

# THE BOARDMANSKI NUMBERS

1974ASKI	1974AASKI	1974BASKI	1974CASKI	1974DASKI	1974EASKI	1974FASKI
1974BSKI	1974ABSKI	1974BBSKI	1974CBSKI	1974DBSKI	1974EBSKI	1974FBSKI
1974CSKI	1974ACSKI	1974BCSKI	1974CCSKI	1974DCSKI	1974ECSKI	1974FCSKI
1974DSKI	1974ADSKI	1974BDSKI	1974CDSKI	1974DDSKI	1974EDSKI	1974FDSKI
1974ESKI	1974AESKI	1974BESKI	1974CESKI	1974DESKI	1974EESKI	1974FESKI
1974FSKI	1974AFSKI	1974BFSKI	1974CFSKI	1974DFSKI	1974EFSKI	1974FFSKI
1974GSKI	1974AGSKI	1974BGSKI	1974CGSKI	1974DGSKI	1974EGSKI	1974FGSKI
1974HSKI	1974AHSKI	1974BHSKI	1974CHSKI	1974DHSKI	1974EHSKI	1974FHSKI
1974ISKI	1974AISKI	1974BISKI	1974CISKI	1974DISKI	1974EISKI	1974FISKI
1974JSKI	1974AJSKI	1974BJSKI	1974CJSKI	1974DJSKI	1974EJSKI	1974FJSKI
1974KSKI	1974AKSKI	1974BKSKI	1974CKSKI	1974DKSKI	1974EKSKI	1974FKSKI
1974LSKI	1974ALSKI	1974BLSKI	1974CLSKI	1974DLSKI	1974ELSKI	1974FLSKI
1974MSKI	1974AMSKI	1974BMSKI	1974CMSKI	1974DMSKI	1974EMSKI	1974FMSKI
1974NSKI	1974ANSKI	1974BNSKI	1974CNSKI	1974DNSKI	1974ENSKI	1974FNSKI
1974OSKI	1974AOSKI	1974BOSKI	1974COSKI	1974DOSKI	1974EOSKI	1974FOSKI
1974PSKI	1974APSKI	1974BPSKI	1974CPSKI	1974DPSKI	1974EPSKI	1974FPSKI
1974QSKI	1974AQSKI	1974BQSKI	1974CQSKI	1974DQSKI	1974EQSKI	1974FQSKI
1974RSKI	1974ARSKI	1974BRSKI	1974CRSKI	1974DRSKI	1974ERSKI	1974FRSKI
1974SSKI	1974ASSKI	1974BSSKI	1974CSSKI	1974DSSKI	1974ESSKI	1974FSSKI
1974TSKI	1974ATSKI	1974BTSKI	1974CTSKI	1974DTSKI	1974ETSKI	1974FTSKI
1974USKI	1974AUSKI	1974BUSKI	1974CUSKI	1974DUSKI	1974EUSKI	1974FUSKI
1974VSKI	1974AVSKI	1974BVSKI	1974CVSKI	1974DVSKI	1974EVSKI	1974FVSKI
1974WSKI	1974AWSKI	1974BWSKI	1974CWSKI	1974DWSKI	1974EWSKI	1974FWSKI
1974XSKI	1974AXSKI	1974BXSKI	1974CXSKI	1974DXSKI	1974EXSKI	1974FXSKI
1974YSKI	1974AYSKI	1974BYSKI	1974CYSKI	1974DYSKI	1974EYSKI	1974FYSKI
1974ZSKI	1974AZSKI	1974BZSKI	1974CZSKI	1974DZSKI	1974EZSKI	1974FZSKI

PROCEDURES TO BE FOLLOWED: Enclosed above are the first 182 Boardmanski Numbers made available to public gamesmasters for the year 1974. Any gamesmaster contemplating the opening of a game of Diplomacy must take a number now. One number for every game that might be started. No two gamesmasters may choose the same number, encouraging Diplomacy before the fact, bargaining ("I'll give you 'ASSKI for 'EZSKI and five bucks), a general exchange of ideas ("If we both pick the same number, then neither of us get it, then both of us can pocket the gamefees and forget the dumb game..."), as well as geographical alliances among gamesmasters ("Quick, Labelle, open up some games before San Diego runs off with all the 'ASKI's..."). In short, a friendlier atmosphere among gamesmasters. Should two GM's submit the same preference list and their letters requesting numbers be postmarked on the same day, the deciding vote will be cast by a left-handed 4yr old throwing darts blindfolded, guaranteeing impartiality and fairness ((nearest dart to the wall takes preference)). Any gamesmaster found in violation of these rules will be penalized heavily and assigned random numbers beginning at the other end of the possible scale of Boardmanski Numbers contemplated for 1974. Said gamesmasters will be socially ostracized with the appearance of numbers such as 1974ZZZSKI (who would want to play a game under such a number?). Game records must be exactly and positively kept and furnished on demand. Once a game is awarded a Boardmanski Number, it can never be orphaned and the originating gamesmaster will be purned should he even contemplate failure to produce a completed game. Purning Enforcers will be employed from the ranks to insure compliance.

