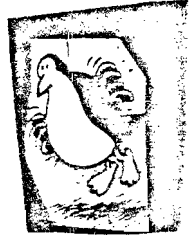


the

Great War in Modern Memory

Important: DeadLines:
The first few games in
GWMM will be fifteen
day deadline games!



Crushing DeeFeet

May 8, 1981

Issue #9

Because GWMM is a new 'zine I thought it sensible for me to do a self-description, self-promotion number.

Game Openings: At present there are two game openings in GWMM, and I may open more if demand is heavy enough. Gamefees are \$6.00 (includes a subscription for your country's game life.)

Filler Features: When I lived in Lubbock Texas I had a wild & weird friend who pointed out that single panels of multi-panel comic strips were often funnier than the strip as a whole, and from-time-to-time as filler I will be printing single panels I've cut out from recent comic strips.

Also, I'll fill with a feature called "Southern Living as UT," (the UT being the University of Texas at Austin) wherein cutouts from the personals column, meeting invitations, and anything else strange will appear. Some good examples will be in this issue.

Plus the usual news of conventions, tournaments, feuding, and whatever other nonsense I can fit in.

Recommendations:

Lone Star Diplomat
3214 Beverly Rd.
Austin, Texas
78703

(that's right here in town; best typing & printing I've ever seen) subscription: ten for \$6.00

Breaker Morant
(best movie I've seen in weeks)

Conventions:

Dalcon '81
Richland College
12800 Abrams Rd
Dallas, Texas

75234

Finally some of you may be wondering how this issue can be number nine of a 'zine never before heard from. Answer: GWMM was until this issue a purely local 'zine called Austin Diplomatic Corps.

The Great War in Modern Memory

Guy R. and Elizabeth R. Hail
1103-B Lorrain
Austin TX

78703

(512)-479-8642

The Great War in Modern Memory is a Austin-area Diplomacy journal sent free to Austin-area residents interested in playing Multi-Player games such as The Sword and the Stars, Samurai, A Mighty Fortress, Third Reich, Machiavelli, Source of the Nile, Crusades, Extinction, Kingmaker, Junta, Cosmic Encounter, Empires of the Middles Ages & DIPLOMACY.

Allan B. Calhamer invented the game of DIPLOMACY. The Avalon Hill Co. now owns the copyright & publishes the game.



Young Fascists of Texas "The Old New Conservatism," by Albert Speer Jr., 3 p.m. Wednesday, auditorium in the Texas Union Building.

Every Diplomacy 'zine has a gimmick and original features; mine is no different. In reporting a country's moves and adjustments I will be using the following symbols instead of the country's name:

Austin Diplomacy

The supply center chart for the recently concluded telephone game:

	01	02	03	04	05	06	07	08	09	10	11	12
A:	5	5	8	9	9	10	11	11	12	13	14	14
E:	4	5	6	6	4	5	7	10	10	9	9	9
F:	5	3	2	1	-	-	-	-	-	-	-	-
G:	5	7	7	7	8	7	5	4	5	7	8	9
I:	4	4	2	2	2	-	-	-	-	-	-	-
R:	5	7	7	7	9	11	11	9	7	5	3	2
T:	5	3	2	2	2	1	-	-	-	-	-	-

The game was ended by draw vote in 1912. The austin-area country ratings will be changed as though the game was concluded in 1912 without a clear winner or a draw vote as there are no provisions in the cumulative ratings for draw votes in face-to-face games. In 1902 and 1903 Russia was entitled to a build but could not.

	place	a	b	c
Austria	1st	1	28	28
England	3rd	-	19	20
France	7th	1	35	37
Germany	3rd	1½	38	42½
Italy	6th	-	8	16
Russia	4th	1	19	29
Turkey	5th	½	23	27½

Country Rankings

"a" system	"b" system	"c" system
Germany (1½)	Germany (38)	Germany (42½)
Austria (1)	France (35)	France (37)
France (1)	Austria (28)	Russia (29)
Russia (1)	Turkey (23)	Austria (28)
Turkey (½)	Russia (19)	Turkey (27½)
England (0)	England (19)	England (20)
Italy (0)	Italy (8)	Italy (16)

The "a" system awards one point per game to the winner or divided among the tying players. The "b" system awards one point for each center held when the game ends. The "c" system awards points based on place of finish, more to first place than to second, than second to third, & etc. Italy isn't doing too well (sigh.)

