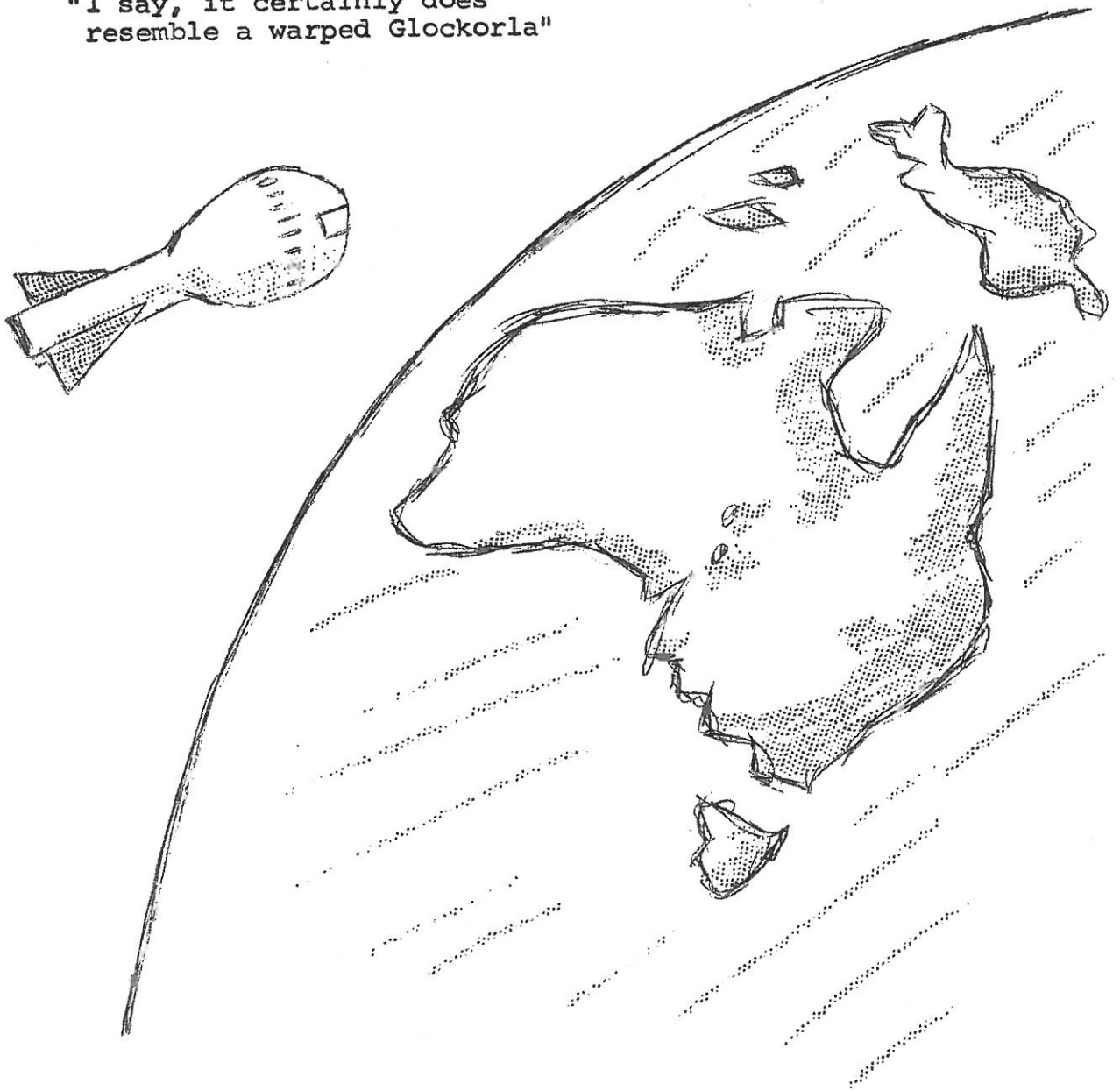


GLOCKORLA

19

"I say, it certainly does
resemble a warped Glockorla"



GLOCKORLA

Dave Lebling
3 Rollins Court
Rockville, Maryland 20852

GAA (1967Er)
GBB (1967AMbg)
GCC (??????)

