



*Kaissa #102, Vol.9 No.3 *

HAPPY BIRTHDAY MELINDA !!!

August 24, 1985

Shelf

Editor.....August 23, 1985

My greatest surprise comes of the wonderful response to my long novice article, taking up almost all of Kaissa #100 (and still available as a back issue for \$2) as you can see in the letter column.

I do have three errors to set straight, from #101. Firstly, under Kelly's letter I mentioned a note from Olsen, but didn't include it. It is here this time. Secondly, I mentioned a poll of feedback questions which I had not yet typed at press time and didn't feel I need kill myself over. Thirdly, and most utterly and teeth-gnashingly of all: the New Leaf game, 1982CN, has not ended. Due to an error of perception I miscounted the French centers as 18, rather than 17. That game continues (sigh...)

But, there are items of interest herein: many letters (another from David Staples), an article, and some reviews of new trades.

The novice game has picked up a 5th player. Moreover, in case you hadn't noticed, our new project (in FOUNDATION) is doing moderately well, with a few more people asking to be on it, and to use it! Next issue due out with Kaissa #103, in two weeks.

As to that poll I mentioned, see "Who's Asking" in this issue.

Well, this will likely be a short issue, as it was meant to be. See 1982CN for notes on the condensed notation article, which will be held over.

Next issue I begin the new humor series on life in the woodland wilderness.

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MISSIVES

Last issue under Paul Kelly's letter I mentioned "Olsen below" which note was later cut for space; I'm including it here. (Bob Olsen, 5/21/85):

Masters of Deceit is now available - \$1 from me, Woody, or Pete Gaughan. (Woody had the printing done so he's got more of the copies - best to write him.)

I didn't use any of your article - wasn't skillful enough to cut out a piece that could fit in, I guess. Thank you for the look anyway.

((E.H.: As you can imagine, when I got this card I was puzzled, since I've had nothing but good reaction thus far to A Word To The Wise (Kaissa #100, May 1985)).

I can believe Bob isn't a skillful enough editor to cut up that article, but still competent to edit a novice package, so I am a bit puzzled, as I said.

Does anyone have some idea of why this may have happened?

The article, by the way, is primarily a 15,000 word rewrite of a prior article "Everything You Always Wanted To Know About Diplomacy*But Didn't Know Where To Ask" (in Ben Grossman's Zirkast The Predawn Leftist #17, July 26, 1976); but also incorporates other writings and editor-

HAPPY BIRTHDAY MELINDA !!!

Continued on page 4.

Options

By Douglas Beyerlein

From John Boyer's "Incapable" #6, June 21, 1972.

An option is the potential ability to change from one strategy or alliance pattern to another. Having as many options as possible in the game of Diplomacy is very important. Options allow a player to prevent, or retaliate against, a stab, change from an unproductive to a game-winning alliance, or do whatever is needed to win. In other words, having a variety of options is insurance against unforeseen events.

Options are important in every stage of a game. However, they are most critical and numerous at the start of a game. Assuming that there are no pre-set alliances, each player is somewhat uncertain as to what the other six players will do until the Spring 1901 moves are published. It is then, in this initial stage of the game, where having options can make all the difference.

Options are dependent upon the plans of the other countries on the board. As a commitment is directly opposite to an option, each player should try to get the neighboring countries committed to a line of action away from one's own country at the start of the game. This reduces your opponents' options and increases yours. Some examples of how this could be done follow.

(1) Germany can try to get England committed to an attack on France with the move by England of Lon-Eng on the Spring '01 turn. At the same time Germany is neutral to France with the conventional opening of A Mun-Ruh, A Ber-Kie, F Kie-Den*. England now has little choice but to continue its assault upon France (especially if France decides to retaliate after seeing the English fleet in the Channel) while Germany has the option to attack France, England, or Russia after its' 1901 gain of neutral supply centers. If Germany does not want the English attack to succeed it can tell France of the planned attack and thus commit both of its neighbors while retaining its' options. Obviously, Germany could also work it the other way around with France instead of England moving

to the Channel.