The House of Savoy

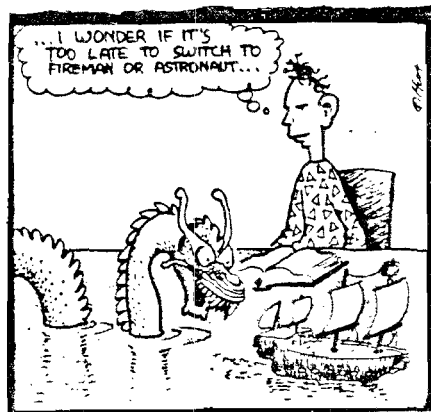


Italy

The House of Hapsburg



Austria



Zimiamvia Nos. 2&3 information

courtesy Rod Walker at "Alcala," 1273 Crest Dr.
Encinitas, CA 92024.

Need-a-Game? Robert Sacks, 4861 Broadway, 5-V,
New York, NY 10034. Lists current regular and
variant game openings. Players looking for game
openings should send SASE for copy of current
list.

'Zine Directory Michael Mills, 1585 Quaker Rd.
Macedon, NY 14502. Lists all known currently
active 'zines in the world with as much infor-
mation (on gamefees, games, subs, etc.,) as is
available to the compiler.

Ombudsman Individuals involved in disputes &
desiring mediation should contact (in the U.S.)
the NADF ombudsman, Randolph Smyth, 275 N.E. 3rd
Street, #314, Medicine Hat, Alberta, CANADA,
T1A 0G4.

Orphaned Games Players in games which have been
abandoned may find homes for them by contacting
(in the U.S.): United States Orphan Service
John Daly, Rt. 2, Box 136-M5, Rockwell, North
Carolina, 28138. Please include as much infor-
mation as possible (latest supply center chart,
copy of last reported season, last known ad-
dresses of all players.)

Diplomacy World Quarterly, \$5.00/year from:
Jerry H. Jones
1854 Wagner St.
Pasadena, CA
91107

North American Diplomacy Federation
Rod Walker, address above.

SuperNova information for novices is a compend-
ium of articles about postal Diplomacy. 75¢
Bruce Linsey
Bldg. 11 Apt. 21
Leisureville
Watervillet,
New York
12189

G W M M : F E E S

Subscriptions: Free to Austin, Texas residents
and to players in its games. For non-play-
ers the subscription price is 50¢ per is-
sue or some multiple thereof. Free sample
with SASE (includes houserules). Trades
are welcome(a few, anyway).

Awards: A sole winner (18 centers) receives a
refund of the gamefee. For lesser levels
of victory a player who is in a draw or is
conceded to receives four free issues of
GMWW.

Contributions: Are welcome! GMWW will give sub
credit or gamefee discounts for printed
submissions.

Empirical Notes

(EN continues its survey of language groups)

group 330

South Slav

4 areas

combined initial social state: -4

combined maximum social state: +4

Too poor, mostly useful for empires based
in Poland, Northern Italy, & Constantinople to
contest without damaging the empires themselves.
Players must keep the south Slav areas from the
hands of the Byzantines because these areas are
so easily colonized. In one game using scenario
#28 I based an empire in Croatia (and not It-
aly because of the Saracens), but it was crush-
ed by the Byzantines in the mid-1100s

group 400

Hellenic

6 areas

combined initial social state +5

combined maximum social state +17

Without a doubt beginning with an empire
firmly based in this group as the Byzantines do
is the best edge the Byzantines have for winning
the game. The Byzantines are easily played by
any beginner, and nothing more need be said.

group 500

Baltic

3 areas

combined initial social state: -3

combined maximum social state: +3

Too poor and too different in language
to be of use to anyone, even the Kievan Rus.

group 600

Celtic

4 areas

combined initial social state: -4

combined maximum social state: +4

Brittany isn't connected overland to the
other three. Ireland & Wales can provide con-
stant income as they are untouched by famine, but
like the Baltic areas the difference in language
together with these areas' marginal nature
makes holding on to them expensive if you draw
"Leader dies Heirless" cards a lot.

group 700

Isn't a single language group but a set
of areas unrelated to oneanother. Hungary is
important because of its central position and
its raiders; Syria & Jerusalem because of the
Crusades rules, and some of the other 700 areas
because they are easily colonized.

group 800

Turkish language

5 areas

combined initial social state: +0

combined maximum social state: +10

Not on the map, this group is created
by rule 31.6. Like the group it destroys these
areas are totally within one empire. The advan-
tages of being Turkish are detailed in rule 31.

