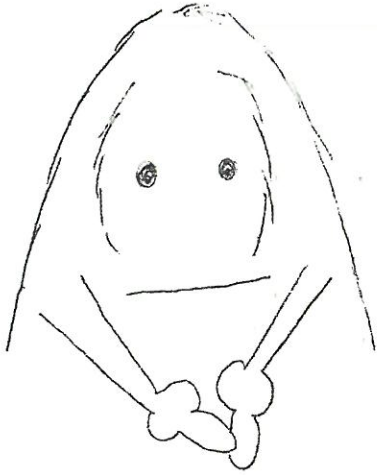
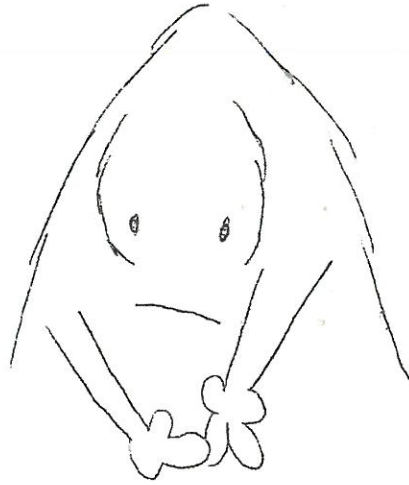


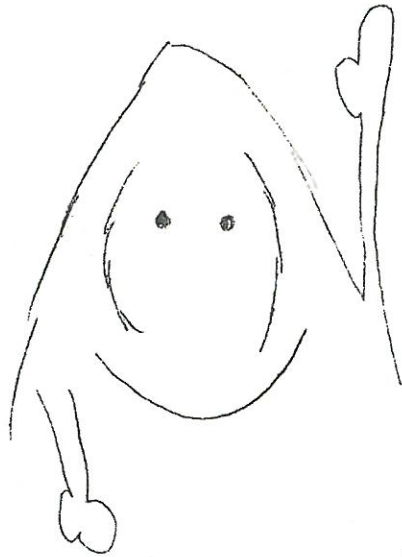
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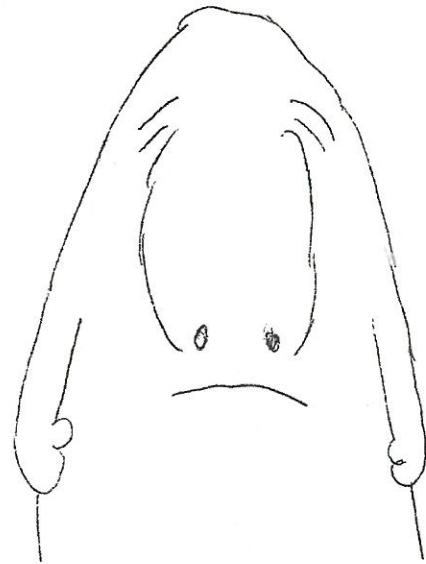
"...and Larry Peery
is Jack Greene..."



"... and John Koning
is John Smythe..."



"As far as I can tell,
I'm the only real Diplomacy
player in the world!!"



"But I still can't
win a game."

G L O C K O R L A

Issue #18: May 8, 1968: 1967Er (Winter'06): 1967AMbg (Spring'17)

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As you can see from above, I'll be leaving for home the end of May, and will be back at the usual address for the summer. It is extremely important that no moves or such be sent to Cambridge after I leave, because the arrangements for forwarding are chancy at best.

My sincere apologies for the lateness of this issue, but the House mineo broke down two weeks ago and was not fixed until today. (Naturally it was supposed to be fixed last week.) In any event, with this issue Glock at last, really, honestly, actually, no fooling, goes on a three week schedule, not a three-weeks-with-the-cooperation-of-my-professors-schedule, such as it has been on since September, and they haven't cooperated much, let me tell you, but a real three weeks schedule, with the 'zine out on the day of the deadline! (Please, hold the cheers....)

NEW GAME OPENINGS: I have places for three more people in a regular game. This will start in the next issue if I get them in time. Game fee is \$3 if you are not already a member of the Games Bureau, \$2 if you are.

