

HAI! JIKAI!

5:10:21!\$.30

PRINCE OF SCORPIO

June 4, 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 July 9, 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 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, Williams(pd), Woody(pd), Cannon; Twitty

Bourse: Langley, Luedi, Reynolds, Daf, Schaubert, Peters, Jurkowski, Landeros

Variant: McCloud, Luedi, Woodson(?)

(Let me know which variants you are interested in)

Standby: McCloud(R&V), Givan(R), Olsen(R&V), Anderson(R&V), Carter(R), Peters(R&V), Jurkowski(R&V), Woodson(R&V)

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B2AL/Esztercari/ZAT July 9, 1983

Game Notes: The game is delayed due to multiple player request. The reason was Mark Frueh's COA which I was unable to supply until late in the month. Mark Frueh is now the player of record for Italy as Larry has NMR'd out. I have orders on file for everybody. Here are some COAs:

Eng: Rob Landeros, 493 Siskiyou Blvd #3, Ashland, OR 97520

Fra: Michael Cannon, 13801 Wisteria Drive, Germantown, MD 20874

Ita: Mark Frueh, 309 N. Livingston, Apt. 1, Madison, WI 53703  
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Odds and Ends:

Hai! Jikai!'s official circulation is now 31.

Peericon III is being held in San Diego on July 29-31. For more info write: Larry Peery, Box 8416, San Diego, CA 92102.

This issue is going free to Mark Frueh for submitting standby orders.

The rest of the rules and the maps for Kregish Dip are on pages 5-8.

I'll be running an improved version here. I'm open to suggestions.

Raging Main, a new dip zine by James Woodson. It cost 12/\$5.00 and has game openings. Address is: PO Box 330322, Pensacola, FL 32508.

The next issue of TIFOT should be out sometime this month.

Manifest Destiny is a new dip zine put out by Keith Sesler, PO Box 158, Fraser, MI 48026. It goes for a very reasonable 10/\$3.00. He does have regular and variant game openings.

Rumour is that *Damn the Torpedoes* has folded. If so one of the games may be moving here.

On page 8 is a ballot for the Don Miller Memorial Award. They are all fine choices. You are allowed to vote a write-in candidate should you wish.

If Scott Hanson can do it, so can I. CUBS Stats (thru 6/5):

4th 22 28 .440 6 games out

May 18, 1983

ENDGAME STATEMENT FOR WOOLWORTH I, 1981 Erm22

Fred Davis, FRANCE/TURKEY

Unbelievable. This game ended so suddenly. Thanks to the JIHAD fold, the game lasted about 25 months in real time, but only went through five game years. Throughout the game, I'd been led to believe that David Anderson was England and Austria, and that Steven Duerr was Spain and Balkans. So, when Spain was not responsive to my early letters and Balkans began to grow, I launched attacks on both of them, assuming they were run by the same person. While France was successful in keeping Spain down to its initial 3 units, Turkey was being devastated in the East, as I could find no one to cooperate with me.

I had great success ~~with~~ working with Mark Luedi (Germany/Scanda). The most interesting event of this game was when Mark phoned me a couple of times in the early stages and introduced himself as "Kaiser Bill." I was unfamiliar with the voice of any player except Anderson at that time. If there is a tap on my phone, I'm sure the authorities have me marked down as a nut, as I responded to the "Kaiser's" proposals as if he really were Wilhelm II.

We came to an early agreement to work together against England (Anderson), reserving Switzerland for Germany and Belgium for France. Eventually, we came to trust one another well enough to reveal who we were and make board-wide plans. Subsequently, I lost Belgium to England, but succeeded in capturing London. Unfortunately, while Germany was also doing well, Mark's alter ego of Scandinavia failed miserably, along with my ^TTurkey.

My biggest problem in this game was that every time I came to an agreement with Italy/Russia against Spain/Balkans, the Italian player would disappear, and I'd have to start over again. So, it was never possible to work with the Italian/Russian combination, and Balkans kept on growing. Things became even more frustrating when Larry McCloud took over the position. He never replied to my letters, even when I told him I was Turkey and knew he was Russia, and pointed out the Balkan menace.

When ^TTurkey was down to one unit, I wrote McCloud again, offering an excellent plan to hit Balkans with a surprise convoy of my army across the Black Sea by the Russian F. He failed to write the convoy order, and replied only in a press release stating, in effect, why hadn't I contacted him sooner. Maybe he just didn't read his mail.

