

LIAISONS

DANGEREUSES
23

Aug 16, 1971

PROSPECT 2

JULY 22 & 23 '72

Plans have begun for the second annual Mt. Prospect (NW sub. of Chicago) wargaming convention. The above dates, July 22 and 23 have been tentatively accepted and we have applied for a contract with Prospect Highschool for four rooms (2 gyms, 1 cafeteria and 1 classroom . . .) This year's convention will feature standard wargaming, i.e. miniatures and boardgaming but it will also sponsor a major diplomacy sub-convention! This Diplomacy convention will feature a 49 player two round diplomacy game plus a few workshops and general meetings of interest to Diplomacy players. We hope that you will plan to attend this event in 1972 sponsored by the INTERNATIONAL FEDERATION OF WARGAMING's Diplomacy Society, in concert with the N3F DD.

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 LIAISONS DANGEREUSES # 12 (IF 3) spring 1904
 Austria, Dean miss---civil disorder
 A BOH, A VIE, a ser /D+A/, *R* f ion
 R = remove in the winter season, *B* = build in the winter season
 England Jack
 f ech-mao with F IRI /D wal, lon or A/, A NWY-bel through F NTH,
 with F HOL
 France Baker
 f pic-ECH WITH F MAO, A BURG-ruhr, A RUHR-hol with A BEL, *B* F BRE
 F MAO WITH F BRE
 Germany Tretick
 a sil-PRU WITH F BAL + A BER, a kiel-MUN
 Italy Maffeo
 B f rom-TYR, a tri-BUD, a ven-TRI, f nap-ION, f tun-WES
 Russia, Grossbaum
 F BLA H, a bul-SER WITH A RUM, a pru-WAR, a war-GAL, f swe-DEN,
 A STP (s) Eng A NWY (otm)
 Turkey, Knudsen
 B f smy-AEG, AANK H, a con-BUL WITH F GRE
 the deadline for the Fall of 1904 is September 8, 1971.

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 LIAISONS DANGEREUSES is published by the IFW press, and edited by Len Lakofka, 1806 N. Richmond St., Chicago, Ill. 60647 312-342-6857.
 LD is affiliated with the N3FDD and the IFW DS. Its gamemaster is an advisor in the Midwest for the DIPLOMACY ASSOCIATION.
 NEOPHYTENow carries LD 13 & LD 14 plus a new game for novices only.
 Novice games are \$3 minus 50¢ for IFW and /or N3FDD.

Something new for postal players....
POLITICO-MILITARY WARGAMING: A whole New Field
to Play IN !

The games were invented, or developed, by a variety of sources: major universities, individuals, by a group of private "think tanks" and by agencies of the US Armed Services. Some, until recently, have been under the highest security classifications. Others have been adapted to use by schools and have been written about and discussed publicly.

After carefully studying these games and researching their normal playing procedures and rules, ~~KNOW~~ they can be adapted to postal play and will provide their participants with an exciting, informative and rewarding experience.

However there is need for these items: 1) Directors, persons to run games, 2) Control Teams Work on the mechanics of actual play, 3) players (a set fee will be established for teams and individuals) 4) publicity organ (for communication among control teams and director) 5) Publicity (like this ad--I hope), 6) MONEY -- both contributions to get things started and game fees. Offers to duplicate and print are as good as money in some cases) 7) Labor: persons to help type, collate, distribute, etc. 8) creative genius--to think up "scenarios" for the various games.

The games: THE COLD WAR GAME, SPARC (space warfare in 1985), INTER-NATION SIMULATION, T.E.M.P.E.R. (Technological, Economic, Military, Political Evaluatin Routine) and DOOMSDAY (6 major powers in the nuclear age.)

If you are interested send for information (with a SSAE) or \$2 for the first four issues of the zine carrying the games in information. Write LARRY PEERY, 816 24th St., San Diego, Cal 92102(714-233-8321)

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WELL here it is! WAZIR number two! (Wazir is "an Indian tribesman, a rather nasty group of people inhabiting the Northwest Frontier of India,..." as one of the gooshy letters therein tells us.

Well what does WAZIR CONTAIN?

It begins with an article titled "a space is a space is a space?" by John Beshara. You're right! The article is as meaningless as the title. In bland simplification the author tells you nothing, in forceful pronouncements designed to impress you with--God knows what.

Next we have a lie by John Beshara as to why Edi Birsan "quit".

A vignette on John Boardman, in which the statement "Because TDA was organized as a player-oriented group,...." Remember that quote!

Next a note on Pandin's Paradox, which we wonder as to need or usefulness in a zine designed for new players.

