

# HAI! JIKAI!

318118!\$.30

WARRIOR OF SCORPIO

March 26, 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. Phone: (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 April 30, 1983.  
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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 Hai! Jikai! to play or standby.

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

Regular: Givan, Twitty, Williams  
Bourse : Langley, Luedi, Reynolds  
Variant: McCloud, Luedi

(Let me know which variants you are interested in)

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

## 1982 FRESHMAN POLL RESULTS

Zines	Score/NV	Sub-zines	Score/NV
1. Magus	8.20/22	1. Fiat Bellum	7.71/7
2. Perelandra	6.69/13	2. Expletive Deleted	7.50/4
3. Winsome/Losesome	6.44/22	3. Festungs Hof	7.33/3
4. Damn the Torpedoes	6.24/17	4. Hai! Jikai!	6.25/8
5. North Sealth West George	6.01/19	5. 30 Miles of Bad Road	5.50/6
6. No Fixed Address	5.84/26	6. Alex's Column	4.67/3
7. The Prince	5.42/23	7. Macabre	4.40/5
8. Modern Patriot	4.25/20		
9. You Know My Name...	3.57/6		

### Odds and Ends:

*Hai! Jikai!*'s official circulation is now 25.

There's more on Tournament scoring in this issue.

Rules for Black Hole diplomacy appear on page 6.

Thanks to all who took the time to vote for **HJ** in the Freshman poll.

There's going to be another tournament in Sacramento this fall, see pp 4.

Mastondoncon I is being held in Los Angeles on sunday April 10th. For

more info write: Larry Perry, Box 8416, San Diego, CA 92102.

*Thirty Miles of Bad Road* has gone big time and is now a zine. It cost \$4.00 for 10 issues and has game openings. It's published by Mark Luedi, 730 Atwater #15, Bloomington, IN 47401.

Judy Winsome is alive and well and living at the same address even though the post office didn't think so for a while.

This issue is going free to Evans Givan and Larry McCloud for submitting standby orders.

### Anarchy V

1. Anarchy, can be played on any board. Each player (up to a maximum of 11 with a regular Diplomacy board) randomly chooses three supply centers as his home centers. All centers which are not chosen as home centers are considered neutral.

Austria (?): NMR! A Gal U (d: Sil, War, Ukr, or OTB)  
 Balkans (?): F Bul(ec)-BLA (F ANK S), A Smy-CON, F Gre-ION, F Tyh-ROM  
A SEV-Mos, A Ser-RUM, A Bud-GAL (A VIE S), A TRI S A Vie  
 England (Anderson): F Lvp-NAT, A Yor-EDI, F Eng-NTH (F DEN S), F Swe-BAL,  
F NWY-StP(nc), F BEL-Hol  
 France (Davis): F Lon-WAL, A Mar-BUR, A BRE (MS) A PIC  
 Germany (?): A Mun-RUH, A Sil-BOH, F KIE-Hol, A PIE S Ita A Tyr(otm),  
F Nth U (d: Lon, Yor, Nwg, Ska, Hel, or OTB)  
 Italy (McCloud): A Tyr-VEN  
 Russia (?): A Rum-BUD, F Bla-Sev (d: Arm or OTB), A STP-Mos  
 Spain (Duerr): NMR! F MID U, F SPA(nc) U, F NAP U, F TUN U

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: Konrad Baumeister, Box 6050 Henle, Washington, DC 20057  
 Sca: Mark Luedi, 730 Atwater #15, Bloomington, IN 47401

Game Notes: Draw votes first. Bal/Spa 3-Yes 2-No, Bal/Fra/Eng/Ger 4-Yes 1-No,  
 Ger/Eng/Bal/Spa 2-Yes 3-No. Proposed is a Bal/Eng draw. NVR goes against you.  
 Duerr has NMRed again and is dropped. Konrad Baumeister will take over.  
 France's move A BRE (MS) A PIC is illegal by my houserules. I'm glad it  
 happened in a situation where it didn't matter. Order each unit individually!

