



\*Vol.9,No.6; #105\*

Holiday

Cornacopia

\*November 13, 1985\*

### ANNIVERSARY

#### Shelf

Editor.....November 14, 1985

Expansion drive! No, I'm not talking about something you plug into the computer to give you more memory; I'm talking about the offer on the last page; free issues for helping me expand the Kaissa circulation. Everybody keeps saying as how this is so great a zine - well, spread the word. See the two (last) new cheap game openings now open for newcomers, in the game opening list (and Diproduction which will start next issue). I don't have the poll results yet - 19% responded thus far; one thing you want is more articles and news. Voila!

The variant is delayed so that a new introduction to variants can appear; also an article on condensed notation; news of the day; more humor; contest results ...but most importantly, the new drive for higher circulation. And a short poll for this issue. The feedback really helps. Some of the results were quite interesting.

1982CN wraps up, while the new game begins with some background on the players and the commentator.

Next issue I'll have the analysis of the poll, part one of the variant Diproduction, and an article on one outsiders personal view of the hobby.

But first, this issue is a special one; it is large again, as was 104 (which was charaged as one issue) and 100 (which only II players paid for due to thier turn) but this is going to count as two because it is my Anniversary issue. Though it is 5 more months before Kaissa has it's own anniversary, it was on November 24, nine years ago, that I published, by printing, my first newsletter (well, for postal games, that is). If I hadn't changed the title and

format, this would be #110 (as it is, the GPA Publication # is about 160). New years resolution time I guess, publicationwise; since #100 circulation has tripled; I hereby resolve, with your help, to re-double this by #112. How about it?

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### CONTENTS

Special Offer & Feedback.	24.
Introduction to Diplomacy	
Variants, Fred Davis	2.
Notation Notes.	10.
3 Stooges Camping, Part 3	7.
Contest Results	17.
Shelf(Introduction)	1.
Missives(Lettercolumn)	1.
DEADLINE.	9.
1982CN Wrap-Up.	16.
map.	17.
1982II Spring 1910 results.	14.
map.	15.
1984IV (notes).	17.
1985?? Spring 1901 results.	18.
map.	19.
News & Views.	8.
Trades & Reviews.	9.
Game Openings	6.
Colophon.	6.
Accounts (RENEWALS DUE)	9.

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### MISSIVES

((Intro:

Well, I hope to clean out the file this time-either print or trash anything on file that is not completely new. I've assembled a few bits here on schedules and maps, plus a few other asides.

Enjoy it - from the looks of the poll this will be a much shorter column in future.))

Kathy Byrne(9/26/85)...

"Hate to say it, but I can never find your deadline! I was glad to see on the cover of #103 that I am not the only player

Cont. on Pg. 20, col.2, bottom.

# Introduction to Diplomacy Variants

by Fred C. Davis, Jr.

Many games are played postally, but, aside from Chess, probably no game has been played more times by mail than Diplomacy. All games need some modification of their rules for postal play. However, Diplomacy offers people who like to tinker with rules a virtually unlimited opportunity to make far-reaching changes in the game. It was soon realized that many changes, which would be too complex or too time-consuming for face-to-face play, could be incorporated into the postal play of Diplomacy. Accordingly, several hundred major variations on the Diplomacy rules have been composed in the past twenty years. Some are played face-to-face at tournaments or special parties, but the majority have been run by mail in one or more of the numerous amateur wargaming publications (zines).

There have been Diplomacy variants almost since the beginning of the hobby. Strictly speaking, any game in which the letter of the Rulebook is not followed precisely is a variant, including games in which even one change is made. This would include games with less than seven starting players, or those permitting the "Coastal Crawl" (1) for fleets in two-coasted provinces. The 1961 Rulebook included recommendations on how to play the game with 5 or 6 people, including a 3x3 team game. These were later recognized to be variants.

Variants can be divided into several classes: 1. games using the regular board with new or different rules; 2. games using new scenerios with the regular rules; 3. games using new or extended maps with the regular rules; and 4. games using both new or expanded maps and changes in the rules. Most variants fall into either the first or last category, because many games using a different map will require some special rules.

One category of rule changes affects the characteristics of units. Among these are rules permitting fleets to carry armies "piggy-back" (army/fleets, as in "Abstraction"), rules providing for aircraft, submarines, double-strength armies, units moving at double speed, and units led by heroes or wizards who add strength to those units. Some rules allot economic value to every province, with associated treasuries for the construction of new units, lend/lease and bribery. Another type of rule change is where the names of the other players are unknown, and all negotiations have to take place in press releases printed with the game report, ("Anonymity" and "Gunboat" are two versions of the latter). There are also games where a player knows only the locations of his own units and those immediately adjacent to them, or perhaps inside his Home country, ("Kriegspiel" and the various "Stab" versions come to mind here).

Most variant designers now apply the Diplomacy concept to different scenerios. Some games merely expand the map of Europe. Some use entirely different areas like North America, or a specific country, like England. Some are global. Time tracks run from ancient Greece and Rome to the far future. Some are based on mythical places like Middle Earth or Hyboria. There are even space scenerios, with planets or star systems as Supply Centers.

Most variants have either seven or nine "Great Powers", since these numbers seem to be the most suitable for Postal or PTF play. There are some smaller versions for 5 or 6 players, and some have as many as 21. ("Grant Tournament Diplomacy"). One, using the regular board, can be played by either 11 people with 3 units each, 17 people with two, or 34 with one unit apiece ("Anarchy").

The first deliberately designed variant with an enlarged map was created by the Youngstown University Diplomacy Club in the mid-1960's (John Koning, John Smythe, et.al.). Since they frequently had 10 or more players present at their weekly FTF meetings, they created a 10-man game called the Youngstown Variant by adding eastern and southern extensions to the board and making China, India and Japan "Great Powers". Subsequent changes added the rest of Africa, and later the rest of the world, to the map. In the global version, Transvaal and the U.S.A. are added as Great Powers. ("Youngstown XII"). Youngstown has been the most frequently played Postal variant, not so much because it is a great design, as because it arrived first.

Other early variants included several based on the Tolkien books, which reached their height of popularity in the mid and late 60's. There were also economic variants, 9-man games, and scenarios using Scottish clans and American Indian tribes. The leading designer in the early days was Don Miller of Maryland. Other prolific designers are Lew Pulsipher (with the most designs on file), Greg Costikyan, Fred Davis, Dick Vedder and Rod Walker. Among the leading Overseas designers are Steve Agar in England and Martin Janta-Polczynski in Belgium.

The question of how to designate these games for Postal purposes arose early in the hobby's history, since it was realized from the beginning that Boardman Numbers(2) were suitable only for Regular games. Don Miller provided the answer. He decided to issue special designators, similar to Boardman Numbers, for each postal variant game. He took a list of all the known variants which anyone had ever attempted to play by mail, or which were popular in FTF play at that time. There were only about 18 or 20 such games in 1965. He assigned a lower case letter to each variant, starting with "a" for a team game, "3x3, Turkey omitted". A "Boardman-type" designator was placed in front of this to identify a specific Postal section. Thus, the first variant designator for a postal game was "1965Ae", which was a section of his own Middle Earth II, which he was

GM'ing.

Don constantly updated this list, adding each game as it came to his attention. When he reached "z", he returned to "aa" and repeated the lettering to "az"; then to "ba", etc. In honor of their inventor, these designators became known as Miller Numbers, and Don became the first Miller Number Custodian. He held this post from 1965 to 1971. As with the Boardman Number Custodian, each MNC has passed the job on to another person when he had to give it up. Some of the Custodians(3) over the years were also the designers of many variants, including Lew Pulsipher, Greg Costikyan and John Leeder.

Don Miller furnished news on variant game openings, and some reports on how those games ended in Diplomania, one of his many postal gaming 'zines. While Robert Sacks was MNC in the mid-70's, he published a list of variant gamestarts and endings, complete with the names of the players and Supply Center counts, in his Lord Of Hosts. These statistics are now printed by the MNC three or four times a year in a special publication called Alpha & Omega.

Dick Vedder of California conceived of the concept of collecting all of the known variants into a variant bank, which would keep a complete list and offer copies of the designs for sale. The North American Variant Bank(4) opened for business in 1974, under the aegis of Dan Gallagher of Virginia. Similar variant banks have been established in several European countries(5). Today, there are over 650 variants in the NAVB. This includes a separate count for each version of a variant, such as the five versions of the "Cline 9-Man Game" and the 12 of "Youngstown". Some designs are frequently requested; some are filed and forgotten. The designs run from excellent to awful.

In the beginning no one foresaw that this list of games would ever expand into the hundreds. It was not difficult to keep track of the designs when they only numbered in the 50's or 60's. The original Miller Numbers were fine for indicating the age of a design, in that the higher the initial letter, the newer the game. The difficulty was that there was no way of telling what type of game the letters repre-

sented. Furthermore, very few of the games that were printed and never played at all, or were only played face-to-face, ever received a designator, so the system was incomplete. The old system got up to the initial letters "i" and "j" before collapsing of its own weight.

Several years of discussion by variant buffs on both sides of the Atlantic, on how to classify Diplomacy variants, began around 1975. Several different systems were proposed; some in mere outline and some in considerable detail. The proposers include Hartley Patterson in England, Der Garvey in Ireland, Robert Sacks of New York, Elmer Hinton of New Hampshire and Conrad von Metzke of California. Von Metzke published several issues of Talabwo, devoted to discussion of how to set up a new system. This publication also included comments and suggestions from many people, such as Fred Davis, Dick Vedder and Rod Walker. The main sticking point was on how many major categories to have.

Rod Walker became Custodian of the North American Variant Bank in 1978. He decided to go ahead on his own with a new classification system for the Bank's files. This was not based specifically on any of the previous proposals. However, he did take advantage of his experience with known variants which had been compiled, and his discussions with others. He was encouraged in his efforts by many of the people who had contributed their opinions over the years.

Walker divided the games into 20 major categories, with subcategories within each major one. Plenty of additional slots were left for any new categories which might appear. He then issued a new Catalogue of the Bank's contents at the end of 1979. The NAVB Catalogue is all-inclusive; any variant game received in the NAVB files has been classified. This includes games designed Overseas, as there are reciprocal trading agreements among the world's various Variant Banks to exchange information on new designs. In the beginning, this consisted only of Banks in Belgium, Switzerland and the United Kingdom. Subsequently, Banks have been established in the Netherlands and West Germany. By the end of 1980, all of the other variant bank custodians had accepted the new

classification for their records, as have all the Banks established since then.

The then Miller Number Custodian, Greg Costikyan, agreed to start using the new classification system for all Postal Variant games starting on or after Jan. 1, 1981. This agreement was concluded verbally between Costikyan and Fred Davis, Custodian of the North American Variant Bank-East (a back-up bank) at the Dip-Con Diplomacy Tournament in Oakland, Michigan in June 1980, with Davis acting as Walker's representative. For reasons unknown to the author, the first five games started in 1981 were issued designators under the old system, by Costikyan. Following an interregnum, Walker became Acting MNC in June 1981, and the new system was put into effect.