In the latest Erewhon, Rod Walker makes an interesting suggestion: "Everybody start publishing testimonials to people's existence, and let's see who's real..."

I submit that this method is not trustworthy. For example, I am certain that John Boardman would have been happy to testify to the existence of Eric Blake a year ago. What we need is a group, possibly a subcommittee of the IDF, if that comes into existence, to go around looking for Dippy players and stamping them on their foreheads or something with a big red dagger (the Diplomacy symbol naturally) to certify their existence. I'm sure we could get a grant from the Federal Government do this, and I'd be happy to help (after all, I know I exist).

VALHALLA is out. It's carrying one game, which promises to be one of the bloodiest ever, not to mention giant amounts of useful information on Diplomacy in general, plus some reader service departments. It's a must, if my opinion counts. Write John Koning 2008 Sherman Ave., Apt. 1, Evanston, Ill. 60201 for details on subs, etc. Valhalla, incidentally is a collaboration between John, and Chris Wagner, editor of Strategy and Tactics, another must. His address is c/o Strategy and Tactics, Box 11-187, Loundonville, N.Y. 12211. If you are at all interested in wargames, get S&T.

GAA Winter, 1606
Indianomacy
(1967Er)

NEW APACHE WAR CHIEF READIES
TO DEFEND HOMELAND

DAKOTA READY FOR LAST STAND IN
Pawnee, Yankton Lands

Apache (Bischoff): Remove W 76 (Tulasa)
Dakota (---): no change
Iroquois (Brooks): Build W 11 (Seneca), W 12 (Onondaga), W 14 (Seneca)
Muskogean (Latimer): Build W 10 (Chickasaw), W 115 (Upper Creek)
Shoshoni (Miller): Build W 45 (Wind River Mtn. Shoshoni), W 47 (Wind River Shoshoni)

//Dave Bischoff, 5114 Ludlow Drive, Camp Springs, Md. is the new player for the Apache Confederacy//
//These actions were communicated to the players by letter, and a deadline of May 24, 1968 was set for Spring, 1607 moves.//

*

GBB Super Economic Diplomacy
Winter, 1916 and Spring, 1917
(1967AMbg)

CZAR DEPOSED, BUT
COMMUNE HOLDS ONLY
MOSCOW, SMOLENSK

AUSTRIAN TROOPS AT THE BALTIC, INDEPENDENCE OF
LITHUANIA DECLARED, BEATNIK GOING TO WAR??

ENGLISH MARINES TAKE ST. PETERSBURG, BUT NICHOLAS
ESCAPES WITH THE IMPERIAL TREASURY, FLEES TO U.S.

NEW NATION OF CARTHAGE FOUNDED, DENMARK FREED

//George Schelz, 9 Buffington Place, Bronxville, N. Y. 10708 is the new player for Russia, or what's left of it.//

WINTER, 1916:

FRANCE (Linden)

RUSSIA (Schelz)

C Burgundy R-Ruhr 1 10
C Burgundy R-Belgium 1 10
F Tunis R-North Africa 4 10
F Tunis transfers to
English NY Ireland/A/
//no ENG acceptance// - -
6 30

F Finland R-Bothnia 4 10
4 10

leaving in the French treasury
for use in Spring, 1917:
111 101

making total Russian expenditures of 29-100, on a balance of 60-83. Thus, Russia is in Agr. debt. One C Berlin was removed for this reason in Fall, 1916, and another is now removed for the same reason, leaving 2C in Berlin. The Russian treasury contains 48-35 for use in 317.

//Note: No charge was made for the /A/ of the French F NAf because it had already been charged on retreat. With no Naval Yard to support it, it sort of withered away//

SPRING, 1917:

ENGLAND (Hoheisel)

F Bar (S) C Fin-St.	6	
C Fin-St.	2	
C Fin (S) C Fin-St.	2	
F Nwy-Ska	4	
Maintain NY Ire, NY Yor	8	
Maintain NY Fin	4	
Disband NY Ire	0	
10 ff NAT hold	0	
Trade: 10I-Turkey	13	
5I-France	5	
5I-Scandia	5	0
	<u>61</u>	<u>40</u>