JUST THINK! There will never be another 25th JASTRZAB ever again and you were lucky enough to get one---a genuine artichoke of Americana published by S. Wrobel, 7 Poland Village Blvd., Poland, Ohio 44514. Phone 216-7574140 weeknights after 9\*30 but remember the Waltons. Subscriptions continue at 10/\$1.50. Game fees are \$5.00 when there are games open which there are not at the moment. No trades solicited.

DEADLINES---DEADLINES---DEADLINES---DEADLINES---DEADLINES---DEADLINES---DEADLINES---DEADLINES---

1972BQ---S'09 1972CM---F'07 1972EG---F'07 1973AU---F'05 1973EA---F'08 1973EZ---S'03  
1970DCF---F'10 1972DCX---Yavie 3026 1973BEed---Yavie 3020 Include some conditional  
Winter Adjustments with your Fall orders and we might get a few games going faster.

GENERAL ORDERS: Awhile back someone wrote to me requesting information on how or what a set of General Orders might look like or include. Rarely touching the stuff myself, I asked Edi Birsan to promote up a set suitable for any game now running in this magazine. By coincidence he selected 1922AK which has just concluded abruptly. But, the Orders as Edi would file them would look like this:

Country: England effective for period 1908-1911 ((GO's can always be updated))

Principal Ally: France

Principal Target: Russia

Neutral towards Italy and Austria (ie: give no support for or attack)

TACTICAL: Drive the Northern Russian fleets off the board even at the cost of Norway. Trapping them in Barents or St.Pete if possible. Plan moves with an eye to always forcing the Russians to keep St.Pete occupied in order to further prevent a build of another Russian replacement fleet. Positions to keep at all costs: (1) NorthSea, (2) NorwegianSea, (3) Baltic Sea.

STRATEGIC: Move fleets in a manner to make an advance first on Bothnia forcing it to be dislodged to Finland or Livonia and then go to clear out the Northern Fleets first and finally trapping the Livonia or Finland fleet later. Pay no attention to French moves unless he moves into the Irish Sea or lands an army in England proper...Russia must go!  
Winter builds: Build fleets in the order of Edi, Lon, Liv. Upon reaching 8 centres, build one army and one fleet preferably army London and Fleet Edi.

(The above is just a possibility, but it at least gives the GM an idea of what the hell he wants to do, who the target is, and who's on sides---Edi)

((Our thanks to Edi for complying with the request. The explanation should give some of the younger players a chance to at least see what a good set of General Orders might look like---even if most people trust to luck (including myself for the most part) and the fortunes of war within the postal system))

THE BOARDMAN NUMBERS. Through an exchange of letters with Conrad VonMetzke, I get the distinct impression that something must be done to help our West Coast Ent Pack Leader soon before the sheer weight of the custodianship of the Numbers and the Statistical Gathering of finished games overruns him. The main problem is, of course, keeping track of the flow of the game seasons and recording the Winter results. One main recourse is for all gamesmasters to supply Winter results on separate 6x6 cards to whoever keeps the records. Human nature being what it is, at least half of us would not comply with that request even if paid to do so. The half that would, though, would solve some of the time waste that Conrad is going through. One can imagine how many of the strong individual GM's would ignore the Numbers as something traditional rather than necessary. I think it's time for a poll, Conrad. Let's see who cares.

CHANGE OF ADDRESS:

EDI BIRSAN, 35-35 75th.Street, Jackson Heights, NY 11372

BILL KLITZKE, BOX 1467, Scottsdale, Arizona 85252

ERIC PRASSE, 201 Hanszen College, Houston, Texas 77001

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OF REGULAR DIPLOMACY...

Thomas Luke Wilson

7556 Apperson St.

Tujunga, Calif 91042

ALL ORDERS DUE HERE: FEBRUARY 5, 1973 (A Tuesday)

MORDOR (SAURBOND)

BEORN FREE?

- TA Dead Marshes-Weswang.
- DA Ithilien-Pelargir./R/
- DA DolAmroth-Lamedon.
- DA Lorien Woods holds.
- DA Wilderlands-GladdenField.
- DA Rivendale-Beorn./A/
- GDA Cairn Dum-Ettenmoors.
- SA SouthIthilien (S) DA Ithil-Pel.
- SA Rhun-Carnen.
- SA Barad Dur-Gorgoroth.
- SA Minas Morgul-Ithilien.
- SA Udun-Dagorlad.

GONDOR (BIRSAURON)

- DB Anorien (S) SA Pel-Ith.
- SA Harondor-SouthIthilien.
- SA Umbar-Bay of Belfalas via bunchaboats.
- SA Minas Tirith (S) SA Pel-Ith.
- SA Pelargir-Ithilien.

ROHAN (JOEL KLEIN)

- DA Gap of Rohan-West Emnet.
- SA East Emnet-Emyn Muil.
- SA Isengard-Gap of Rohan.
- SA Wetwang (S) GSA Pel-Ith./R/

THE MEN OF THE NORTH (LIBBY)

- DA Dol Gulder-Wilderlands.
- SA Gladden Field-Beorn.
- SA Northern Wild (S) SA Gaa-Beo.
- SA Erebor-Anduin's Vale.
- SA North Downs holds.