As an example of how the new system works, the game "Zeus V-F" is classified as "gf 11." The "g" stands for the major category, "Global variant," and the "f" for the subcategory of those with "Future, or Post-1920 scenerios" (including W.W. II, which is the "Zeus" scenerio). The "11" indicates that this was the 11th game in that subcategory received in the bank's files. So, a game of "Zeus V-F", which also happened to be the first Postal variant starting in 1984, was given the designator "1984A gf11".

Out of respect to Don Miller, the term Miller Numbers continues to be used to indicate those numbers given to identify Postal Diplomacy-variant games. There was no retroactive renumbering of the games which began in 1980 or earlier. However, with one exception, I believe all of those games have been completed.

A Catalogue of known Diplomacy variants can be obtained from the North American Variant Bank. Except where a game is covered by a copyright(6), sets of the maps and rules can be ordered for a reasonable price. The Catalogue can be useful for finding a specific variant, or just to see what in the world is available. You should be able to figure out what a game may be about by its number, but there is no quality rating in the Catalogue. The last issue was published by Rod Walker in 1983 and two supplements have updated the files, since then.

In October 1985, Walker turned

the Custodianship of the NAVB over to Fred Davis. A new Catalogue will be published as soon as the files can be inventoried and numbers assigned to new variants. You may wish to order the old Catalogue, or place an order for the next edition when it appears. In either case, this may be done by sending \$2.00 to: Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore MD 21207, USA. Residents of the United Kingdom, Belgium, the Netherlands or West Germany should contact their local variant banks first, to see what they have available.

If you like variety, you may enjoy playing variant Diplomacy games. There are scenerios covering almost every part of the

world and every era of history. In a few cases, the maps are large enough to use in FTF play. In others, you may wish to reproduce a larger map yourself, mechanically or by hand, for such use. If you like a particular design, you might try to persuade a publisher to run it, or you could run it yourself. And, if you think you could do a better job on any scenerio, you could always design your own game!

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Variant game information will be found in a number of publications. Also see the NAVB (address above) and the Miller Number Custodian: Lee Kendter, Sr., 4347 Benner St., Philadelphia PA 19135.

#### Footnotes:

1). The coastal crawl is an exchange involving fleets on opposite coasts. e.g. Fleet Spain(south coast) to Portugal; Fleet Portugal to Spain(north coast). The Rulebook prohibits this in Regular Diplomacy, but it is used in several variants.

2). Boardman Numbers are issued to Regular postal Diplomacy games. The first game of any particular year is called "A", the second "B", etc. After "Z" the cycle repeats with "AA" to "AZ", etc. They are named for John Boardman, the founder of the Postal Diplomacy hobby, who borrowed this nomenclature in 1963 from that used by astronomers for discovered Comets and asteroids. The first Boardman Number was given to the game "1963A".

3). The following people have served as Miller Number Custodians:

1. Don Miller	January 1965 - December 1971
2. Lewis Pulsipher	January 1972 - July 1973
3. Conrad von Metzke	July - August 1973
4. Burt Labelle	September 1973 - October 1974
5. Robert Sacks	October 1974 - December 1977
6. Michael Smolin	January 1978 - June 1979
7. Greg Costikyan	July 1979 - July 1981*
* Rod Walker, <u>Acting</u>	<u>June - August 1981</u>
8. John Leader	August 1981 - December 1982*
9. Lee Kendter, Sr.	December 1982 - present.

4). List of North American Variant Bank Custodians:

1. Dick Vedder (California)	1973-1974
2. Dan Gallagher (Virginia)	1974-1975
3. Dave Kadlecak (California)	1975-1978
4. Rod Walker (California)	1978-1985
5. Fred C. Davis, Jr. (Maryland)	1985-

5). List of other Variant Banks. Founders and Current Addresses:

United Kingdom Variant Bank. Founded by Hartley Patterson ca. 1973.  
Current Custodian: Geoff Kemp, 23 Raygill, Wilmecote, Tamworth,  
Staffs. B77 4JY, ENGLAND.

Central European Variant Bank. Founded by Walter Luc Haas, ca. 1974,  
in Switzerland. Operated by Haas through 1984; currently inactive.  
(Specialized in serving German-speaking hobbyists throughout Central Europe).

Belgian Variant Bank. Founded by Michael Liesnard, ca. 1975.  
Current Custodian: Michael Liesnard, Rue Albert de Latour 59 (Bte-10),

B-1030, Bruxelles, BELGIUM.

(Specializes in serving French and Flemish speaking hobbyists.)

DEUTSCHE Variant Bank. Founded by Konrad Dolata, 1984.

Current Custodian: Konrad Dolata, Hermann-Lons-Weg 34, 5650 Solingen 11, WEST GERMANY.

(Specializes in serving German-speaking hobbyists in central europe.)

Netherlands Variant Bank. Founded by Jaap Jacobs, ca.1983.

Current Custodian: Jaap Jacobs, Kaiserstraat 10-B, 2311 GR Leiden, NETHERLANDS.

(Specializes in serving Dutch-speaking hobbyists.)

(All Custodians speak English and maintain copies of many American and British variants in English. Some English rules have been translated into other languages, and vice-versa.)

6). Where a game has been published in a commercial book or games package, the NAVB prefers to refer any order for the rules to said game to the commercial publisher or hobby group selling that game, as long as that book or package remains in print. This includes any recent issue of DIPLOMACY WORLD where back issues are immediately available. Copyright does not prevent the Bank from making copies of any game under the "fair use" section of that law.

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### Game Openings

#### New Games Open Now !

Check out the two newest openings, for new subscribers or non-current players only:

The El-Cheapo Game: For ROZ plus a \$10 one-time fee, enter regular DIPLOMACY in Kaissa. Open to any non current player.

The No Frills Game: A game for the great hard-core players (non-current Kaissa players only) who want the game, and nothing but the game: 1/2 page total press maximum, no map; just the game (and addresses) each turn. Subscription only (ROZ & no fee). Regular Diplomacy! in Kaissa.

The El-Cheapo game is also a NOVICE ONLY game by the way! But if you aren't a novice and want all of the bonuses:

REGULAR DIPLOMACY: In Kaissa, ROZ plus \$10/5 turns.

VARIANT DIPLOMACY: DIPRODUCTION Rules start in K #106 on). ROZ plus \$6/10 turns. Need 21 players to start!

Lords Of Valetia: (In House). Results reported individually plus 1-3 monthly newsletter, (Proclamation). Annual magazine (Valiance). No openings for new players at this time. Renewals at \$12/3 turns.

Games marked ROZ have a Receipt of Zine requirement (To play, one must receive the newsletter in which the results appear. Receipt may be by subscription, trade, or by living at the same address as a trader or subscriber). In-House games are provided by GPA as listed. All other games are purchasable from other publishers; we furnish game moderation service only.

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### COLOPHON

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Back issues available and thier main features are:

#100, "A Word To The Wise", \$2; #102, "Options", 50¢; #103, "Defensive Diplomacy", 50¢; Almost Near Utter Chaos(variant) #93 & 94 (50¢ each). Other issues available on request also 50¢ each.

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# The Three Stooges In The Great Outdoors

or      The Joys and Hazards of Camping !      Part III.

I cannot get lost with a map. This may seem like an obvious and therefore unnecessary assertion. Nevertheless, there are people who cannot read maps. Studies indicate that many people cannot properly read a map and often, as I can attest, get lost while attempting to follow them. They are in the sense of graphic perception 'visual illiterates'. So, I say again, I cannot get lost with a map. Even small inaccuracies do not deter me to a great extent.

I also have this interest in knowing where I am, so I have maps of many places, and it is the first thing I attempt to get when I go to a new area.

Naturally, I have maps of Newburyport. If you think that was of any help you are mistaken! In the following adventure I knew where we were, where we wanted to go, and could even locate, by pointing, the block and even the house. Even such directions as, your basic right at the light, or your basic left at the stop sign, were quite correct; but I did not reckon with the city fathers of Newburyport.

We made our way into traffic as I studied passing street signs and my map, and recommended a course. The first intersection was, naturally, an inbound one-way street. The next block down we managed to get to the right cross street but could not turn in the right direction. Fine.

Back we went, to the main drag and down some blocks to a long cross street and left to approach from the other side. The street ended in a stop sign, across from which was the very street we sought. We stared into a do-not-enter-one-way sign. (sigh). Back again, up and around. This time, the very street itself! But, it is a one-way and we are too far up!

Surely the people on that block arrive home somehow?!

It isn't as if we hadn't been warned either. Immediately upon our earlier arrival that day, we had come through a long section I did not recognize, turned about to get to the main center, and then discovered that the 'historic district' of Newburyport has been made over into a set of brick-

lined winding streets that bear absolutely no relation to any map over 2 years old. In order to protect this quaint section from undue traffic, a conflicting set of one-way corridors was designed which resembles nothing so much as a demented rabbit warren.

Finally, we managed by dint of sheer force of will to arrive at Gus's house. Dint? I should say 'dent'. My will was certainly in some need of repair.

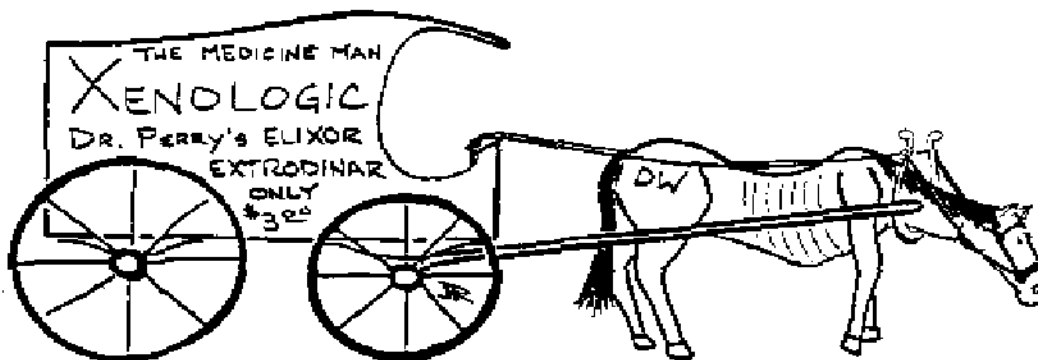
As we walked past Gus's largely inactive vehicle, a Scout called the Orange Pumpkin which is on it's last, er, wheels, I felt as lame as the scout. We were here to get a map to go out into the far wilderness (which I was assured was all right because David had been there once before) after barely surviving the ordeal of finding a residence that we had both visited a number of times in the past!

Did my hopes wane? Were the omens yet clear to me? No, no. No! More fool, I; we both took our success against adversity as nothing but a temporary inconvenience, quite coincidental and not in any way some form of Karmic punishment, and blithely pushed ahead.

