

# GLOCKORIA

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GAA

Issue #8  
July 17, 1967

Spring, 1603:

APACHES IN WACO  
IROQUOIS IN MIAMI  
BLACKFEET DRIVE OUT SHOSHONI

Caddo (Latimer): W 109 S W 110; W 110 S W 111-112; W 111-112; W 74-75

Muskogean (Nelson): W 113-112; W 75-67; W 114 S W 75-67; W 115-113; W 64-66

Apache (Mockus): W 82-108; W 83-81; W 87-84; W 89-87; W 101-102; W 97-82

Blackfoot (Gemignani): W 27-28; W 25 S W 27-28

Shoshoni (Miller): W 45 S NW 88; W 44-31; W 37-a (via Canoe fleet); W 29-30; W 47-29; W 28-27 (dislodged: R-33, only province open)

Dakota (Hoheisel): W 54-50; W 79 S W 54-50; W 80 S W 54-50, W 52 S NW 18

Illinois (Huff): W 72-71; W 57-70; W 56 S W 50-54; W 50-54 (dislodged R-49, 24, 51, or 72); W 69-59 (dislodged: R-68 or 120)

Iroquois (Brooks): W 59-69; W 58 S W 59-69; W 15-6; W 14-59; W 3-19; W 17-55; W g-f (via canoe fleet)

\*\*\*\*\*A few things to note about the action this season. First, the Apaches should have seven centers, not six. He automatically gets a build this Fall, as it's too late to give him the army now. Sorry, Tim.

\*\*\*\*\*The action around 59 and 69 is a typical "Koning's Rule" situation. Although I prefer the "Rule" esthetically, I cannot allow it legalistically. The moves "W 69-59" and "W 14-59" stood each other off, then later the "W 69" was dislodged. Having stated I would follow Boardman's rulings on these situations, I had no choice anyway.

\*\*\*\*\*If possible, I would like conditional builds this time (I never give up).

\*\*\*\*\*A note about the map that was in #7: The province which could be called "Upper Michigan" and which borders on 17, 54, and 56 should be numbered "55".

DEADLINE FOR SUMMER RETREATS AND FALL, 1603 MOVES IS AUGUST 3, 1967.

\*\*\*\*\*If this rail strike keeps going, I will be lenient of late moves this time. (Aren't I nice?)

\*\*\*\*\*Yes! Propaganda is on page two!!



PROGRESS REPORT (S.E.D.)

Well, the rules, in what might be called their tentative final form, are published. We now have five people on the roster, and there is a possibility that we could get started with this in issue #10.

In the next issue will be one game-year of a sample game. I am working on it now, and it's simpler than I expected it to be, so things are looking up. Along with the sample game will be "expense sheets", which will be what you will write your orders on. They work somewhat like bookkeeping sheets, but are less complicated, and I think they will make playing the game much less taxing.

Something which I would like to point out is that this game is a departure from regular diplomacy in more ways than one: For one thing, any number can play. When you people send in requests to play, tell me if you would play a neutral if the roster is full. If there is a surplus of players, the surplus will play the neutrals which will be assigned in order of size from Sweden on down. You may also enter as a team and split up a major power, if you wish.

One reason that I said these rules are tentative final is that about every two or three days, Fritz tells me a rule I either forgot or that he thinks should be included. The latest, which is an honest "forgot" or "couldn't find in my copy of the rules" is as follows:

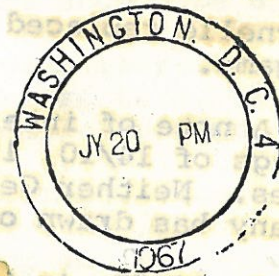
"Fleets are supposed to be equal to a corps when attacking a land province. When supporting a fleet that occupies a land province or is attacking a land province they are still equal to a corps. When supporting a corps or army they are equal to an army. Fleets may also be stacked"

I think this rule is self explanatory. Fleets could not have as much influence on land battles as they do in regular diplomacy. Here they are worth half an army on land and of course, a full army at sea against other fleets.

In spite of all the sound and fury about Super Economic Diplomacy remember that we have regular dippy too, with several places open.

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