SCANDIA (Hoheisel) //née Hekla//

Disband C Iceland	0	0
2 ff Nat-Iri	0	0
4 ff Cly-NAT	0	0
Build 4 ff Cly	8	0
Trade: 1A-England	0	1
	<u>11</u>	<u>1</u>

6

FRANCE (Linden)

CC Bre-Gas	2	20
C Par-Mar//impossible//	1	10
C Ruhr-Bur	1	10
3C Par (S) C Ruhr-Bur	3	30
C Bel-Bur	1	10
C Pic-Par	1	10
C Pic-Bur	1	10
Trade: 10I-Hekla	10	0
10I-Beatnik	11	0
Invest 24 I in A	24	0
4 ff Pic-Eng	0	0
5 ff Mid-Eng	0	0
ff Mid-Iri	0	0
	<u>58</u>	<u>101</u>

ALGERIA (Linden)

Build 2 ff NAF	4	0
ff Mid-Eng	0	0
Invest 8A in I	0	8
Trade: 5A-Fra	0	5
	<u>5</u>	<u>13</u>

GERMANY (Harrison)

F Den-Bal	4	10
-----------	---	----

(GERMANY, cont.)

2F Kiel hold	8	20
2 ff Bal hold	0	0
Maint. NY Kiel	8	0
No trade assessment	5	0
	<u>25</u>	<u>30</u>

ITALY (Wittmann)

10 ff Ion-Tyn	0	0
C Gas disbanded	0	00
4C Bur-Mar	4	40
F Wes-Lyo	4	10
F Tun-Wes	4	10
F Ion-Tun	4	10
Build 2C Pie	10	20
Maint. NY Nap, NY Tun	10	0
Invest 10I in A	10	0
Trade: 1A-Austria	1	0
	<u>47</u>	<u>90</u>

AUSTRIA (Smythe)

C Mun-Ber	2	10
2C Mun (S) C Mun-Ber & C Sil-Ber	4	20
C Sil-Ber	2	10
C Typ-Mun	1	10
C War-Lvo	1	10
C Wac-Pru	1	10
2C Ukr-War	2	20
c Ukr (S) 2C Ukr-War	2	10
C Gal-Ukr	1	10
10 ff Adr hold	0	0
Build 7 ff Trieste (for Beatnik)	14	0
Build C Tri	5	10
Trade: 1I-Ita	1	0
1I-Turkey	1	0
	<u>37</u>	<u>120</u>

BEATNIK (Smythe)

3 ff Tri hold (yield-Aus)	0	0
Build C Ser	5	10
Build 7 ff tri (Aus. \$)	0	0
Trade 1A-Aus	0	1
	<u>5</u>	<u>11</u>

RUSSIA (Schelz)

2C St.-Mos /A/	0	10
----------------	---	----

(RUSSIA, cont.)

F Bññ-St. (sc)	4	10
2C Ber-Sil/A/	0	10
2C Mos hold	4	20
ff's Nwg, Bar, Bla hold	0	0
Trade: 1I-Fin	0	0
No trade assessment	5	0
	<u>13</u>	<u>30</u>

//F Bññ has no navy yard, is removed from the board. The trade to Finland was not successful because Finland has no place in which to receive trade, nor is there a possible route between Moscow and Finland//

TURKEY (Wells)

C Sev-Mos	3	10
2C Sev (S) C Sev-Mos	4	20
C Bul holds	1	10
F Con-Aeg	4	10
Maint. NY Con	4	0
Build 2C Sev //too few A\$//		
Trade 10A-Eng//too few A\$//		
Trade 1I-Aus	1	0
	<u>24</u>	<u>50</u>

FINLAND (Schelez)

Trade: 37I-Rus	0	0
Trade: 28A-Rus	0	0
No trade assessment	5	0
	<u>5</u>	<u>0</u>

//no route to Moscow, which is the only remaining Russian province//

BIDS:

France: 20I @ Hol; Swe; Spa, Por
1I @ Gre, Alb, Cre

Austria: 10I Rum
50I @ Alb, Gre, Hold, Swe,
Cre

Beatnik: 50I @ Alb, Gre, Hol, Swe,
Cre

//France receives trade from all neutrals but Rumania, which is trading with Austria, and Holland, which is trading with Germany//

MISCELLANEOUS ORDERS:

England: Hekla is now Scandia
France & Algeria: Algeria is now part of France
Germany: Denmark is independent
Italy: Sicily, Tunis, Sardinia are independent as Carthage
Austria: Warsaw, Livonia, Prussia and Berlin are independent as Lithuania. Capital is Warsaw.
Hekla & England: Clyde is part of England again, and Finland is part of Hekla/Scandia.
Austria: All English commerce is forbidden in Austrian territory.

