

# HAI! JIKAI!

2:7:17!\$.30

THE SUNS OF SCORPIO

February 19, 1983

Welcome once again to Hai! Jikai!, a zine with game openings. It's published by Mark S. Keller, 9536 Shumway Drive, Orangevale, CA 95662. Ph: (916) 988-7224. Subs are on a sub balance basis. Current price is \$.30 per issue. Deadline for all games in this issue is Saturday March 26, 1983. Diplomacy is a registered trademark for a game copyrighted by Avalon Hill.

I have game openings in: **Regular Dip**, Bourse, Bio-War, Fiat Lux, Hyborian Age II, Kregish Dip, New Improved Extra Strength Dip, Time Distortion Dip, and Treachery. Bourse is free, all others have a \$2.00 game fee. I desperately need standbys. You must sub to HJ to play or standby.

Signed Up (Let me know if you want on or off any of these lists)

Regular: Givan, Howorth??, Crow??, Twitty, Williams

Bourse: Langley, Luedi, Coldiron???

Variant: Coldiron???, McCloud, Crow??, Luedi

(Let me know which variants you are interested in)

Standby: McCloud(R&V), Givan(R)

1981Erm22/WoolWorth I/Segesthes/Winter 04/ZAT for Spring 05 is 3-26-83

Austria (?): Even

Balkans (?): Builds F Bul(ec), F Gre, A Ser

England (Anderson): Builds F Lvp

France (Davis): Even

Germany (?): Even

Italy (McCloud): NRR A Tri r OTB, NBR plays 1 short

Russia (?): Even

Spain (Duerr): NBR plays 1 short

Eng: David Anderson, 219 Oakland Ave, Apt 2, Pontiac, Mich 48058

Fra: Fred Davis, Jr., 1427 Clairidge Rd, Baltimore, MD 21207

Ita: Larry McCloud, 520 Geary, San Francisco, CA 94102

Spa: Steven Duerr, 8315 University Ave, La Mesa, CA 92041

Sca: Mark Luedi, 730 Atwater #15, Bloomington, IN 47401

Game Notes: No map this time just add the units to the last map. Both Duerr and McCloud NMR'd this time. I don't have any standbys for this game so we'll make do without. Hopefully some standbys will sign up. I'm holding over some of the press for the spring moves. There are three draw proposals to vote on: G/E/B/Sp, B/F/E/G, and B/Sp. Remember an NVR is a vote against you.

## Press

Ghost of Scandinavia - England: Have a heart! I Shall have to haunt you for the rest of the game now!!

England - Italy: Where are you, McCloud?

GM - England: A very good question.

Balkans - Turkey: Why I didn't tell you I wanted to be your friend earlier?

Answer: I didn't think you wanted to be my friend, until, it was too late, sorry.

Balkans - Turkey: I am sorry, you never showed peaceful intentions, until, it was too late.

Summer 1904 --- Austrian dies in his sleep.

AUS: NRR A Vie r OTB, A Tri r OTB  
ITA: NRR F Aeg r OTB

Fall 1904 --- Middle of the board NMR's! Russians and Turks roll!!!

