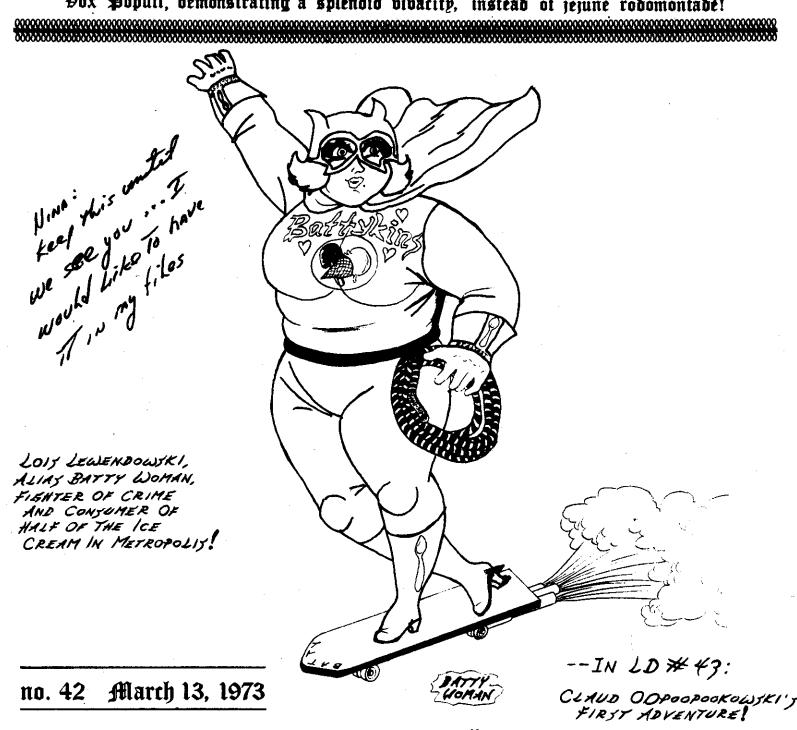
Les Liaisons Dangereuses

Canard Press

established May 18, 1969

644 West Briar Place Chicago 60657

Les Liaisons Bangereuses is the Paramount journal of postal Biplomacy, Vox Populi, demonstrating a splendid vivacity, instead of jejune rodomontade!



International Game Show

啦 Diplo-Con VI 😘

June 22, 23 & 24, 1973



Diplo-Con VI

WILL RICHARD ACKERLY SUCCESSFULLY DEFEND HIS TITLE IN THE 49-PLAYER DIPLOMACY TOURNAMENT; or will YOU be victorious and take it awaw from him? The 2nd Annual 49-Player Diplomacy Tournament will award, in addition to the touring Diplomacy Cup, a beautiful, hand-made, inlayed hard-wood, Diplomacy board; ingraved with your name. The tournament is held in two rounds of competition. On Saturday, 7 full games are played. On Sunday, games for the winners, those who were in draws, and the highest ranking 2nd place players, will be scheduled.

DIPLOCON, in Chicago, will feature the inventor of Diplomacy, Mr. Allan Calhamer, heading a seminar for novice players on the strategy and tactics of the game.

For members of the National Diplomacy organizations time and space has been set aside for open meetings of the leadership and the members.

DIPLOCON VI is a place to meet your play-by-mail opponents and gamesmasters, and to meet new rivals amoung the hundreds who will attend!

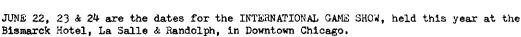
Gicago II

The largest Historical Conflict Simulations Convention in the U.S. will convene again in Chicago for your pleasure and enjoyment. The three major divisions this year will be:

- ** A 2 day Chess Exhibition, in which Chicago Area Chess Masters will simultaneously play multiple challengers. The first challenger to tople each of the Chess Masters will win a fabulous prize.
- ** The Tri-Century Miniatures Trophy and \$50 in gift certificates will go to the best overall player in a Napoleonics game, a Midieval game and a WWII armor game! Prizes will also be awarded for scheduled Modern, Naval (WWI & WWII), American Civil War and Fantasy miniatures games!
- ** The Old Masters Avalon Hill Trophy for best overall play in playbalanced WATERLOO, STALENGRAD, and GETTYSBURG, plus a gift certificate award, will be awarded. Space will also be available for all types of adult games, wargames, miniatures, etc.