THE WORLD MARKET

Bids:	50I	0A
Trade:	91I	35A
	<u>141I</u>	<u>35A</u>
	282	35 in credit units.

Italy receives 15A
France receives 36A
Algeria receives 5I

Tables are on the next page.

As you can gather, the voting went to allow Finland to escape with the treasury. It was pointed out that there is plenty of precedent on this in actual war.

However, Finland has no territory, so it cannot send off or receive trade. Therefore it will slowly bleed to death, in all likelihood, as it has started to do already.

Also, note that the three of you who created new puppet states are going to be shot by a mysterious agent of SIC. Do you realize how Balkanized Europe is getting?

DEADLINE FOR FALL, 1917 MOVES IS
WEDNESDAY, MAY 29, 1968

MAJOR POWERS	ENG	FRA	GER	ITA	AUS	RUS	TUR							
--	66	56	112	144	19	36	50	96	47	115	60	83	26	60
Expenditure, F16:	54	53	79	150	19	30	35	80	35	110	31	100	25	51
Cash on Hand, F16:	12	3	33	-6	0	6	15	16	12	5	29	-17	1	9
Total Yields:	61	43	78	107	20	27	43	74	31	120	19	42	26	45
--	73	46	111	101	20	33	58	90	43	125	48	25	27	54
Expenditures, S17:	61	40	53	100	15	30	47	90	37	120	13	50	24	50
Cash on Hand, S17:	12	6	53	1	5	3	11	0	6	5	35	-25	3	4
Yields:	60	22	39	40	15	14	40	48	37	97	5	10	25	48
Fishing Fleet:	0	20	0	20	0	1	0	20	0	20	0	0	0	20
Trade:	0	1	5	5	0	0	1	0	2	1	0	0	1	0
World Market:	0	0	0	36	0	0	0	15	0	0	0	0	0	0
Net Neutral:	0	0	29	50	5	9	0	0	0	11	0	0	0	0
--	72	49	73	151	15	30	52	83	45	134	40	-5	29	42

MINOR POWERS	SCA	ALG	BEA	FIN	PROVINCE CHARG				
--	14	12	7	29	3	11	42	28	Eng: Lon; Wal, Yor; Lp1,
Expenditures, F16:	13	11	7	18	0	11	5	0	Edi, Ire; Cly, St.
Cash on Hand, F16:	1	1	0	11	3	0	37	28	Sca: Ice, Nwy, Bl , Fin,
Total Yields:	15	14	13	9	4	11	0	0	Fra: Par; Bre, Pic, Ruh
--	16	15	13	20	7	11	37	28	Bel, Bur, Gas, NAF
Expenditures, S17:	11	1	5	13	5	11	5	0	Cor
Cash on Hand, S17:	5	14	8	7	2	0	32	23	Alg: NA
Yields:	6	12	0	2	3	11	0	0	Ger: Kie, NA
Fishing Fleet:	0	8	0	2	0	3	0	0	Den: Den
Trade:	15	0	0	0	10	0	0	0	Ita: Ven, Rom, Pie, Tus
World Market:	0	0	5	0	0	0	0	0	Nap, Apu, Mar, NA
Net Neutral:	0	0	0	5	0	0	0	0	NA , NA
--	26	34	13	16	15	14	32	28	Car: Tun, Sic, Sar
									Aus: home, Mun, Sil, Ber
									NA , NA , NA , NA
									Bea: Ser
									Rus: Mos, NA , NA , NA
									Lit: War, Ukr, Lvo, Pru
									Fin: --
									Tur: home, Bul, Sev

A disturbing realization has come upon me: France was in Agr. Debt after Winter, 1916. Thus, the Fleet ~~NA~~ in Naf was not for not having a Naval Base, but to pay for the Agr. debt.

