

KAISSA 101

* *Kaissa #101* * A family Zine...Addams Family * *August 3, 1985* *

Shelf

Editor.....July 31, 1985

Welcome at long last to KAISSA # 101. If this is your first regular issue as a trader or subscriber, or if you have no idea at all of what this is, this column will act as an introduction.

Most of you will find a number of other newsletters enclosed. These, and the new schedule for GPA publications, now that I have recovered from hospitalisation, are explained in the article Foundation and Schedule.

The novice game is filling quite well, with 4 signed up. 1982CN has ended. Geoffrey Richards' France is the winner. The Orwell game is also now off to a start with Spring 1901 in this issue.

The letter column (see Missives) overflows with new and old material.

And ~~the~~ is right with the world...except for this curse (see 1982CN results).

The ACCOUNTS section is once again up to date, so be sure to check it.

Also, please see the Game Opening section for some feedback questions. This will help me to know what it is you want from GPA in the future.

For now, each column stands on its own, so no editorial - on with the zine!

* * * *

COLOPHON & DEADLINE

Kaissa is a quadriweekly newsletter for postal games. Subscription \$5/4 issues; trades welcome and encouraged...For the next ~~year~~ deadline see "Foundation and Schedule" in this issue. (See under Kaissa #103).

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MISSIVES

(Note: for more discussion of the Postal Locator, see FOUNDATION 3).

(Paul Kelly, 7/10/85),

Thank you very much for your response. I have re-read the article on the World of PBM several times and have found it very informative as well as fun to read. It really seems as if the Dippy hobby stimulates a lot of irreverent writing. The nice thing is that so much of what I have read has proven to be so valuable. As a novice PBM player, I deeply appreciate you veterans giving new kids a helping hand. ... One last thing: could you send me your HRS so I can study them? I recognize that the article you reprinted mentions them, but in several places alternatives are discussed with no indication as to which alternative holds in your club. I'd rather not lose Berlin just because I didn't know which seasons were or were not combined. It would be so-o-o-o embarrassing!

((Dear Paul: I'm glad that

Cont. on Page 5.

FOUNDATION and SCHEDULE

The various and sundry upsets around here of late have required a reworking of the GPA Publication schedule.

Among these upsets have been a stay at the hospital for Ghod knows what (they are calling it an unidentified "abdominal virus") which makes it pretty certain that I have inherited Kathy Byrnes' curse. Case in point - three typefaces this issue. (For more on the Byrne Curse see the 1982CN results).

The first set is from the computer (or, more properly, the line printer run off of the computer). The board died in the module that connects the peripheral devices (like the disks with all of my files, and the printer).

No problem! I just switch over to the old reliable IBM Selectric. Nope. Yesterday (Aug. 2) it locks up just after the period at the end of the 84IV commentary.

So, barring further diabolical interference, this issue will be completed on Edward's Smith-Corona portable.

(Sorry folks; I just had to get that out of my system.)

KAISSA

This zine, in fact. To kick the games off, I'm giving them 5 weeks, instead of 4, until the Deadline (Saturday, September 7, 1985) in Kaissa #103. In the meantime, Kaissa #102 will appear in 3 weeks (Sat., Aug. 24) with the 1982CN results, and wrap-up, and a number of letters and a game article reprint.

Kaissa will continue on a 4-week schedule, available to all gamefee-paying players, all subscribers (player or not) and all Kaissa traders. The rate remains \$5/4 issues. See Game Opening list for games and fees.

TWILIGHT ZONE

This is the emergency zine that I have been using since 1977. It will still only be dragged out as circumstances dictate.

PROCLAMATION

This is a zine, or newsletter for Lords Of Valetia players only. It is sent to all active LOV players free, and all LOV registrants for a Self-Addressed Stamped Envelope (SASE). It appears every two or three months, now, and carries company news, game rule alterations and other information.

VALIANCE

Another LOV related magazine, now

annual. It is available for a one-time fee (no subscriptions) each issue, when announced. The next issue (#4) will include the novelette "The Cowards' Cure" and a background article on the origin of the Dark Lord, Korloth. It will probably appear before the first of the year and sell for \$3.00. No orders yet please.

The ADVENTURERS' NEWSLETTER

This is the zine for the game The ADVENTURERS. It is sent to all T.A. players and is available to non-players for \$1 per issue. The current section will probably begin next month.

FOUNDATION

Foundation is the newsletter of the Granite Archives, where the Postal Locator service (discussed in K#99 in April, and F#2 in June) will be run. It is automatically sent to Kaissa traders (trade for one includes both) and will be available by subscription as well.

Foundation #3 is enclosed to all. See there for further discussion of the services and rates. It will be monthly, but issues may be mailed with Kaissa when convenient (within 2 weeks).

Also to be revived there is the Dominance Rating system.

Of the above only T.A.N. is new; and V. is being revived after hiatus. Like Foundation, the Adventurers Newsletter will be monthly, with T.A.N. issued about the first week of the month, and Foundation about the second week of each month.

All of you are receiving this issue of Kaissa, plus one or more of the above, as appropriate. Be sure to check them carefully for your status and future terms, if you wish to continue receiving them, especially Foundation.