Three other features will be:

- ** An exhibition of ancient and precious games and chess sets.
- ** Workshops in Diorama Construction and Soldier Conversions.
- ** An Adult Game Bazaar where you can buy all types of games, miniatures, books, magazines and novelty items!





| Feesı | | FRIDAY JUNE 22 | SATURDAY JUNE 23 | SUNDAY JUNE 24 |
|-------|-----------------------------------|--|--|--|
| | spectator Chess only Player | 2:30 PM- 12 PM \$1.00 \$2.00 | 9:00 AM-12:00 PM \$2.50 \$3.00 \$5.00 | 9:00AM-8:00 PM \$2.50 \$3.00 \$5.00 |
| | (access to all events) | For prepayment, before April 30, 1973; minus 50¢/day in Spectator or Chess minus \$1/day as an all around player | | |

Room accommodations, in beautiful, newly remodled rooms, is a fantastic \$16/day for Singles and \$22/day for doubles. A \$10 deposite to the Hotel is required on check-in times after 6 PM. Make all checks payable to the INTERNATIONAL GAME SHOW at 205 West Wacker Drive, Chicago, Illinois 60606.

THE GAMEMASTER IS MOVING!

THE GAMEMASTER IS MOVING!

THE GAMEMASTER IS MOVING!

The street of th

All Winter moves should still be sent to me at 4970 N. Marine Drive, apt 525, Chicago 60640. Winter moves will be due on March 22, 1973 by 4 PM. (Thursday) The subsequent spring moves and all Fall moves will due on Thursday April 5, 1973 by 4PM at 644 Briar place, Chicago 60657. I will have a telephone by April 2, but I do not know the new number as yet. You can still call 312-275-7150 and the phone company will give you the new number. Now I must emphasize that if you send moves to Marine in the last week of March they may or may not reach me there. Forwarded mail has a better chance to get lost and a much better chance to get delayed. Therefore mail to me at Marine up until Saturday March 24, From March 25 to March 30 DON'T SEND ME ANYTHING! On March 31 send mail to Briar Place. I will NOT be responsable for mail postmarked on March 25 or later sent to Marine drive!

see that "Constance"! -- artist. Also Mr. Larry Blandin returns with MUSINGS. The latter will be less of a joy to some as the splendid art work of Steve Davis.

THE LEGEND OF CLAUD OOPOOPOOKOWSKI....

by Lenard W. Lakofka

Yesterday, in my daily batch of mail, I noticed the torn corner of an envelope! I KNEW this was a request from some beleagured soul in Okonowak, to learn how Claud Oopoopookcwski began! Claud, for those of you who attend the theater, is a character in HAIR--sort of super Polish super-patriot. So I stole the character and placed him in JASTRAZAB--cruel, aren't I? The first instalment went like this:

METROPOLIS (16 July, 1900)

The day was a hot and musty one in the great city. Lois Lewandowski looked up from her four-scoop banana split--with crushed nuts and seven cherries--to see a lone Irish gunman holding up the Second National Bank and keeping nineteen Italian guards at bay with his sulfuric acid water pistol. "Egad! This is a job for..."

Just at that instant a crowd formed outside the coffee shop and yelled, in unison; "LOOK! Up in the sky!"

"It's a bird"

"It's a plane!"

"No, it's Claud Oopoopookowski!"

(Claud Oopoopookowski, who disguised as Fed Oopoopookowski, mild-mannered sanitary engineer for a great city dump, fights a mever ending battle for truth, justice, and a chance to break even at Friday's bowling match. He's faster than a PR on a skate board! More powerful that a two week old bag lunch! Able to jump tall garbage cans in a single bound!)