Gus had left the map at his home in case we missed each other and we were instructed to go in, where we would find it, and a poncho for David. Although the sky was threatening, and thunderstorms predicted for later on (the tail end of Hurricane Bob) it wasn't quite raining, but he knew he should take something for wet weather.

While David called Gus at work, to let him know we were outward bound (and to see if he could get off after all) I kept myself very discretely at a distance from the house cat Edna. Knowing her from song and story, I stayed well away. A more disturbed look on a face would have been hard to achieve, than the look I got from drowsy Edna. I pity the burglar who enters that house uninvited!

Map in hand (and a good rendering it was, too) David and I sped straight to the main drag, and out of Newburyport!



QUALITY IS LIKE OATS. IF YOU WANT THE BEST, IT COSTS!  
BUT, IF YOU'LL SETTLE FOR WHAT WENT THRU THE HORSE...

### News & Views

(Pillaged from various sources.)

1). As the above cartoon; we concur. Much that has appeared in Diplomacy World in the last 15 or 20 issues does resemble that which has passed through a digestive tract.

Further word is that George Graessle has been canned as publisher. Perry has announced that he will henceforth publish DW himself. Perry protests that direct donations have been good, although another published source confirms that indirect donations and the taking advantage of affiliated offers is running quite poorly.

Peery also confirms, in a surprising letter to this editor, that he has no respect for law or individual subscriber rights. His contention is that, so long as a majority of subscribers forgive the DW debt, he will take this as a sign that he may ignore any past subscription debt to individuals.

This shocking admission has been passed on to the proper authorities.

I suppose it must, unfortunately, be said; once a conman, always a con man.

2). I another shocking development; it was revealed to this editor that the Boardman Number Custodian, William Quinn, in an effort to attract entrants to the job he wishes to vacate, has deliberately lied to the public. His previous estimate of 3-6 hours per week as the BNC workload was considered with suspicion here. It is now confirmed by a former BNC that the load is rather in the area of 20+ hours per week. Mr. Quinn also lied in a recent correspondence (see K104) as to the length of time until

leaving the post. In a conversation about a week before the date of his note, and subsequent to it, he stated to one source that he had every intention of 'dumping' the post as soon as possible.

Supporters of the post are attempting to work with Quinn to establish a more orderly and respectable transition, than this information would depict. We hope they are successful.

3). Ken Peel has recently sent out a proposal to stop the "Great Feud" (a/k/a Linsey vs \_\_\_\_ -fill in the blank-). Firstly there is nothing Great about it -it breaks no records in any category compared to past feuds. Secondly, it not only has happened before but will assuredly happen again, so continuance is not necessary. However it does go on.

Peels's proposal would blacklist publications carrying feud material with recommendation that subscribers resign the zines involved.

Unfortunately, this raises the question of enforcement. Once the question of how to enforce is answered comes the more difficult question of: who has the authority to do so? Finally, since the enforcement of a petition to stop the publication of particular material is clearly in violation of the 1st Amendment of the U.S. Constitution, it is ethically indefensible.

Although this editor has been (privately) in the forefront of those against such material, it must be recognized that it is the right of any editor to publish that which he wishes to publish. If those subscribers reading the material have not resigned in disgust we can see no mode of forcing them to do so as being workable. Moreover, regardless of how assinine such material might seem



to be, one must remember that there is no law against stupidity.

4). Having agreed to a poll of the hobby to settle the MNC dispute, Robert Sacks has now repudiated his prior acceptance of the poll. Since the arrangements were, unfortunately, not made in writing, Mr. Sacks is now challenging the poll-takers to prove that he ever had accepted it. The results of the poll should appear shortly.

5). Lu Henry, publisher of TACKY has had a late issue with #32 due to a car accident. "When our wagon was rear-ended at 65 mph on an expressway, all copies were destroyed in the cargo area. Write off one "K-car" wagon; no serious physical injuries."

6). Alan Stewart (702-25 St. Mary St; Toronto Ont, CANADA, M4Y 1R2) has started a new zine called "Praxis"(huh?). 3 games open. #1 was very wordy. Chatty. Good titles and clear print.

7). To add to item #1; let's be clear. Just because Larry Perry may be irresponsible or at best unable to do his duties, this does not diminish my support for DW as a project. I am sorry that I expect to see it fail, due to Perry's past fiscal irresponsibility and penchant for taking on too much then folding. I abhor Rod's choice, of some lodge brother in the California club, when there were more experienced and responsible options available to him.

8). Roy Henricks has replaced Bruce Linsey as Zine Registrar editor with British Simon Billeness who published a version of this overseas some years ago.

Billeness wants to change the format to a voluntary basis, with 10 lines maximum of submitted description, and publish it on a 4-month basis. If that sounds familiar - you're right, it is a duplicate of the successful DIP ZIP by Tom Hurst.

This editor cannot recommend this project, not only because it fails to stand on it's own - since it will now be a copy of an existing project, but our order to Mr. Henricks for the last such list is still pending after some months with neither refund nor listing received here. Not recommended at this time.

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\* DEADLINE \*  
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\* Once again the Deadline \*  
\* will be on a Saturday, for \*  
\* next issue, Kaissa #106. \*  
\* All turns orders and any \*  
\* other material for next \*  
\* issue is due on Saturday, \*  
\* January 25, 1986. \*  
\*  
\* \* \* \* \*

#### Trades & Reviews

Well, for the first time in 5 issues, I don't have a new trade in this time, to review. Since I need the space though, I will hold off on the listing until next time. In the feedback poll for this issue though, please rate a new idea for T&R, that of listing all zines received in the Granite Archive rather than just the Kaissa/Foundation trades.

#### A C C O U N T S

To update people on when they expire, in addition to the notes below on who should renew now, is the list of players and their issue of expiration.

The following subscriptions expire with this issue, please renew or this is your Last issue.

James Burgess (105)  
Paul Kogut\*(105)  
Greg G. Lang\*(105)

The following subscriptions will expire next issue; Please renew now:

Thomas Adams(106)  
Jim Martin(106)

In the above the asterisk is beside names for whom a standby will not be called due to this- they are coming up as last issue due to the double nature of this anniversary issue, and I won't hold them too hard because of it.

The following players will expire upon receipt of the following noted issues (boy, talk about poison press):

#107 David Lang,  
#108 Kathy Byrne, Michael Grubb, Ed Hinton, David Staples,  
#110 Lance Anderson,  
#111 Larry Botimer, Paul F. Kelly, Mikel Petty,  
#112 J.R. Baker,  
#115 Steven Courtemanche.

\* \* \* \* \*

## Notation Notes

The serious duellist studies his opponent to insure the best odds for success. Likewise, in most 2-player games, the level of competition is high. The same is not true in most multi-player games, though. Unlike Chess, the classic game of Diplomacy is often played in a laissez-faire manner. This may, in part, be due to the lack of information available, or the lack of scholarly discourse on play.

Tri, Vie, Pie, Den, Mar, Bar, Hel, Bel...the play of Diplomacy requires condensation - abbreviation of terms. Some publishers will run a game, with map, alone on a page, leaving a good deal of space blank. They might as well run the full words. Yet, the fact is that, when reading such results, the full terms can actually become quite tiring to the eye, while the abbreviations, even when not necessary due to space limitation, are more than just convenient shorthand. They make the mass of information that is required each turn an easier and smoother experience to obtain.

Such condensation of material is beneficial, as well as convenient, in the production of turns.

In the reporting of a game, a final chart, condensing all of the supply-center standings per year, appears along with the record of zines, Gamemasters, and Players, as the sum record for that game. Nevertheless, abbreviation and condensation of material, both beneficial and efficient as it is, has had it's limitations. To study a past player, an opponent, one can either track down the actual zines in which the game was run, or search through the final charts for statistics on game completions. There is no final reporting of the actual turns of the game, in any condensed, or conveniently available form.

From time to time a few zines have attempted to publish the list of actual centers owned by year. This has never been adopted not only due to the amount of time and effort in compilation, but also since this would triple or quadruple the space used for end-game reporting. Moreover, the additional advantage gained in knowing the names of supply centers

owned versus the mere number owned is probably negligible compared with the disadvantage of the work involved in compilation.

The point has been made, that the work involved to compile and reproduce the full run of actual turns of a game, would be well worth the effort, however.

The first real effort in this area appears in Allan Calhamer's Condensed Notation (Diplomacy World #2, Mar/Apr 1974) where he attempts to put all of 1973BI on a single page.

On the following pages is this author's own attempt to do the entire run of turns for 1982CN.

The first consideration is in the amount of acceptable space to be allocated. Each unit need be identified only once. The starting space is named, and each subsequent play can be traced back. Room must be made for the names of spaces, as well as the actions of the units.

In the CN report I decided to use a variable number of spaces per column, since not all of the column was needed in each case. The Spring 1901 column, for example, needed only 3 spaces because all units moved or held. I determined that the maximum number of spaces needed is 5. The order for France's 1st Army under Fall 1902 exemplifies this.

Movement is given simply by naming the space to which the unit was ordered. I used my own abbreviations for the two-coast provinces (Pnc Psc Ssc Snc Bsc & Bcc). (I was surprised to see that Pnc for StP.nc was used before me, in Calhamer's article). Rather than reproduce orders repetitiously, if a support or convoy order is given correctly, it is noted in the condensed form by giving the code for that action, and the code for the unit (Army or Fleet preceded by the unit number). To set them off visually I have used a dollar and cent sign for \$support and \$convoy, respectively. This means that under the Spring 1902 orders for France, the 1st Armies order "\$4A" means FRA 1A S 4A Mar-Bur; since 4A begins in Mar and is ordered in S'02 to Bur. Note the 2nd Armies order of "\$1A" is FRA: 2A Tyr S 1A

Mun. The order is underlined because it fails-the support is out. That unit is not dislodged, though. If it had been the symbol \* would have appeared immediately after it (see the French 1st Army in Spring 1903 for dislodgement). Each dislodgement symbol (\*) acts as a footnote. At the very bottom of each column is a section of notes. Those after a retreat/dislodgement symbol show the space to which the unit retreated or "D." if it was disbanded instead. Under Fall 1902, the French 1st Army is ordered "\$R1F@", or FRA: 1A Mun S RUS 1F Den-Kie(NSO). The "@ " is a No Such Order symbol, footnoted at the bottom of the column with the order as given. As you see, the Russian fleet ordered Den-Swe instead. Under Fall 1903, the German 1st Fleet is marked as "[ " after "\$I1F". "[ " means, no such unit. Germany ordered: GER: 1F Hol S ITA 1F Eng-Bel; except that Italy had no fleet in the English Channel at the time. The footnote "Eng-Bel;D" gives the full situation; not only the actual order, but the fact of dislodgement/disbandment as well. Note the "xxx" in the following season after a disbanded unit (except winter disbandments which are marked as /D/ in the column itself.