See the Game Openings for more information - and don't forget to check the Accounts column!

NOTICE: Mail sent to GPA from the following areas will take the following amounts of transit time:

New England-New York: 2 Days, sometimes 3 to large cities.

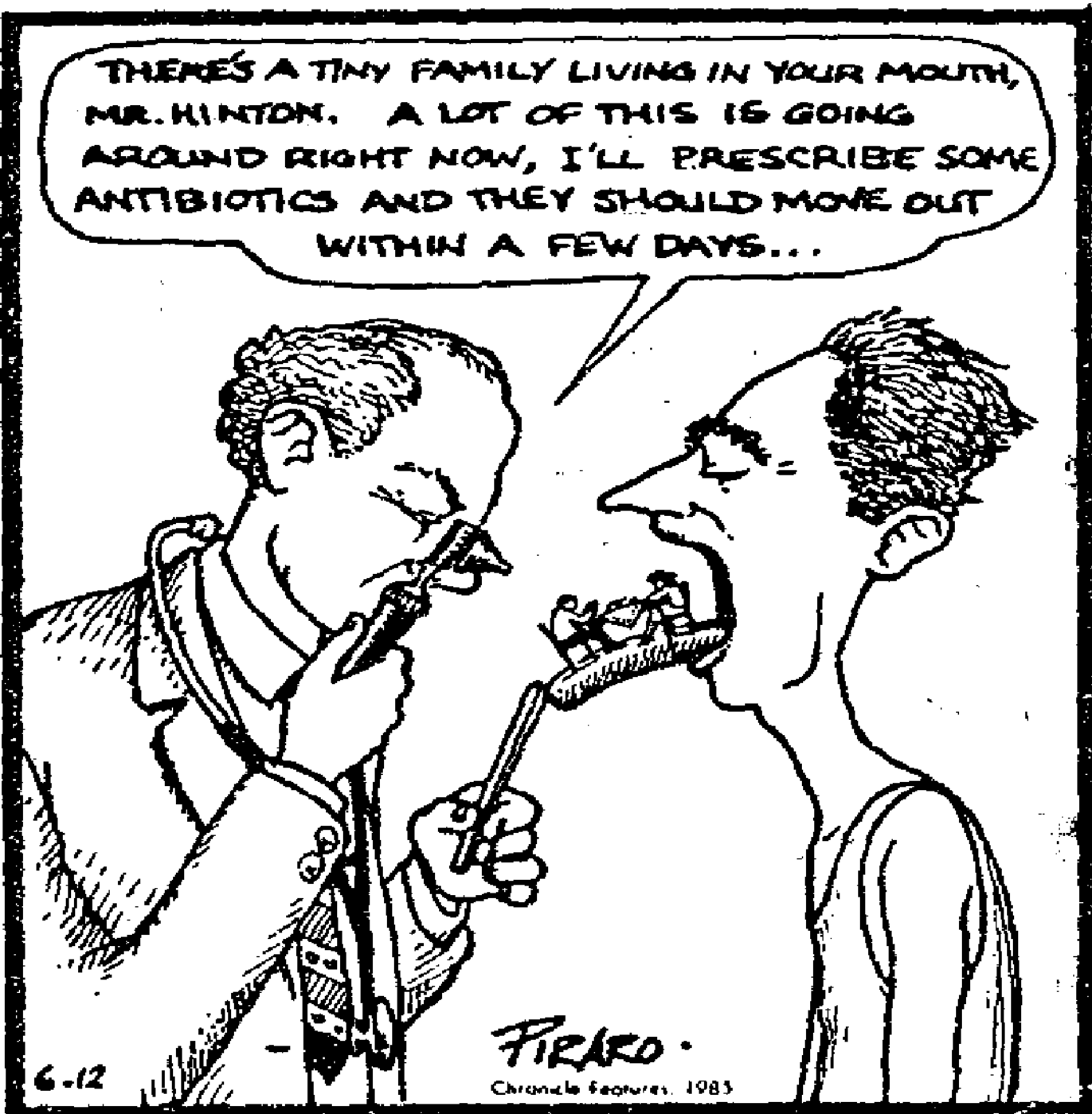
East Coast and states east of those which border the Mississippi River-Lake Michigan: 2-3 Days.

States Bordering Miss. River-Lake Michigan: 3 days minimum.

States West of that: 3-4 Days and 4 minimum from cities.

West Coast & Canada: 4 Days minimum, 5 not unusual.

Add 1 day for each Sunday or 2 Days for each holiday crossed in transit. Do not count the day of mailing as one.



FUTURE FEATURES or
(on the placement of new articles)

In K99 I had a short retrospective, and it is only fitting that in 101 I discuss a few of my future plans, and how the recent "bump" in my schedule will affect those plans.

The next issue will contain a wrap up of the game 1982CN, with full record in condensed notation. Rather than one long novice article (see "A Word To The Wise" K#100) I had planned a few short articles for #100, and one of those will appear in 102.

Another will be held over for 103, 4, or 5.

My analysis time has been hampered though, so the new series "Alliance Structure Dynamics" is on hold until after K105.

To make up for it, I will be running a short humorous series (on par with "Wide World Of Byrnecon") concerning a recent camping trip that was supposed to help me recuperate from my recent indisposition.