Finally, I became so worried by the supposed Spanish-Balkan strength that I agreed to work with David Anderson, who phoned regularly, in an effort to stop Spain. Spain had regained his Homeland by then, and was threatening southern France. I was ~~about~~ ready to concede the game to the supposed Spanish-Balkan juggernaut, which was just four Centers away from the 19 required for a win. The turning point came when Steve Duerr resigned, and Konrad Baumeister took over his position. Konrad revealed to me that the only other Power Spain controlled was the one-Center Austria, not big bad Balkans. On y then, in Fall '05, did we realize that it was Anderson who controlled the Balkans!

Immediately, we (Mark, Konrad and I) tried to put together an Everybody vs. Anderson coalition. Germany, France and Spain all moved against England. We had planed a big stab. I was to take Liverpool with my F Wales, and also take Belgium. Germany was to retreat F North Sea-London, and reoccupy Holland. Spain moved F's into Irish Sea and MAO. I planed to build another F in Brest to help finish the job. But, somehow, David must have smelled a rat. He moved to protect Liverpool, while simultaneoulsy taking Kiel from Germany. So, instead of dropping from 7 to 5 SC's, England stayed at 7.

(more)

These moves were supposed to be accompanied by German, Spanish, Italian and Russian moves against Balkans. Unfortunately, McCloud NMR'd, and that was the game, as Balkans picked up a net gain of 2 SC's in the East and Italy, for a total of 12. Naples, at least, could have been kept away from Balkans with Italian help, and thereby kept the game going into 1906. At that point, Liverpool would have fallen to the coalition, and we might have been able to reverse the tide. Instead, England/Balkans gained exactly the number of Centers needed for a win.

I don't know how you did it, David, but you deserve congratulations for a fine win. I'd enjoy playing another Woolworth game, but this time, the improved version, either II-A or II-D, with their higher Victory Criterion to win with two separate Powers.

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endgame statement, 81Erm22
Scandinavia/Germany

May 13, 1983

I'm glad this game is finally over. Congrats to David for winning it. I'm still astounded that he managed to keep his secret power secret for so long. Thanks to Mark for picking this game up after what seemed ages and doing an alright job with the GMing and poop for Glenn Overby, leaving us out in the cold.

This was not a well played game. Fred and David were the only people who communicated much at all. I enjoyed calling Fred and identifying myself as "The Kaiser" early in the game without further identifying myself. He eventually figured who I was. Anderson let slip a remark that he was Austria, and that didn't get cleared up until Konrad entered the game, basically too late to stop Anderson's win.

I might add that stabbing one's other self in this game might fool somebody, but it doesn't help matters. David tried to get me (as Scandinavia) to go against Germany or Russia. The former seemed impractical, the former self-abusive. With Russian pressure on Scandinavia (and Germany), it was difficult to get anything going against England. Add to that Fred having only one fleet, and Anderson's position was fairly secure. He also tried to persuade me to move on France, which I shunned in favor of the alliance with Fred.

The Scandinavian position in this game is very weak - with two home centers adjacent to other home centers, and Sweden vulnerable from the backside. It was a very bottled-in position. I'd suggest more buffer provinces in future designs. Also, I'm not sure that I agree with the change in victory criterion instituted by Fred, ~~changing~~ increasing it to 24. David's deception tactics were what won the game for him - I doubt such a situation would be repeated often. However, with only four other players in the game, it is difficult in many cases to find an ally. Even though France/Germany enjoyed a more-or-less game long alliance, we didn't accomplish much. ~~xxxxxx~~

Guess that's all I have to say.

river sector will automatically prevent hostile fleets from passing them, unless that fleet is supported by another unit on the other side of the river. Rivers do not prevent armies from crossing them in a normal movement turn.

7.5. HEROES: Heroes have a strength of $\frac{1}{2}$ of a fleet and they move at fleet speed. They can move over land or water indiscriminately, and may accompany armies or fleets. Heroes moving with armies or fleets automatically support the action of the larger unit until such time as they leave that unit.

7.5.1. Heroes have the following special powers: (1) They can take unoccupied cities or pirate supply centers, and deprive the player of those supply points while diverting the points to their own forces; (2) they can move with armies and fleets and increase the fighting strength of the unit (e.g., an army with a hero vs. an army without a hero will always win and force the heroless army to retreat; (3) they can defend an unoccupied city (by rallying and leading the citizenry) against a single army or a single fleet. They cannot stand off any combination of 2 units (unless there are 2 allied heroes). (4) They can penetrate neutral garrisons and either help defend them, or betray them to their own forces when they arrive; (5) they can will or convert other heroes to their own side in personal duels.