Finally there are the asterisk "\*" footnotes showing the number of units played short after the "#" short symbol.

Between each country is a line where the initials of each player are given and, above Fall the note "% " which means sc's, and the number owned, which corresponds to that on the SC chart. The number short is also given above winter.

If an NMR occurs it is also noted here, sometimes pushing the fall SC number, or other information, to one side. Names in parenthesis are temporary players.

The amount of vertical space is a heavy consideration. For those thinking that 34 lines, one for each sc/unit are all that is needed, consider the chart below.\*

This is the pattern of SC change in this game. At the bottom of the CN notation chart you will see I deliberately squeezed up the German last unit, as well as the final notes under each column, so as to have the space beneath it.

Consider moving the paths, snaking them up and down as the number of units per position

changes hands each year. After some consideration I felt it easiest to simply allocate one line per unit ever owned in the game. This works quite well.

A small amount of space is also left between positions and between the army and fleet blocks.

I have blocked out the sections per each player (except for the temporary players).

The amount of horizontal space is of greatest concern. If only for clarity (especially since one must presume a study of a number of these at one time, were they to become common) there must be a minimum of one blank space between columns.

For maximum condensation, Calhmer suggested that builds and removals be under Fall, which would eliminate the Winter column. However, this author found that, both in transcription/typing and in subsequent usage, the rate of error (or failure to find error) and the ease of use is quite poor due to hunting for a unit's last position. Monotonous as one might think, the use of the Winter column not only for Builds and Disbandments, but for updating the last actual position of a unit, proves invaluable as a check and as a guide when following the game by chart. A series of supports or convoy orders can easily cause one to lose track of a particular unit; or ones place on the chart, or both. It also would be difficult to find errors in typing or transcription. Adding the Winter column, in spite of the cost in space, actually forwards the acceptability of the notation and can make the difference between a curiosity and a practical tool.

The result is the course of an entire game on two pages, with all records, leaving only special rulings and press off.

One problem already noted is in the compilation of these reports. As an experiment I kept notes on games in progress in a number of zines, and discovered that such notation is very easy to make and keep track of if done as the game is in progress. It is the issue-by-issue footlogging that begins to wear one out.

This gives one hope that future games could eventually be kept in such notation for later transcription.

Chart pg 12: text cont. Pg.14.

\*(12/85; this chart inadvertently left out, see next issue).

Seasons	S01	F01	W01	S02	F02	W02	S03	F03	W03	S04	F04	W04	S05	F05
ENGLAND	E.H.	%4			%5			%6			%6			%7
1A Lpl	Yor	Den	Yor	H	Den	Den	Swe	\$1F	Swe	Den	\$1F	Den	Kie	Kie
2A . . .	.	.	.	.	.	Lon	Nor	Stp	Stp	Mos	Mos	Stp	\$T3A@	Mos
3A . . .	.	.	.	.	.	.	.	.	Lon	Wal	Lpl	Lon	Yor	Bel
4A . . .	.	.	.	.	.	.	.	.	.	.	.	.	.	.
1F Lon	Nth	#1A	Nth	Ska	\$1A	Ska	\$2A	Den	Den	Ska	Swe	Swe	Fin	H
2F Edi	Nwg	Nor	Nor	\$1F	\$3F	Nor	Bar	\$F3A@	Bar	Nor	\$1F	Nor	\$2A	\$1F
3F . . .	.	.	Lon	Nth	#1A	Nth	#2A	\$2A	Nth	\$1A	\$1A	Nth	Eng	#3A
4F . . .	.	.	.	.	.	.	.	.	.	.	.	.	.	.
FRANCE	G.R.	%5			%7			%7			%9			%9
1A Par	Bur	Mun	Mun	\$4A	\$R1F@	Mun	\$2A*	\$2A	Bur	Mun	\$E1A@	Mun	Boh	Vie
2A Mar	Pie	Tyr	Tyr	\$1A	\$1A	Tyr	\$1A*	Mun	Boh	\$1A	Tyr	Tyr	Tri	Tri
3A . . .	.	.	Par	Pic	Bel	Bel	\$4A	\$4A	Bel	Ruh	\$1A	Ruh	Bur	\$6A
4A . . .	.	.	Mar	Bur	\$3A	Bur	Ruh	Hol	Hol	\$4A	\$E1A@	Hol	Kie	Ruh
5A . . .	.	.	.	.	.	Mar	Pie	Pie	Pie	Ven	Tus	Tus	Rom	Ven
6A . . .	.	.	.	.	.	.	.	.	.	.	.	Bre	Gas	Mar
7A . . .	.	.	.	.	.	.	.	.	.	.	.	.	.	.
8A . . .	.	.	.	.	.	.	.	.	.	.	.	.	.	.
1F Bre	Mid	Por	Por	Mid	Ssc	Ssc	\$2F	Lyo	Lyo	Wes	TyS	TyS	\$5A	Lyo
2F . . .	.	.	.	.	.	Bre	Mid	Wes	Wes	Tun	\$1F	Tun	Ion	Wes
3F . . .	.	.	.	.	.	.	.	.	.	.	.	Mar	Ssc	\$1F
4F . . .	.	.	.	.	.	.	.	.	.	.	.	.	.	.
5F . . .	.	.	.	.	.	.	.	.	.	.	.	.	.	.
6F . . .	.	.	.	.	.	.	.	.	.	.	.	.	.	.
ITALY	K.B.	%4			%5			%8#1			%8			%8
1A Rom	Ven	H*	Apu	Rom	Ven	Ven	Pie	Tri	Tri	\$R1A	Vie	Vie	Tri	Tri
2A Ven	Tyr	Vie	Vie	Tyr	Tyr	Vie	\$A1A	Bud	Bud	\$R1A	Rum	Rum	\$R4A*	Tri
3A . . .	.	.	.	.	.	.	.	.	Ven	Pie	Pie	Pie	Mar	Spa
1F Nap	Ion	Tun	Tun	Wes	Mid	Mid	Bre*	Lpl	Lpl	Wal	Wal	Wal	Eng	Lpl
2F . . .	.	.	Nap	Ion	Gre	Gre	\$A1F*	\$1A	Alb	Gre	Gre	Alb	Ion	Ion
3F . . .	.	.	.	.	.	Rom	TyS	Nap	Nap	\$4F	TyS	Nap	TyS	\$5F
4F . . .	.	.	.	.	.	.	.	.	Rom	TyS	Lyo	Lyo	\$3A	\$3A
5F . . .	.	.	.	.	.	.	.	.	*#1	#	#	Rom	\$3F	\$F1F
6F . . .	.	.	.	.	.	.	.	.	.	.	.	.	.	.
RUSSIA	M.H.	%5			%6#1 NMR			%6			%5			%4
1A Mos	Sev	Sev	Mos	Ukr	\$2F	Ukr	Rum	Bul	Bul	Ser	Bul	Ser	Bul	Rum*
2A War	H	Gal	Gal	\$A3A	\$2F	Gal	Sil	Ber	Ber	Swe	Den*	Fin	Stp	\$3A
3A . . .	.	.	Stp	H	Nor	Stp	Nor	Lvn	Lvn	Mos	Mos	Lvn	Mos	Stp
4A . . .	.	.	.	.	.	*#1	#	#	Sev	Rum	H*	Arm	Sev	\$1A
1F Psc	Bot	Swe	Swe	Den	Swe	Swe	Bal	\$2A	Bal	#2A	\$2A	Bal	Bot	\$3A
2F Sev	H	Rum	Sev	\$A3A	Rum	Rum	Sev	Rum	Rum	Bec*	xxx	.	.	.
TURKEY	P.K.	%5			%4			%5#1 NMR			%5			%7
1A Con	Bul	\$2A	Bul	Ser	\$3A	Bul	Gre	\$3A	Gre	\$2F	Ser	Gre	\$4A	Ser
2A Smy	Con	Rum	Rum	\$1A*	xxx	.	.	.	.	.	.	Con	Bul	\$1A
3A . . .	.	.	Smy	Con	Gre	Con	Bul	Ser	Ser	Rum	Sev	Sev	Rum	\$1A
4A . . .	.	.	.	.	.	.	.	.	*#1	#	#	Con	Bul	\$1A
5A . . .	.	.	.	.	.	.	.	.	.	.	.	.	.	.
1F Ank	Bla	#2A	Bla	\$2a	\$1A	Bla	\$3A	Rum	Bla	\$3A	\$3A	Bla	\$3A	\$3A
2F . . .	.	.	Con	Aeg	#3A	Aeg	\$1A	\$1A	Aeg	Bsc	Bsc	Aeg	\$1A	Gr*
3F . . .	.	.	.	.	.	.	.	.	.	.	.	.	.	.
4F . . .	.	.	.	.	.	.	.	.	.	.	.	.	.	.
GERMANY	R.B.	%4			NMR	%3		%2			/CD/%1	D.G.		%1
1A Ber	Kie	Den	Kie	H	\$F1A*	Kie	\$3A	Ruh	Ruh	Kie	H	/D/	Gal	War
2A Mun	Ruh	Bel	Bel	H	Ruh	/D/	.	.	.	.	.	.	.	.
3A . . .	.	.	Ber	H	Mun	Ber	Mun	\$1A	Mun	Sil	H	Sil	Gal	War
1F Kie	Hol	\$2A	Hol	H	Nth	Hol	\$1A	\$11F	xxx	.	.	.	.	.
AUSTRIA	S.C.	%4			%4			%0			OUT			
1A Vie	Tri	\$1F	Tri	\$2A	\$11A	Tri	Tyr	\$G3A	/D/	.	.	.	.	.
2A Bud	Ser	\$1A	Ser	\$3A	\$12F	Ser	\$R1A	\$R1A*	xxx	.	.	.	.	.
3A . . .	.	.	Bud	Rum	Bul*	xxx	.	.	.	.	.	.	.	.
4A . . .	.	.	.	.	.	Bud	Gal	\$R2F	/D/	.	.	.	.	.
1F Tri	Adr	Ven	Ven	Apu	Nap	Nap	Ion	Eas	/D/	.	.	.	.	.
NOTES														
	*Apu	**	* D.	@Kie	*#1	*Bur	@Hol	*#1	* D.	@Kie				
				*m/w		*Boh	Eng	*#1		@Kie				
				* D.		*Iri	Bel:D			@Fin				
						*Alb	* D.			*Arm				

NOTES:

Number:  
Gamemast  
Zine: K  
Units Sh  
F:3 I

I: Kathy Byrne (Survived)  
R: Melinda Ann Holley (Survived)  
A: Steven Courtemanche (OWP P03)  
T: Paul Kogut (Survived) (David Staples s/b S09)

R. Melinda Ann Holley (Survived)  
A1 Steven Courtemanche (OUT P03)  
T1 Paul Kogut (Survived) (David Staples s/p S09)

### Supply Center Chart

	01	02	03	04	05	06	07	08	09
E:	4	5	6	8	7	7	6	3	2 (Survived)
F:	5	7	7	9	9	8	10	16*	17 (Won)
G:	4	3	2	1	1	1	1	1	0 (Out F09)
I:	4	5	8*	8	6	6	6	4	5 (Survived)
R:	5	6*	6	5	4	4	3	1	1 (Survived)
A:	4	4	0	.	.	.	.	.	0 (Out F03)
T:	5	4	5*	5	7	8	8	9*	9 (Survived)
N:	3-								

1982CN Name: New Leaf  
 ter: W. Elmer Hinton Jr.  
 (AISSA) Game: DIPLOMACY

ort:  
 :1 R:1 T:1(03), 2(08).