(2) Austria can attempt to commit Turkey to moving A Smy-Arm. If this is achieved on the Spring 1901 turn, Austria is almost guaranteed of a Russo-Turkish war while Austria is yet to be committed to either side. The Austrian player may then ally with either Turkey, Russia or even Italy after spending 1901 protecting its borders and grabbing up Serbia and Greece in the Balkans. With Russia and Turkey committed to a war, Austria can assess the situation and then join the side which offers the best chance of future growth.

As from the above examples it can be seen that the interior powers (Germany, Italy, Austria) can make the best use of options and commitments. This is because they are the most exposed to attack and therefore must force the exterior countries to fight among themselves to give the interior powers a chance to win. However, the exterior powers can also make good use of options if they want to do so, although it is not as critical to their success.

Options can be a disadvantage in special situations. When an initial game alliance involves a quick stab and blitz of a third party it is very important that there be no delays. The commitment is total, but the potential rewards are great. If a player tries to be too uncommitted at the start of a game in order to retain all possible options that player will likely find all the neighboring powers converging on him and all his options now useless. Thus, it is the right combination of alliance commitments and open options which separate the winners from the losers. And of course, remember that is all a result of good diplomacy and nothing more. Used as such, success is only 18 supply centers away.

{ * Note, today F Kie-Hol is the standard; F Kie-Den is considered mildly to moderately anti-Russian, depending on the English moves. }

* * * * *

Game Openings

DIPLOMACY: Novice Game; results in Kaissa. No fee, Kaissa subscription only, required. Paid: Adams(MA), Johnson(DE), Petty(FL), Botimer(WA), P.Kelly(CA). Need 2 more!

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: (3) Would like one or two more before starting this.

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).

COLOPHON

Kaissa is a quadriweekly newsletter for postal games. Subscription \$5/4 issues; all-for-all trades welcomed and encouraged.

Articles purchased @ 1¢/word (first publication & reprinting rights); original artwork purchased @ \$5/1/2 page. Payment includes issue of appearance, minimum. Payment upon acceptance.

Back Issues: #100, \$2; all others 50¢ if available.

DEADLINE

The Deadline for Fall'09, 1982II and Fall'01, 1984IV are still Saturday Sept. 7, 1985.

The Deadline for Winter'09 and Spring'10 for 1982CN is Saturday October 6, 1985.

Happy Birthday Melinda!

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TRADES & REVIEWS

THE APPALACHIAN GENERAL (#24, 8/10/85) Editor: David McCrumb. EVERYTHING... (#64, 6/85) Editor: David Kleiman; BNC William Quinn, (301 Conroe Dr., Conroe TX 77301).

EXCELSIOR (#6, 7/27/85) Editor: Bruce McIntyre.

THE GAMER'S ZINE (#85, 7/20/85) Editor: Earl Whiskeyman; Connecticut Game Club.

THE INNER LIGHT... (#8, 6/85) Editor: Kieth Sherwood.

NOT NEW YORK (#8, 8/7/85) Editor: Paul Gardner.

POLITESSE (pending) Editors: Kenneth Peel & Ed Wrobel.

THE RAZOR'S EDGE (#5, 7/1/85) Editor: James R. Early.

REBEL (#9, 7/27/85) Editor: Melinda Ann Holley.

TACKY (#30, 7/8/85) Editor: Lu Henry.

WARGAMERS INFORMATION (#44, 3/85) Editor: Rick Loomis; Flying Buffalo Inc.

New Trades: Excelsior, Not New York, Politesse.

Wargamer's Information is a trade I established long ago, but it is so irregular I have generally forgotten about it. It is a news organ for F.B.I. only, but it had some interesting feud material a short time ago, between Loomis and E.Gary Gygas (Dungeons & Dragons producer).

Excelsior comes from Vancouver and is not only booklet format, but it looks printed - untill you see some telltale shadow marks that indicate a high-quality copier instead, I think. Each page is outlined.

It is a rather large zine, though, so a bit tiring to read.

I was warned that McIntyre is a Bruce-Lindsey-toady, but the only evidence of affiliation in the controversy is a short statement on the Runestone poll. He takes others to task for speaking while perhaps on uneven ground (although he does make an error of fact while doing so).