Also, I notice that Russia is in so much Agr. Debt now that all its remaining units, including its fishing fleets, must be removed, with the exception of 5 ff Bla, 2 ff Bar. Well, George, unless you can convince someone not to attack Moscow in the Fall, your tenure as ruler of Russia is rather short. Note that the fishing fleets can't return credit to you, since you are completely surrounded by opposing units. In fact, you may have to remove even those in the Fall, because of that negative Agr. balance. You may resign as Russia if you wish and become first standby player for this game. Or, if you wish, you may hold the balance of power in the east by virtue of your Russian and Finnish credits. Good luck. It might be interesting to continue in this manner.

All you nation founders remember: New puppet states get their first yields on the season following their founding. Thus, the three (groan) founded this time will first yield at the end of Fall, 1917. In the meantime they have no credits.

HAMBURG, GERMANY: The German Communist Party urges the oppressed workers of Russia to rebellion. Your country is mismanaged, raped and overrun by foreign foes under the rule of Czar Paul. Your country must rule itself. The enemies of your land, be they English, Turkish, Austrian, or any other, must be thrown off: They must be crushed. They must be destroyed. Only as a unified, enlightened, and socialist country can Russia do all these things.

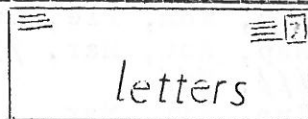
The German WSU and GCP will have no part in the internal affairs of Russia, however. Peace they have promised to the German people, peace they will deal out. The Germans intend no foreign war, be it in a good or evil cause. The Germans intend only to unify their country under its proper government--the Workers' Socialist Union.

Until Russia throws off its oppressors, the three liberated countries of the world, Germany, Denmark and France, will labor alone to end the reign of violence and oppression. Peoples of the world, you are destined to win! Fight on, and on, and on.

REYKJAVIK, OSLO, HELSINKI: These three states today decided to rename their nation. The old name is decidedly inappropriate as it is the name of the great volcano on Iceland. The new name Scandia will go into effect Winter, 1917. At the same time the people of Clyde have voted to return to the "island" and be governed from London.

LONDON: This country was forced to further protect the people of Hekla by invading hostile St. Petersburg. Elsewhere our fleets have disbanded in the hope that other's will do likewise.

*



JOHN SMYTHE (621 E. Prospect, Girard, Ohio 44420):

In the last issue of Glockorla you used the term "trustworthy" to make a value judgement about the play of diplomacy players. I question whether you and the other people who use the term, or a synonym, are not being illogical. You state, "You can always get a poor player to send in the moves you want if he is not untrustworthy. But even the best player, if he is untrustworthy, will not get alliances. Given a choice between the two, I would pick the trustworthy poor player over the untrustworthy good player in any game."

Diplomacy is a game in which its authors included an unusual amount of uncertainty. If I may be trite, the greater the uncertainty surrounding a decision the greater is the probability of the decision maker making an error. Accordingly, a diplomacy player must negotiate an alliance structure that gives him the best possible opportunity for reducing the opponents' alternative courses of action so he can make the best possible guesstimate about the opponents' strategy and tactics. And the good player uses alliances, not only to reduce his uncertainty, but to increase the uncertainty for the other six. Obviously, it is not in his best interest to honor an alliance which does not yield these results. A player who will break an alliance when it is in his best interest to do so can not be accused of being untrustworthy. He is acting in a manner demanded by the model, by Diplomacy. Only when a diplomacy player acts in a manner not calculated to maximize the probability for his successfully satisfying the gamemasters' conditions for victory is he being untrustworthy. And he is being a poor

player, besides.

Too many people believe an alliance is a contract which guarantees them a specific period of time to achieve their goals no matter how inefficient their play. Nothing could be further from the truth. And it is such thinking which results in the better players being ganged. The people who use such tactics rationalize their play by using the term "untrustworthy".