The usage of such a transcript is obvious; only from the turns of actual games can one get the feel for an opponents abilities and style. However, there is more advantage to this method than may be seen in final transcripts. As the game progresses, if the GM were to keep a set of cumulative transcriptions by hand, he could make these available via photocopy to any incoming standby player. The cost would be 70¢ or less; say \$1 with postage.

The method for keeping such a record must take into account that one is dealing with a record without finite boundaries. Room in each position record must be made for any number of units (say at least 24), over any number of seasons. I used one sheet per country of 10-to-the-inch graph paper. Each box will contain one letter or symbol or space. If I were transcribing a past game and had only partial issues, I would assume the maximum number of spaces for each column (6 including trailing blank) and three season columns per year. This runs about 5 game years on a sheet, with the long axis horizontal. Where a game is in progress or all of the turns are available, the number of spaces per column can vary as needed. This can be an invaluable aid to standbys, at least for those who wish to study the positions and the game history when obtaining a position. This idea, as it relates to standbys was probably first postulated by Melinda Ann Holley ("Standby Quandry", unpublished, 1984).

Condensed Notation for game report transcriptions, covering the results of the entire course of a game, can be of great value. No doubt, a library of such reports would be in constant demand by those who seek to understand and outwit thier opponents. This and the boon to standbys from the progressive current-game transcripts make such a project worthwhile. Only through such projects can the play and consideration of Diplomacy, through the encouragement of study and analysis of this kind of record, will bring to it the classic status it has long deserved.

\* \* \* \*

1982II  
Blitz  
Game

FRANCE FLOATS  
ROGUE FLEET  
AGAINST HER  
MAJESTY; DUKE  
SOLIDIFIES LINE VS  
COSSACK AS VASSAL  
TAKES LEAVE.

DIPLOMACY  
GM:Hinton  
Spring'10

ENGLAND(Melinda Ann Holley):1A  
Pie S 4a Bur-Mar; 2A Par S 5A  
Pic-Bre; 3A Mun S RUS 3A Sil-  
Boh; 4A Bur-Mar; 5A Pic-Bre;  
6A Bel-Ruh; 1F Eng-Mid; 3F Gas  
S 1F Eng-Mid; 5F Nth-H; 6F Iri  
S 1F Eng-Mid.(PO Box 2793,  
Huntington WV 25727).(3).  
FRANCE(Greg G.Lang):1A Mar-H; 5A  
Bre-Gas/r/d; 1F Naf-Wes; 2F  
Ssc S A Mar-H; 3F Mid-Nat.(28  
Coachlight Dr., Mascoutah IL  
62258).(1) Please Renew.  
ITALY(Ronald M.Kelly):1F Aeg S  
AUS 2F Bsc; 2F Eas-Ion.(240  
Manor Circle, Apt.8; Takoma  
Park MD 20912). %  
RUSSIA(Steven Courtemanche):1A  
Smy S 2F Con; 2A War S 6A Gal;  
3A Sil-Boh, 4A Syr S 1A Smy;  
5A Sev-Rum; 6A Gal S 5A Sev-  
Rum; 1F Den-H; 2F Con S 1A  
Smy; 3F Bla S 2F Con.(300 Main  
St. Apt.1; Woburn MA 01801).(3)  
AUSTRIA-HUNGARY(David G.Staples):  
1A Ser S 6A Bud-Rum; 2A Boh S  
5A Vie-Gal; 5A Vie-Gal; 6A Bud-  
Rum; 7A Ven-Tyr; 8A Tri-Bud;  
2F Bsc S ITA 1F Aeg-Con(NSO).  
(PO Box 333; West Fargo ND  
58078). %

#### NOTES;

We have another Rule #7.4 item:  
FRA:"Fleet Spain S A Marseilles  
Hold". This order is unambiguous.  
All players please note too  
that orders must be signed.

Next- the letter column last  
issue was not full of map dis-  
cussion, but this one is (see the  
Missives).

Finally, since you see the turn  
you know all concessions failed:

I/A/E & I/A/R/E 4=No, 1=Abstained  
I/A/R 3=No, 1=Yes, 1 Abstained  
5-way, same as I/A/R.

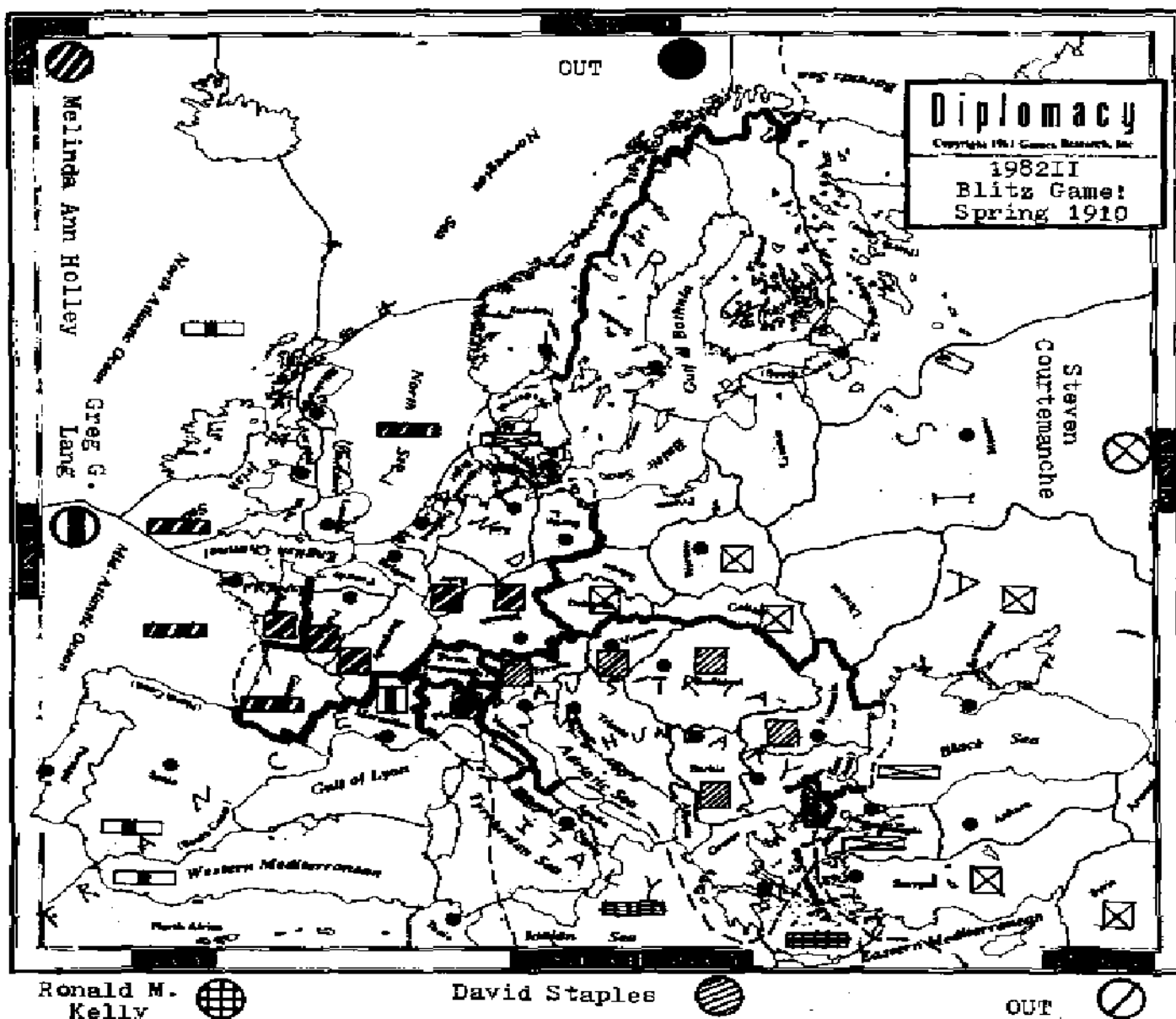
We do have new proposals:  
Concession of win to Russia, and  
the following draw proposals:

P/R/A, E/R/A, and E/R. Vote  
with your next orders.

Black

Press: By territory of issue.

Editor's comments in (( )),



"From France"

\* France to Russia:  $10 + 5 = 15$ , only 3 shy of 18, with no vote needed..... (3, why that is the number of centers in Italy).

\* Felhaven Accountants: Not quite; try two.

\* French Free Press: Another Postal strike seems to have the mail tied up again....

"From Russia"

\* Moscow-French Resistance: Austrian forces are making a tough goal-line stand. I can't afford to make the Queen Mother angry with me.

\* Moscow-Rome: If you have withdrawn from the Levant, there is hope for an amicable end.

\* Moscow-Budapest: You have made a good proposal. Prepare to defend yourself if your military tries to pull a fast one. Disengagement will commence if the treaty is ratified.

\* Moscow-London: What do you think? two more game years till a satisfactory conclusion? ((Oh! My aching typer!))

"From Elsewhere"

\* Inquirer-Felhaven Sex Shoppe: Linda has been trying out some new techniques. I must say that it has been very educational.

\* Felhaven School For The Hard Up: Excellent! We were hoping some of what she has would rub off on you!

\* \* \* \* \*

1982CN  
New WRAP-UP  
Leaf END GAME RE-  
PORTS.

DIPLOMACY  
GM:Hinton  
Autumn'09

England(Edward Hinton):Survived.

Congratulations to France, our winner, for a good game played, and to all remaining players. To Russia, no hard feelings, and congratulations on averting my final attacks. My apologies to all for my lack of interest in the game at some points. It was interesting while it lasted.

Good luck to all!

France(Geoffrey Richard):Winner.

This was my first Postal Diplomacy game, so I cannot really compare it to any other games. I have played a good deal of PTF Diplomacy, though, and in comparison to that, this game seemed to move very fast and end rather quickly. This is probably only the second or third game I've been involved in that actually reached a one-player win position.

I did not do anything extraordinary in the game, several of my "opponents" simply walked out of my path. The beginning of the game dictated much of the rest of the game; a very quick elimination and swift action by only one or two players, with everyone else seeming to move with a good deal of indecision and changing-of-minds.