My only quibble with Excelsior is that the maps are very poor. The reproduction is excellent and clear but the things are so badly drawn that I was certain at first that I was looking at a variant. Actually, I see a second gripe while I'm looking, and that is a box of S.C. ownership. It is pre-printed and has the country letters handwritten next to each S.C. name. I find it highly

confusing.

But the pornographic pictures of Nancy are nice...

(See my comments in A Word To The Wise for my opinion of any feuding in the hobby.)

Not New York (from Vermont) is a corner-bound, full sized format zine, but using reduced sized (double spaced?) type. I don't know that such a combination is conducive to easy reading. Certainly the reproduction is quite poor. I would go to another copy-place if they handed me something like that.

The first thing I noticed was that the contest questions #4 and #6 are the same.

But the girlie pix are nice...

(See guys...I'm easy to please).

* * * *

continued from page 1.

ials such as "The Price Of Professionalism" (Kaissa #92, 9/14/84), and "The Voice Of Ghod" (Diplomacy World #25, Spring of 1980). Any comments would be greatly appreciated.))

(Tom Hurst, June):...

Thanks for the sample. I wish I had read the article long ago...

((Dear Tom, Thank you for the short note. As I mentioned before (see K#101 Missives) it was partly due to the lack of good novice material that I have always been on the offensive where this type of article is concerned. We should have had a proper novice handbook a decade ago!

Thanks again. -E.H))

(David Staples, -held over-):

Some time ago, we had a little discussion on whether the "coastal crawl" would be allowed, i.e. F Spa(sc)-Por, F Por-Spa(nc). For the sake of consistency, the new edition of the rules support your contention that it would not. In the "old days" (before Avalon Hill aquired Diplomacy), the sentiment of the vast majority held that it would. Perhaps in another decade, Avalon Hill will revise the rules to start the game with a "Winter 1900 build season". Those who've been lobbying for such a change might then gloat that they were right all along. The truth of the matter is that Avalon Hill is not god and that Diplomacy rules are only what the latest edition or

the majority of the hobby says they are at any particular time. ((Dear David, Once again a point of order - the 1971 rulebook was done under G.R.I., well before the A-H, 1976 aquisition of Diplomacy. And once again, the proof that the majority did not rule as you say is the fact of the game records. It is not a clear cut issue that there was anything right or wrong with the practice. It was simply questioned whether the rules were to have allowed it; it was decided that this was not the case. To make this ruling, as a result of the confusion, was merely an act of clarification - not of change. To add a W'00 build season, is not only a clear change, but is a recognized variant rule.

Indeed, A-H has, in fact, issued a new Rulebook with changes that are variant, and are not being accepted. If the vast majorities you claim for these views did, in fact, exist at that time, then those views would have prevailed. Just as today, the new variation including the distressing allowance of GM judgement of 'intent' and the acceptance of the success of alternate convoy routes even if one (but not all) are disrupted, are not acceptable, and are being ignored. Or, more accurately, steps are being taken to warn new GMs so that they will not be misled. In other words, the proof that the 1971 rulebook was adhered to by all but a few anarchists, while the latest changes are abhorred and ignored, is again the proof that the Rulebook is not as subject to interpretation as you may think. The standard, classic rules of Diplomacy were only clarified in 1971, and they were in grave need of it. Those rules stand, today, and would withstand any attempt to mold them in the direction of fashionable opinion, I think. Those who want "coastal crawl" or "W'00" builds can find plenty of variant games with them, and labled as what they are: variants of the standard rules of Diplomacy.

The last item from David will be held over as an article.-E.H))

* * * *

Happy Birthday
Melinda !

Happy Birthday Melinda !

Who's Asking

On contemplating a change of format, my first reaction is to ask for the opinion of readers or players. This change is relatively minor for most of you as it in regard to gamefee structures.

At one time, gamesubs (one lump fee combining gamefee and report-newsletter subscription) were most common. In the very beginning, each zine ran only one game and so, for players at least, this was one and the same thing.

Shortly thereafter, the idea that a zine could run numerous games, numerous sections of Diplomacy, as well as variants or PBM wargames, gave rise to the fee-plus-sub system.