Claud landed in the alley next to the bank amidst 44 garbage cans and assorted crates. The loud crash broke the ear drums of the bandid and he was apprehended after a two hour chase through the Hadley School for the Blind on east 34th St.

"Oh Claud! My Hero!" cried Lois, who just barely squeezed out from behind

----to be continued. (((Why?)))

Games Research has just issued a booklet on Play by mail Diplomacy. It gives a brief introduction and then lists a number of publishers to contact for game openings and information. Your humble publisher ((I though Lakofka did this zine)) was among those chosen....BLUSH. Our reply is titled KALEIDOSCOPE. It is a brief introduction to postal Diplomacy and a listing of some selected publishers for further information. This will be sent to all persons who contact me from the GRI flyer. It will also be sent to the IDA to include in its novice packets. Anyone from LD who would like a copy send me 10¢.

***RENERREMENTALEMEN

The state of the s

My warmest congratulations to all the victors in the IDA elections, and especially to Chic Hilliker, my opponent for Mid-west regional secretary who bear me better than 2 to 1. Many of the programs and policies I had planned to conduct appear to be started by Chic. I am relieved he'll be doing the work instead of me.

It will surprise some of you to learn that Lenard Lakofka has been appointed Ombudsman of the IDA. Congratulations len. In Diktat spearheaded by Edi Birsan, it was decided that Len should fill this vacancy without consulting the membership, although there is no clear provision for this in the IDA Constitution. There is a real question about the consitutionality of this act. On the other hand, it would seem that at least the Mid-West regional membership does not seriously object to the IDA's officers being appointed rather that elected. I tried to raise this point in one of my campaign announcements, and was roundly trounced for my effort. Vox populi, vox Dei.

It is hoped there is no misunderstanding on this, I count Len as a good friend ((God help me if I were his enemy)) and I'm glad to see him on the IDA council. But I would have thought that the membership would want to determine who was the knowledge and temperment to be the Ombudsman, rather than Birsan. ((What do you mean I don't have the temperment, you *&#%#!))

Former IDA President Larry Peery was troubled by a shringing consensus during his short term. Prisident Birsan has apparently determined that membership and council support will not trouble his administration. Opting for a strong executive policy he has decreed that only he shall determine which bills will be submitted to the IDA council for consideration, thus mading it impossible to even impeach him no matter what he does in his two year reign. ((Inaccurate. We get a shot every Nov and December)) I thought that one of the reasons Edi left TDA was because he objected to rule by clique and persenality. His formal announcement suspending the IDA's constitution is waited for with baited breath. I am genuinely surprised by Edi's apparent about face. Now it is rule by EDIct. But maybe the desire for Imperial power is merely brought by some pollutant in New York's air. oh well.

Does anyone know if issue #36 of STRATEGY & TACTICS is out? They're in serious financial trouble and some are wondering how far behind schedule they are going to fall. If any event, the INTERNATIONAL GAME SHOW has received an indication from contineud....

Rod Walker is not gone from the Diplomacy Hobby! Mark Twain once observed that rumors of his death were grossly exaggerated (Twain's, not Walker's). Such is a similar case with Rod. He is still active in 1972 BD (although it is alleged he is memely lending his name as a front for somebody else, I find this hard to believe because Rod always insisted that it was most unethical when John Beshara did itor or did he mean it was because John did it.) and now Rod has begun to edit a new magazine. For details and a surprise, write Rod Walker, P.O. Box 1506, La Mesa Calif. 92041. Glad you're still with us Rod.