Issue #19
June 11, 1968

GCC:

regular game begins!

Glock's first regular game is now ready to go. The seven evil personages whose names are appended are requested to kindly and efficiently claw, stab, and otherwise elevate themselves to hegemony in Europe.

ENGLAND: Norman McLeod
906 Kimberwicke Road
McLean, Va. 22101

FRANCE: Charles N. Reinsel
120 Eighth Avenue
Clarion, Penn.

GERMANY: Charles Welsh
6917 Cherry Lane
Annandale, Va. 22003

ITALY: John Koning
318 South Belle Vista
Youngstown, Ohio

AUSTRIA: Dr. George I. Grayson
649 East 14th Street
New York, New York 10009

RUSSIA: Mark Bird
RD Box 21
Hinesburg, Vermont 05461

TURKEY: George Schelz
9 Buffington Place
Bronxville, N. Y. 10708

I would appreciate your phone numbers and hours, if not for publication, then for my own use in emergencies. Please state if you want them published. Also, Regular game house-rules are on page 6.

DEADLINE FOR SPRING, 1901 MOVES AND PRESS RELEASES IS JUNE 26, 1968.

GDC?: I have several people interested in regular games, still, two of them paid. Therefore I am opening places for a second regular game. At the rate people were coming in about two weeks ago, when GCC was filled, it should be able to start soon.

GBB:

RUSSIA ESTABLISHES A EURO-BANK
TURKISH TROOPS TAKE MOSCOW
ALBANIA FALLS TO BEATNIK

FALL, 1917: Both the ~~€~~ German and the Russian players have pointed out to me that the Russian fishing fleets, etc., could get yields to Moscow: the route being Barents-Norwegian-North atlantic-Mid-Moscow. However, that means only that the 4A\$ from the 2ff Barents were returned, as (1) Germany had not given permission last season for passage through Denmark, and (2) Constantinople, a Turkish home-province, would automatically forbid passage from the ff's Black Sea.

However, from that distance away, there must be a trade costs assessment--6I\$. Thus the Russian Balance at the end of Spring, 1917 is 34I, -11A. Finland's balance remains the same.

ENGLAND (Hoheisel)

Balance, S17:	72	49

F Bar-Nwy	4	10
C St. Holds	1	10
C Fin S C St.	2	10
F Ska Holds	4	10
Maint. NY Ire, NY Yor	8	0
Dismantle NY Fin	0	0
10 ff NAT Hold	0	0
Trade 10I-Germany	10	0
10I-Scandia	10	0
10I-France	10	0
10I-Turkey	10	0
5A-Scandia	0	5
World Market: 10I in A	10	0
	81	45
Cash on Hand, F17:	=-9	4

SCANDIA (Hoheisel)

Balance, S17:	26	34

4 ff NAT-Iri	0	0
4 ff Cly-NAT	0	0
2 ff Iri Hold	0	0
Build 2C Norway	10	20
Build C Finland	5	10
Trade 1I-France	1	0
	17	30
Cash on Hand, F17:	=10	4

FRANCE (Linden)

Balance, S17:	73	151

C Gas S 3C SPAIN	2	10
C Gas-Mar	3	10

2C Par S C Gas	4	20
C Par-Gas	1	10
C Par-Bur	1	10
3C Bur-Mar	9	30
C Pic-Bel	1	10
Build 2C Belgium	10	20
Build F/NY Brest	20	10
Trade 10A-England	0	10
Remove ff Iri, 2 ff NAF	0	0
10 ff Eng Hold	0	0
	57	140
Cash on Hand, F17:	=16	11

GERMANY (Harrison)

Balance, S17:	15	30

F Bal-Lvo	8	10
2F Kie-Ber /R: Hel, Den		
Bal/	20	20
Maint. NY Kiel	8	0
2 ff Bal Hold	0	0
Trade 2I-Den	2	0
Invest 4A, 4I in I	0	0
	38	30
Cash on Hand, F17:	=-23	0

DENMARK (Harrison)

Balance, S17:	0	0

Build NY Den	0	0
Trade 1I-Germany	0	0
8A-Germany	0	0
	0	0
Cash on Hand, F17:	=0	0