One surviving example of the lump system is in Graustark, by John Boardman. Until I came along, he had the most expensive games in the hobby. He charges one lump gamesub for starting players, another (lower) gamesub for subsequent standby players, and a subscription for non-player readers.

One drawback of this system, especially where multiple play by the same players is encouraged, is that gamesub payers are, in effect, paying a duplicate subscription over their gamefee, if they play in more than one game there.

The other side of that coin is that the Gamemaster may not only wish to discourage duplicate play in his zine, but he may also make the point that the added trouble of keeping duplicate records for such crossover, might be worth the added charge.

There is also the argument, where professional rates apply, as they do in Kaissa, that the fee is structured on a per-game basis due to the amount of work involved per section, not due to the cost of the newsletter, and that such duplication would be minor, or inconsequential.

However, I do not make that particular claim.

In fact, I am prompted to this change because of the heavy duplication here, although I would not have encouraged it, and I would rather have a larger circulation of players, with little overlap per game.

As it happens, I have usually run 3 games at a time, and often on a circulation of 12. The duplication necessary indicates that I have some of the most active players around.

Recognizing this fact, I would like to amend these rates, to the players' benefit (not to mention that it would actually simplify some of my production work).

What I propose is that the gamefees be changed to reflect a fee-only rate. All players would, in addition, subscribe per a separate subscription account.

For example, regular Diplomacy is now available at \$10/3 turns, or \$3.33 per turn. A subscription of \$5/4 issues, or \$1.25 per issue, may be deducted, leaving \$2.08. Let us say, then that all recipients of Kaissa would be required to subscribe, or trade, to receive an issue, at \$5/4 issues (as it is now).

To play, one must be on the accounts listing as a subscriber, trader, or supplementary reader at the same address of a subscriber or trader, and that players would pay \$10/5 turns of regular Diplomacy. Of course, each game would retain its' own fee scale. For example, the Novice game is still free (no fee, sub. only required).

This proposal will not take effect before Kaissa number 104, at the earliest. Please let me know your opinion by then.

* * * * *

1982CN BYRNE STOPS DIPLOMACY
New FRENCH WIN. GM:Hinton
Leaf Fall 1909

CZARINÁ SUR-
VIVES FINAL ON
SET OF ENGLISH VENG-
ENCE WHILE DER KAIS-
ER IS GOBBLED BY HIS
(?) LAST FRIEND.

ENGLAND(Edward Hinton):1A Stp S
4A Swe-Fin, 4A Swe-Fin, 2F Nor
H/r/Bar,d/.(COA! a/c 8/31/85,
20 Almont St., Nashua NH 03060)
[?].

FRANCE(Geoffrey Richard):1A Boh-
Vie, 2A Sil-Gal, 3A Hol-Kie,
4A Den-Swe, 5A Ser-Rum, 6A Tyr
S 1A Boh-Vie, 7A Ruh-Mun, 8A
Bur-Mar, 2F Nth S RUS 4A Fin-
Nor, 3F NAT-Nwg, 4F Ska S RUS
4A Fin-Nor, 5F Mid-Wes, 6F Lyo
-TyS.(1501 Harvey Rd. #770;
College Station TX 77840 (409)
693-7749). [?]

GERMANY(Ronald M.Kelly): 3A War S
TUR A Mos/r/Sil,Pru,Lvn,d/.
(NSO).(240 Manor Circle, Apt.

8; Takoma Park MD 20912).(@
 ITALY(Kathy Byrne):2A Bud-Rum,
 1F Edi-H, 5F Tun-TyS, 6F Nap-
 TyS.(Summer retreat:5F Ion/r/
 Tun).(29-10 164 St., Flushing
 NY 11358,(718)353-9695).(@
 RUSSIA(Melinda Ann Holley): 4A
 Fin-Nor.(Summer retreat: 4A
 Stp/r/Fin).(PO Box 2793, Hunt-
 ington WV 25727).(1)
 TURKEY(Paul Kogut): 1A Vie-Bud/r/
 Tri,d/, 3A Ukr S 5A Mos-War,
 5A Mos-War, 1F Con-Bec, 2F Ion-
 Tun, 3F Aeg S 4F Gre-Ion, 4F
 Gre-Ion.(155 N.Harbor Dr.,
 Unit 3809; Chicago IL 60601)(@)

Please vote with your orders,
 on a new concession to France.
 If it passes the next turn will
 become moot.

