This solution has the shining virtue of not being too complicated.

On the subject of the numbering of games, I think it would be an excellent idea to designate experimental or variant games in some manner. Games like TWJ-1966-EE (in Diplomania) should not be thought of as regular games, because they decidedly are not. They should either be excluded from the numbering, which is pointless, or given something in their "number" to indicate the experimental quality of the game. The Boardman number for this game, 1966J, indicates a perfectly normal game, which 1966J by all means is not. To indicate this, I think a small letter "e" or "v" should be added to the designation. A small letter, because it might be confusing to have a game 1966EEEE. And although team games are something of a dead issue, they could be designated by a small "t".

Therefore, the longest possible number would be hardly any longer or harder to remember than the present ones.

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