I have a lot of letter items held back or just in, so the letter column in 101, 102 and poss-

ibly further will be quite active. Then, in 104 I have a new variant called DIPRODUCTION I, which will replace Almost Near Utter Chaos if the latter doesn't fill (or at least show signs of life) by then.

Of course, I'm always on the lookout for good material. For instance, I just saw an interesting variant I would like to reprint sometime between 105 and 107...

I've also decided to revive the old news column, just for laughs.

So, if you have some ideas of writing; articles, book reviews, or just to the letter column, I would love to have it.

And, if you enjoy what you see here, be sure to recommend Kaissa to your friends.

* * * *

Game Openings

DIPLOMACY: Novice Game; results in Kaissa. No fee, Kaissa subscription only, required. Paid: Johnson, (DE), Petty (FL), Botimer (WA), P. Kelly (CA). Need 3.

DIPLOMACY: Regular; \$10/3 turns (set-up uses 1st turn). Results provided via Kaissa.

ALMOST NEAR UTTER CHAOS: (Diplomacy variant) Rules in Kaissa #93 and #94. No fee, Kaissa subscription required.

Paid: Courtemanche (MA)*, Anderson (TX). Need 5.

If not filled by K#104, will be replaced by new title, Diproduction I.

The ADVENTURERS: Results individually received plus monthly newsletter. \$15 set-up & 3 turns; \$12/4 turns thereafter while in playtest.

Paid: (2); Inq: (2), would like at least one more to start...

LORDS OF VALETIA: No openings at this time. Reported individually; monthly newsletter-tri-monthly newsletter (Proclamation) & annual magazine. Renewals \$12/3 turns.

Traders take note:

Traders receive a credit against gamefee of 75¢ or thier issue price in 25¢ increments, rounded up, whichever is higher, on any in-Kaissa game. Traders may play sub-only games free.

Family members at the same address of a subber/trader may also play sub-only games free (since they get the zine anyway).

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ACCOUNTS & TRADES

This is a complete list of Kaissa accounts, starting with a current trade list showing all zines received since the last appearance in K#98.

Following trades is the account list showing all players and subscribers.

Codes: As in the game results, "@" means that the credit(there) or address(here) is in the other listing. \$=cash. i#=last issue of subscription. c=complimentary or sample. ICNI=player only in game noted (in this case 1982CN).

Trades:

See commentary below - yes, a commentary on each.

THE APPALACHIAN GENERAL (#19, 3/11/85; #20, 4/10/85; #21, 4/7/85; #22, 6/13/85; #23, 7/7/85) (Editor: David K. McCrumb); Route 1, Box 109; New Castle VA 24127.

EVERYTHING... (#63, 3/85; #64, 6/85) (BNC: William Quinn, 301 Conroe Dr., Conroe TX 77301) with Conrad Minshall (Ed. 63); with Dave Kleiman (Ed. 64).

THE GAMER'S ZINE (#81, 3/16/85; #82, 4/20/85; #83, 4/18/85; #84, 6/15/85; #85, 7/20/85) (Editor: Earl Whiskeyman) Connecticut Game Club, 27 Mark St., Milford CT 06460.

THE INNER LIGHT, Dipzine Of The Eighties (#8, 6/85) (Editor: Keith Sherwood) - 8866 Cliffridge Ave, La Jolla CA 92037.

THE RAZOR'S EDGE (#5, 7/1/85) (Editor: James R. Early) 3705 Uruguay; Pasadena TX 77504.

REBEL (#1, 11/29/84; #5, 3/30/85; #6, 4/27/85; #7, 5/25/85; #8, 6/29/85; #9, 7/27/85) (Editor: Melinda Ann Holley) PO Box 2793, Huntington WV 25727.

TACKY (#28, 3/85; #29, 6/85) (Editor: Lu Henry) 6056 Waverly; Dearborn Heights MI 48127.

New trades: Inner Light?, Rzor's Edge, Tacky, Lost: Erewhon (has ceased publication again).

For the record, Kaissa had out #98, 3/7/85; #99, 4/6/85; #100, 5/18/85; plus my delay while ill, for June and July.

I welcome the Appalachian General, with the last issue, into the world of booklet-format.

David (under DAVLAN press - what does that mean?) runs a very tight zine of Diplomacy and variants with clear, sharp maps of the 'stick' variety, but with units typed on, rather than hand-

written. He is also running a section of Civilization in which I'm interested to see if his postal adaptation is the same as my previous try. (Can I get a copy?)

The only real improvement I can see is as before - staples are needed for binding!

What can one say about Everything, the Boardman Number Custodian report zine. The first new editor didn't work out. We'll see if the second does. In#64 a project is mentioned - for that see my comments in FOUNDATION (enclosed)...except to say that the promised form to use for that project didn't arrive with the zine but two weeks later...

TGZ is a bit confusing at first, though put together in a quite businesslike manner. Perhaps a bit too businesslike(verging on stuffy?). Actually, that would be an injustice. The running commentary from the Engarde! and Source Of The Nile games are quite entertaining, if you know those games as I do!