Italy (Wittmann)

Balance, S17:	52	83
4C Mar Hold	8	40
2C Pie (S) 4C Mar	4	20
F Lyo (S) 4C Mar	6	10
F Wes-Mid (dest. ff's)	4	10
F Tun dismantled	0	0
Maint. NY Nap	6	10
Dismantle NY Tun	0	0
10 ff Tyn hold	0	0
Trade 1I-Austria	1	0
20I-Carthage	20	0
	49	80
Cash on Hand, F17:	= 3	3

CARTHAGE (Wittmann)

Balance, S17:	0	0
Build 10 ff Tun	0	0
Trade 9A-Italy	0	0
	0	0
Cash on Hand, F17:	= 0	0

AUSTRIA (Smythe)

Balance, S17:	48	144
2C Ber (S) 3C Mun-Kie	4	20
3C Mun-Kie	6	30
C Lvo (S) 2C War-Lvo	2	10
C Pru (S) 2C Ber	2	10
C Ukr-War	1	10
C Ukr Holds	1	10
2C War-Lvo	2	20
C Tri-Alb	2	10
10 ff Adr-Ion	0	0
Build 2C Mun	10	20
Trade 7I-Lithuania	7	0
1I-Italy	1	0
1I-Turkey	1	0
	39	140
Cash on Hand, F17:	= 9	4

BEATNIK (Smythe)

Balance, S17:	15	14
C Ser (S) C Tri-Alb	2	10
10 ff Tri-Adr	0	0
Trade 7I-Austria	7	0

Trade 4A-Austria	0	4
	9	14
Cash on Hand, F17:	= 6	0

LITHUANIA (Smythe)

Balance, S17:	0	0
Cash on Hand, F17:	0	0

RUSSIA (Schelz)

Balance, S17:	34	-11
2 ff Bar Hold	0	0
5 ff Bla Hold	0	0
//No trade assessment//	5	0
	5	0
Cash on Hand, F17:	=29	-11

FINLAND (Schelz)

Balance, S17:	32	28
//No trade Assessment//	5	0
	5	0
Cash on Hand, F17:	=27	28

TURKEY (Wells)

Balance, S17:	39	72
3C Sev-Mos	6	30
C Bul Holds	1	10
F Aeg Holds	4	10
Maint. NY Con	4	10
5 ff Bla Hold	0	0
3 ff Aeg Hold	0	0
2 ff Eas Hold	0	0
Trade 10A-England	0	10
1I-Austria	1	0
Build 2C Sev	0	0
	22	70
Cash on Hand, F17:	= 17	2

TARTARY (Wells)

Balance, S17:	0	0
Cash on Hand, F17:	= 0	0

MISCELLANEOUS

England:Scandia: Russian Yields, Finnish Treasury, may pass through St. Petersburg/

Austria:Beatnik:Lithuania: C Albania is put under Beatnik control, Albania ceded to Beatnik. The 3C Livonia are put under Lithuanian control, Kiel ceded to Lithuania. A\$ earned by Austrian ff's are to be given to Italy.

Turkey: Form Tartary from Moscow, Sevastopol, Armenia, Bulgaria.

//Apropos of this, the occupation of Norway by both English and Scandian forces is legal. (cf. Issue #10, where I stated, in answer to a question by John Smythe, that all forces in a province must belong to one person, not one power).//

NEUTRAL TRADE:

Owners

<u>Albania:</u>	Captured by Austria, ceded to Beatnik.	---
<u>Crete:</u>	no bids.	France
<u>Greece:</u>	Beatnik--5I\$	Beatnik
<u>Holland:</u>	France--10A\$, Lithuania--10I\$	Lithuania
<u>Rumania:</u>	Austria--50I\$, Beatnik--50I\$	Austria
<u>Spain:</u>	no bids.	France
<u>Sweden:</u>	Austria--25I\$	Austria
<u>Portugal:</u>	no bids.	France

WORLD MARKET: Russia: Invest 34I in I //29I (see above)//
Finland: Invest 32I, 28A in I

- Total World Market: - 121I, 29A = 242 credits, 29 credits.