Last year Walt Buchanan asked us if enough people could be raised for the 49 man Diplomacy Cup tournament. Over 100 Diplomacy enthusiaats showed up along with Allan Calhamer, and GRI's John Moot. Calhamer and Moot will be back this year, along with IDA president Birsan, TDA head Beshara, Washington Reports pollster Doug Beyerlein, " "publisher James Massar, Jeff Key and your humble ((choke!)) reporter. Indeed registration for the 49 man tournament is filling up so fast there is serious doubt whether there'll be any vacancies left in June, so get those registrations in early. It's no wonder the registrations are filling so fast for the Challenge Cup. Constants will vie, not only for the Cup, but also for the First Place \$100 prize! We've broken out our checkbook, why don't you?

Games for NEOPHYTES are open @ \$5.00 for first class delivery

\$5.50 for Air mail delivery (overseas air mail is \$7.00)

Three places in NEO game #12 are filled

Games for EXPERIENCED players are open only to those players on the top boards of any current rating list or player poll. This restriction will be lessened with the next issue if the game does not fill up. Game fees are \$1 more than those above.

Subscription rates to LD are; 10 for \$2 via thrid class

9 for \$2 via first class

7 for \$2 via air mail

5 for \$2 via overseas air mail.

EVERYONE SEE THE NOTICE ON PAGE 3! The GAMEMASTER IS MOVING!!

1970 BP

the spring of 1910

Austria Cusack (5, 1 short) NMR NSO A BUL, A BUD, A VIE, A TRI, F ADR ALL HOLD France Lowry (15) F ECH (\$) f lvp-WAL, f nth-EDI, a den-swe/D+A/, F LYON-tyrr, A MUN (S) a ber-KIEL, F NAP(S) F TUN-ion, F NWG(S)f nth-EDI, A ROM(S) a tyo-VEN, A PRU-lvn, f bre-PIC, a mar-PIED

Russia, Pitsch (Weidmark did not see notice of this game--do not show on records) 6
F SEV H, A WAR-lvn, a gal-WAR, F NWY-nth, A SWE(S) f skag-DEN

Germany, Barents (3) F YORK-nth, F LON-ech, a keil/s/rus a SWE-den/nso//D.../

Turkey, Blandin (4) F AEG(S) F END-ion, F ION-tyrr, a rum-SER

GERMANY GETS SIGNALS CROSSED! TOO BAD TOO, MAYBE LOWRY CAN BE STOPPED. NOW AUSTRIA (alia super 2nd) MISSES. WHAT'S WITH YOU GUYS?

deadline info on page 3

1970 AC

the Fall of 1910

France BAker owns; home, eng, iber, hol, kiel, bel, mun, den 13=10+3

a kiel-DEN, A MUN H, f mao-WES, F SPA S (S) f wes-LYON, a GAS(S) A MAR h.

a ruhr-KIEL, a burg-RUHR, f port-MAO

Italy, Maffeo NMR! CIVIL DISORDER owns; #on, nap. #eh, set, bud, Tri, vie, tun 3=3 even f lyon/D+A, a bud/D+A/, F NAF, A PIED, A TYO

continued.....

A BER H, a bbh-VIE, a gal-BUD, AMOS(S) A UKR, A UKR (S) a war-GAL, F ECH(S) FRE f mao (otm)

Turkey, Knudsen owns; home, rum, bul , sev, gre, SER, ROM, NAP 10=7+3

A RUM (S) A SER, A SER (S) RUS a gal-BUD, A SEV(S) A RUM, F BLA(S) A SEV,

f nap-ROM, f gre-ALB, f ion-NAP

FRANCE STABS RUSSIA AS ITALY GONE FOR GOOD! SUPERB DIPLOHACY GAME GOES TO ITS FINAL ROUNDS!