The Inner Light came in response to my #100 sample - but it isn't clear if this is a trade yet, or not. This zine is quite far out - it reminds me of the old New York Conspiracy zines, except that where they mostly discussed music, science fiction, and politics, TIL goes over music science fiction and beach buzz. That makes sense - the cover of Urf Durfal, Grandson of Pouch or Zirkast, The Predawn Leftist might as easily have Abbie Hoffman or Timothy Leary on the cover; TIL has John Belushi and a beach bunny (not together).

The Razor's Edge is an excellent new zine with good production value (even if he did misname the New Hampshire space on his new variant). A mix of regular and variant games.

Tacky is a very slow zine with 5-week deadlines, and confusing to read. The games appear by flyer long in advance of the zine but are reasonably on time, and correct. This will not be a winning review because Lu has been promising a letter for some time without coming through - and has just blown my address for the 2nd time. Thanks for the plug though - if only they can find me!

And last in the place of honor our own dear Melinda with REBEL. What can I say about someone who just stabbed me in 84CV (who said Munich shouldn't be Austrian)?

Well, Rebel too has just gone

booklet, and a fine improvement it is.; but what I like best is that it is properly bound! The typing is clear and neat (except for a couple of pages which seem to have been used as submitted - a practice to be cautioned against unless the typists standard is known). The rates are ruinously low... the only downside is the constant bickering about the Civil War (if I want stupid and pointless politic arguments I'll write to John Boardman); and the faintness of the maps in reproduction. Otherwise, very neat and well-put-together zine with a future.

Accounts:

Lance O. AndersonIV#
J.Robert BakerIV#
Larry Botimer(i# 104) 13833 N.E.
 11st #3, Bellevue WA 98005.
Kathy ByrneCN/IV#
Steven CourtemancheIII#
Edward HintonCN#
Melinda Ann Holley(see below)
Thomas E. JohnsonIII(i# 104)
 2 Chaucer Dr., Newark DE 19713
Paul F. Kelly(i# 104) 3330 Esperanza Dr., Concord CA 94519.
Ronald M. Kelly(i# 120)III#
Paul KogutCN/IV#
David Lang(i# 100)IV# PLEASE
 RENEW or LAST ISSUE.
Greg G. LangIII#
Mikel D. Petty(i# 104) 4800 Hinman Dr., Orlando FL 32806.
Geoffrey RichardCN/IV#
David G. StaplesIII(i# 101)
 PLEASE RENEW or LAST ISSUE.

Notes:

See your games for renewal notices for gamefees.

Holley has a renewal due for IV, but also a trade credit of \$6.75; pay 13.75 to renew.

All other game renewals are at the standard rate \$10/ 3 turns while all subscription renewals are at the subscription rate of \$5/4 issues...

This list does not include the complimentary or free samples this time around.

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(Missives Cont. from Page 1.)

you enjoyed "A Word To The Wise" (Kaissa #100); I remember when I started out that I asked high and low for a novice handbook and was directed to the, at that time, only item around, the CDO (Canadian Diplomacy Organization) novice package. In spite of some fine articles, it simply did not tell one how things worked.

"A Word To The Wise" is not a reprint, though. It is a full rewrite of a 4000 word 1976 article (now 14,000 words), and was meant to be generic because it was to have been in a current novice package. (See Olson below).

Gratified though I am, still let me not add too strongly the caveat that there are those helpful deceivers (primarily self-deceivers) who mislead the unwary, and gain a following...yes, the hobby has its "Jim Joneses" and a few "Jonestowns" to live down.

Players must be careful of whom they listen to, and follow.

Irreverence is a mainstay of the field, indeed...it is only a problem when the line between a truly serious matter, and a joke becomes blurred. By and large, the bantering is so outrageous that there is little chance of that. Just be prepared for anything!

I know what you mean about losing Berlin! Unfortunately, I have to plead a small delay on sending out House Rules. To make a fresh start of the second hundred, I was revamping mine when (see "Foundation and Schedule" this issue) the computer went down with my HRs on disk file.

I'll be retyping the hardcopy this month and, as announced in the last Twilight Zone flyer, I should send them out to one and all with 102 or 103.

Thanks for signing up. In the meantime, if you want to see irreverent, check out the other games' press department! E.H.))

Codewording:

David Staples:

Because of time conflicts, I failed to respond to your anti-codeword soapbox speech despite you allowing me the courtesy to do so. The bottom line is that you are free to allow or not to allow codewording in your 'zine. It is, after all, your 'zine. There is no rule that says you have to allow it. There is also none that says you can't.

You see, I cut my teeth on Diplomacy back in 1968. In fact, I think I got one of the last of the original editions from Games Research. They had evidently released thier remaining stock to Allen Calhmer and he graciously autographed those last sales. Until two weeks ago, when I finally broke down and got Avalon Hill's

microcomputer edition, I'd never seen any other version of the rules. Even in review, I still fail to follow your reasoning that the rules forbid codewording.

Your contention that codewording violates a simultaneous action game just doesn't hold. In the TURIN example, Italy is free to use the dateline just as often as he wishes. The bottom line is that he has received the Austrian proposal and has agreed to have Austria move thus IF he uses that dateline ONCE, TWICE or a THOUSAND times. A gamemaster could easily protect against such alleged confusion simply by requiring that the country giving the codeword include a statement such as "this is the codeword requested by Austria."