Department of Physics Maxwelian Circus of Physics, 6 p.m.
Thursday, Painter Hall 442

- 1: All standard Diplomacy games will follow the 1971/76 houserules as modified by these Houserules.
 - 2: Suspected GM error should be reported before the next deadline.
 - 3: Player-GM disputes will be settled by an ombudsman.
 - 4: Black press is not allowed.
 - 5: There are five seasons in postal Diplomacy: Spring-moves; summer-retreats; fall-moves; autumn-retreats; winter-adjustment. Each turn will consist of either spring & conditional summer retreats, or fall and conditional autumn retreats & conditional winter builds. Except winter 1901 which will be a separate turn. GM will separate winter adjustments (only) into a separate turn if a majority of players request so.
 - 6: Preference lists will assign countries & players not submitting a preference list will receive a country at random from the non-selected countries.
 - 7: Players must write orders legibly on a postcard or larger sheet of paper, a separate sheet for each game.
 - 8: Orders must include: a) game ID, b) year and season, c) country, d) submission date and e) signature.
 - 9: Orders with the latest submission date will be used.
 - 10: Phone orders will only be accepted between 8:00 am and 11:30 am Austin time.
 - 11: All players desiring to phone in their orders must first submit a codeword in writing to validate phone orders.
 - 12: Orders must be explicit with separate orders for each unit. Ambiguous orders & unordered units will be treated as holds.
 - 13: Players should spell out in its entirety the name of the provinces and areas their units are occupying, moving to, ordered to support into, ordered to convoy across, & etc., and allow the GM to abbreviate in reporting the moves.
 - 14: In reporting games the GM will use the following abbreviations:
- | | | | |
|------|---------------------------------------|-----|--------------------|
| ann | annihilated | CD | Civil Disorder |
| c | convoy | s | supports |
| bot | gulf of bothnia | ds1 | dislodged |
| GM | games master | h | holds |
| otm | ordered to move | dsb | disbanded |
| lyo | gulf of lyon | nsu | no such unit |
| imp | impossible | r | retreat |
| nso | not so ordered | u | unordered |
| rem | removed | ec | east coast |
| F | fleet | sc | south coast |
| A | army | nc | north coast |
| COA | change of address | tyl | tyrolia |
| NVR | no vote received | nth | north sea |
| NMR | no moves received | nwy | norway |
| NBR | no builds received | lvn | livonia |
| nat | north atlantic | lvp | liverpool |
| tyh | tyrrhenian sea | naf | north africa |
| nrg | norwegian sea | mid | mid-atlantic ocean |
| SASE | self-addressed, self-stamped envelope | | |
| NCR | no conditional retreats received | | |
| NCA | no conditional adjustments received | | |
| - | move | | |
| / | fails | | |

GWMM: HOUSERULES

- 15: Orders conditional upon the results of previous seasons will be accepted. Joint or combined orders will not. Codeword orders are acceptable. Units which must retreat and have no (conditional) retreat orders submitted are annihilated. If no conditional adjustments are submitted and a player is entitled to a build, he will play short a unit(s). If NCA and a removal is necessary the GM will remove units according to rule XIV.4.
- 16: In cases of NMR all units will hold.
- 17: There will be no standbys and no matter how many seasons a player has NMR'd a player will always be able to submit orders for the current season.
- 18: In the case of four consecutive NMRS the player's country will be listed as CD.
- 19: A player whose country is listed as CD who does not have a subscription to GMWW will be dropped from the mailing list.
- 20: Gamesfees will not be refunded for any reason (except no available games) or upon request after a spring 1901 NMR.
- 21: Deception of the GM will be grounds for removal from the game (see 20 above, also).
- 22: Draw or concession proposals will be accepted after winter 1904. All active players may vote; NVR is a vote for the draw or concession proposal.
- 23: Draw & concession votes must be unanimous and the individual votes will be kept secret. If several draw or concession proposals pass in a single season the combination representing the most supply centers wins.
- 24: Draw votes will be tabulated before concession votes. Voting results will be implemented before any orders are executed.
- 25: GM disclaims responsibility for outside interference in the course of a game. In certain restricted cases the GM may delay the game.
- 26: In reporting moves the following notation system will be used: Final location of a unit will be in CAPS; orders with a slash through the symbol fail. Thus:
A ROM / A ven fails &
A rom-VEN succeeds.
- 27: In reporting adjustments the following notation system will be used:
a center in print was held last fall and has been retained;
a center in CAPS is newly acquired;
a center in print & with slashes through it was held last fall & has been lost.
Thus:
Austria: home gre ser ~~VEN~~ VEN

The Great War in Modern Memory is the Austin area Diplomacy journal and was inspired by the National Diplomacy Journal of Texas, Lone Star Diplomat. My thanks to Mike Conner for helping me start this. GMWW is published bi-weekly by Guy R. & Elizabeth R. Hail
 1103-b Lorrain
 Austin TX
 78703

Game openings: check current 'zine to see if a game is open. Gamefee: \$6.00 (includes a sub for the life of the game & see HR 19.)
 Deadlines for the first few games in GWMM will be of fifteen days' length.