THE ELVES (HENDRY)

- DA Eregion (S) SA Beo-Riv.
- SA Beorn-Rivendale.
- SA Mirkwood-Beorn.
- SA FangornWood-Lorien Wood;

Underscored moves do not succeed. The Mordor DA Rivendale is annihilated, the Mordor DA Ithilien must retreat to Dead Marshes or OTB, the Rohan SA Wetwang must retreat to Rauros or OTB. Conditional Orders based on the direction of these retreats are acceptable.

THE DWARVES (JUST)

- SA WeatherHills-Rhudaur.
- SA Tharbad-Enedwaith.
- SA Mt.Gundabad-Ered Mithrin I.
- DA Misty Mtns.I (S) SA Hills-Rhu.

PRESS:

NSG: "Over Elvenhome, the shadow rolled...."

PAOLI: DA Rivendell was the first  
 the list is long  
 Middle-Earth Angestun Gesepit

PAOLI: Do You know what they call the  
 Gallop Pole?  
 The Polish Cavalry!

MINAS TEXAS: What's yellow and smells like bananas?  
 Monkey vomit!!!!

MISTY POLAND: My apologies to Chic Hilliker for assuming that he was intent on dropping out of this game and then learning that he realized he had missed a move but had not intended to resign. Chic, we'll get you into another somewhere.

.....  
 If you think the United States has stood still, who built the largest shopping center in the world?---Richard M. Nixon  
 .....

QUESTION BOX: What's the difference between ....Dcx and ....BEed? ((in the two separate LORD Games)). Joel Klein.

Answer: How the Hell would I know? One would have to ask Lew Pulsipher who originally assigned the two distinct numbers to these games or ask Burt Labelle who is doing the task now.

QUESTION BOX: Who exactly are the Ent?---Joel Klein

Answer: Wives of the Encles. Actually the Ents are the mythical treelings who appear in the LORD series in the second volume, The Two Towers. I suggest you read that rather than appeal to your humble narrator for an explanation which will come out warped.

CHAPTER V. Battle of Fangorn Wood

The wholesome threesome were entering Fangorn Wood. They knew this for certain because several miles back they had seen a sign saying:

FANGORN WOOD  
several miles ahead

As they came up to a large clearing, they heard loud clangings and bangings and shouts of fierce joy and painful agony.

"Maybe we're in time for the Ent races after all," commented King Eric the Just brightly.

But when they arrived, they discovered that what they had heard were the sounds of hard fighting.

"Quick! Hide!" King Eric shouted, and ducked behind a very large tree. Captain Rodney C. Walker USAF also jumped behind a tree, but King Bond stood in his place.

"Hurry, you fool! Get over here!" hissed King Eric. But King Bond remained motionless.

"Listen," said Walker. "He's singing." And sure enough, as King Bond stood there, he softly sung to himself.

Whenever I feel afraid  
I scream and run about  
I cower in abject fear  
and then I loudly shout  
I'm Afraid  
Whenever I sense dispute  
I avoid it at all costs  
I hate to get involved  
In a fight that's usually lost  
Cause I'm Afraid  
Whenever I walk the streets of a friendless town  
I'm always filled with fear if I go at night  
and stay out of sight  
Maybe they won't know  
I'm Here  
Whenever I sight the foe  
I call to rally 'round  
I gather my men to me  
Then leave without a sound  
For I'm Afraid.

Subtly ignoring their comrade's plight, the other two queried each other.

"Who could be fighting?" asked Walker.

"Well," answered King Eric. "Since one group is wearing all Blue and the other all Black, I would think the answer obvious."

"You're right, Eric," responded Walker.

"Yes, of course," admitted King Eric.

"Do they see us?"

"I don't think so. Maybe we can grab King Bond and leave."

"Let's try."

As the two started out, however a squadron of Black cavalry noticed them and charged. King Eric and Walker USAF ducked back into the trees, but King Bond only stood there, eyes wide, as the cavalry came closer and closer until finally, gathering all his strength, he braced himself and screamed at the top of his lungs, "MOMMY!!!!!!!" This so startled the oncoming cavalry that they immediately wheeled about and dashed off the field. Meanwhile, having saved himself and his two friends, King Bond proceeded to fall down in a dead faint.

Before any more troops of the Black horde could see them, King Eric and Walker USAF rushed out, grabbed King Bond, and carried him off into the forest and safety.

\* \* \* \* \*

NEXT: CHAPTER VI. BIRSAURON

SUMMER 1910

1970 DCF

5

SWEDISH MEATBALLS IN THE SMORGASBORD AGAIN

LATE SPRING RETREATS: SWEDEN: NRR. 10A ST.PETERSBURG (R) OTB.

ITALY (PANDIN):

18DA St.Petersburg holds. 20DA Siberia (S) 18DA St.Pete. 20DA Moscow (S) 18DA St.Pete. 20DA Sevastapol (S) 20DA Moscow. 20DA Galicia-Ukraine. 18DA Budpaest-Galicia. 20DA Serbia-Trieste. 20DA Bulgaria-Rumania. 20DA Constantinople-Bulgaria. 20DA Vienna hold. 20DA Venice-Tyrolia. 20DA Tuscany-Venice. 20DA Rome-Tuscany. 10F Iceland-NorthAtlantic. 10F BlackSea holds. 10F AegeanSea-Greece.

