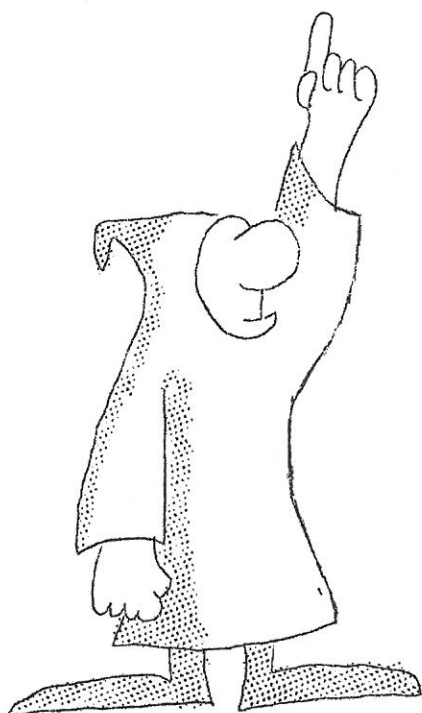


# GLOCKORIA 27

*lives*



"Look on the bright side:  
How many other times have  
you gone two months with-  
out being double-crossed?"



GLOCKOLA #27

Dave Lebling	CAA (W02)	February
P. O. Box 281	GBB (---)	28
M.I.T. Branch P. O.	GCC (B003)	1969
Cambridge, Mass. 02139	GDC (W02)	

...YES IT'S ME AND I'M LATE AGAIN:

Hoo boy I'm late. With the exception of GBB, this has been ready to go since right after the last deadline, but there has literally been no time in which to put it out. I should have sent out a carbon-copy letter with the results from #26, and for that I apologize.

In any case, since #26 I have had finals, changed my major (I'm now in Political Science), had finals (\$&%(%&#e\$), moved into an apartment (which had to be remodeled, almost rebuilt, in fact), started a new term and a new job, etc. In short, I've been busy.

However, things are a bit settled now, and I can get back on schedule. Thus, you hold in your hands Glock. (At last).

I would like to thank Don Miller, for offering to take over the bulletin until the summer (in fact I accepted his offer, at the time), but as you see, here I am.

I might also note to those of you with the puzzled looks on your faces, that trades still have not gotten #'s 25 and 26. You see, they are in Maryland and I'm in Massachusetts. They were to be distributed over intersession, but I didn't go home over intersession.

Spring vacation exists in the near future, however, and they will definitely be distributed then. The letters have been getting pretty threatening.

My apartment, incidentally, is in Brookline. You know Brookline: It has more little old ladies per square meter than any other city in the world. Two of them live right below us. They go to bed at eight. Echhh.

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GGGGGG AAAAAA AAAAAA : Winter, 1609:  
 G A A A A A :  
 G GGG AAAAAA AAAAAA : Apache IROQUOIS, SHOSHONI, READY FOR  
 G G A A A A : ARMAGEDDON...  
 GGGGGG A A A A :

IROQUOIS (Brooks):	Build W 14, W 12	<u>CoA</u> ; Rick Brooks
APACHE (open):	no change	P.O..Box 5465
MUSKHOGEAN (open):	no change	Milwaukee, Wisc.
SHOSHONI (Miller):	Build W44, 45, 47	53211

Deadline for Spring, 1610 moves is: MONDAY, MARCH 23, 1969.

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"The reason we are so mistrustful of the Soviets is that we continue to believe they will be moved to act in the manner in which we would act if we were Communists."