Press

Germany-Austria: Please note that I could've taken Warsaw, but I didn't.

Germany-World: The German people want peace! However, offers will be accepted if world peace is not in the works.

England-Austria & Russia:

Keep up the good work, guys.

England-France: It's kind of hard to teach the Spanish menace of peace when we keep bickering.

England-France: I'll try to help with the Spanish, but, I have to get the Germans out of the North Sea.

England-GM: Does a draw have to be with everybody giving it's OK or not?

GM-Eng: A draw proposal must get unanimous support to pass.

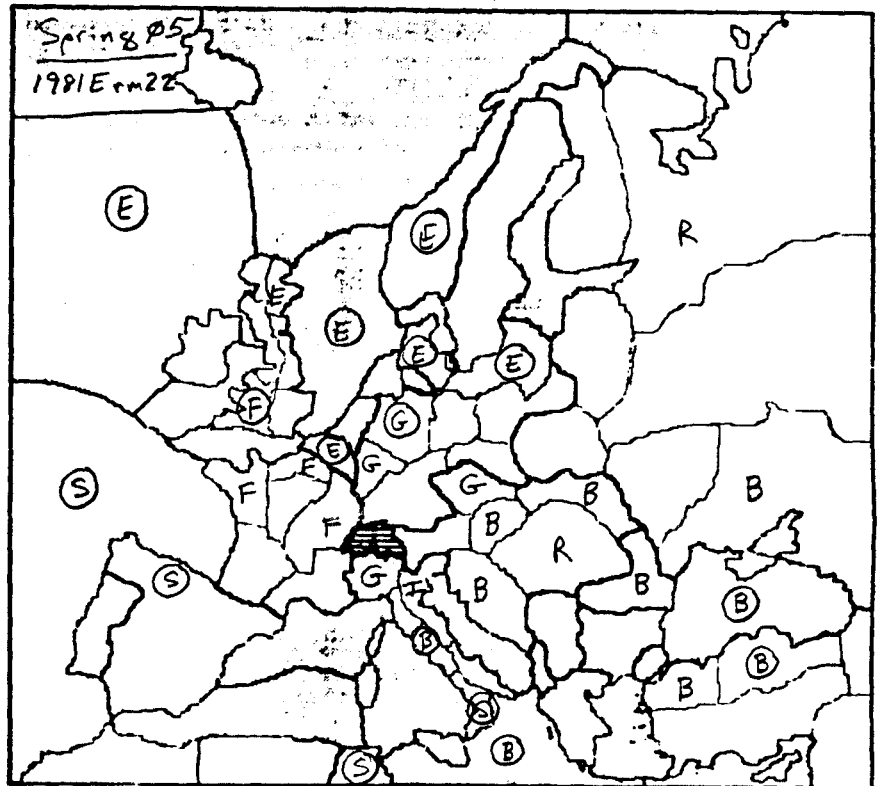
England-Scandinavian Ghost: you can haunt me all you wish, but, you can't hurt me at least.

England-Italy: I hope you are still here to battle Spain & the Balkans.

England-World: I will never surrender to the Balkans behemoth. I shall slay thee as David slew Goliath!!! I will never support a draw with the Balkans in it.

England votes "NO" on the 3 draw proposals, especially, the 3rd one Balkans & Spain. I shall now stop raving and ranting.

Balkans-England: NO, I don't want a draw with you.



Autumn and Winter 1904 --- Italian forces regroup.

ITA: A Tri r DTB, F Ion r TUN, Build A VEN, Build F NAP

RUS: Build F STP(sc), Build A WAR

TUR: Build F CON

Spring 1905 --- West side of the board NMR's!