I must be lucky, for in all the games I have played I can remember only one or two incidents where someone else was ganged. The players had enough confidence in their abilities to believe they could use alliances. And they did.

To sum it all up--I believe the poor players are not trustworthy, for they act illogically. A good player can always be trusted. He consistently chooses the course of actions he feels will maximize the probability of his winning.

(Please note: I assume that the only motive is to win. Thus I ignore the problems of why people play diplomacy, of cross-game alliances, of sacrifice to permit another to win, of pledges to assist another to win, etc..)

RICK BROOKS (RR #1, Box 167, Fremont, Ind. 46737):

Thanks for mentioning my views, but I don't believe that I got them over too well. A rating system that is based on one or two wins and a handful of muddling thrus can't be too meaningful. I seriously doubt that I'm the great Diplomacy player that you make out. All that rating is due to one lucky game. //...// However, as you point out, untrustworthiness is the main thing, and I'll never ally with //---// again.

Luck plays such a major part in Diplomacy that you'll have to have 50 to 100 games by each of your contenders before anything meaningful emerges...if then. But if you want to flatter me and waste your paper with your rating system, go ahead. The very reason I'm so fascinated with Diplomacy is that it isn't cut and dried like chess.

//Well, it looks we could have here the start of a very interesting debate on Diplomacy. I'd like to hear what you have to say about it. Do you agree with John's views? Or if you disagree, why?

///The problem of alliance making and breaking is about the most important in Diplomacy, and the views of a good cross section of the players would be enlightening.

//Get those comments coming in.....

JOHN KONING (2008 Sherman Ave. Apt 1, Evanston, Ill. 60201):

You raise several interesting points in you editorial in #17. Who for instance could fail to notice that when you abbreviate Bob Lake's first name, the becomes B.Lake? That, I feel, is an obvious clue (the Secret Master is getting careless). On the other hand, when I blatantly stated, some time ago (sTab 41), that John Smythe and John Koning were one and the same person, no one even noticed. Why, we had to move "Charles Wells" from N. Carolina to Cleveland so we could operate him more easily (flying to North Carolina every few weeks to publish Lonely Mountain got to be a drag). And no one ever noticed that in three of "John Smythe's" victories, "John Koning" had been his ally, and in his fourth victory and in his tie "John Koning" was his gamesmaster. Moreover, in "Koning's" two tie games,

"Smythe" was also a player. And in Wells' victory in 1965A who was his ally? "John Smythe," of course. Do you begin to get the picture? Why, Eric Blake was a piker compared to us/me. Don't breathe a word of this, of course, or you may be cancelled.

//Sorry, John/John/Charles. I feel it my duty to warn the Diplomacy world of the insidious conspiracy in its midst. If I am cancelled, whatever that is, I shall go knowing I have done my duty.//

GEORGE SCHELZ (9 Buffington Place, Bronxville, N. Y. 10708):

One question: If two units of one country and another unit of another country are ordered (no supports) into an empty province, what happens? For example, German armies Munich and Silesia are both ordered to Bohemia as is Austrian army Vienna. Thank you.

//None of the moves succeed. This tactic is often used to safeguard a supply center in the Fall without actually moving a piece into it. Thus it will be empty and can be built in. The only trouble is, you will sometimes get a wiseguy who, instead of moving A Vie-Boh, moves A Vienna S German Army Munich to Bohemia, Army Tyrolia-Munich, and cleans up. (This happened in one of Don Miller's games, if I'm not mistaken, between England and Russia.)//

This is Glockorla #18, edited and published by Dave Lebling, Box 2234, Burton House, 420 Memorial Drive, Cambridge, Mass. 02139. You are getting it because the address code says: A: player in GAA, B: player in GBB, C: registered for GCC (regular diplomacy), T: we trade zines, T?: I would like to trade 'zines, S: subscriber (number indicated last issue, Z: complimentary copy, Q: you are mentioned, libeled, maligned, or deified in this issue, Z: I saw your name somewhere and thought I'd try to get you into my clutches (IE: would you like to subscribe or join a game?). Glockorla is a Games Bureau publication, the official organ of the GB Diplomacy Division.

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(I wish I knew...)