As a first time player, I enjoyed the game very much, and found the entire press concept very entertaining. I was a little disappointed, as I feel I did nothing to earn a win, I simply was unopposed through most of the game.

Russia(Melinda Ann Holley):Survived

What can I say? This was my first game. I didn't support Austria as I should have & got disorganized early. Also, England and I never could get our stories straight. Turkey played a solid dogged game. Still, I was rooting France.

Austria(Steven Courtemanche):Elim.

This was my first game in the PBM hobby and it generated a lot of mail initially. As the game progressed, fewer people wrote and some just lost interest.

I got myself ensnared in a silly A/I war because I thought I had French backing. Turkish problems could be handled by an alliance with Russia. When Geoffrey headed north, continued war-

fare with Italy would have spelled the end for us both. So, I tried to salvage the situation. A combined I/T attack then finished me off.

As for personalities, 1)Paul Kogut was strong-willed, feisty and tempermental; 2)Kathy was a conniver. Looking for possible openings and what she deemed as personal slights; 3)Melinda was a bit trusting while learning a new game. You really caused me some headaches but you're moving along now. 5)Geoffrey was a self-interested player. What can you do for me? Unfortunately, I couldn't do much; so we just chatted over the mail; 6)Ed Hinton was much the same though he rarely wrote.

I believe Paul rubbed everyone the wrong way. So, by general consensus, the game was "Stop Paul". Oh, by the way Paul, I hope you enjoyed that one dollar check I sent Kathy.

It's amazing how long this game took to finish.

((Remainder cut due to inaccuracy, arrogance, and bad taste))

Gamemaster(W.Elmer Hinton Jr.)

This was the first pro-rates PBM Dip game run here, and I was surprised at the fact that the LOV players stayed on throughout while the amateur players (Boly, Grabar) fell by the wayside - this is even more pronounced in 8211!

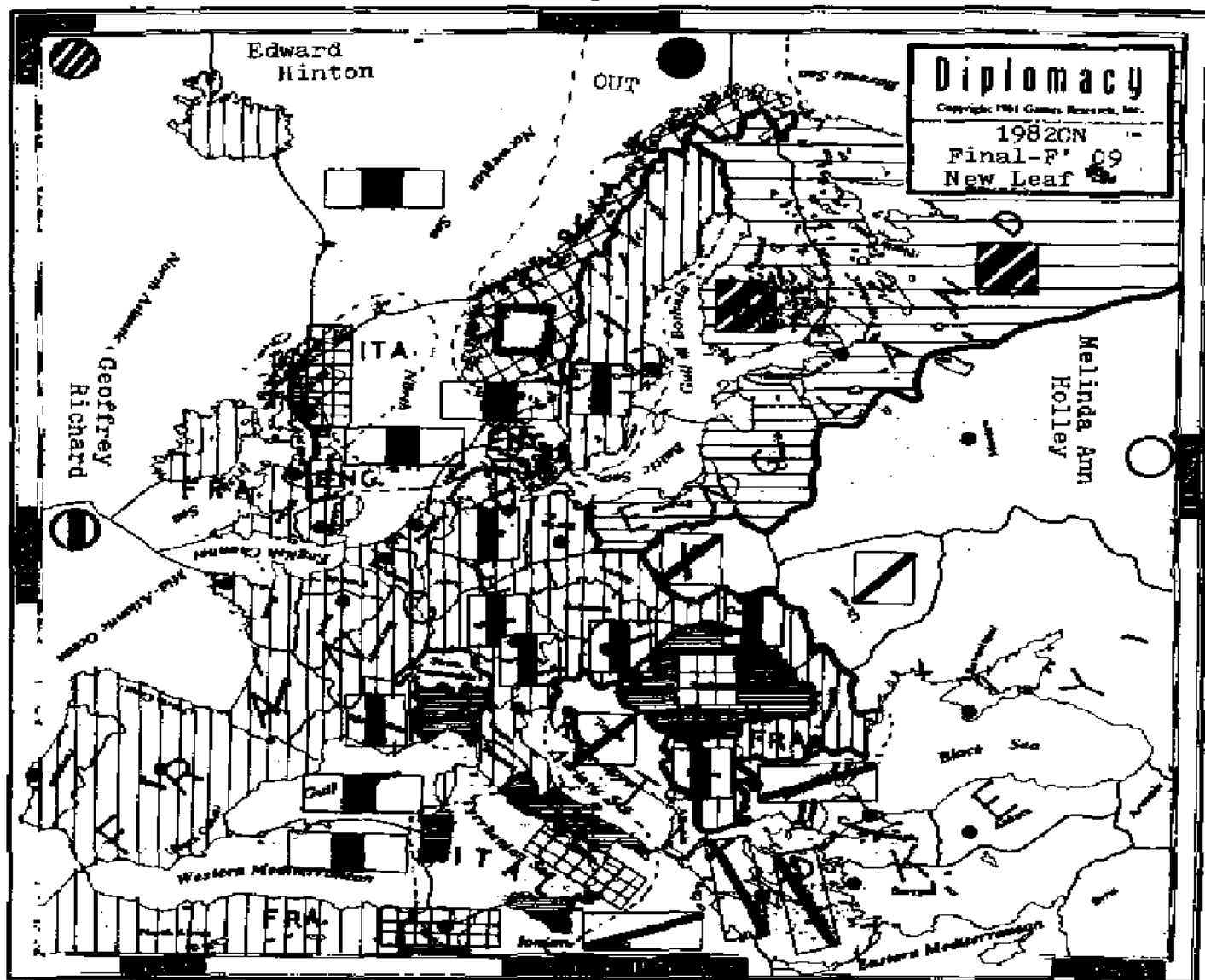
I was amused, behind the scenes, to hear about how little Edward was trusted - more fool they since he was fully sincere in 1901! A grand rush to do each other in left 3 neutrals open in 1901; but they were quickly gobbled up the next year. The game continues to show an unusual trend in that only two positions were eliminated - one at the 11th hour. Had the resurgent Turk found fertile material for alliance, the course of the game might have changed.

Yet, France played fairly well. All modesty aside, a few daring ploys paid off; which is not to underrate either the loyalty of Italy to the alliance, nor the tenacity of England to carry out his promised suicide revenge versus Russia. Italy fragmented herself to this end, and the French gerrymander prevailed.

Congratulations again to our old LOV entrant and now Diplomacy winner, Geoffrey Richard.

\* \* \* \* \*





Kathy Byrne



OUT



Paul Kogut



1982IV  
Orwell  
Game

ERROR CAUSES  
DELAY OF GAME

DIPLOMACY  
GM:Hinton  
March '01

the Spring 1909 orders. I have all orders on file - and the conditions are not likely to be repeated. Next time folks.

\* \* \* \* \*

NOTES:

Well, folks, I made an error in the report last time. You may have noticed the Russian build of Fleet St. Petersburg. The results say north coast, but the map shows south coast. Unfortunately I do both from the results, directly (that is, I don't do one then do the other from it), so there is no rule of thumb as to which should be considered correct. From now on, in the case of such a problem, please consider the report as being correct rather than the map.

In this case, that is the way it turns out - the fleet is Pnc. Since notice of this came only 8 days before Deadline, I'm allowing a delay until next Deadline for

\* \* \* \* \*

C O N T E S T

The winner of last issues contest (How many 'Happy Birthday Melinda's in #102) is Steve Cochise Coutemanche for his correct guess of 11. One free issue to Steve. Next issue we'll have a much stiffer item for those looking for a real challenge and some loot besides!

\* \* \* \* \*

1985??

Golden  
DawnCOUNT TRIESFLYING CAR-PET; THREATCONJURED AGAINST  
& BY ALL POWERS!

DIPLOMACY

GM.Hinton

Spring'01

ENGLAND(Mikel D.Petty):1A Lpl-Edi;  
1F Lon-Nth; 2F Edi-Nwg.(4800  
Hindman Dr.; Orlando FL 32806.  
(305)275-5096).

FRANCE(Jim Martin):1A Par-Bur; 2A  
Mar-Spa; 1F Bre-Mid.(2940 W.  
Julie Dr; Phoenix AZ 85027).

GERMANY(Paul F.Kelly):1A Ber-Kie;  
2A Mun-Sil; 1F Kie-Den.(3330  
Esperanza Dr., Concord CA 94519).

ITALY(Lance O. Anderson):1A Rom-  
Tus; 2A Ven-H; 1F Nap-TyS.  
(5631 Spring Valley Rd. Apt.  
#134; Dallas TX 75240.(214)  
991-3047).

RUSSIA(Michael Grubb):1A Mos-StP;  
2A War-Ukr; 1F Psc-Bot; 2F Sev-  
Rum.(220 Alexander Ave. Apt.C;  
Durham NC 27705.(919)684-1600).

AUSTRIA-HUNGARY(Larry Botimer):1A  
Vie-Gal; 2A Bud-Ser; 1F Tri-  
Gre(IMP).(13833 N.E. 11th St.  
#J-3; Bellevue WA 98005).

TURKEY(Thomas Adams):1A Con-Bul;  
2A Smy-Con; 1F Ank-Bla.(705A  
Salerno Circle; Ft.Devens, MA  
01433).

(Notes after Press)

Black

Press:By territory of issue.

Editor's comments in (()).

"From Germany"

\* Captain Sven to Ivan the Ter-  
rible: I teach you Svenske gute!  
Vot about Ceausescu? He no speak  
Russiya?

"From Italy"

\* ITA-ENG, TUR: Sorry that I  
didn't get around to writing you  
guys. After S'01, I promise.

"From Russia"

\* Czar's Press Office-Journal-  
ists: Rumania has, historically,  
been a part of Mother Russia.  
May she always be White.

\* Felhaven Toy Shoppe-: It isn't  
even Thanksgiving yet and he's  
dreaming of a white Rumania...

"From Elsewhere"

\* Radio Ship Caroline to Fel-  
haven Manor: What was that I said  
about being sentenced? Just watch  
out for what you wish for!

\* Felhaven Manor - WKRP at Sea:  
This game is hexed - so watch  
what you say and think!

\* GOD to Europe: Now don't mess  
up again or I won't flood the  
world, I'll turn it inside out.

\* Zarathustra-GM: I like the  
name for our game. Whose idea  
was it? Was it an intentional  
Aleister Crowley reference?

\* Felhaven Manor -: Uncle Al,  
the Kiddies pal; hello little kids  
hello...

My own choice was drawn along  
the lines of "new game" "novice  
game" "real new game" etc. when I  
pondered (weak and weary) that  
the game had filled like magic;  
and I've had nothing but trouble  
with it since. So, not to ignore  
a double meaning when it presents  
itself...

Also, as you'll see from the  
bio's, most of the players have  
a modicum of non-postal experience  
and this is but a new transition;  
a new plane. So be ready. Is  
your psyche psyched; is your Karma  
out of gas; has your Dogma been  
run over by my Karma; do you know  
which witch is which? A truly  
mystical game.