RENEWALS.

I usually ask for renewal at
 the time one unit remains in an
 account. I haven't done that re-
 cently due to the expected end of
 this game. Geoff and Paul are in
 other games and I will borrow
 from them rather than ask for a
 separate renewal here. Melinda
 is also in other games, but she
 will fall under a new house rule,
 so no renewal will be needed at
 all. (Happy Birthday Melinda).

Supply Center Chart/Unit positions

E:Ben, ~~Ser~~, ~~Nor~~, STP.(2) A:Stp,Fin;
 F:(Nor). DISBAND 1 WITH RETREAT
 or EVEN WITHOUT RETREAT.
 F:Par,Mar,Bre,Por,Spa,Mun, ~~Tyr~~,Ven,
 Vie,Kie,Ber,Lon,Hol,Rum,Bel,Lpl,
 SER,SWE.(17) A:Vie,Gal,Kie,Swe,
 Ser,Tyr,Mun,Mar; F:Nth,Nwg,Ska,
 Wes,Lyo.(13)BUILD TWO (must be
 at least two short).
 G:~~Nor~~.(8) A:(War).(1) No Retreat
 necessary. OUT.
 I:Rom,Bud,Nap,Edi,TUN.(5) A: Bud,
 F:Edi,Tun,Nap.(4) BUILD ONE.
 R:~~Ser~~.NOR.(1) A:Nor.(1) EVEN.
 T:Con,Ank,Smy,Gre,Bul, ~~Ser~~,Sev,
 Mos,Tri,WAR.(9) A:(vie),Ukr,
 War; F:Bec,Ion,Aeg,Gre.(6/7).
 BUILD 2 WITH RETREAT; BUILD 3
 WITHOUT RETREAT.

(SPRING -09, held over)

Press: By territory of issue.
 Editors' comments in { }.

"From France"

* Versailles-->Homeless King:
 Where would your credibility
 stand? I think it fell into the
 sea long ago when you seized Hol-
 land and Belgium.

* France-->Dead Austrian:The
 Turk may have broken out of his
 box, but the lid seems to have
 fallen on his back.

"From Italy"

* Italy-France: Congrats, I
 hope.

* Italy-GM: Did you ever get my
 last season orders? They weren't
 returned to me. Or did some post-
 al machine eat them? {I don't
 have any idea. I just got Lances'
 issue of Kaissa, mailed in Janu-
 ary, back last week. And Paul's
 last orders did come in finally,
 by Express Mail. He mailed them
 on the 8th, and they arrived on
 the 12th. Some express!}

* Italy-Deadly Departed:I bet
 you could make a fortune as a
 unique method of anesthesia for
 patients in the operating room.
 Only problem would be that no one
 would want to wake up and face
 your boring stories!

* Italy-Russia: It has to be
 over soon - one way or the other!

* Italy-France: Feel free to
 help yourself to my centers!

* Roma to Oslo: How does it
 feel? Being in exile instead of
 hosting exiles?

"From Russia"

* Mos-Lon: Credibility? You
 mean you have credibility? Elmer
 didn't tell me this!

* Mos-Par: The attempt is ap-
 preciated.

* Mos-World: Shall we now pray?
 {Oh, I think it's long past that!}
 "From Turkey"

* Ankara to Roma: For an IBM
 formatted diskette and the post-
 age, I'll get you a copy of some
 of the best communications soft-
 ware if you can scrape up enough
 for a modem with which to use it.

* Felhaven-Sultan: Was this for
 me instead? Getting you an IBM
 formatted diskette might be fine
 for you, but this dinosaur is not
 IBM software compatible, so it
 would do me no good. Moreover
 this is a hard-sectored (34 sec-
 tor format), single-sided, single-
 density drive system I have. Be-
 sides, if I want some some of the
 worlds best software, I'll have
 my brother write it. He is real-
 ly wasted at Wang Labs. Thanks
 anyway. I like the confined, sec-
 ure system, anyway.