Deadline information on page 3

71 AT

the spring of 1908

Austria Timm (10) A VIE(S) a tri-TYO, A GAL(S) A VIE, A UKR(S) A GAL, A SEV(S) A UKR a ser-TRI, F ION H, A GRE H, A ARM(S) A SEV, A RUM H

France, Horton (6) F BRE_ech, F WAL (S) F BRE-ech, a gas-bre/D..../, f wes-MAO, F LVP-cly, F MAR H (NOT A MAR)

Germany Carpenter (14) a ber-PRU, a MUN ()S A BOH, a bel-PIC, A MOS H, A WAR H, A SIL (S) A WAR, A STP(S) A MOS, a tyo-ven/D+A/, A PAR(S) a burg-GAS, F LON (S) F NTH ech, F EDIN-cly, A BOH H

Turkey Wrobel (1) f bla-BUL EC!

Italy, Early (3) f nap-TYRR, A PIED()S a rom-VEN

POLES ATTACK BULGARIA!, FRANCE BEING SLOWLY CRUSHED BY LACK OF ARMIES TO THROW INTO THE FRAY. GERMAN:Y GETS SLOWED IN THE SOUTH.

DEADLINE information on page 3

1971 BX

the fall of 1907

ENGLAND MAKES THE BIG STAB INTO FRANCE. TURKEY GIVES IN TO GAIN MINOR POWER ALLIES! England Davis owns; home, swe, den, hol, kiel, PORT, SPA, BEL 10=7+3

A PIED-tyo, A MAR-pled, f WES(S) F TUN H, A BURG H, A RUHR H

Italy, Scroggie owns; ven, tri, # 2=2 even a ven-TRI, F TYRR H

Russia, Swies owns; stp, mos, mun, ber, nwy, war, SEV 7=6+1 a war-PRU, a ukr-SEV, A SIL(S) A MUN, A MUN ()S TUR a vie-TYO, a mos-WAR

Turkey, Cockrell owns; home, **/, gre, rum, bul, vie, bud, */1, nap, ser, rom 11=12-1 F ROM (S) ITA F TYRR, F BLA (S) a bul-RUM, a vie-TYO, A GAL H, a sev-ARM, a bul-RUM, a ser-BUD, f adr-APU, f ion-ADR, F NAP (S) ITA F TYRR, f aeg-ION,

f con-AEG
DEADLINE INFORMATION on page 3

1971 CE

the spring of 1907 '

Austria Cox (6) nmr, nso A TRI, A SIL, A VIE, F ADR, a boh/D+A, A PRU/D+A/
England McGee (9) F NAF()S f wes-TUN, F BAL(S) a ber-PRU, a ruhr-MUN, a lon-NWY,
f nwy-BAR, a kiel-BER, F NTH(C) a lon-NWY

France Blandin(7)

"f spa-LYON, A TYO (S) a mun-BOH, f maoWES, a par-BURG f tus/D.../(S) f lyon-TYRR (this is correct under old rulebook)
Turkey, Rice (12) f smy-AEG, a con-BUL, a ank-CON,

"F tun/D.../

(\$) f NAP-tyrr, a mos-LVN, A WAR(S)a mos-LVN, f gre-ALB, a rum-GAL, A STP

(S) a mos-LVN, fixem A ROM()S f tyrr-TUS

ALL DOWN HILL FOR EAST --UNLESS ALLIANCE STRUCTURE CHANGES -- QUICKLY DEADLINE INFORMATION ON PAGE 3

1971 DO

the Fall of 1906

MERRY-GO-ROUND IN GERMANY. WILL RUSSIA END UP IN PORTUGAL?

Austria cd a vie/d+a/ // out of game 0=0 even

Italy Hail NMR A APU H // 0=1-1 out of game

continued.....