England (Landeros?): NMR!!! F NWG U, F EDI U, A LON U

France (Cannon?): NMR!!! F ENG U, F WES U, A PIC U, A PAR U, A PIE U

Germany (Wily Givan): A BEL H, F Den-BAL, F Nth-DEN(A KIE S), A MUN H, A SIL-War

Italy (McCloud): A TYR S A Ven, A VEN S A Tyr, F NAP-Ion, F TUN-Wes

Russia (Townsend): F StP(sc)-LVN, A WAR-Sil, A Ukr-GAL, F Bla-RUM, A SWE-Den,

A VIE-Tyr (A TRI S), F SKA-Nth, F NWY-Nth, F BAR-Nwg

Turkey (Butland): F Con-AEG, F Smy-EAS, A Ank-CON, F Ion-APU, F GRE-Ion,

A SER S Rus A Tri

Game Notes: Standbys for England and France 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

Eng(standby): David Anderson  
219 Oakland Ave.  
Pontiac, MI 48058

Fra: Michael Cannon  
3204 Frederick Hall  
College Park, MD 20742

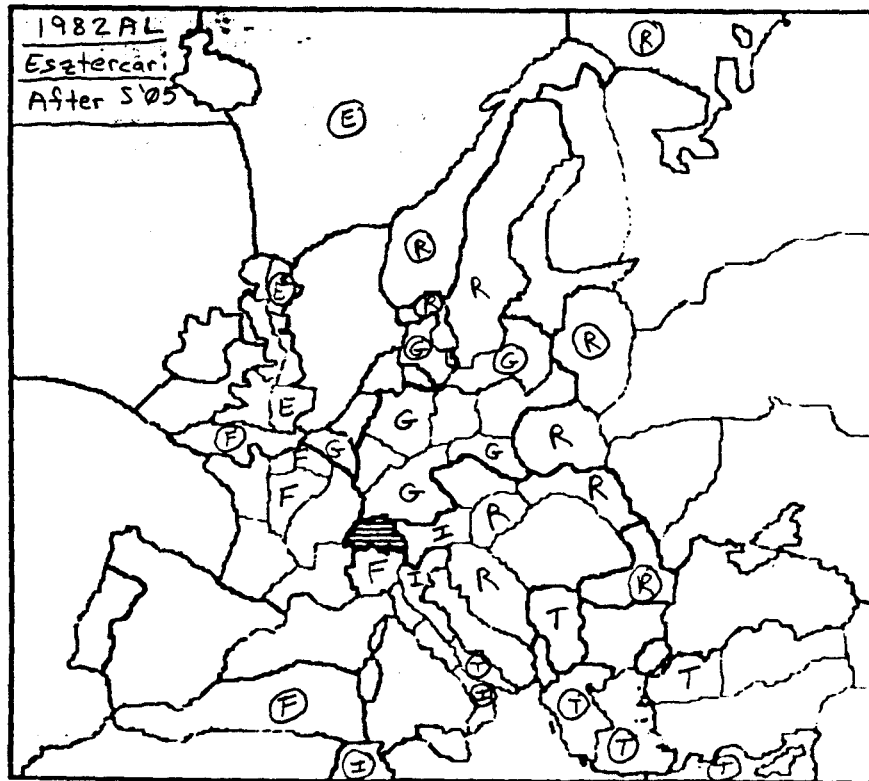
Fra(standby): Bob Olsen  
6818 Winterberry Cir.  
Wichita, KS 67226

Ger: Evans Givan  
PO Box 15761  
Sacramento, CA 95852-0761

Ita: 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

Germany-Russia: Thanks for the offer, but I don't think it would work. Maybe next time.

Germany-England: I'm still waiting for some specifics.