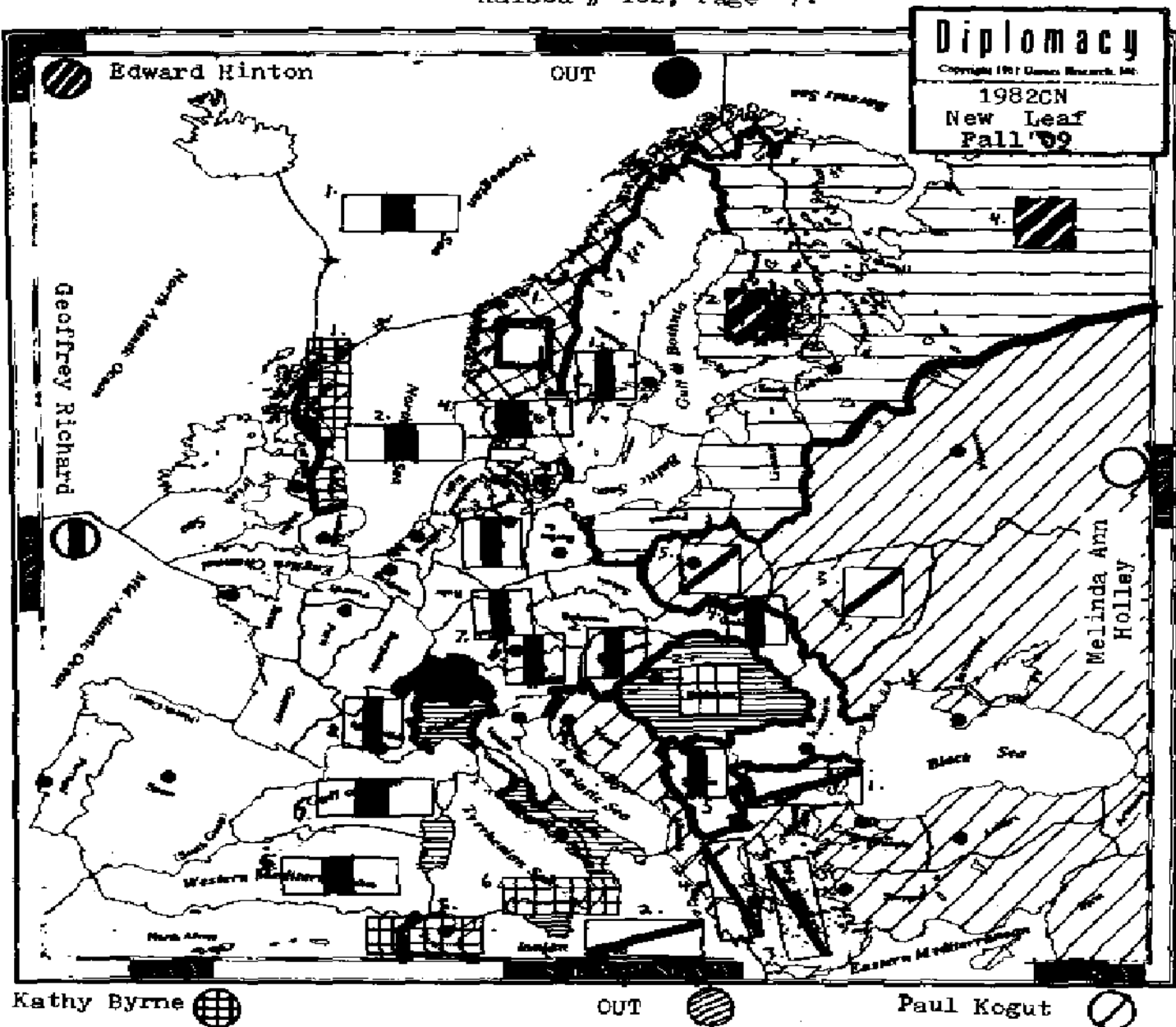
* Ankara to World: Anyone who
 tries to deny one lousy center to
 Kaiser Ron can go to war with me
 as well!