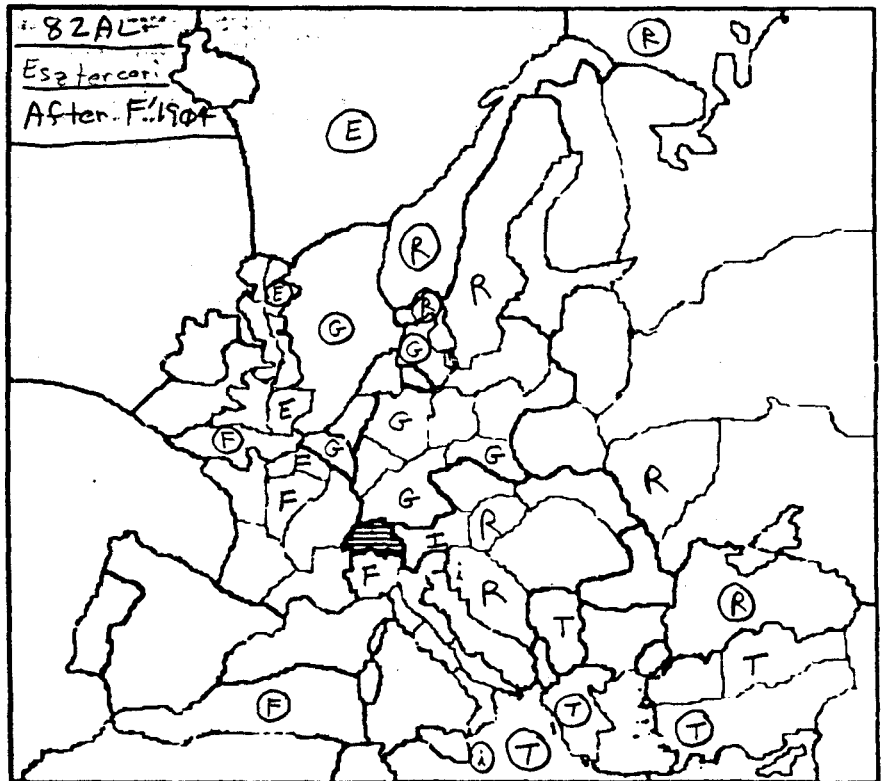
Austria (Stewart): No Units  
England (Landeros): F NWG S Ger F Nth, F EDI S F Nwg, A LON H  
France (Cannon): F ENG S Ger F Nth, A PAR-Bur, A PIC-Bur, F Mid-WES, A Mar-PIE  
Germany (Wilson?): NMR!!! F NTH U, F DEN U, A BEL U, A KIE U, A MUN U, A SIL U  
Italy (Stull?): NMR!!! A TYR U, A Tri U (d: Ven, Alb, OTB), F Ion U (d: Tun, Tyh Nap, Apu, Adr, Alb, Eas, OTB)  
Russia (Townsend): F BLA S Tur F Con-Bul(sc) (nso), A Rum-UKR, F BAR-Nwg,  
A Bud-TRI (A VIE S), F SKA-Nth (F NWY S), A SWE-Den  
Turkey (Butland): F Con-SMY (A ANK S), F Aeg-ION(F GRE S), A SER S Rus A Bud-Tri

Supply Center Chart

Austria: ~~Tri Vie~~ (2-0) OUT  
England: Eng (3-3) Even  
France: Fra Por Spa (5-5) Even  
Germany: Ger Den Hol Bel (6-6) Even  
Italy: Ita Tun (4-4) Build 1 (Build 2 or 3 with retreats OTB)  
Russia: Rus Swe Rum Nwy Bud VIE TRI (8-10) Build 2  
Turkey: Tur Bul Ser Gre (6-6) Build 1

Game Notes: Standbys for Germany and Italy are listed below. You may make your orders conditional on who submits orders for those countries.

Eng: Rob Landeros,  
7605 Boston Harbor Rd. NE,  
Olympia, WA 98506  
Fra: Michael Cannon,  
3204 Frederick Hall,  
College Park, MD 20742  
Ger: Brad Wilson, 134 Gauss,  
Princeton, NJ 08544  
Ger(standby): Evans Givan,  
PO Box 15761,  
Sacramento, CA 95852-0761  
Ita: Mark Stull,  
9821 Greenbrier Lane,  
Walkersville, MD 21793  
Ita(standby): Larry McCloud,  
520 Geary,  
San Francisco, CA 94102  
Rus: Fred Townsend,  
3709 35th St. NW,  
Washington, DC 20016  
Tur: Freeman Butland,  
428 E Javelin St,  
Carson, CA 90745



Press  
Eng-Rus: Once upon a time when the world was still young and I was a wide-eyed young seaman on my first tour of duty in Norway, I was brutally awakened to the harsh realities of war. Now as a seasoned veteran of the campaigns I have the distinct pleasure and privilege of saying "No!" "Horseshit!" Put that in your Norwegian peace pipe and pull on it.