Austria Fish A BUD/10/A TYO, A BOH, A LVN, A MOS, A RUM, A SEV, A SIL, A SER, F BLA England, Pitxch even/5/F NTH, A HOL, F SWE, F SKAG, F HELGO Harrah, France F BRE, A PAR/7/ A GAS, F SPASC, A BEL, F MAO, A MAR

Germany, Converse even/4/A KIEL, F DEN, A BER, A RUHR

Russia, Shamray /1/1 both, A ARM

Italy, Lipson F ROM, F NAP/7/A PIED, F LYON, F WES, A ANK, F CON DEADLINE INFORMATION ON PAGE 3

1972 AE

The spring of 1905

GAME BECOMES 3 POWER CONFLICT AS GERMANY HELD AT BAY AND READIED FOR FINAL ATTACK

a rum-BUL, A GAL (S) GER A TRI-bud, A SIL/\$/ger a Kiel-BER, F NWY H, A UKR (S a sev-RUM

Turkey Fujihara owns; ank, con, sev, \$\frac{\psi}{2}\$ 3=3 even A CON/\$/A ARM-smy, F BLA (S) rus rum-BUL

DEADLINE FOR THE WINTER OF 1903 can be fond on page 3 /oops, found....

the spring of 1903

THE WORLD ASKS THE QUESTION: WHY IS FRANCE IN BOHEMIA? EASTERN FIGHT FOR RUMANIA UNRESOLVED. IS ENGLAND BOING TO STAB SOMEONE?

England Boyer /7/ F NTH (C) A EDIN-den, f lon-ECH, a nwy-FIN, A HOL-kiel, F STP N
H, f nwg-NWY

France, Cooper/6/ COA 3501 Saylor Pl, Alexandria Va. 22304

a par-GAS, A HAR UNORDERED, a ruhr-MUN a mun-BOH, F MAO (C) a spa-NAF
Germany, Hilliker /3/ a kiel/s/ F DEN, A BER(S) A KIEL, F DEN (\$) eng a nwy-swe/nso/
Italy, Barents/7/ A VEN-bud, F TUN-ion, F LYON (S) f wes-SPA SC, A PIED-mar,
a vie-TYO, A BUD-rum

Russia, Rumble--opps, Wrobel/3/ A UKR (S) ita a BUD-rum, F SEV (S) Ita A BUD-rum, a war-MOS

Turkey, Leahey /7/ F RUM/\$/f ank-BLA, a smy-ARM, F AEG-1on, A BUL + A SER (S) F RUM, A GRE (S) A SER

the deadline for the fall of 1903 is to found on page 3

WEST SILENT AS "ITALY, TURKEY, the fall of 1902 DEMONSTRATE GOOD PLAY

Austria Thather owns; #14, bud, \$47, WAR 2=3-1

a gal-WAR, a tri/s/f ALB/d.../, F ALB/s/a tri,

England, Carroll/4/ NMR NSO owns; home, nwy, BEL 5-4+1

F NTH, A BEL, F NWY, F ECH

Frace, Peery NHR NSO owns; home, por, spa, 1/2/ 5 =5 even

F MAO, A GAS, F PIC, A BURG, A MAR, a bel not retreated--OTB

Italy, Novak owns; home, tri, VIE, TUN 6-4+2

A TYO S A VIE, A VIE (S) a ven-TRI, f ion-TUN

Germany, Timm owns; home, swe, hol, DEN 6=5+1

A HOL-kiel, a BER-kiel, A HUN H, A DEN (S) f skag-SWE

Russia Stone; owns; mos, sev, whit, stp, thin 3-4-1

f both-BAL, A FIN-nwy, A PRU-ber, f rum-bul/d.../

Turkey, Cockrell owns; home, bul, gre, SER, RUM 7 =5+2

A GRE-alb, A SER (S) a bul-RUM, f con-BLA, f aeg-ION unowned; thin, den

DEADLINE INFORMATION ON PAGE 3

THE PAGES OF LD NOW WELCOME A NEW GAME, OUR FIRST FOR 1973, 1973 F

the fall of 1901 RUSSIA BY-PASSES RUMANIA FOR A MOVE TO ARMENIA! (?) AUSTRIA BECOMES THE POWER THAT WILL DECIDE THE BALKANS. F AILURE TO MOVE DESTROYS WESTERN GAME