"From Elsewhere"

* Dead Austrian-France: I may
 be dead but I can move faster
 than you have been. Move your
 can. Melinda needs help.

* Resting In Peace-Felhaven Man-
or: I have heard of pluralism
 but this is ridiculous. As of
 Winter, 1908; each of my home cen-

Happy Birthday Melinda !



ters (er, ex-home centers) is owned by a different power. Isn't that taking Democracy a little too far?

* Felhaven Manor-Restless: Oh, I don't know. Consider it a show of how much they really wanted you. At least, a piece of you.

* Other World Occupant-Rus: The neighborhood is fine and you make a splendid addition. Let's set up a committee so that a certain person can't crash the party.

* Cochise-Felhaven: "Where am I going to get another straight man..." Have you tried 1982 II?

* Felhaven-Cochise: Just like and Indian to give me another way out!

* World-Fra: Your cheering section grows with each additional center that goes in your column. Go get him, mon ami.

Fall 1909

PRESS by territory of issue.

Editor's comments in (()).

"From England"

* London to the Czarina: May the final blow before my death avenge thy savage ways!

* England to France: Congratulations! Take care of my homeland.

* Versailles to Hermitage: Don't give up yet!

* France-Ankara: I've got the modem and good, free communications software. The software was courtesy of a certain university in Texas. Got anything else good to offer?

* France-Dead Austrian: It is nice to know that ghosts move faster than the living. Melinda will survive the game, but if you had helped at the beginning

Happy Birthday Melinda !

HAPPY BIRTHDAY MELINDA !!!

of the game. Russia would be in much better position now, and you would probably still be alive. If I were to win in 9 years, that would be one of the fastest 18-center wins I've seen.

* Felhaven to France: That isn't really that fast, I'm afraid. The average game lasts 10 years, and not a majority of those are won by concession.

"From Italy"

* Italy-GM: Is this one over yet? ((No -- thanks to you!))
"From elsewhere"

* World-Ankara: We are all already at war with you anyway! What kind of threat is that? Germany is better off with you as an enemy.

NOTES:

We have an error, folks. And that means good news, and bad news. The good news is that the error is of no importance and things can continue as before. That is also the bad news - things can continue as before - this game is not yet over.

When I announced in K#101 that cn had ended, I had erroneously counted centers from the map, and so I accidentally counted Denmark

as french. However, the last map was marked incorrectly (Winter instead of Spring). Now, as you know, I am a very graphic person.

Let me put that another way: I am a very visual person. A map that says 'winter' containing a French unit in Denmark left the impression that France, who actually Spring-raided Denmark, was the owner when in fact it is still quite English territory. So, I have put this to rights and the game goes on. (Arrrrggghhhhh!)

Due to this special circumstance, I would like to make the Winter and Spring combined if all players agree. The next turn will be due in Kaissa # 104, on October 6, 1985. That's Winter 1909 and Spring 1910.

If I receive all of the Winter orders before September 14, I will report this by flyer. Do Submit Both, please!

Winter can be conditional on the English retreat; Spring can be conditional on both seasons.

Oh well - I have most of the condensed notation article typed, including the game, so it is about set. Let's see if we can get this done next year!

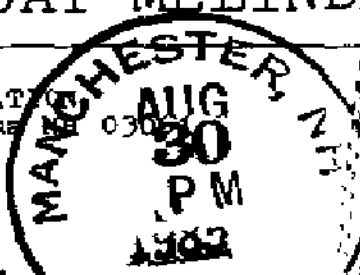
* * * *

HAPPY BIRTHDAY MELINDA !!!

GAMESMASTERS PUBLISHERS ASSOCIATION
c/o JCI, PO Box letter S; Nashua NH 03063

INFLICT UPON:

Steve Knight
11905 Winterhur Ln #103
Reston VA 22091



FIRST CLASS MAIL
Dated Material
Do Not Delay!

Address
Correction
Requested

Player _____
☒ Complimentary sample
Trader _____
(for): _____
☒ See Page(s) _____
Number: Letter enclosed
Subscriber _____
PLEASE RENEW or THIS IS YOUR
LAST ISSUE!