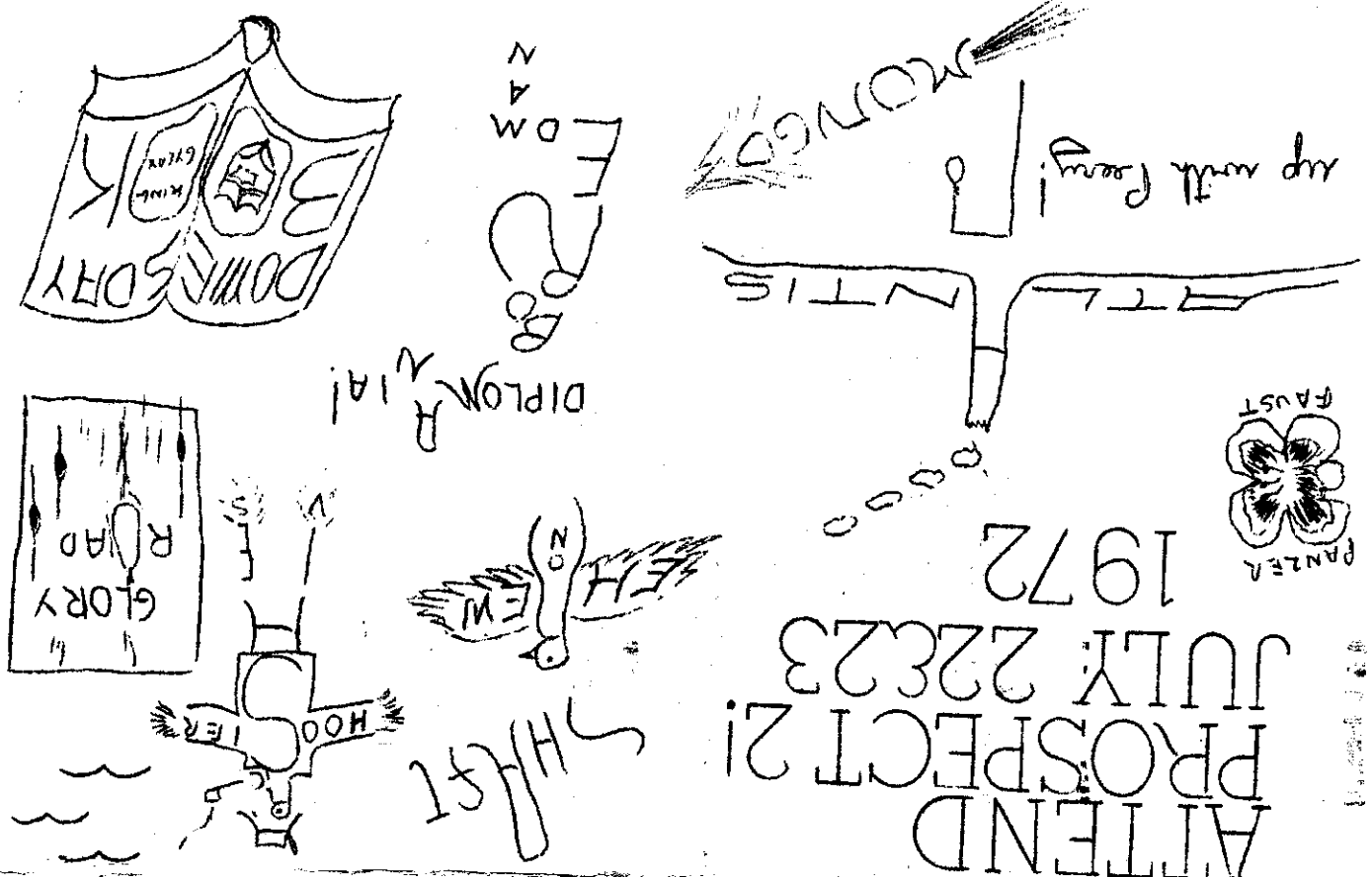
Under "what's happening" we find some information! By goodness! Yet such things as the novice games I am running or the new zine NEOPHYTE which I produce ONLY for amateurs at greatly reduced rates, or Rod Walker's PONTIVERDIA which is also for the amateur is not mentioned. Instead Rod and I are panned because we do not agree with John Beshara. In short if you like John he will print your material, it HAS NOTHING TO DO with whether your material is of value to Diplomacy players or not! In short, Johnnie is a bigot towards people who do not idolize him. Anyway Idols went out with the Golden Calf....

Now we come to highlight of WAZIR, a gaggle of goodie-goodie notes telling about the great TDA and the wonderful John Beshara. Oh Puke! It is amazing that John does not print ONE criticism. And there are plenty of them.

Again there is no organizational statement, no plans for elections, no membership list. "of the members for the members."

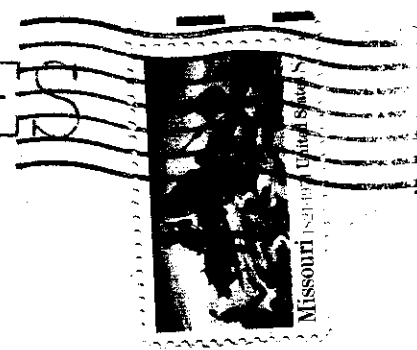
BULLSHIT

To the anti-cruelty Society of New York: HELP, Miss Tiffany J Beshara
1021--how sweet it ain't!



LIAISONS DANGER & NEOPHYTE

1806 N Richmond
Chicago Illinois 60647



Return requested

<p>First Class Mail</p>	<p>Rod Walker 5058 Hawley E. 5058 Hawley E. San Diego, Cal. 92116</p>
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Love it!