FRANCE (KEATHLEY):

10F NorthSea-HelgolandBight. 10F Channel-NorthSea. 14DA Kiel-Munich. 20DA Berlin-Kiel. 20DA Holland (S) 20DA Berlin-Kiel. 20DA Prussia-Berlin. 20DA Warsaw-Prussia. 20DA Livonia holds. 18DA Norway-Vanern. 10F NorwegianSea-Norway. 9F Jutland (S) 10F Norwegian-Norway. 10F FarohSea holds.

ENGLAND (C.D.) One unit short, owns Ireland.

SWEDEN (KELLY): NO MOVES RECEIVED.

14DA Denmark unordered (-2). 10F RigaSea unordered (-1). 10F Karelia unordered (-1) 10F Malmo unordered (-1)

SPRING RAID: ST.PETE,NORWAY

SUMMER RAID: NONE

NEUTRAL: EDINBURGH

WARsaw TO WASHINGTON: RECEIVED A STRNNGE POSTCARD FROM YOU POSTMARKED DECEMBER 31, 1973 WITH THE IDENTICAL MOVES SUBMITTED FOR THE WINTER AND SPRING MOVES WHICH WERE PUBLISHED IN ISSUE 24. AMAZING THAT YOU WOULD THINK THEY WOULD WORK TWICE.....

WARsaw to CLEVELAND: THE VICTORY CRITERION FOR THIS GAME IS STILL 25 UNITS ON THE BOARD, EITHER ARMoured OR OTHERWISE. SUGGEST YOU COMPUTE THE TIME NECESSARY TO GAIN THIS MARK.

.....  
If there weren't any Poland, there wouldn't be any Poles.---PERE UBU/In Alfred Jarry's

UBU Roi

YAVIE 3026

~1972DCX~

RETREATS:

MEN SA MORIA (R) TO DUNLAND. ((NOT ANNIHILATED AS REPORTED BEFORE))

ROHAN SA RAUROS (R) TO ANORIEN.

DWARF SA LEBENNIN (R) TO TOLFALAS.

THE DEADLINE FOR YAVIE 3026 HAS BEEN EXTENDED TO THE NEXT DEADLINE BY REQUEST OF ONE OF THE PLAYERS WHOSE NAME SHALL GO UNMENTIONED EXCEPT TO SAY THAT HE HAS A LOT OF PIECES, LIVES AROUND HERE, HAS BEEN ILL OF LATE, AND WEARS A BLACK CAPE WHEN HE BLOWS A NEW YEAR'S EVE NOISEMAKER .

With thanks to Birsan/Tremblay Enterprises, the correct positions for Yavie 3026 are:

MORDOR: TA East Emmet, SA Udun, SA Ithilien, DA Enedwaith, GDA Baranduin, DA GAP of R, SA Wetwang, DA Edoras, DA Rauros, SA Dead Marshes, SA Wetwang, SA East Fold, SA Dagorlad, SA Lebennin, SA Lamedon, SA Pelargir.

MEN: DA Eryn Muil, SA West Rhun, SA Rhun, SA Gladden Field, SA Dunland, SA Esgaroth, SA Minhirith, SA Carnen.

DWARVES:DA Beorn, SA Erebor, SA Ettenmoors, SA Eregion, SA Tharbad, SA Moria, SA Tolfalas.

ELVES: DA Dimrill Dale, SA Lorien Wood.

ROHAN: DA WestEmmet, SA Anorien.

.....  
Two weeks married to the same man and I got the blues.---Carol Birsan nee Tremblay/New York Folk song

WRAP-UP FINAL

# 1973G

6

	'00	'01	'02	'03	'04	'05
AUS:	3	4	4	3	1	0
ENG:	3	4	5	2	0	0
FRA:	3	5	5	6	6	6
GER:	3	6	7	9	12	14
ITA:	3	4	6	5	5	3
RUS:	4	4	2	3	3	4
TUR:	3	5	5	6	7	7
NEU:	12	2	0	0	0	0