Press continues on page 3.



Game #11	1	2	3	4	5	(DIAS draw at end of tournament)
Aus:Mike Stevenson	4	5	4	3	0	(7th)
Eng:Cathy Cunning	3	4	4	5	3	(Draw)
Fra:Kevin Johnson	5	6	7	7	8	(Draw)
Ger:Mark Keller	6	6	5	3	4	(Draw)
Ita:Mark Twitty	5	4	5	6	7	(Draw)
Rus:Hal Coppock	5	4	3	4	4	(Draw)
Tur:Jim Bjornsson	3	4	6	6	8	(Draw)

\* - played 1 short (game 1)

\*\* - unofficial game (not rated)

Odds and Ends:

*Hai! Jikai!* now has an official circulation of 24.

The quiz winner was David Anderson. The answers and a new quiz will appear next time, space permitting.

Controversy finally comes to HJ. The HJ letter column is on page 7 and contains a letter from Evans Givan. In a plug for HJ in the last NSWG, Terry Tallman launched an attack on Evans. So now Evans is telling the *real* story behind DnD-5.

My computerized mailing list is working and will generate the labels for this issue.

*The Two Faces of Tomorrow*, my computers in Diplomacy zine, will be out soon. The delay has been brought on by a lack a material. So, the bulk of the first issue will be my Bourse Adjudication program or my Mailing List program.

Thanks to everyone for the nice comments and plugs.

I'm going to try and squeeze in the rules for Time Distortion Dip somewhere. Maybe page 8 will have a little room.

Jim Bumpas of 4405 Dillard Road, Eugene, OR 97405 has openings in a new variant, National Bourse, in his zine, Liberterrean. Gamefee \$3.00 and a Sub @ 10 issues/\$5.00.

Below is an article on tournament scoring inspired by SVDM II. I'll not have the space or time to cover it very completely this month, but I can at least get started out.

*Tournament Scoring: Take One*

The scoring system used by Clark for SVDM II was secret until after the tournament. This would perhaps be OK for a really good scoring system, but this one wasn't. I don't know that much about what scoring systems exist, but it seems with the length of time Diplomacy has been around, there ought to be some pretty good ones. I would be very interested in seeing some existing systems, and in hearing some suggestions on how they could be improved. I'll be presenting some of the systems here as I get them.

Here's the system used for SVDM II and a few of the things wrong with it.

Placing Points:

1st = 16	2nd = 9	3rd = 4	4th = 0
5th = -2	6th = -4	7th = -6	
2way = 10	3way = 6	4way = 3	
5way = 2	6way = 1	7way = 0	

Supply Center Average:

Sum of Centers/Year divided by Number of years in the game (include year of elimination). Deduct 1/10 for each year of survival.

Ranking:

Total placing points plus supply center average divided by 2 or number of games played whichever is greater.

I have some arguments with the selection of the placing points (1 point between a two-way and second place, etc), but that is mainly a matter of personal preference. I also think it should have been more additive than averaged in a unlimited rounds tournament. Players were heavily penalized for playing more than two games. Mark Twitty who had the best showing in the tournament (win, 2-way, 3-way, 4th, 6-way) was averaged down to third behind two players who played in fewer games and didn't even have a win.