When I published 1973-1977, roughly 60% of gamemasters allowed codewording. Since yours is the only 'zine I currently get, I have no idea of the percentage now. However, I do know that when I was trading for 30 or so 'zines, I never heard of any problems with codewording you alluded to.

In short, it is your 'zine. You do not have to allow codewording. In your 'zine you could even require that all moves be "spelled out" by banning abbreviations such as Bul-Rum. Just don't say the rules say what they don't say.

(Editor: Your last statement is completely wrong - Submission of abbreviations cannot be banned. Rule IV.7 (Format) is the authority all Gamemasters recognize as require that only an unambiguous abbreviation, and which uses the space names with or without unit designations, are valid for order submission. If a player stands on his right to submit Bul-rum, Ank s Sev-Bla, or Stpsc-Bot, he is within his legal right to do so, and the GM has nothing to say.

By the same token, a GM cannot choose to accept or reject any same-turn, press-keyed, conditional orders (codewording). They are illegal.

Stating that my arguments don't hold, but failing to address them, will not convince anybody. The concept is quite simple. In a "sequential turn" game all players see everything that happens before thier turn, and know all of thier opponents previous moves. In a "simultaneous turn" game, no

player may know the orders of the other players for that turn until the results appear. any attempt or ploy or device which would reveal the nature of another's orders in that same turn, which allows the player to modify his orders through that knowledge - whether by automatic process or otherwise, is cheating, and is ethically illegal in any game of this class irregardless of the presence or absence of a specific rule to this effect.

The motives behind the use of such a ploy are not at issue.

How can anyone not understand that you are not supposed to know the other players orders before your own take effect? Moreover, "orders" in this sense includes Press, since Press can often indicate a players stance. That is not even to mention that Press cannot have any effect on the outcome of orders. A player may use any dateline, state orders or proposals (real or fictitious), or anything else, simply because it has no game effect. Press, in any way, which affects a game can only be by virtue of specific rules. In Diplomacy, that would make it a variant.

I don't see any merit in claiming to have only had the 1968 Rules. As you know, the mass discussions between players and GMS which reformed the inadequacies of the old, and produced the standard 1971 Rulebook, was a majority consensus work. Some old minority die-hards continued to use some of the old sections (Hal Naus continued for years to use the "majority of units" rule, thereby making his later games statistically irregular). From what I have read in past zines discussing codewording, the practice, even in those loose times, was not well regarded. As long as we are throwing around unsubstantiated figures, I would say that not 60% but 25% would have accepted it and the majority of them because they had not encountered it before and didn't know better. In the 1975-1977 period I subscribed to, played in, or traded with up to 30+ zines at a time as well, and by that late date I would put the figure at under 10%. Today, I would say the number who would accept it could be higher due, again, to the factor of infamiliarity, but those who have considered the question would not do so. I am surprised that you do not rememb-

er some of the (heated) discussions it aroused long ago. Perhaps it was before your time. I will tell you what. You look through your zines, and I'll search the Granite Archive, and we'll meet back here with solid facts in 4 or 5 issues.

That would only solve the dispute on historical acceptability. I have never subscribed to the idea that "if 100 businessmen do it, it's not illegal", or 100 GMS for that matter. The point is crystal clear.

And, one gets no sympathy from me over not having the Standard Rulebook; one was always available separately from the company, for a small fee, as far as I know.

I'll save your two other topics for discussion, which have nothing to do with codewords, for the next issue or two.}

* * * *

1982CN
New
Leaf

NOTES
AND
MISCL.

DIPLOMACY
GM:Hinton
Fall 1909

The final results are in and Geoffrey Richards as France wins the game with 18 supply centers!

The last turn, final chart, map, and endgame statements and wrap-up will appear in Kaissa # 102, which will be out in two weeks.

Pertinent to the discussion in K#99, I will reproduce the full game record in condensed notation. This will give you an idea of what can be done.

Note that the vote to keep Paul (who submitted final orders) passed. Thanks also to David Staples for standby orders.

Below is the held-over press from spring, which players have already received.

One error appeared on the K99 map, which should read Spring 09 instead of Winter 08.

In #100 I mentioned the game delay due to Kathy Byrnes' curse. She no more than arrives home from a funeral that her apartment burns.

Well, the VCR &c. that the firemen saved were later stolen. Yes. It seems that thieves came through the door the firemen had to break down, which the invisible landlord (who appears to have no insurance) failed to repair. Just to show that the curse is no respecter of persons.

when the police came to take a report, they no more than had left when they returned to ask for a coathanger; thier keys were locked in the police car!

About this same time, Francine (Kathy's daughter) picked up a lit firecracker, with predictable results (the hand will be fine).

She has certainly had her share of woe for the nonce. It is agreed though that she seems to have given the curse to me.

Without enumerating the points I can say that the events of the last 8 weeks have been unlike any previous disaster area I had ever traversed! Hospitalization was the least of it, I assure you! Fortunately, that should all be over.

Having just returned from a camping trip designed to do me in, in no uncertain terms, I know that if I survived that I can survive anything!