Russia receives 42I
Finland receives 58 I

DEADLINE FOR SPRING, 1918, MOVES, PROPAGANDA, ETC. IS JUNE 26, 1968

MOSCOW (November 17, 1917): After the Czarist forces had been eliminated by the Peoples' Army, it marched westwards reciting appropriate chants from Chairman George's book of sayings, especially his original, "We have not yet begun to fight!"

MOSCOW (November 23, 1917): It is with great pleasure that we, the trustees of the Russian and Finnish national treasuries, announce the opening of a new era in international banking. Now it is possible for a nation to borrow money from an international organization at really economical rates! Write to the 1st Moscow International Bank at our local office in New York. ~~del del del~~

HAMBURG: The Workers' Socialist Union announces its intention of unifying Germany under its rule once again. The most oppressive dictatorship of all time, that of the Hapsburgs, has not even been abrogated by the middle class, we note. Strange it is in modern Europe to find a nation still politically and economically in the Middle Ages. We are amazed at this relic on our borders. Surely its influence must be eradicated from Germany and all Western Europe. France, our ally in ideology, take note. England, with its Labour

government, our ally in policy, take note! Italy, with its border with Austria, take note most of all. Europe is not safe with this relic of such size and power consuming its middle and its vitals. Liberated nations, and others responding to the call of their people, march west now! The time has come. Compromise has ended. Wars and trivial strife among Western and advanced nations have passed. The darkness lies to the west. Heed it, men of earth. Heed it, proletarians of the Earth. Even heed it, capitalists of earth--for the people would rather be ruled by capitalists than by kings and aristocrats who enslave and enfeudalize them. Men, stand and fight for what is yours!

OSLO: "The new addition of St. Petersburg to Scandia is overwhelming. Never has a new country grown so fast, with so many friends, in such a hard time." --Senator Winston Churchill.

Change of Address: Wayne Hoheisel writes that from 28 June to 1 August he will be at 2028 W. Indiana Ave, Spokane, Wash 99205, and after 1 August he will be back at 3417 University Blvd.W, Kensington, Md. 20795. (This last address, may change, however)

Spring, 1607

GAA:

IROQUOIS AND MUSKHOGEAN ONLY TRIBES ON THE MARCH!

//Jim Latimer is back at his home address, 4011 Silver Hill Rd., Washington, D. C. 20023.//

MUSKHOGEAN (Latimer): W 109-82, W 110-107, W 112-111, W 113-110, W 114-67, W 115-66, W 75-109, W 74 (S) W 75-109

IROQUOIS (Brooks): W 16-17, W 3 (S) SHOSHONI W 2, W 18 (S) W 52, W 52 (S) W 18, W 54-51, W 56-54, W 57-72, W 69-68, W 70-71, W 71-73, W 62-63, W 14-59, W 12-15, W 11-60

SHOSHONI (Miller): W's 45, 47, 88, 87, 89, 46, 86, 48, 49, 29, 23, 22, 2 all hold, no moves received.

APACHE: (Bischoff): W's 84, 81, 85, 108, 106, 97, 99 all hold, no moves received.

DAKOTA (--): W's 80, 50 hold, civil disorder.

//I have received communications from Miller and Bischoff apologizing for the missed moves. (The phone at school was taken out about 15 May, among other things.)//

DEADLINE FOR FALL, 1607 MOVES, ETC. (There are no retreats) IS:
JUNE 26, 1968.

LETTERS:

RICK BROOKS, RR. #1, Box 167, Fremont, Indiana 46737:

I ordinarily wouldn't write between moves, but I feel that I owe Smythe some kind of answer. I do not consider a player untrustworthy for breaking an alliance. But I do consider one untrustworthy for making an alliance, or in the case I mentioned, a non-aggression pact, one move, then breaking it the next. In any other game I play with a person like this, I'll not trust him an inch. In fact, I'd be more likely to attack him and thus keep him from attacking me if at loose ends. (continued on page 8)