Austria, Tilson owns home, SER, GRE 5-3+2

A SER (S) f alb-GRE, a vie-TRI

England Nozik NMR F NTH, F ECH, A WAL 3=3 even F NTH, F ECH, A WAL

France Beavers owns; home, SPA, BEL 5=3+2 f mao-SPA NORTH C. A BURG (S) a pic-BEL

Germany Gehrke NMR owns; home, HOL 4=3+1 A RUHR, A KIEL F HOL

Italy, Brooks owns; home '3=3'è a ven-TYO, F ION (C)A ROM-tun impossible Russia, Hilliker owns; home swe 5=4+1 f both-SWE, A UKR-rum, F BLA /s/ a sev-ARM

Turkey, Lewis (please see 1971 EK) owns; home BUL 4=3+1

A BUL-ru, A CON-bul, F ANK-bla Unowned rum, nwy, den, port, tun DEADLINE INFORMATION ON PAGE 3.

ED notation; A few persons may not be familiar with LD notation. We use the revised ROHAN system. The location of the piece, after the move is over, is shown in capital letters. The location to which it tried to move to, of the place it left is shown in lower case. If there is no upper case associated with an order the piece has been dislodged and shall be shown by the symbol "/d.../" It is

your obligation to send a retreat order with the next season's orders. Support that has been cut will be shown by the symbol "/\$/". Some common abbrevations used in reporting the orders are "nmr" = no moves received, "nso" = not so ordered when it appears in the move text, after nmr, it means no sealed orders. "otb" = of the board. "cd" = civil disorder

dateline; Benard LaBokkaville, Feb. 21, 1973.... THE PEERS OF PEERIGRAD

When Leerie Peerie was born, a star fell from heavin (The glue in the Royal Pleasure dome didn't hold toowell.). On his tenth birthday 'he slew his father, Peerless Pumpous Peerie the 17th, and became PEERIE THE ONLY. Peerie Peerie, (he changed his first name and abolished the word sovereign -- calling it Peerie, instead) then decreed that the capitol of Slobodnikoviski should be changed from PEERLESS' CAPITOL CITY to PEERIGRAD. He was so overjoyed with this change that he began to change all titles, names, nouns, verbs, adjectives, etc., to become PEERI-WORDS, which went into the PEERIBOOK (formerly dictionary). Entire volumes of encylcopedias became useless as they shrunk to containing but one thin leaf of from 20 to 60 words, while the "P" volume became 17,432 Peeripages long!

Peerie's next innovation occured on his 17th birthday, when he invented abbrevations, or Peeripointing. Peeripointing caught on with the Peers of Peeriland, but it created havoc for the Peeripost, which had to deliver all of the Perriprattle (formerly letters, postcards, magazines, newspapers, etc.). Peerie's address became Peerless. Peerie Peerie Peerie, Peerichamber, Peeriwing, Peeripalace, Peeriestate, Peerijavo, Peericounty, Peeriprovence, Peeriland, or Peer, to the twelfth! The Peers of Peeriland loved Peeripointing so much that entire books were written in Peeripoint, but, since "Peer." was the Peeripoint for just about everything, life became confusing! People went to a store for Peerijuice and got a Peeriwagon, or asked for a Peeriloan at the Peeribank and got shot by the Peeriguard if they hiccuped! Even the national Peerianthem was kind of pointless.

(sing to the tune of Little Brown Jug....)

Peer. Peer., Peer.; Peer., and Peer.

Peer-less, Peer, Peer, Peer. love Peer.

Everyone in Peeriland had Peeri-itis (acute buchial verbosity, coupled with diarrhea of the mouth, a tendancy toward sporadic breathing, and terminal namedrop-itis) after just one year of intense Peeripointing!