7.5.2. DUELS: When 2 hostile heroes enter the same sector, there will be a duel. You may fight to either kill or capture. If you capture an enemy hero, he becomes yours for the rest of the game, unless someone else recaptures him. Whenever you think your hero might be in the same sector with a hostile hero, you will secretly write down a number between 0 and 100 and enclose it with your orders. If no number is written down, a 0 is assumed. The game referee or master will then randomize between 0 and 100 at the end of the turn, and the hero whose number is closest to being ((word illegible)) will be the winner of the duel, and his instructions of kill or capture will be followed in regard to the other hero. In case of exact tie, both heroes will be considered seriously wounded and will be magically transferred to their own capital cities where they must remain and recuperate for 1 game year (2 turns).

7.6. COMBAT: Combat will be conducted as in regular Diplomacy; that is, with 1 unit (1 army or 1 or 2 fleets) attempting to move into a sector while other friendly units adjacent to the disputed sector support the move. Half an quarter point units count. The player with the greater balance of force will succeed, either taking or defending the disputed territory.

7.6.1. Mutual and chain supports are allowed. But armies can not support fleets at sea, nor can fleets support armies inland. Fleets on river sectors can both support and be supported. Heroes can only support units that they are actually with--they do not ever support into adjacent sectors.

8. BUILDS: We observe the conventional year on Kregen with a Spring move and a Summer build, then a Fall move and a Winter build. Sectors always belong to whomever held them last, not whomever held them on the last build turn.

8.1. Armies or fleets may disband at will, any time or any place. Heroes once built, cannot ever disband.

8.2. To speed play, Kregen uses the prophetic system of builds, retreats, and disbands when played by mail. Players may file general orders of any degree of complexity with the game master to cover the mechanics of automatic retreat and building.

In the basic situation are taken from book 14 of the Scorpio/Kregen series by Alan Burt Akers. Some of the independent cities on the northern coast are invented to make the game more playable, as are all the marked pirate supply centers. City names are the same as those given in the books whenever possible. Province names were all invented by me, but most of them are taken from the special Kregen vocabulary as listed in several glossaries. Some of the province names such as Sex, Diplomad, and Coast Iguana are meant as jokes--you know who you are. Let me close by saying that this game was a lot of fun to draw and design, and that I will run as many sections of it in

STORMBRINGER as are wanted.

Ken St. Andre, Phoenix, Arizona
May 25, 1977

ABBREVIATIONS: The names of several of the smaller sectors on this map had to be abbreviated. Here's a list with locations: G.C. is Grand Canal, between Akhram and Dam of Days--W is Wabinoak Island between Bold Sea and Bay of Genodras--R is Rast Island bordering the Bay of Blood--O is Onker Island just north of Rast Island--O.I. is Overlord Island in the Overlord Sea. In addition there are 3 Pirate supply center islands in the Sorzart Sea numbered I, II, and III. I is the most westerly; III is most easterly. Little islands without names are not sectors and should be disregarded. R. Daphig, R. Zinkara, etc. are names of both rivers and the sector which contains the writing.

NAVB NOTE: The above text is reproduced exactly as it came to us, from extremely faint copy. One word, as indicated above, was totally illegible. The text clearly relates to "Draft 1" (of 2) of the map. No revised (or "Draft 2") version of the rules is known. The careful reader will detect many holes and unresolved problems in this text. Anyone producing a revision of these rules to account for the "Draft 2" map, or to clarify the existing rules, is asked please to forward a copy to NAVB (currently Rod Walker, 1273 Crest Dr., Encinitas CA 92024; most current address will be in DIPLOMACY WORLD).

DON MILLER MEMORIAL AWARD SAMPLE BALLOT

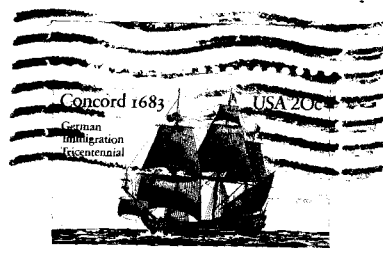
I vote for:

- | | |
|--------------------------------------|---|
| <input type="checkbox"/> Mark Berch | <input type="checkbox"/> Lee Kendter, Sr. |
| <input type="checkbox"/> Kathy Byrne | <input type="checkbox"/> Rod Walker |
| <input type="checkbox"/> Don Ditter | <input type="checkbox"/> |

Return to: Larry Peery, Box 8416, San Diego, CA 92102 by 4 July 1983.
The source of each ballot must be identified. Either sign it or enclose it in an envelope with a return address. Facile ballots, such as postcards, are OK as long as they are identified as to who is sending them.

_____/Signature/
_____/Address/

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