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Quiz Answers (from HJ#5&6):

- 5.1 A plain on the planet Kregen in the Dray Prescott series.
- 5.2 Rick, Amanda, Ellen, Dickens
- 5.3 Cutter's Goose, Spy/Singer
- 5.4 Knight Industries Two Thousand, Knight Automated Roving Robot
- 5.5 John Ritter/Jack Tripper, Joyce Dewitt/Janet Wood, Pricilla Barnes/Terri Jennilee Harrison/Cindy Snow, Suzanne Sommers/Christmas (Chrissy) Snow

## Letters...

[from Clark Reynolds] Thanks for your write-up on the SVDM II. Even though I suffered from Bruxism (sore jaw muscles) for three days after the tournament... Fool that I am, I am already planning on the next dippy tourney (called "River City Diplomacy Tournament" and to be held Columbus day weekend). This tournament will be a little less free-wheeling than "The Massacre." There will be three rounds, each no more than six hours; I intend to recruit assistant GM's who will record game results and adjudicate specific boards. I may well specify conditions for a draw, as there was some confusion on that issue. Your criticism concerning the scoring system is well taken; I will not utilize that system in it's detail at any further SAG Dippy Tourney. What do you think about seeding the final round? Up until now, all rounds in the formal type tournaments have been unseeded. Also, I'm thinking about awarding trophies for the top three spots. What do you think?...

[I'm not sure seeding the last round would be a good idea. But, awarding trophies sounds like a great idea.]

[from Kathy Byrne]...In regard to Evans' letter, no I never wrote him, I don't even know where he lives. I always thought he was a Langley alias myself. By the way, I enjoy the pictures you run from the cons you attend.

[from Steve Langley]...First - Clearly the two Turkey games demonstrate a weakness in the scoring system. Second - I like the photo pages. I hope you can continue that particular feature. Third - When will the bourse start and which game will it be tied to?

[The photo pages will appear whenever I get some interesting pictures to publish. The bourse will start when my first game of regular diplomacy starts and will be tied to it.]

[from Steve Langley again] In responce to Evans' letter, let me clear up a few points.

First, Steve Arnawoodian wrote to me asking if I knew a Givan Evans and stating that it sounded like an Oaklyn type pseudonym to him. Naturally, being a truthful sort, I said I knew no such person and asked if there was any reason to suspect Bernie/Buddy had moved to Sacramento.

Second, I did not give Evan's home address to Olsen or Byrne nor did I use it myself, except for some early Magus mailings. That doesn't close the case though. A known Tallman toady, Lt. David Schaubert, is based here in Sacramento. It is quite conceivable that Evans' reputation as a player could have come to Tallman's attention. Certainly, if it had, Tallman would have moved whatever mountains might need moving to get Evans into his game. Wouldn't you?

I suspect that Tallman is playing it cute, not taking Evans' dots (knowing full well that with a player of Evans' quality, the dots will always be there for the taking) until any question about the irregularity of playing in a game with Evans is resolved. There have been rumours that any game with Evans in it may have to be ruled irregular, since the rules of diplomacy specifically require seven players.

Third, I never denied being Evans or using Evans Givan as a psuedonym. No one who has ever played against Evans and me would even consider the possibility, let me simply state that he aspires higher than he will ever reach.

Quiz (a free issue to the one who gets the most of them right first):

- 8.1 Lisa Hartman, who is on High Performance, starred in a series with Robert Urich in the late 70's. Name the series.
- 8.2 What was Marlo Thomas' name on *That Girl*?
- 8.3 What were the call letters at the TV station on *Mary Tyler Moore*?
- 8.4 What was Susan St. James' character's name on *The Name of the Game*?
- 8.5 Who played Dick's wife Jenny in *The New Dick Van Dyke Show*?
- 8.6 What does B.A. stand for on *The A Team*?
- 8.7 Name the lead actor & actress from *The Girl, The Gold Watch & Everything*.

## Tournament Scoring: Take Two

Hi Mark,

Thanks for the invitation to respond to your comments on the scoring system used at SVDM II. This is the scoring system which has been used successfully at 6 years of Pacificon Diplomacy Tournaments. There have been modifications over the years, but no major problems showing any weakness in the system.

It's clear you don't like it, but you don't say what you might like. Nor do you say what you don't like, except you suggest a 2-way draw should be worth more than 1 point more than 2<sup>d</sup> place (or do you suggest the opposite? I'm not certain from your discussion).