* * * *

1982II HER MAJESTYS' DIPLOMACY
Blitz 2ND FLEET IS GM:Hinton
Game SCUTTLE, AS Spring'09

CZAR ENCROACH-
ES UPON BER & DEN;
I/A ALLIANCE PLANKS
RUSSIAN OUTPOST.

ENGLAND(Melinda Ann Holley):1A Tyr-Ven, 2A Bur S A Bel-Pic, 3A Mun S RUS A Sil-Boh(NSO), 4A Ruh S Bur, 5A Bel-Pic, 6A Lon-Bel, 1F Eng-Mid, 2F Bre S Eng-Mid/r/d/, 3F Mid-Gas, 5F Nth C A Lon-Bel, 6F Iri S F Eng-Mid. (PO Box 2793, Huntington WV 25727). (8)

PLEASE RENEW(but See Accounts)

FRANCE(Greg G.Lang):1A Mar-H, 3A Par S A Gas-Bre, 5A Gas-Bre, 1F Naf S F Por-Mid, 2F Wes S F Por-Mid, 3F Por-Mid. (28 Coachlight Dr., Mascoutah IL 62258). (1) PLEASE RENEW.

ITALY(Ronald M. Kelly):1F ION-Aeg, 2F Tys-Ion. (240 Manor Circle Apt.8; Takoma Park MD 20912). (2)

RUSSIA(Steven Courtemanche):1A Con-Smy, 2A Gal S A Mos-Ukr/r/War,Rum,d/, 3A Sil S A Gal, 4a Smy-Syr, 5A Sev S A Mos-Ukr 6a Mos-Ukr, 1f Lvn-Bal, 2F Bsc-Aeg, 3F Bla-Bec. (COAL: 300 Main St. Apt.1; Woburn MA 01801). (3)

AUSTRIA-HUNGARY(David G.Staples): 1A Ser-Bul, 2A Boh-Sil, 5A Vie-Gal, 6A Bud S A Vie-Gal, 7A Tri-Ven, 2F Gre S ITA F

Ion-Aeg.(PO Box 333, West Fargo ND 58078). (2) See Accounts - Renewal needed.

NOTES:

Be sure to check the Accounts column especially if you have a subscription only or split account.

The concession to England has been resubmitted. Vote with your Fall orders please.

Make sure orders are on paper between 3"x5" and 8.5"x 11". We are no longer using the forms.

Make sure orders/press for separate games are on separate sheets so I can file them in the right place. Thanks.

Note the Russian retreat! PRESS:(In order of territory).

"From England"

* London: Mine; all mine!

"From Italy"

* ITA to FRA: Sorry to hear about the loss to ENG. It is my fault for not taking Tun last year like I should have. It's too late now, so it doesn't matter anymore. Once again, sorry - but we all make mistakes now and then.

"From Russia"

* Rus-Lon: Do you prefer the wheel, cards or dice, when you gamble?

* Mos-Felhaven Manor: Why should I hit Linda? She's such a nice person. I'll hit the bank instead.

* Felhaven-Czar: We all know how nice Linda is - hasn't she just done some woman a nice big favor?

* Moscva-Wien: It is better to get into the Frenchmans' tub than to have the Italian drop depth charges on my head.

* Nosy Newsy - Slave Driver: If you "don" have no girls here", then who are those people who are built a little strange. Thats' right, the 36-24-36 types.

* Slave Driver to Inquirer: Huh? Dat' is strange? Boy, da union 'll try ta take anybody won' dey? OK youse guys; use dem muscles!

* Rus-Aus: I don't believe that Melinda is going to help you in-to Silesia Dave. Notice, none of my units tried for Rumania. If Ron tried for the Aegean or the East. Med., the treaty is off.

* Felhaven - Rapped Rusky: I'd say that was a fair bet.

"From Austria"

* WIEN to MOSCVA: Remember what you said about withdrawing from Austria and the rest of the Bal-

1984IV SULTAIN DIPLOMACY
Orwell SAILS INTO GM:Hinton
Game BLACK SEA; Spring'81
KAISER IN
A QUANDRY; THE
ARCHDUKE BESEIGED.

ENGLAND(J.Robert Baker): 1A Lpl-Yor, 1F Lon-Nth, 2F Edi-NWS.
(3100 Meadow Lane North;
Dickinson TX 77539).[4]

FRANCE(Paul Kogut): 1A Par-Bur,
2A Mar S A Par-Bur, 1F Bre-Mid.
(155 N.Harbor Dr., Unit 3809;
Chicago IL 60601).[1] Please Renew.

GERMANY(David Lang): 1A Ber-Kie,
2A Mun-Ruh, 1F Kie-Den.(710
W.Main St., Mascoutah IL 62258).[0] See Accounts -
Subscription needed.

ITALY(Kathy Byrne): 1A Rom-Ven,
2A Ven-Tyr, 1F Nap-Ion. (COA!
29-10 164 St., Flushing NY 11358
(718)353-9695).[0]

RUSSIA(Melinda Ann Holley): 1A
Mos-Ukr, 2A War-Gal, 1F SPnc-Bot,
2F Sev-H.(PO Box 2793,
Huntington WV 25727).[1] Please Renew - see accounts.