NOTES:

Underlined orders fail. The  
Austrian order for F Trieste fails  
under Rule 7.1 since Greece is  
not adjacent. However, it also  
fails under 7.4; the order is il-  
legal, was not badly written, and  
does not admit of two or more  
meanings. Ethically, the GM may  
never judge intent.

The name of the game comes from  
...well, see the press above. The  
assignments were made from the  
preference lists submitted.

	1	2	3	4	5	6	7
Mikel	F	(E)	T	G	A	R	I
Jim	(P)	G	A	R	T	E	I
Paul	(G)	T	E	I	A	R	E
Lance	(I)						
Michael	F	E	T	(R)	I	A	G
Larry	(A)	F	R	T	E	G	I
Thomas	(T)	E	G	I	R	F	A

Encircled letters represent the  
assigned positions.

As you can see, there were  
unique first choices for T, A and  
G; the other three wanted France.  
Since G and A were gone, Jim got  
F, leaving E for Mikel and R for  
Michael. In fact, since Jim and  
Mikel both had R in the fourth  
position the die was decided at  
random. I could have assigned  
Russia first, since it and Italy  
were no higher than 4th except  
under Larry, but this would have  
resulted in Jim getting Austria;  
3 1st choices, one second and

## Diplomacy

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1985??

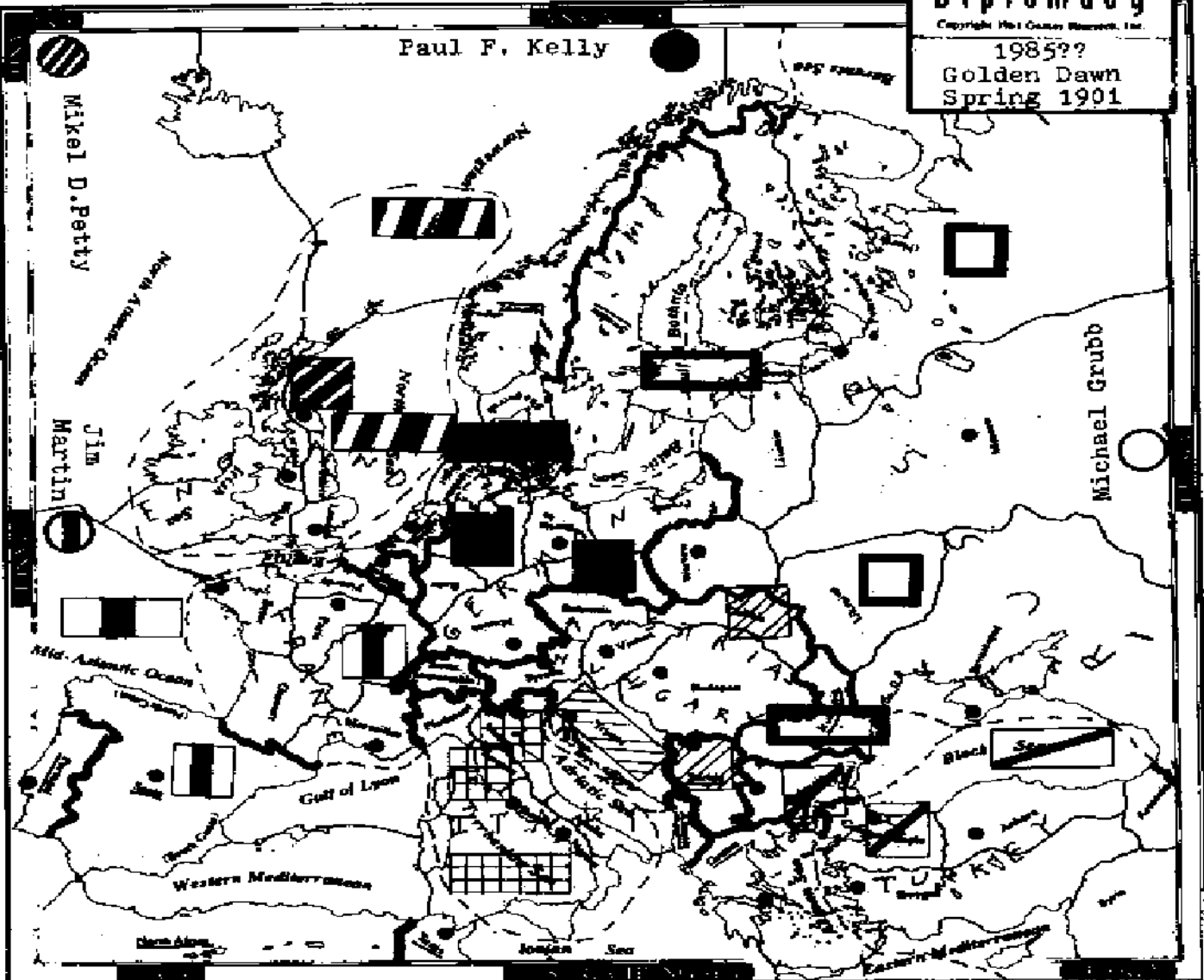
Golden Dawn  
Spring 1901

Paul F. Kelly

Mikel D. Petty

Jim  
Martin

Michael Grubb

Lance O.  
Anderson

Larry Botimer

Thomas Adams

two third. I felt the natural fall of 4 1st choices, one 2nd and one 4th to be more equitable. Partial lists count as no list. Lance, with no list, received the remaining Italy.

#### Biographies:

##### England(Mikel Petty):

Several months ago, severely frustrated from attempts to round up 6 other players for FTF Diplomacy, I wrote to Avalon Hill for information on postal play. They referred me to Rod Walker, who sent me a copy of Pontevedria. I wrote every GM on the list asking for samples. By the time they had all come in, I had signed up for three games, including this one. I've been playing FTF Diplomacy for over twelve years. In fact, my Diplomacy set is one of

the old Games Research sets.

##### France(Jim Martin):

I've known of Diplomacy for years, finally bought a copy a few years back and have played (i.e. started) 3 games with friends. Have played several war games (Gettysburg, etc)- next want to try Kingmaker. Not into D&D or Role playing games.

##### Germany(Paul F. Kelly):

No bio; no postal record but affiliated with a group called "Bay Area Gamesters".

##### Italy(Lance O. Anderson):

22 years old; h.s. grad; Army veteran, single, retail clothing-salesman; semi-professional comic collector & trader; laid-back type of guy. Like to ride motorcycles on and off road.

Russia(Michael Grubb):

I am a seasoned role-player (10 years+), and I have played Dip FTF on and off for that long as well. I plugged into the hobby via "Known Game Openings" which is one of the few (the only?) Dip zines or organs that advertises outside of the Hobby.

Austria-Hungary(Larry Botimer):

I first played a wargame (Africa Corps by AH) at the age of 14 (am now 34) and became an avid boardgamer. I played all the old standard A.H. titles (Stalingrad, Waterloo, etc.) FTF for my high school years and in college. My going away to college introduced me to play-by-mail gaming, something which I kept going till I married. I still play an occasional boardgame (my collection is large) but even though my ex-wife is gone, I don't play by mail. After college I attended law school at the U. of Puget Sound in Tacoma WA where a fellow law student introduced our 10 member study group to Face-To-Face Diplomacy as a means of relaxing after a weekend study session. As you can imagine with a bunch of budding lawyers, the games were quite wild. After the second year of law school, most of the study group was gone and I discontinued playing Diplomacy till this summer. For 6 years prior to this summer, I ran a weekly boardgaming night at my apartment, made possible by its size and my divorce. It was regularly attended by 5-9 Seattle area friends but gradually attrition whittled it down to 2 this winter. I moved to a much smaller place this spring and since we rarely played anymore I was looking for some anti-boredom device. Wallah! Postal Diplomacy was the perfect answer. Since I have been aware of its' existence, since college days, I had no trouble jumping in. I'm discovering that postal Diplomacy is very different from FTF and much more varied.

Turkey(Thomas Adams):

I have played FTF but never PBM.

Your Commentator(Eric Verheiden):

Eric Verheiden, Ph.D.; age 32; Engineering Supervisor at a So. Cal. aerospace contractor. Involved in Diplomacy since 1971. Author of 20-30 articles for various Dip publications. Commentator, player, or GM for several demonstration games. Ranked in the

top 10 on lifetime CPCRL. Attendee at six Dipcon's since 1972.

Eric's most notable topic is the subject of stalemate lines, where he takes a back seat to no one. Also it is interesting to note that the basic symbology on the turn maps for the 7 Great Powers is called the "Verheiden" system; it was originally used for the Demo game in Diplomacy World (abandoned in 1978). There are some variations of the symbols, but the form used in Kaissa is the original.

Now, moving on to the Boardman Number...some have asked what it will be, and why don't we have one. We don't have one because the BNC, Quinn, has refused to issue one to this game. Yet. Although he provides some explanation, it is incomprehensible.

Someone stated that Don Del Grande was 'campaigning' for the post of BNC. I do not know who the other 8 applicants are, but I can't imagine one with as much experience, especially Archivally, as I; however I do not expect to be chosen. Usually someone who is nicey-nicey with the BNC and is floating around at the next convention, is picked out. Qualifications are rarely considered seriously. The proof of this is in the fact that most custodianships are blank, or badly run; the archetype, in fact is the administration of Douglas Beyerlein. It is therefore curious to note that, without exception, Doug had twice as many years hobby and publishing experience when he took office, as any other BNC before, or since.

For the record, at this moment I have one more year's experience in the hobby and publishing than did Doug when he took office.

As long as someone else is campaigning, might as well get my nickel in...

I hope to see the Press pick up a bit. The commentary will be run about yearly, more or less.

Don't forget to send in any questions you have as well.

\* \* \* \*

Missives, cont. from page 1.

having this problem. Why not put the deadline on the cover, for us simple folk?..."

((Now wait a minute!?! They told me this was the English-reading group! Do you mean to tell

me that when it says, quite clearly in the Contents list, "Deadline" (dot-dot-dot-"8" that you don't know to look at page 8 for the spot with the big word DEADLINE over it?

Give me a break! Well, I can't guarantee to put it on page 1, (or the last page), but I do guarantee you won't miss it this time! Boy! I gotta get me a cheap lawyer...E.H.))

Lance Anderson(9/16/85)...

"Do you figure a mail delay of 5 working days is enough to insure 100% delivery of items posted from Dallas to N.H.? I need an exact figure so that my tardiness does not occur again. Also, as future precaution, if my orders are not present by the day before Deadline, please don't hesitate to call collect"...

((There is, unfortunately, no delay that will insure 100% delivery to anywhere. The US Postal Disservice estimates 99%+ delivery of items (you figure how many thousands of pieces that is, every year, never delivered; yet they do have convincing evidence that it is about the best mail service in the world (sigh)) and only an estimate on times. Now and then I've published a little chart (see Deadline) to help figure this, but those are only estimates based on my observations. They may not apply to or from anywhere but to or from Nashua. Or they may...