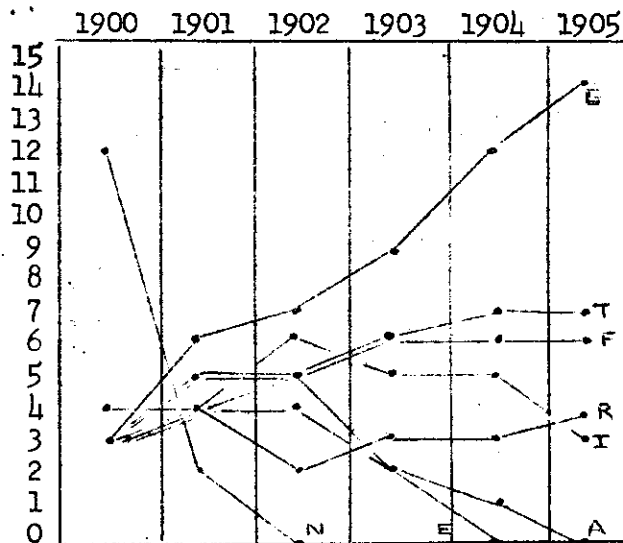
BUD:	A	-	-	-	-	R!
VIE:	A	-	G!	-	-	G!
TRI:	A	-	-	-	G!	G
LON:	E	-	-	-	G!	G
LIV:	E	-	-	F!	-	G!
EDI:	E	-	-	G!	-	G
PAR:	F	-	-	-	-	F
BRE:	F	-	-	-	-	F
MAR:	F	-	-	-	-	F
MUN:	G	-	-	-	-	G
BER:	G	-	-	-	-	G
KIE:	G	-	-	-	-	G
NAP:	I	-	-	-	-	I
ROM:	I	-	-	-	-	I
VEN:	I	-	-	-	-	F!
STP:	R	-	E!	R!	-	G!
SEV:	R	T!	-	-	-	R!
WAR:	R	-	A!	R!	-	R
MOS:	R	-	-	-	-	R
ANK:	T	-	-	-	-	F
CON:	T	-	-	-	-	T
SMY:	T	-	-	-	-	T
NOR:	N	E!	-	-	G!	G
SWE:	N	-	R!	G!	-	G
DEN:	N	G!	-	-	-	G
BEL:	N	G!	-	-	-	G
HOL:	N	G!	-	-	-	G
SPA:	N	F!	-	-	-	F
PER:	N	F!	-	-	-	F
TUN:	N	-	I!	-	-	I
GRE:	N	A!	-	I!	T!	T
SER:	N	I!	-	A!	I!	T!
BUL:	N	T!	I!	T!	-	T
RUM:	N	R!	T!	-	-	T

ROME: Eller's win was due in part to his skill as a player and there should be no doubt about that. However, it was equally due to the succession of dupes he persuaded to move away from him until he was ready for the final shaft, which came for both France and Russia in the final season of the game. Bob Knudsen's position is at least understandable, if a bit naive. He felt it was a choice of cooperation or die, when in reality it was more like cooperate and die anyway, as the final moves did show. Klitzke's play however was manifest incompetence, almost from beginning to end. He was given numerous chances to reverse his policies and the eventual course of the game, including his own chances ((ED: OF WINNING), however he chose instead to remain loyal to Eller, with little benefit to himself, even when Eller began to run away with the game. For that, he earned the enmity of the other player's and Eller's knife in the end.

PARIS: All in all, a simple game. It started off with France and Germany vrs. England; Austria and Italy vrs. Turkey with a sleeping Russia. The early success of Turkey in getting into a strong defensive position slowed the Austrian growth sufficiently enough that Germany and France could afford to launch a spoiling attack. The decline and fall of England and the addition of the new Czar to our alliance turned this into our game winning offensive. The only counterstrategy to appear was Hilliker's and Verheiden's plan to block my growth and play up the threat of Eller's winning. Thus came his rapid growth and early win. Congratulations to Tom Eller as one of the finest tacticians around. His moves only disappointed me once. The last minute stab was idiocy since I'd already agreed to his win.

PLAYERS

- AUS: C.F.Von Metzke (out W'05)
- ENG: C.Hilliker (out W'04)
- FRA: B. KLITZKE (3rd-W'05)
- GER: T. Eller (1st-W'05)
- ITA: E.Verheiden(5th-W'05)
- RUS: J. BOSKEY (dropped W'02)
- B.Knudsen (4th-W'05)
- TUR: J. DePrisco (2nd-W'05)



WARSAW: An interesting game of divergent personalities. The preference lists were initially bent to demonstrate that good players can make due with any country. I expected one of the three interior players to be zapped out--Austria proved to be the one. Yet Italy and Germany made it. So...it's not what you play, it's how you play that counts in the end.

AFTER WINTER 1908

LONDON: Mr. Atteberry's diatribe against me in the last JASTRZAB would not be worth the dignity of a reply, except for his bizarre proposition that I be "barred from Diplomacy play" because I would not fall into lock-step with his own proposals. Mr. Atteberry apparently feels that anyone not operating according to the "Win Only" school theory is not playing the game "As it should be played," to use his exact quote. Can he point out anywhere in the rules where the methods of engaging in diplomacy are rigidly prescribed? My copy of the 1971 Rule book says in IV.2, "During a diplomacy period, a player may say anything he wishes." I think Mr. Atteberry is saying sour grapes because I did not fall for his transparent diplomatic suggestions. I received offers of alliance from both Russia and France in this game. Perhaps Mr. Atteberry should take lessons in sincerity from Mr. Boyer. No, Bill, I am not "the most gullible player in the world." I think that's why you're angry. Had I followed your friendly suggestions, I would have been wiped out by now.

\*\*\*\*\*

JACKSON HEIGHTS: This ((Diplomacy)) is a game of 7 players of which only one can win. Even if you are three times as good as average, you will still lose a majority of your games (four out of seven for those Poles out there). People are going to play the game the way they think it should be played and to hell with you and me for that matter.