AUSTRIA-HUNGARY(Lance O. Anderson):
1A Vie-Tri, 2A Bud S A Vie-Tri,
1F Tri-Alb.(COA! 5631 Spring Valley Rd.
#134; Dallas TX 75240).[1] Please Renew.

TURKEY(Geoffrey Richard): 1a Con-Bul,
2A Smy-Con, 1F Ank-Bla.
(1501 Harvey Rd. #770; College Station TX 77840).[1] Please Renew.

NOTES:

The voting for game options went this way: Turn year:
Combined Std=3;(2 season year)
Automatic Separation=1
(3 season year)

My past policy has been to allow a separation upon one request, therefore failure of a unanimous vote generally means a 3 season year. I think that is a good policy for the Novice game. However, this time, since with experience combined seasons become more attractive, I will run this as a Combined Standard season game - but keep separation upon one request; and Winter 01 separation from Spring 02 will be automatic as well.

Standard or Prophetic retreat:
Standard=3 Prophetic=0
Standard retreats it is - they will be due with the following turn whose orders may be made conditional thereon.

On the map I have used a new

pattern for Italy, for clarity. Instead of just a pattern of line crossing-line, I have filled in the squares for a Ralston-Purina pattern. As usual, countries holdings are hatched to make ownership clear, with similar patterns used for non-contiguous countries. All 7 are hatched though, because all of the blank provinces are independent.

Commentary:

Customarily, I do a short commentary for the first year of the game, since opening moves are so well known that the GMs' bias is yet nonexistent. However, since we have some quite experienced players in this section, its' entertainment value is limited. So, I will only comment on this spring season, for the benefit of those watching who are signed up for the novice game.

Englands opening is a standard one. Except for harsh anti-French moves, his opening is limited; nevertheless it has great range. He can get two builds and can swing into very anti-Russian or anti-German gear immediately, or can hold his option until later. It is, in the end the most balanced country, and is what you make of it.

France has opted for the wary-German opening, using his support rather than Mar-Spa. He now has leverage over Belgium and threatens Munich. Generally this is slight, but in this case Munich is badly threatened.

Germany has opted for a calm and neutral opening with the aspect of a possible offense to Russia. Having forgone immediate gain of Holland, he must depend on an ally (one way or the other) to get his second build and come out with a whole skin!

Italy has taken the Byrne Opening; formerly a heavily anti-Austrian ploy, now used with great success against Germany. Kathy has single-handedly converted this option to one of seeming open-endedness. Nevertheless it is a powerful move not to be ignored.

Russia, except for failing to bounce over the Black Sea, has taken a standard opening - in particular a very safe anti-Austrian move. However, with a possible bounce over Sweden, this makes it more vital for the Czarina to get hold of Rumania for a build.