My best guess is that Texas to N.H. runs 4 business days, on average (yours of the 16th (post mark) arrived on the 20th which is only three days if you don't count the day of mailing, or 4 altogether). However, now and then I get something from Geoff in only 2 days. Figure that one out!

I've tried collect calling before and found that it does not work well. If the person is home, if the others there are forewarned and don't get insulted at a non-emergency collect-call (long distance), if they can give you the orders right away (or call back within a short time, there are still two major drawbacks.

Firstly, some players come to lean on this. It doesn't inhibit NMR's, and there are few cases when it is applied consistently. Even then, it puts a burden on my schedule. I do games from the start of the Deadline (12 noon on Saturday). There is no point

in spending the previous evening calling because a lot of turns come in at the last minute (the next morning). That would mean it would require Saturday afternoon availability.

Secondly, as I said, I have tried this. Between the embarrassment of calling to a home with relatives who do not understand this unique hobby, calling people who want to involve me in defrauding the phone company by passing illegal messages without accepting charges, and unlikely availability, I have had the course. There are people I could only call at work (and I have no intention of doing that; a collect call at work can only mean a dire emergency, or it would probably be mistaken for one; in fact, it couldn't possibly be mistaken for anything else).

I can only say that if you have an idea the thing didn't arrive and can afford the collect call - then call in, instead.

Better yet! Unless little time remains, there is the Lakofka system.

I always recommend one send a set of just-in-case orders as soon as one gets the zine (you can always change them after all). With the Lakofka system you are double sure; you send a self-addressed post card with the orders which I sign and send back ("Yes I have received your orders for 1986NX, date"). This tells you that I have, at least some orders on file. You can't NMR, and if you haven't been foresighted enough, you can always call in a change of orders. It is a rare Friday night when I'm not home, the day before Deadline. -E.H.))

J.R.Baker(9/26/85)

"As long as you're on the subject of maps, I may as well voice my opinion!

Yours are overdone! (Sort of too much of a good thing).

I realize you devote a lot of TLC to your maps and knowing who holds which supply centers at a glance is nice - BUT- sometimes I can't see the map for the cross-hatching. I don't know if you could halftone or use pastel colors or whatever, but a lot of us (novices) don't have the names of every country memorized & it would be more useful to me if I could read the names or at least a 3-letter abbreviation."...

((Dear J.R., Well, colors are out as that would require 1: Mucha Dinero, or 2: hand coloring each copy. The only problem with a halftone screen though is that I can't really use a variety of them for different nations. Also with my reduction I have to start out with a large mesh screen, as little as 50 lines per inch, and those dots would be big enough to still wipe out the country and province names, I think.

At least the conference-type maps do have the names on them. My one gripe with stick-figure maps is this lack of country names (and often lack of SC notation).

Of course, even without hatching, a unit in a space will often wipe out the name. This is no worse than setting up the board with pieces, but those can be lifted to see the name.

This latter problem arose long ago, before I used maps each turn for regular Diplomacy; I was using a position map each turn for a variant, and after placing units I hand wrote each abbreviation on the map for convenience.

With Diplomacy, though I do want to argue that the maps are for some convenience but aren't meant to replace everything but the Rulebook. The best way to learn something is by familiarity through practice. By keeping a conference map handy, you can still see all of the units without setting up the board, see the ownership of SC's without digging out the last fall chart, but can refer to the conference map if you need a space name (or to confirm the SC dot) where you need to 'lift the piece'.

I agree that hatching over the rest of the space names is a bit confusing though.

See what I've done this time--sparse hatching but bridging the names instead of overriding them. Tell me if this is better. -E.H.))

Bruce McIntyre(9/25/85)...

"I guess you found out about the new regulations: 22 cents + 18 cents per ounce past the first to Canada. I don't know what the post office interprets as a "wrapper", but I'd guess they have no legal requirements for the side without the stamp, as I've been using that side as an extra page for a few months now. (Also, using wrappers means you can write messages on the inside without messing up the subber's copy of the zine.)" ...

"...SC charts. I always was more interested in "who controls Sweden", rather than what supply centres does Russia own. That should pretty much explain it. I actually made a cardboard stand, with cardboard slides to display SC ownership in living colour for PTF games. This worked well for novices. Perhaps it's just a hobby tradition that dies hard, and that's the cause of your trouble with them.

"I know the maps looks inaccurate--it's that way for a reason. First, I did not fancy the idea of explaining over and over again in game reports what letter that was supposed to be in Albania, so I made the troublesome small spaces bigger. The rest, I guess, is that I'm a lousy artist. I couldn't bear using your maps (though I can see they do take a lot of time to prepare), or Melinda Holley's in Rebel. I despise those conference maps they hand out. I mean who cares how deep the water is in the North Atlantic? Why is that meaningless information included? It just clouds up the picture to me--I learned my Diplomacy on an English (as in Great Britain) board, which has countries painted in the colour of thier units, and neutrals in orange, so that may be the unfortunate source of that bias." ...

"Advance warning for you--Nancy & I are going to attend MaryCon next year--hope to see you there, but if Nancy remembers what you said about her pictures, watch out for her fists!! Suppose I'll be a battered husband some day.... (Actually, thank for your nice review. I'd really like to do a review of the zines I get, but I'd hate to look as though I prefer one over the other in print, as I enjoy them all.)" ...

((Bruce ran an editorial about publishers not putting correct postage on pieces to Canada. I thought it would be a good idea to mention this because I, for one, didn't realize the dirty trick that the Postal Disservice had played on us - one cent more per ounce after the first, on any pieces to Canada. Vunderbar.

On top of that, I haven't mailed anything to Canada in years and got a piece returned to me for not having a "wrapper" (apparently required on any international mail). I wonder if the publishers who mail zines folded

in thirds have had this problem about a wrapper, or if the mailing side is all that counts, even if the rest of it is part of a page, as you suggest. Comments, out there?

I'm of two minds on notes in zines because, firstly, I would rather have an unblemished copy for the Archive; but, secondly, I have seen a number of notes of historical interest on some old zines, which I am glad I saw.

I think my trouble with the SC chart is not tradition, but illegibility. If the handwritten letters for country identification were at least typed, I might have had far less trouble. Also, you betray the real source of your premise - Face To Face (FTF) play is considerably different from postal play. It would be quite a nuisance to change the board extensively if you wanted to show ownership by country in a PTF setting. Moreover, don't forget that the novices you mention probably gained only a slight "crutch" benefit from the list as they could see, on the board, pretty much how centers stand (as in any PTF game).

Even with a unit or country map, Play-By-Mail (PBM) gamers do not have that latter advantage. The time involved between turns is one factor against memory as well.

My personal bias is different from yours, admittedly. When I look at a zine, I want to know which centers I own, which are owned by my allies, and which are owned by my enemies; the game is based on acquisition after all, and that means how many, and which, supply centers (SCs) each Great Power owns. You can't always win by getting Sweden, but you do always win by getting 18.

I also admit to a bias as a statistician. It is much easier to cull data from a well-ordered list than from a randomly ordered hash.

And though it may be tradition speaking, I can't help adding one comment as a Gamemaster, and that is that any presentation of results which is clear in format, allows for errors to be spotted more efficiently than if a greater amount of effort must be made to figure out problems. When I present fall tables, I always count the totals to be sure an SC isn't lost in the bunch, and I think the grouping by country aids in this process. Of course, I don't

make enough errors to have tested this very thoroughly...

Still, I say again that it would probably not be so bad an idea, you have, if it were typed.

On maps, I have nothing against making Albania larger, but it's the shaping of many of the spaces that has me looking twice. Iceland looks like Ireland (or a profile of Ronald Reagan); Ireland looks like a road-killed bunny. The styling (dots, dashes etc.) for borders is distinctive and the lines are all clear, but the shapes are hard to make out.

When you reprint a batch, I would suggest tracing paper - or perhaps someone would volunteer?

Cartography was my first hobby (I think I was 5), so bad maps set my teeth on edge. Sorry, a personal prejudice.

The reason for the depth info on the map is quite simple - it's a decoration. That's all. I think I would prefer solid colors (as Risk). But you can't be referring to my maps when you say it clouds up the picture. Most of that has washed out except for a bit of grunge in Moscow (that's not grunge in the Tyrrhenian Sea, those are Islands!). In any case I wasn't criticising the style you used; stick-figure maps are all right (but see my reply to J.R.) and yours are especially clear and neat - with transfer or typed letters for 'unit positions'. (As an aside, relevant to the SC table, the fact that the letters for units aren't handwritten, but the SC ownership chart is filled in by hand, that is - the aspect of inconsistency - is my real point of issue in any of that. The one made the other look worse than it may have been.)

Well, on conventions, I just don't go. In all the years I've been around, I have been to one small housecon. Oddly enough I have been discussing holding one. (Not a housecon - circumstances forbid that.) Still, stranger things have happened.

I do reviews because there is a demand for them, and because I can generally find many objective things to discuss. Then too, I don't just trade to read things I enjoy. I trade to keep informed, keep up on news, and to sample what is available (and for the Granite Archive too). There are few zines I would reject outright. When people stop reading them, I'll use the space for something better.

Thanks for writing - E.H.))

\* \* \* \* \*

# FEEDBACK POLL

Please answer the following questions on a separate sheet; rate each item 0-10 on quality or desirability.

- 1). Rate this issue overall.
- 2). Rate each feature:  
Variant Intro; Notation; 3 Stooges; Contests in gen.
- 3). Rate each game (II, CN, ??) on a) map, b) accuracy of presentation, c) quality of presentation, d) appropriateness of total space used.

Name: \_\_\_\_\_

- 4). Rate the idea under Trades & reviews used last issue.
- 5). Rate your desire to play in a variant game.
- 6). Rate your desire to play in a PBM game of TRAVELLER.
- 7). Rate each regular service:  
a) News & Views, b) trades & reviews, c) Missives, d) Shelf, e) Deadline, f) Accounts.
- 8) Rate the special offer for new players brought in by old players; if rated under 7 give a suggestion of your own to increase circulation.

## COUPON OFFER: (Without coupon)

Once you have attended to the Feedback Questions, give me your attention to this special offer (sans coupon).

To increase size and quality we need more readers (see Shelf). So if you know of someone who might like to play or read what we have to offer, put your name down on a piece of paper, and send us thier name and adress with thier check, and you'll get a free issue - if it's \$5; but if it's the new annual fee \$14/12.

you get two issues! This offer not good on your own renewals; but a new subber can also bring in someone else at the same time for the same bonus.

Trading players get the same bonus in turns instead of issues, and Traders will get the bonus in dollars instead of turns/issues.

We need bodies for Diproduction so fan out! Tell your fellow players, readers and whoever, that this limited offer is open today! Get yourself some more Kaissa and get more Kaissa to more people!

\* \* \* \*

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