GLOCKORLA
HOUSE RULES FOR REGULAR
GAMES

(1) Rules for Postal Play

- (a) Moves are due by 11 pm EDT (or EST) on the day of the deadline, and will not be accepted after that time.
- (b) Moves by postcard, letter, hide, bark, etc. will be accepted. However, phone calls will not be accepted collect, or at any time after 11 pm.
- (c) The last set of moves received from a player will be the set used.
- (d) Missed moves put a country into a temporary state of civil disorder. That is, dislodged pieces are routed and removed from the board.
- (e) Any player who misses two consecutive moves without good explanation will be removed from the game. The gamesmaster reserves the right to replace chronic move-missers.
- (f) The names and addresses of replacement players, if any, will be known to the players, and the name and address of any replacement player asked to submit moves will be published.
- (g) After a player misses one move, a replacement player will be asked to submit the next move for that player. If the player fails to submit moves, the replacement player will take over play of that country.
- (h) If no replacement player is available, a country's units will stand in a state of civil disorder. No country in a state of civil disorder for more than three moves will be assigned a replacement player.
- (i) Players may designate replacements for themselves in cases of temporary or permanent resignation. The player designated may not be a current player in the game.
- (j) Unsuccessful moves will be underlined.
- (k) The names of spaces will be abbreviated with the first three letters, with the following exceptions: StP: St. Petersburg, Nth: North Sea, NAT: North Atlantic, Nwg: Norwegian Sea, Nwy: Norway, NAF: North Africa, Bot: Gulf of Bothnia, Hel: Helgoland Bight, Lyo: Gulf of Lyon, Lvo: Livonia, Lpl: Liverpool, Tyo: Tyrolia, Tyn: Tyrhennian Sea.
- (l) The source of a press release will remain confidential. The gamesmaster reserves the right to edit press releases which are overlong or in bad taste, and to postpone press releases for lack of space.
- (m) Attempts to deceive the gamesmaster will result in utter and complete annihilation.
- (n) Errors must be reported before the next deadline after they occur. If not reported, there is a good chance they will stand.
- (o) Precedents, once set, will be followed throughout the game.
- (p) Players with APO or FPO addresses will receive Glock by airmail. For others, an extra fee of \$1 will be necessary.

(2) Interpretations of the Rules of Postal Diplomacy

- (a) All rules of Diplomacy as given in the Rulebook will be followed, with the following amplifications and interpretations:
- (b) If a unit is dislodged, its support for attacks on the province from which the attack came is not cut.
- (c) If a unit is dislodged by an attack from a province, it does not stand off forces moving into that province, regardless of the number of supports it may have had.
- (d) Support may only be given to a space which the supporting unit could have moved to if unopposed. There fore, a fleet on the south coast of Spain may not support a move into Gascony. If, however, it is in the Gulf of Lyon, it may support moves into either coast of Spain. The same is true of analogous situations in Bulgaria and St. Petersburg.
- (e) A convoyed piece is assumed to come from the direction of the last convoying fleet.
- (f) Convoying between contiguous provinces is permitted. Also, exchange of provinces via convoy is permitted.
- (g) A convoy does not have to take the shortest possible route. That is, the convoy "A Lon-Hol, F Nth C A Lon-Hol, F Hel C A Lon-Hol" is legal. However, if either fleet in the convoy was dislodged, the convoy is unsuccessful. In other words, a convoy uses all the fleets in the convoy chain.
- (h) The "Coastal Crawl" is permitted. That is, the moves "F Spa(sc)-Por, F Por-Spa(nc)" both succeed. However, if either unit had been an army, the moves would not have succeeded.
- (i) A unit is dislodged only by another unit entering the province it occupies.
- (j) A country may attack its own position without affecting any of the moves of its own pieces, while still affecting those of other players.
- (k) A unit may stand itself off, or help force one of its own units to retreat. Thus, the rulings on the following:
FRA: A Par (S) GER A Mun-Bur, A Bur H, GER: A Mun-Bur, and
FRA: A Mar-Bur, A Par-Bur, ENG: A Pic (S) A Par-Bur.
- (l) A player may opt to remove a piece rather than retreat it.
- (m) Victory occurs when one player owns both a majority of supply centers and a majority of pieces on the board.
- (n) Draws and Stalemates:
 - (i) If two players each control 17 supply centers, they may declare a draw.
 - (ii) If three or more players are divided such that no supply centers have changed hands in three game-years, the gamesmaster will attempt to determine, by questioning the players, if the game can come to a conclusion. If, in his judgment, it cannot, he may declare the game a stalemate, with the consent of the players. If the players do not consent, and after three more game-years there has been no progress, the game may be declared a Stalemate by the gamesmaster.
- (o) In the case of a unit dislodged with only one space open for retreat, the gamesmaster will make that retreat, with the player having the option of removal for ten days. The same

is true of like units each with one space open for retreat: The gamesmaster will remove one of these units and retreat the other. The player again has the option of removing both units for a space of ten days.