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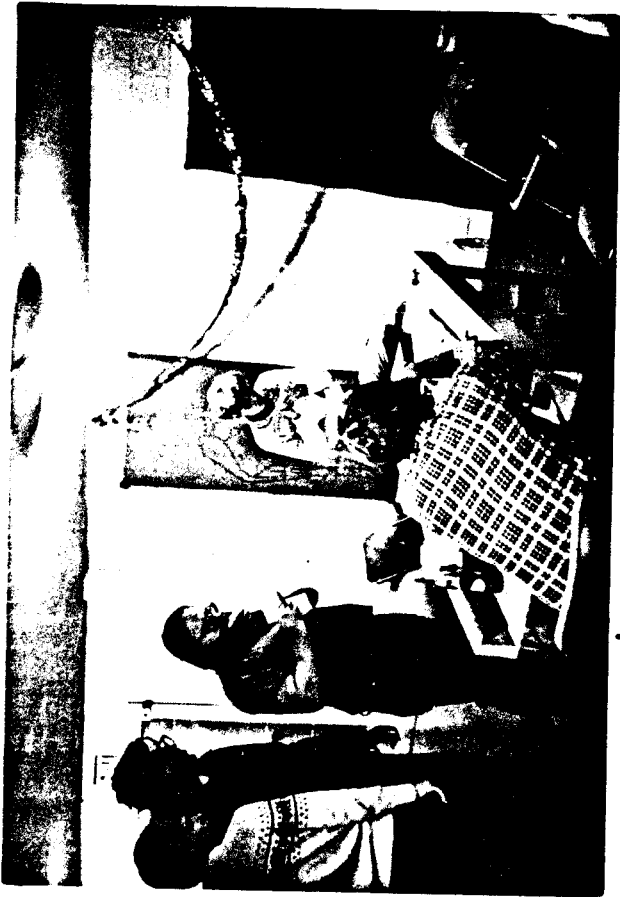
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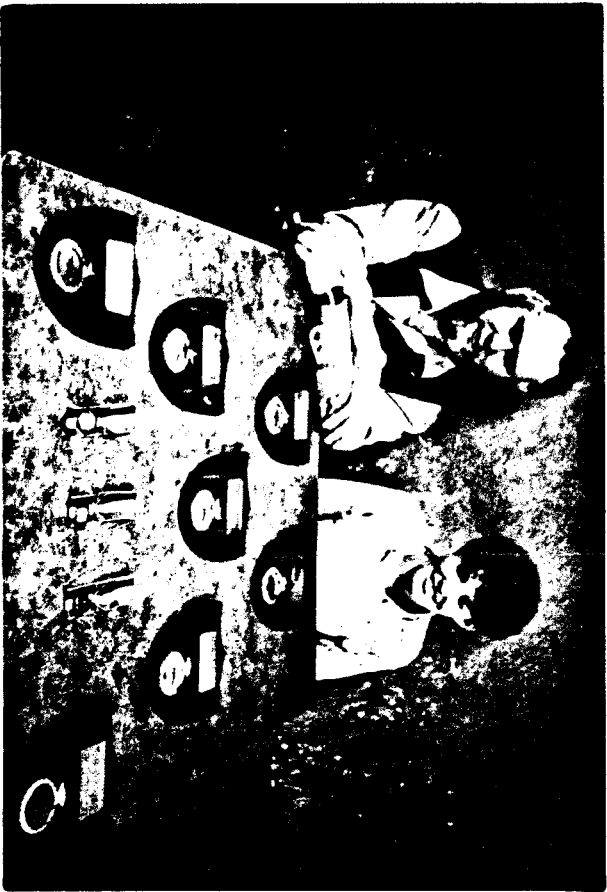


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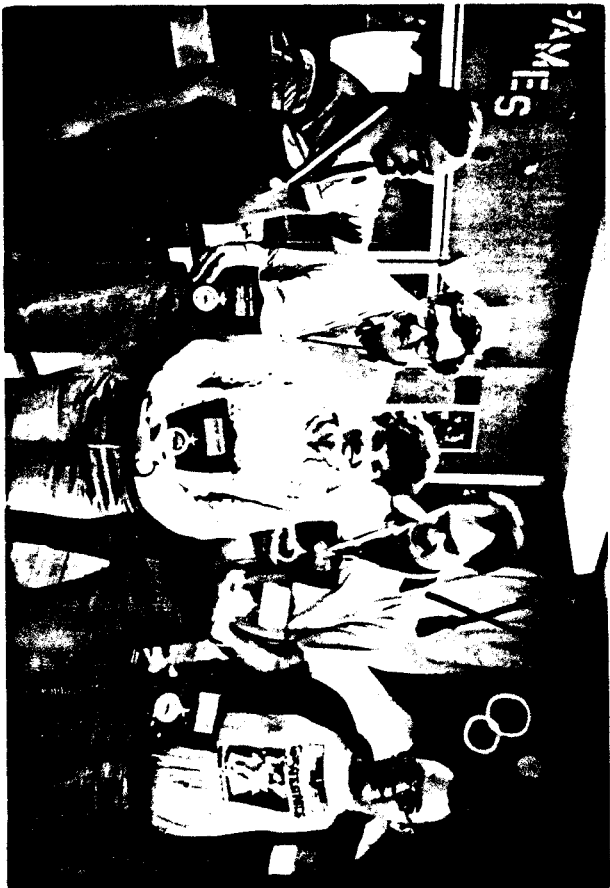