--Robert E. MacMaster

GGGGGG CCCCCC CCCCCC : Summer, 1903:  
 G C C :  
 G GGG C C : REPLEATS BY THE GELLOP: FRENCH RETREAT  
 G G C C : DEEP INTO GELLOP, RUSSIANS INTO AUSTRIA  
 GGGGGG CCCCCC CCCCCC :

England (McLeod): A Picardy retreats to Belgium  
 France (Reinsel): A Munich retreats to Silesia  
 Russia (Bird): Fleet Black retreats to Rumania  
 A Vienna retreats to Bohemia

deadline for Fall, 1903 moves is MONDAY, MARCH 23, 1969

- - - - -

GGGGGG DDDDDD CCCCCC : Winter, 1902:  
 G D D C :  
 G GGG D D C : ITALY FAILS TO BUILD AS CIVIL STRIFE  
 G G D D C : ERUPTS IN MILAN, VENICE.  
 GGGGGG DDDDDD CCCCCC :

England (Byerlein): Build Fleet Edinburgh  
 France (Halle): Build Army Marseilles  
 Germany (Goldstein): Build Army Berlin  
 Italy (Johnson): no orders recieved  
 Austria (Harrison): Build Army Vienna  
 Russia (Nebane): Remove Ammy Ukraina, Army Sweden  
 Turkey (Weyant): Build Fleet Constantinople, Fleet Smyrna, Army  
 Ankara

Deadline for Spring, 1903 moves is MONDAY, MARCH 23, 1969.

- - - - -

RRRRRRR AAAAAA TTTTTTT I N N GGGGGG SSSSSS : Twelve games have  
 R R A A T I NN N G S : been completed in  
 RRRRRRR AAAAAA T I N N N G GGG SSSSSS : the period since  
 R R A A T I N NN G G S : the last ratings  
 R R A A T I N N GGGGGG SSSSSS : column. These are

as follows (game, 'zine, and winner are given):

- 1966A: Lonely Mountain, Jerry Pournelle, France (his 3rd)
- 1966K: Diplophobia, Dave Lebling, Austria (his first!!)
- 1966AB: Orthanc/sTab, Mehran Thomson, Germany (his first)
- 1966BB: ADAG, Larry Peery, Russia (his first!)
- 1967V: Graustark: England, Lebling, France, Prosnitz, vs.  
 Germany, Thomson, Austria, Anderson, and  
 Turkey, S. Heap (a five-way stalemate)
- 1967AF: Big Brother, John Koning, England (his third)
- 1967AT: Bob Kinney, Russia (his first) :in Arma/Acelanda
- 1966AZ: Diplophobia, Dave Lebling, France (number two)
- 1966F: Diplophobia, Monte Zelazny/John Mazor, England  
 (Zelazny replaced Mazor)
- 1967AC: Diplophobia, Buddy Tretick, Austria (his first)

1966BI: Ereimon, Tom Eller, France, (his first)  
1967I: Diplophobia, Ken Rosamilia/Paul Budd, Austria  
(Rosamilia, a good player in his own  
right, replaced Budd in '05)

The first crop of Diplophobia games is finishing, as you can see, and a new one is on its way. Late '66 and early '67 games are now coming in.

In any case, the country results for a total of 65 complete games are as follows:

England	349.6	(down from 391.7)
Turkey	273.5	(down from 366.6)
France	181.6	( up from 93.2)
Russia	119.4	(down from 168.3)
Germany	-26.7	( up from -87.1)
Austria	-60.2	( up from -147.8)
Italy	-114.5	(down from -80.9)

It is interesting to note how the ratings are beginning to spread out into groups. England and Turkey, both peripheral powers, lead, France and Russia, who are peripheral but easily threatened and conquered, and then the central powers, bordered on by everyone and very easily conquered. It is also interesting to note that the two powers who have the hardest time gaining a viable offensive position, England and Italy, are at opposite ends of the spectrum. The power with the most choice of offensive strategies, Russia, is right in the middle.

In short, if you want an interesting game, with lots of action, play France, Russia, or Germany; Easy with a good chance of finishing high, play England or Turkey; Challenging, play Italy or Austria.

The player list will be in #28--as there has not been an edition of it for some time, it is taking a great deal of time to prepare.

For those of you who are unfamiliar with the Glock rating list, here is how the rating is computed:

You subtract the number of supply centers held at the beginning of the game from the number held at the end, and divide by the length of the game for powers who survived until the end. For those eliminated before the end, the number lost (ie: three or four) is divided by the time it took to eliminate that power. Winners get a bonus, and any power with 17 centers in a draw gets one as well. Ratings are multiplied by 1000 for ease of manipulation.