- (p) If a player fails to submit winter removal orders, the gamesmaster will remove the unit farthest from the capital of that player's country, fleets before armies, with the distance being determined by measurement from the capital's black dot to the nearest border of the province containing the unit.
 - (q) Under no circumstances will the gamesmaster make builds for a player.
-

LETTERS (continued)

Another player that fits my definition of untrustworthy is one whom I'm allied with against a third and he (1) does not suggest and mutual moves (2) does not answer my suggestions and (3) moves how he damn well pleases and leaves me holding the bag. This kind of player gets his alliance terminated as soon as I gracefully can and I rarely ally with him again. It's not that I consider my moves sacred or something, but I hate to waste time diddling around when the two of us could gang the third and get an edge on the rest of the board.

And on John Smythe's argument that poor players are untrustworthy because they act illogically, I don't think that that is a good argument. Over the long haul, it is illogical to always act logically. Shake the opposition up once in a while by oddball moves so that he can't predict which way that you'll jump. There may be an optimum way to play Diplomacy, but I'll have to see it to believe it. There are too many variables, and the player that you are opposing makes a difference too. I do not believe in stupid moves but I do believe in breaking up my pattern of play every so often unless like in FIE //Don Miller's "Scottomacy" game// I have a large advantage.

I try to treat the other players squarely. About my only falls from grace was when I started FIE dickering with both you/Hoheisel and Banks //Mebane//. However you were both nagging me to join you and Banks had proven trustworthy in GB-1965-C, so I gave him the nod. Huff claims I granted him a verbal agreement at a con, but I didn't remember doing it. He was a bit put out after the fall of Austria //in GB-1966-XF// when A M scow went thru Siberia to Persia.

It's nice to win, but mainly I like to move as much as possible. If I have a weakness, it is trying to co-ordinate all my partner's moves with mine in some grand plan. I may change my grand plan much too often, but I still like to manoever.

//I agree that the key to "trustworthiness" is the ability to work together with ease, and often more importantly, candor. For example, in 1967V, in Graustark, the only reason Gene Prosnitz and I have been able to Hold off the East as England and France is because we have been able to trust each other implicitly. An ally whom you can rely on to resist temptation is always better than one who manages to make you spend as much time worrying about a stab as about the goals of the alliance. --dl//

RATINGS

Three games have been completed since the last issue, two of the ratings: 1966AI, on Pig Brother, which was won by the British as Russia, 1966B, in 1966, which was won by Gene Brown, as England, and finally, 1966C, from Miskatonic University, which was won by Charles Carter as Russia. If I am not mistaken, these are the first wins for all three of these players. May you have many more.

And now, the statistics:

	<u>Through 1966AI</u>	<u>After 1967AK</u>	<u>After 1966BC</u>	<u>After 1967H</u>
T:	379.0	376.5	370.9	377.2
B:	269.3	282.7	343.1	335.1
R:	85.0	143.6	119.0	127.3
F:	33.8	17.3	16.7	18.5
G:	-17.1	-32.5	-57.3	-55.3
I:	-56.8	-62.4	-74.0	-87.1
A:	-82.9	-83.2	-97.0	-77.8

The only change out of the three games as far as ranking goes is that Italy dropped to seventh place, changing with Austria. It might be interesting to note at this point that all seven powers are within a 1/2 supply center/year range of each other. Translating that into games won, it comes out that Italy would have to win ten games approximately to get up to Turkey's rating (the average increase seems to be about 60 or so points). And as I pointed out a few issues ago, Italy seems to be the only power which does not have at least one victory in sight (this has been changed somewhat of late--there is one potential Italian victory coming).