7



5



8



6

Mark:

Feb 14, 1983

Glad you could make it to the St. Valentine's Day Massacre II. Since we've all left CSC, we don't get together much anymore. Maybe we should try and work up a game soon with all the "old gang".

That thing about me in Tallman's zine, North Stealth West Gorge, or whatever it's called, has got me thinking. I don't think I ever told you the story about how I got into Down 'N' Dirty and into a game with Tallman.

Remember back when Langley talked us into playing Dip by mail? He talked me into subbing to COA and getting into the "Ravioli" game. I later found out that while I was waiting for the game start, he was doing his tricky little letter writing campaign, denying he was me and causing general suspicion in the COA subber community that I was, in fact, either a pseudonym for Langley or Bernie Oaklyn. To this day half of those guys think I'm Langley.

Anyway, I was waiting for the game start, and I got a letter, at home, from Kathy Byrne and Bob Olsen offering to pay my sub and game fee if I would get in a new game starting in Down 'N' Dirty. So, naturally, I jumped at the chance. I mean, I'd never played a PBM game and already I got letters from the highest functionaries in Dipdom; the Queen and King themselves. The only condition was I had to roll over and play dead if I got a country next to Terry Tallman. Apparently they felt sorry for the wimp or something. For all I know they may have bought everybody in the game. That sure would go a long way toward explaining England (Bill Hart) NMR'ing out (that's rolling over and playing dead). He's been replaced by Highfield (same comment). All the countries bordering Germany (Tallman is Germany) are "looking the other way".

Well, back to the story. I decided I would do what they wanted. I even wrote that article for Magus about "How to Play France" hoping Tallman would read it and take me out quick. I made stupid moves, trying to avoid getting a build. I didn't even attack England when England was playing vacuum Diplomacy with me. (He probably wanted out as bad as I did.)

And, frankly, I now understand why everybody feels so sorry for Tallman. Because with everybody turning their backs to him and inviting a stab, he still hasn't gotten anywhere. NMR'ing out doesn't help because Byrne and Olsen have bought all the standby's. It's a nightmare! Tallman must be a truly sad case, indeed. Remember Cathy's reaction whenever we mentioned him? His zine suffers from a terminal case of the "cutesies". He wrote me once saying he would rather use cassettes than write letters. His postage and cassette bills must be huge. Maybe, he's rich. Actually, his letters suffer from the "cutesy", too. He underlines words all the time. Like this: "I need to know why you did that." He writes like a Valley Girl talks.

So, that's the story. Up to the point where I saw his dig at me in his zine. Like I said, I got to thinking about the whole thing; and one point stuck out. The Byrne-Olsen letter came to my house. Nobody uses my house address, everything goes to my PO Box. Except one time. Langley used to use my house address until I asked him to change to the box. Coupled with the fact that I've never received any other letters from "Byrne-Olsen", I think the whole thing has been staged by Langley.

If you have any ideas how we can smoke this thing out, let me know. Maybe one of the other DND-5 players would admit the same thing if you wrote them. Meanwhile, I'll just wait for Tallman to grab my dots. You know, I even wrote him once and asked him to take them and put me out of my misery. His reply? He was pissed I didn't let him support me into London!

*Evans*