You might be interested in knowing, Bill, that only 18% of 101 responses in the first Arena Poll valued all draws superior to second place. In fact 20% of those polled valued second place to more than any draw...including a two-way draw! So you are in the minority of significant minorities no less! The rest, the majority, are a mix of finish preferences.

Look, if you find that winning is the big thing, as opposed to screwing around-aggravating people-trying new tricks-tactics-etc, then what you have to learn (and the full responsibility is yours) is how to read very quickly the players around you and use their preference lists in such a way that you get what you want (the statistical win) while giving as many of the others what they want---to screw around,etc. You're new and have to learn that. You're not the first person to come up against a holy alliance and you're not the last either...learn how to deal with it early and this won't happen to you often.

\*\*\*\*\*

GARLAND-DUR: I am thankful to Stan for giving those of us not involved in this game a chance to express our opinions. Actually, I haven't even taken the trouble to look at the game, but that has never stopped me from throwing in my two centsworth. I was thinking the other day about the many things in the world, and I was most impressed with one in particular, the tennis ball. The tennis ball is a most unusual item. It looks somewhat like a furry baseball, only softer. It doesn't bounce nearly as well on the sidewalk as a golf ball, but ever so much better than a watermelon. Tennis, like football, can be played both on natural or artificial terrain. Of course, they don't play tennis with a football so everything equals out in the split end. Tennis rackets (which are used on tennis balls, striking them souldly, but with malice toward none) are holy, indicating favor from above. However, racketball rackets are holy too, not to mention redundant, but they don't seem to enjoy any particular esteem. I myself have played tennis. I have also played the field. Right fiããd, to be specific; but I dropped the only ball that was hit to me, so I don't like to talk about it. At school, I lived in McInnis Hall, which has nothing to do with my commentary except that it rhymes with tennis ball which is what I'm talking about. To conclude this short discussion, I would like to repeat something that my dearly beloved decrepit grandmother used to say all the time: "You can bounce a tennis ball on the ground, but if you throw it up, it will always come down."

\*\*\*\*\*

WARsaw: Interspaced with these three varied commentaries of this game (by Mssrs. Davis, Birsan, and Bond respectively), another concession vote was called for to take effect after the winter of 1908. Surprisingly enough, the vote carries. With France (John Boyer) the victor, the order of finish reads: France, England, Russia, Italy, Austria. A Complete game chart will follow in the next issue along with any more commentary from players, spectators, neighbors, and other thrilled peasants. Congradulations to Pierre Nylon! He made it safe afterall.

\*\*\*\*\*

1972BQ

8

FALL 1908 "OUCH, OUCH, OUCH," HE SAID, BLEEDING PROFUSELY FROM SEVERAL HOLES IN HIS BACK

AUSTRIA: A Moscow-St. Petersburg. A Livonia (S) Mos-St. Pete. A Prussia-Berlin.  
 (DASTOLI) A Bohemia-Munich. A Silesia (S) Boh-Mun. A Tyrolia (S) Boh-Mun.  
 A Armenia-Ankara. F Albania-Greece. A Bulgairia-Constantinople. A Tireste-Venice.

ENGLAND: A St. Petersburg holds. F Norway (S) A St. Pete. F MidAtlantic holds. F Portugal  
 (KNUDSEN) (S) F Mid. F IrishSea (S) F Mid. F Channel (S) GA Bel.

FRANCE: A Picardy (S) A Brest.  
 (PANDIN) A Brest (S) A Picardy.

GERMANY: A Berlin stands. F Baltic stands. A Kiel stands. A Belgium stands.  
 (DEPRISCO) A Ruhr stands. No Moves received.

ITALY: A Burgundy-Ruhr. A Munich (S) Bur-Ruhr./annihilated/ A Marsailles-Burgundy.  
 (BARENTS) A Gascony (S) Mar-Bur. F Spain(sc)-MidAtlantic. F NorthAfrica (S) Spa-Mid.  
 F WesternMed (S) Spa-Mid. F AegeanSea-Greece. F IonianSea-Greece.  
 F TyrrhenianSea unordered. F GulfofLyon-TyrrhenianSea./NSU/

UNDERScoreD orders do not succeed. The Italian army beleagured in Munich is annihilated. Our congratulations to Connie and Herb Barents on the birth of their first son on December 16, 1973.

SUPPLY CENTRE CHARTS:

AUS: 14 centres. BUD, VIE, SER, BUL, RUM, SEV, SMY, WAR, MOS, TRI, VEN, ANK, CON, MUN. (+4)  
 ENG: 6 centres. LON, LIV, EDI, NOR, STP, POR. (Constant)  
 FRA: 2 centres. PAR, BRE. (Constant)  
 GER: 6 centres. KIE, BER, BEL, HOL, DEN, SWE. (Constant)  
 ITA: 6 centres. NAP, ROM, ~~VEN~~, ~~ANK~~, ~~CON~~, GRE, ~~MUN~~, MAR, SPA. (-4)

If the Italian and Austrian players will make their adjustments immediately, we will post the Winter adjustments inbetwixt the deadline period and call for Spring 1909 moves.....

.....  
 Things are more like they are now than they have ever been before---DWIGHT D. EISENHOWER  
 .....