Out of the last twelve games, Russia and Germany have been involved in eight victories between them. Their ratings have raised about 150 or so points each as a result.

Austria appears to be in for hard times--of a random sampling of games in progress, it has been eliminated in considerably higher than one-half--a higher percentage than any other power!

Several people have asked for an explanation of the Mean Rate of Growth rating system, which is what the Glock system is. Well, here is how it works:

You take the total change in supply centers owned by a country and divide it by the number of years survived. Thus, a power which is eliminated in 1965 would get a rating of 0,6 (or .6 if it was Russia). This decimal fraction is multiplied by 1000 for convenience. The previous rating would then be -800 (or -800.0). A 500 point bonus (corresponding to 1/2 supply center/year) is given for a win, and a 250 point bonus (corresponding to 1/4 supply center/year) is given for each 1/2-center power in a draw or stalemate.

I like the system for several reasons: (1) Except for the bonuses, it is not at all arbitrary; (2) it rewards the faster win more than the slower win; (3) It ranks all survivors; (4) It is easy to use--all you need is a supply center table.

The biggest drawback is that each new game requires a new calculation--usually with an unwieldy number of finished games, such as 27 or 34. I could use a slide rule, but I enjoy taking it out as far as I do, even though in the end differences of 1/10000 supply center/year are carried. Besides, one of these days I'll get some computer time and really be able to get some interesting figures out (I have this current game rating system figured, see...)

CREDIT TABLE:

	FRY	FRD	GEN	FLA	AUS	WES	WTR
COH, FL7:	27 4	1 11	29 3	2 4	4 4	0 0	0 2
Yields:	67 23	44 64	0 0	31 23	32 90	0 0	0 11
FF Yields:	0 20	0 20	0 4	0 40	0 0	0 0	0 20
Trade In:	0 20	11 0	10 0	1 0	0 4	0 0	0 0
World Mar.:	0 0	0 0	0 0	0 0	0 0	42 0	0 0
Net Neutral:	0 0	3 22	0 0	0 0	0 22	0 0	0 0
Balance, \$18:	52 47	74 117	-23 1	13 92	50 120	42 -11	53 19

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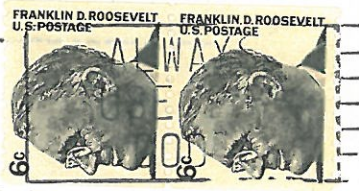
	SCA	SEA	IEP	FIN	DFM	CAR	WTR
COH, FL7:	10 3	0 0	0 0	0 0	0 0	0 0	0 0
Yields:	11 21	3 11	10 34	0 0	3 10	1 9	0 0
FF Yields:	0 16	0 13	0 0	0 0	0 0	0 0	0 0
Trade In:	10 3	0 0	7 0	0 0	2 0	20 0	0 0
World Mar.:	0 0	0 0	0 0	50 0	0 0	0 0	0 0
Net Neutral:	0 0	-4 8	-5 9	0 0	0 0	0 0	0 0
Balance, \$18:	51 43	3 32	21 43	50 0	5 10	27 0	0 0

//I might note at this point that the difference between the Russian and Finnish COE, FL7 in this table and earlier in the 'zine is due to the fact that I forgot to include their World Market orders in the order part of the magazine. Also, due to the continuing A\$ debt of Russia, its remaining units are removed. The A\$ debt of it will not be reported in the future, and not assessed for unless Russia builds new units at some future date.//

GROCKINGS: My apologies for the unprecedented lateness of this issue. It has been typed and ready to go since May 30, but also since May 30 I have had no means of running off the sheets. The TCA closed during exam period (at school) and my own machine at home has been in an advanced state of disrepair until today (the 11th). Again, apologies, but from now on things will be running on schedule. --dl

This is GLOCKKORLA #19, edited and published by Dave Lebling, 3 Rolling Court, Rockville, Maryland, 20852. There are three typical reasons which might explain its presence in your mailbox (1) You are player in one of the games in it (2) I trade it for your own mailbox-clutterer (3) I want to get you to either subscribe or play in one of its games. Otherwise, your guess is usually as good as mine.

GLOCKKORLA
Dave Lebling
3 Rolling Court
Rockville, Md. 20852



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