Diplomacy

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1984IV

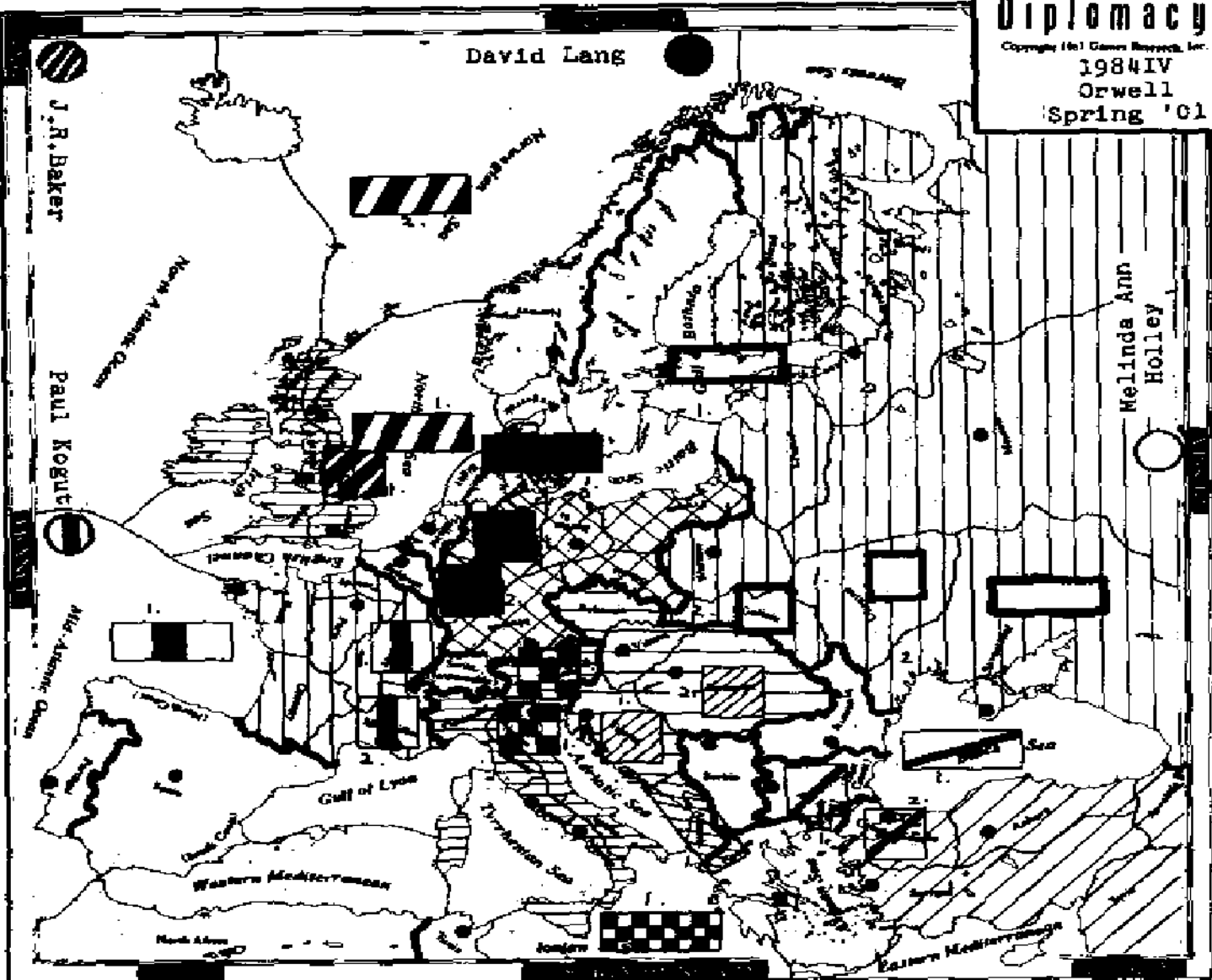
Orwell

Spring '01

David Lang

J.R. Baker

Paul Kogut

Melinda Ann
Holley

Kathy Byrne

Lance Anderson

Geoffrey Richard

Austria is in a very bad position, forgoing the standard Bud-Ser. Greece could be stood off, Trieste is indefensible, and Vienna is threatened. A better defense when Italian hostility is assured would be Vie-Tyr or Tri-Ven, as blocking moves. I'm afraid the arch-duke will pay heavily for his miscalculation. No great disgrace; my first Austria went down in '02 under all three neighbors! It is often placed at the bottom of preference lists, for this reason.

Turkey has pulled off a coup, and can come away with dreams of wealth to shame Croesus. He has not only gained the Black Sea, but can block Serbia, and/or take a hand (with an appropriate ally) in any Balkan center. Such op-

portunities come not often. It will be interesting to see what alliance pattern falls out of it.

PRESS: (From Territory of Issue)

"From England"

* London: The Prime Minister, Sir Robert of Loxly, announced the English armada had been launched with the intention of annexing as much as possible of the European continent, in order to increase the tax base. "It is in the best interests of these poor blighters and gives to them the rich culture that is ours by birthright", he said; and then, with a wink, he added "and of course it won't hurt the GNP either!"

"From Italy"

* Italy to Anyone: I'll ally with anyone who writes. Even you Kogut!

* Italy - England: My favorite
horney old goat, how nice to meet
you again!
"From Russia"
* Rus-Board: Six males & 1 fe-
male. I like these odds.
* Felhaven-Czarina: Well, now
the odds are 5:2. Unfair, of
course, but if they don't like
it, the males can quit.
* Rus-??: Cochise? Where are you??
* Rus-Fra: Is this going to be
the tie-breaker?
"From Austria-Hungary"
* Albania: Prince Gregzor an-
nounced the arming of Austrian
troops with holy water sprinklers.
"This is to combat any attempt by
the heathen Turks; know this -
attack us and you'll get all
wet." However, the Prince is
still under restraint following
his assault on his own teddy
bear.
* Corn Palace, Budapest-1901:
"It had been a harsh winter,
with troops in all countries
ready to war - but being real-
ists they decided to wait until
spring so that blood could flow
properly. Soon the battle would
be joined."
* A-H to World: Rest assured
that you all have a friend in
A-H as long as my borders are
respected. Sow not the wind,

lest ye reap the whirlwind (even
if it is Bulgarian).
* Felhaven Manor to Corn Palace:
I'm sorry to say that you better
not count your provinces before
looking at the map...the word
looks more like "Windfall" than
"Whirlwind".
* GM-Turkey: Congratulations on
winning 1982CN. Play nice, now.

* * * * *

KAISSA STANDBY LIST

The current standby list for
Kaissa games is: Holley, Richard..
Anyone who wishes to be added
to the list should let me know.

CALLS:

Austria 1982II: Geoffrey Richard
(see IV for address)
Germany 1984IV: Tom Johnson
(see Accounts for address)

These calls are precautionary,
to backstop in the event the re-
quired renewals fail to come in.

Tom asked to go on the Postal
Locator, so I will impose on him
for this instance as well.

I don't expect the orders to
be needed. Geoff has past issues
and Ted - IV is in Spring 1901.

* * * * *

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INFLICT UPON:

Steve Knight
11905 Wintethur LN #103
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FIRST CLASS MAIL

Dated Material
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Player _____
Complimentary sample _____
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(for): ITS A Trap
See Page(s) _____
Number: 1 and note enclosed
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PLEASE RENEW or THIS IS YOUR
LAST ISSUE!