1972EG

SPRING 1907 RUSSIAN CZAR MAKES DARING MOVE INTO SNOW COUNTRY; POSTAL SYSTEM PREPARING FOR AVALANCHES OF MAIL CONCERNING IMPEACHMENT.

AUSTRIA: A Munich-Ruhr. A Bohemia-Munich. A Silesia (S) Boh-Mun. A Tyrolia (S) Boh-Mun.  
 (LAKOFKA) A Venice-Piedmont. A Piedmont-Marsailles. F Marsailles-Lyon. A Rome-Tuscany.  
 F Naples (S) TF Ion-Tyrr. A Warsaw-Prussia.

ENGLAND: F Bothenia-Livonia. F Baltic (S) A Berlin. A Berlin (S) Kiel. A Kiel (S)  
 (BARTNIKOWSKI) Ber. F NorthAtlantic-MidAtlantic. F IrishSea (S) Natl-Mid. F Channel-Brest.  
 F MidAtlantic-Spain(sc). F Gascony (S) Mid-Spa. F Norway (S) RA St. Pete  
 /OTM/ A Belgium (S) FA Ruhr-Bur./NSO/

FRANCE: F WesternMed-Spain(sc). F Lyon-Marsailles. A Ruhr-Munich.  
 (GORSKI)

RUSSIA: THE ARMY OF ST. PETERSBURG TAKES A FLING INTO FINLAND!  
 (J.G. PRAWLAK)

TURKEY: A Moscow-St. Petersburg. A Prussia unordered. A Livonia (S) Mos-St. Pete./NSU/  
 (OSTAPKOVICH) F Spain(sc)-WesternMediterranean./retreat to Portugal, OTB/ F Greece-Ionian.  
 F Aegean (S) Greece-Ionian. F Ionian-Tyrrhenian. A Sevastapol unordered.  
 A Smyrna unordered.

Underscored moves do not succeed. Turkish F Spain must retreat as above; conditional orders based on the direction of that retreat may be made. No Press! Sob.



SPRING 1905

1973E9

9

AUSTRIA: A Vienna (S) Bud-Tri. A Budapest-Trieste. A Trieste-Apulia. F Adriatic (C)  
 (KEATHLEY) Tri-Apu. A Tyrolia-Piedmont. A Warsaw holds.

ENGLAND: F Edinburgh-NorthSea. F Denmark-Sweden. F Skaggerak (S) Den-Swe. F Norway (S)  
 (STUART) Den-Swe. F London-EnglishChannel. F NorthSea-HelgolandBight. A St.Pete-Finalnd.

FRANCE: F MidAtlantic-EnglishChannel. F Wales (S) Mid-Cha. A Spain-Marsailles.  
 (SMITH) A Burgundy (S) A Pic. A Picardy (S) A Bur.

GERMANY: F Sweden-Denmark. A Kiel (S) Swe-Den. F Baltic (S) Swe-Den. A Munich holds.  
 (PRASSE) A Belgium (S) A Hol. A Holland (S) A Bel.

ITALY: A Piedmont (S) A Ven. A Venice holds and prays. F EasternMed-AegeanSea.  
 (REINSEL) F TyrrhenianSea-IonianSea.

TURKEY: NMR. A Greece, A Bulgaria, A Ukraine, A Sevastapol, F BlackSea, F AegeanSea  
 (D.V.DAVIS?) all stand.

Underscored moves do not succeed. Unless Mr.Davis notifies me immediately that he will continue playing, Conrad VonMetzke will assume command of the Turkish forces effective in the next season. Players may assume that one or the other is in command of the Turks. Conrad's address in last issue.

BERLIN: Will the winds of fate blow more bad air? Will England ever lose a unit? Why did Doug and Bob leave us to that nail biter? Can the French take Liverpool? The Turks Moscow? Can Germany stay at present strength? Although the answers to the above questions are easily found, why bother? How does it feel when you know something is wrong, but it cannot be corrected?

.....  
 He who shits on the road will meet flies on his return--SOUTH AFRICAN SAYING  
 .....

1973E9

SPRING 1903

ENGLAND: A Norway-St.Petersburg. F EnglishChannel-MidAtlantic. F NorthSea-Channel.  
 (BOULANGER) F NorwegianSea-NorthSea.

FRANCE: A Spain-Gascony. F IrishSea-Liverpool. A Brest-Picardy. A Paris-Burgundy.  
 (LANHAM) F Marsailles-Spain(sc).

GERMANY: F Denmark-NorthSea. F Sweden (S) RA St.Pete-Nor. A Prussia-Warsaw.  
 (KLEIN) A Silesia (S) RA Rum-Gal./NSO/ A Belgium-Holland. A Munich-Bohemia.  
 A Kiel-Munich.

ITALY: NO MOVES RECEIVED. F Greece, A Budapest, A Galicia, A Tyrolia, F Tunis,  
 (KEY): F Naples, F Rome, A Venice stand.

RUSSIA: A Rumania (S) F Sev./annihilated/ F Sevastapol (S) A Rum. A Ukraine-Warsaw.  
 (PRASSE) A Moscow-St.Petersburg. A St.Petersburg-Finaland.