Example: A power eliminated in 1905 (Turkey for example, would get a rating of -600.0  $(-3/5 \times 1000)$ . If instead, Turkey had won the game in ten years, its rating would have been 2000.0  $((15/10 \times 1000) + 500)$ . The 500 being a "winner's bonus".

In its simplest terms, then, the Glock rating is net change of centers divided by years of survival.

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"Five methods have been developed throughout history to maintain international order and peace: the balance of power, international law, international organization, world government, diplomacy."

--Hans Morgenthau

A Note about GBB:

I am afraid that for the time being, at least, this Economic Diplomacy game must be suspended. I just takes to long to gamesmaster, and I cannot spare the time for it. I was hoping to be able to write a computer program to do it for me, but that is a task of several months, at best.

The two players out of the original seven who remain will, as compensation, be given a free game in any Diplomacy magazine of their choice, or, if they wish, a three dollar check. These two hardy souls are of course Wayne Hoheisel (England) and Karl Wittmann (Italy), both of whom played excellent games. I would venture to say that had the game gone to completion Wayne would have won, due primarily to his almost unassailable base in Scandinavia and his apparently unbreakable alliance with Don Miller's Turkey

From an outsider's view, GBB was an interesting experiment in "simulation" Diplomacy, marred by the complexity of the rules (a situation aggravated by Fritz Muhlhauser's desire to change them on a move by move basis), and my own difficulty in interpreting Fritz Muhlhauser's conception of the game. Also, the collapse of Germany distorted the strategic aspect of the game in its beginning, and that of Austria, the end. I suspect that if the original players had been able to continue, we would have seen Muhlhauser's France, the England of Hoheisel, and Smythe's Austria grinding each other to bits in central Europe.

If there is any lesson the game has taught, it is that the rules for any variant must be clear, both to gamesmaster and to the players, and that once the game starts, there must be absolutely no tampering with the rules.

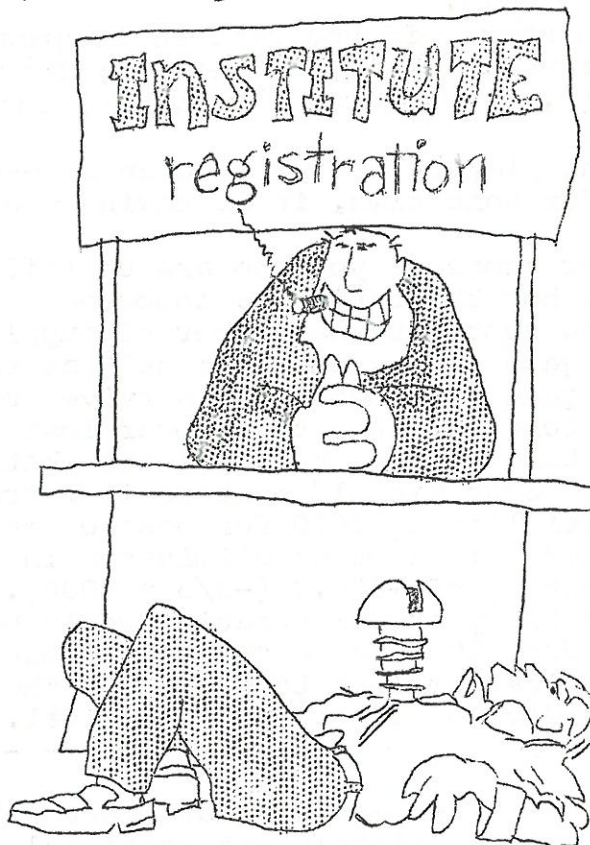
As a game, I think "Super-Economic" is quite playable, although it still needs work, and it has the potential of serving as a middle ground between those who play Miller's Hypereconomic and the regular Diplomacy player.

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While oranges, blueberries, and National City, Calif., all have their good points, remember that there is much to be said for the chief export of Massachusetts---  
SNOW.



"Next...."