It's true, the weighting of draws and places in scoring systems is a matter of preference. But 1 point in this system can be quite significant. Places are often separated by hundredths of points, not by whole points, in this system.

The system does not discourage playing more than 2 games. There are 7 players in each game, and for 5 or 6 of them in each game playing more than 2 games is a way to catch up with the leaders. Only the winners of one or two games might suffer from playing more than 2 -- but then, they might continue winning, too. Any system which rewards a player for playing many games only encourages sloppy play and "funny" games which don't reach a normal conclusion.

In your main complaint you say "the formula needs to be more complicated to reward quick victories...." You give as an example to support the point two finishes in 18 center wins by Turkey, complaining the one which took one year longer got .09 more points. You ask which win is "better", suggesting the judgment can be made from merely looking at the supply center record. You seem to suggest the 9 year game was better than the 10 year game. I make no such suggestion about either game. But I'm sure you've seen hard-fought games lasting more than the average number of games because the skill of the players prevented an easy win in earlier game years. And you've also seen "quick" victories where the opposition collapsed because of poor diplomacy and tactics.

In my opinion, a longer game will more likely be played by skillful players. Shorter games are won by skilled and unskilled alike, merely because the opposition was so poor.

I'll be watching for further discussion on this, and other scoring systems. I look forward to incorporating improvements into the system. But I have a prejudice against unnecessary complications. I also look for a system which distorts the play of the game least. All scoring systems distort play to some degree. This system used at Pacificon seems to distort play less than any I've seen.

--Jim Bumpas

[ The reason why I don't say what I might like in a scoring system is because I haven't seen it yet. As for what I don't like about your system.

The weighing of draws, definitely a matter of personal preference, but I consider being in part of a 2-way draw as much better than 2nd place and being part of a 3-way draw as somewhat better than 2nd place.

It does discourage the leader(s) from playing in more than two games. If someone wins in one of their first two games, the odds of them winning again are minimal. They have become targets and would be close to unreachable if they stopped playing. There are ways the system could be built to discourage sloppy play and "funny" games.

The SC averaging formula needs to be more complex or discarded. I think quick victories are won by skillful diplomacy players. I see more sloppy play and poor tactics in games that last a long time. You seem to be suggesting that a good diplomat should drag out the game he is playing against poor players so he can get a better victory. There was talk in one of the games at SVDM II of a large alliance of two players dragging out the game for a few years to improve their SC averages after everyone was willing to concede the draw - now I call that distortion.

I consider changes to your scoring system a necessary complication. There are a couple of us here in Sacramento working on better systems. I'll let you know what comes of it. ]

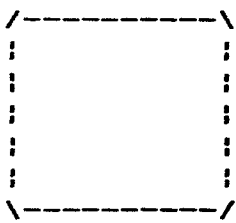
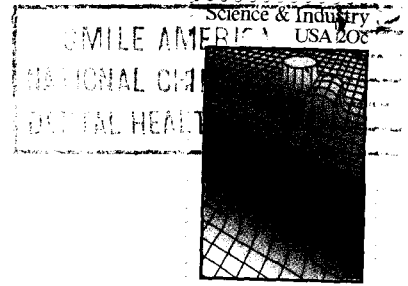
Notes, just for you:

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BLACK HOLE

1. After each spring and fall move, one province is randomly chosen to become *black holed*. The province becomes impassable, in the same manner that Switz. is impassable. Any unit present in the province when it is black-holed is eliminated.
2. Starting with spring 1904, one previously black-holed province is *white-holed*. This means that the province becomes passable. Switzerland is considered to have been black-holed before the beginning of the game, and therefore Switzerland is eligible to be white-holed.
3. A player may not derive support from a supply center in a province that has been black-holed. If a black-holed province is white-holed, its supply center status remains unchanged, and the supply center of the province (if any) is returned to the player that owned it when the province was black-holed, unless the player has been eliminated, in which case it is considered neutral.

=====HJ 6=====

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