TURKEY: A Serbia-Rumania. A Bulgaria (S) Ser-Rum. F BlackSea (S) Ser-Rum.  
 (KEATHLEY) A Armenia-Sevastapol. A Ankara-Armenia.

Underscored moves do not succeed. The Russian Army Rumania is annihilated.

RUSSIAN REVOLUTION!!! Czar Eric announced today the completion of---#3---only five more to go before he is a qualified EITAUDARG!! During the course of his travels far and wide, he regretfully mislaid his communciations system, and was bereft of the addresses where he could contact world leaders. The Czar sends his shumblest apologies for this latest lapse of Communciations. (Fisbin Press)

.....At least he sends his moves (Fisbin)  
 WARsaw....be they what they are (Mucker)

\*\*\*\*\*

WINTER 1902

1973EZ

16

- AUSTRIA (LEEBAUER) +1. Builds A Vienna.  
Has: A Alb, A Rum, A Ser, F Gre, A Gal, A Vie. (6)
- ENGLAND (SWIEZ) +1. Builds F Edinburgh.  
Has: F Nwy, F Edi, A Lon, F Nth. (4)
- FRANCE (PRASSE) --. Even.  
Has: A Mar, A Spa, F Mid, F Naf. (4)
- GERMANY (BARENTS) +1. Builds F Kiel.  
Has: F Kie, F Den, F Hel, A Hol, A Bel, A Ty6. (6)
- ITALY (CORBIN) --. Even.  
Has: F W.Med., A Pie, A Ven, F Lyon. (4)
- RUSSIA (KELLY) +2. Builds A St.Petersburg and A Warsaw.  
Has: F Swe, A Mos, A Sev, F Bul(ec), A War, A St.Pete (6)
- TURKEY (BEAM) -1. Retreat A Sev-Rum, removes A Rumania.  
Has: E Con, F BlackSea, A Armenia.

Spring 1903 orders on file for Germany, Russia, and England.

.....  
Did you hear the one about the two Irish queers who were actually Gaelics?  
.....

1972CM

.....  
The Summer of '42, the Twelfth of Never, Spring in Manhattan, Autumn Leaves, 1984, Spring 1908? Nope, all wrong according to the keeper of the important things about games! It is actually Spring 1907! Where does the time go?  
.....

AUSTRIA: A Vienna (S) RA Boh-Typ. A Budapest (S) Rum-Ser.  
(GORSKI) A Rumania-Serbia. F EasternMed-IonianSea.

FRANCE: F Wales-EnglishChannel. A Belgium holds. A Liverpool-Edinburgh. F London (S)  
(PROKOPOWICZ) Channel-NorthSea. F Channel-NorthSea. A Burgundy (S) A Belgium.  
A Marsailles holds. A Paris-Picardy.

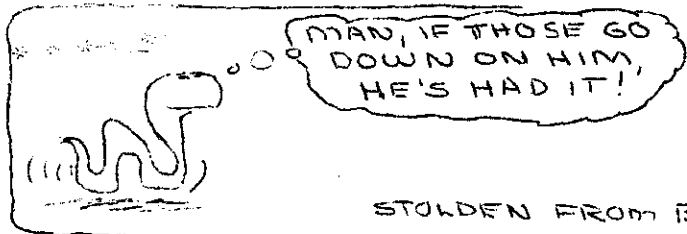
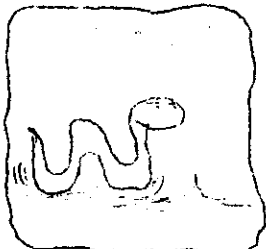
GERMANY: F St.Petersburg(sc)-Finland. A Holland-Kiel. A Kiel-Livonia. F Baltic (C)  
(VALENCOURT) A Kiel-Livonia. A Munich-Silesia. A Berlin-Prussia.

ITALY: F IonianSea-AegeanSea./retreat to Tunis,Tyrrhenian,Naples,Apulia/ A Venice-  
(KNUDSEN) Albania. F Adriatic (C) A Ven-Apu. A Serbia-Bulgaira/annihilated/  
A Greece (S) Serbia-Bulgaria. A Trieste-Budapest. A Tyrolia-Bohemia./retreat  
to Piedmont,Venice./

RUSSIA: A Sweden holds. F NorthSea-Norway. F NorwegianSea-Barents. A Moscow-Livonia.  
(MS.PAWLAK) A Bulgaria (S) AA Rum-Ser. A Bohemia-Tyrolia. F Constantinople (S) Bul.  
F Aegean Sea (S) AF EasternMed-Ionian. A Warsaw-Silesia.

Underscored moves do not succeed. The Italian retreats as above. The Italian A Serbia is annihilated. Players may make their moves conditional on the direction of the Italian retreats as they see fit. Interesting to see the Ozarina give us a demonstration of the old back and forth, up and down, in and out, pulsating movement of her armies and thighs...  
...errrr, FLEETS!

.....  
"You know," he added, "it's one of the most serious things that can possibly happen to one in battle--to get one's head cut off."---LEWIS CARROLL//Through The Looking Glass  
.....



STOLDEN FROM B.C.