



GLOCKORIA

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GAA

APACHE (Tim Mockus): W 99-106, W 96-87, W 97 S W 96-87

BLACKFOOT (Margaret Gemignani): W 26-33, W 28-29, W27-25

CADDO (Gary Corbeil)***: W 110-75, W 109 S W 110-75, W 108-110

DAKOTA (Wayne Hoheisel): W 49 S SHOS. W 47-29, W 50-79, W52-23, W 54-56

ILLINOIS (Mark Owings)***: W 70-57, W 71-72, W 69 holds

IROQUOIS (Rick Brooks): W 10-61, W 11 S W 10-61, W 12-15, W 14 S W 12-15

MUSKHOGEAN (Derek Nelson): W 114-67, W 115 S W 114-67, W 113 holds

SHOSHONI (Don Miller): W 47-29, W 44-31, W 45-44

***In case you are wondering what this means, these people missed their moves, and the moves you see for them are stand-by moves. Unless they get in their Fall, 1601 moves they will be replaced, as Glock follows the Boardman replacement system. If Gary and/or Mark do not intend to play, I would appreciate it very much if they would write and tell me so.

Players attempting to conduct Diplomacy with either Caddo or Illinois should contact Jim Latimer, the stand-by player. Also, anyone who wishes may send in moves for Caddo or Illinois: Your chances of getting in the game are excellent. Any pre-deadline developments in this situation will be communicated to the players by carbon copy.

DEADLINE for FALL, 1601 moves is March 21, 1967.

NAVAHO: Help!! We call upon our brothers, the Iroquois, who of old sent us belts of wampum to seal our peace, to send us warriors to overthrow the invading Apache. Our flocks have been ravaged, our women taken, our Children slaughtered. As forgotten members of the tribe of Hodenusaunee, we call upon our brothers to send us aid.

(More exciting propaganda on p. 2!!)

CAYUGA HEADQUARTERS: The Iroquois 10th Panzer Division rolled unhindered into the main Delaware village while the 12th Panzer Division finished its mop-up of Huron territory. Let the insidious Shoshoni beware. They face an even more crushing defeat than our ancestors meted out to them in the land of Xfia across the water.

LENNI LENAPE: I, Natami Gegelhumet, send word of our defeat at the hands of our distant enemies who have invaded our peaceful land and spoiled our hunting with their devil-machines. Messengers have been sent to all our villages for aid in forcing back these marauders and making peace between us.

A SANTEE CAMP SOMEWHERE IN SANTEE COUNTRY: Chief John Doe declared to the "Indian Freedom Society" today "that the Dakotas want equal rights with all."

Peace Marches took place in Mandan, Ponca, Sauk and Fox territories. The Teton marched hand-in-hand with the Shoshoni as the Crow looked on with resentment.

(NO SOURCE): All Indian brothers shall unite against the common menace.

* * *

ROSTER

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* * *

====KRIEGSPIELS====

***Here, hiding behind the triple asterisks, I take up my sword to convert the heathen.

***First, to repeat Don Miller's announcement in Diplomania, Glock has joined the Games Bureau. So game-fees are now two dollars a game, three for the first game. There are piles of good bargains in the Bureau, so you get it all back eventually: they just like bookkeeping.

***Trivia Dept.: When I first started playing Diplomacy across the board at Gamesmen meetings, I noticed something which has bugged me ever since. It seems to be the general practice to put fleets on their sides. I realize this heightens the verisimilitude, as a fleet piece on its side looks something like a ship, and doesn't tend to fall over in Albania, but: If both armies and fleets are placed on end, strange and wonderful things become possible. It is suggested in the rule book that you tuck a corner of a moving piece into the province it is moving to, but there is no way to represent support. Well,

if you have pieces on end you can put them on their side pointing towards the province or piece they are supporting. If the support is cut, put them back on end. Maybe I'm dumb for not being able to hold all the moves in my head, but I find this method very helpful when deciding between several sets of complicated moves, as in a Middle-Earth Variant.

When I explained this system to the assorted Gamesmen, there ensued looks of pitying condescension, and the tendency of people to knock things over was pointed out, but I still like my method. Besides, have you ever tried to fit a fleet in Albania or Clyde comfortably? Ce N'est pas possible. ***We already have several players interested in a regular game (Whee!!) Write if interested.....

* * *

=====diplomacy ratings=====

In Glock #1, I mentioned that I would explain my rating system in a future issue. This is a future issue, so here it is.

Since each player, with the exception of Russia, starts the game with 3 units, he must gain 15 centers to reach victory. This rating system simply measures how close a player came to attaining that goal, on the average (on the average each game-year, that is). You simply measure the net change in supply centers and divide it by the net change in time. Scores are multiplied by 1000 to make things easier to manipulate, and a 500 point bonus is given for victory, and a 250 point bonus for a draw. (The equivalent of 1/2 a center or 1/4 a center extra gained each year). No points are given to stand-by players or those who do not finish a game (unless the stand-by player won, in which case the first player is given credit for his term and the s-b is treated as though he played the whole game.)

For example, 1965L, which is handy:

Charles Brannan	-500	John Smythe	-500
Ken Davidson	-333	John Konigg	1694
Frank Clark	1805		

(Koning and Clark drew)

Scores are averaged, not accumulated as in several other systems, so there is no advantage in entering a large number of games. Also, this system could be kept game-year by game-year (although I'M not crazy enough to do that). It is much simpler to compute a person's points as he is eliminated from the game.

The following is the rating list up through 1965T, (I have not yet seen a center year chart on 1965S, which was won by Don Miller). As usual, an * indicates a won game, and a - indicates a drawn game. For this first listing, only those who have completed more than one game are included.

-John Koning	1197	James Goldman	26
*Alan Huff	1107	Earl Thompson	-60
***John Smythe	1044	Jack Harness	-250
*John Boardman	827	Dave McDaniel	-375
*Bruce Pelz	799	Stuart Keshner	-383
*John McCallum	639	Charles Brannan	-417
Conrad von Metzke	665	Fred Lerner	-556
James McKenzie	492	Paul Harley	-615
*Derek Nelson	440	Dick Shultz	-667

There are several surprises about that list, such as Huff and Koning ranking above Smythe, who is considered the best player around. But you must remember that Smythe has been in five completed games, winning three of them, while Koning and Huff have won one out of two. I will probably publish a revised list and the list of one-game ratings next issue.

Here are the ratings for the seven Great Powers:

Turkey	844
England	640
Russia	282
Italy	212
France	164
Germany	85
Austria-Hungary	-212

Now you know why no one wants to play Austria. This rating reflects the often observed fact that France and Germany tend to grow large fast and then sink, while if Italy or Russia get up there, they tend to be around at the end. England and Turkey are so far ahead that it's not funny, which really doesn't surprise me too much. There has only been one game completed where England has been around at the end and not won. (I do not include team games) She seems to either win or get smashed.....

* * *

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You are in GAA

You sub at 10 issues for \$1 (Poor soul)

You have expressed interest (\$\$\$)

I had a few copies lying around. Sub?

You are helping me subsidize the P. O.

You are tentatively on the roster for GBB
(Regular Diplomacy)

GLOCKORIA #2

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