....and so, as we leave Peeriland, we see Peerless Peerie Peerie Peerie printing a letter fro m Norman Stinkin' Rackwell; complimenting Peerie on his Peerirag, and the John Farnsworth Nobody award, for the first prize in the Peerless Peerie Peerie Peerie Peeripointing contest; but not wanting to be included on its mailing list! The first issue of XENOGOGIC, now that it is photo-offset, has just appeared. While it has some interesting artilces for political scientist {taken from various poorly documented sources) it has very little interest for the Diplomacy player. As per usual, it is full of a lot of verbiage....and little else. It does offer a prize for a game designing contest. The entrant'should note, that he must send his entire game to Peery and then give Peery rights on the game for one year AND pay a fee. During that 1 year period there is nothing to prevent TTT publications from doing whatever it cares to with your game/ideas including selling them, with no sign of profit, or perhaps even credit for the game designer. We urge to stay away from both XENOGOGIC AND THE CONTEST!

DEDICATION for LD 42 is to the Saints of March;

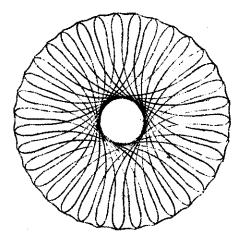
March 17 Saint Olaf (or Olav if your Swedish) patron Saint of Norway

March 19 Saint Joseph patron Saint of Poland

March 17 Saint Patrick, patron Saint of Ireland

March 27 Saint Luxor, Patron Saint of the Queens of Europe

call Exit....*



KALEIDOSCOPE

CANARD PRESS established May 18. 1969

Lenard Lakofka 644 West Briar Pl. Chicago, 60657

Issue # 1

March 11, 1973

Thank you for inquiring about playing the game of Diplomacy by mail! This publication will relate some of the lore and practice of the game. For a further lock at the game, and the associated phases of the hobby, consult the organizations and/or publications listed herein.

I. Playing the game by mail

In part 5 of Section VII of the rules of Diplomacy a reference is made to a Camesmaster. His function is to adjudicate the moves of the several players, and to act as a timekeeper and recordkeeper for the game. Played postally, the Gamemaster performs these same functions. He advertises his desire to run a game(s) by mail, for a set game fee. After he collects seven players, countries are assigned (either by lot or by preference list) and the names of addresses of these person; are made mutually available to the players. The Gamemaster (hereinafter GM) sets deadline by which all moves--e.g. Spring 1901 orders--are due at his address. he deadline ranges from 3 to 5 weeks for the first negotiation period, later leadlines for other seasons may be shorter, but they will be uniform in nature. players then correspond, call each other, etc., and arrive at a course of action of the spring of 1901. The players submit these moves to the GM who compares all seven sets of moves and, using the rulebook, determines which orders succeed and which fail. He reports this to the seven players simultaneously, via a magazine, and calls for the Fall of 1901 moves to be due on a new deadline. These orders are then adjudicated and the GM publishes them along with a request for adjustments to be due on a specific deadline. The adjustments are printed and a deadline for Spring 1902 is called for, etc.

During this entire process, rules to govern the disposition of various situations; such as incorrectly written orders, late orders, GM errors, etc., are layed out in a set of House Rules published by the GM. Therein, an explanation of the mechanicas of orders writing, deadlines, deadline enforcement, disposition of errors, and numerous other topics of interest to the player are expalined.

II. What acts as a cohesive force in the hobby?

There are many factors that hold the hobby together. Chief among them are;
1) most publishers trade publications, 2) many players meet each other in various
ga as with various gamemasters, 3) every new game that begins is given a registr tion number, 4) every game that ends is catalogued and 'rated' in various
chronicles and 5) a national convention is held every year in some major city of
the United States.

TII. The aspects of postal Diplomacy

The playing of the game is reward in itself, but there is much more available to the player! Many publishers (whose magazines can be subscribed to without being player therein) carry features in addition to the games. These features including eignettes of the players, articles on all aspects of the game, from strategy and vactics, to record keeping, editorials on far reaching subjects—not necessarily

IV. Some notes on the history of the game and on nomenclature

Postal Diplomacy began in the early '60s. The oldest continuous publication dates from that time, Dr. John Boardman's GRAUSTARK. It was during the mid 60's that the hobby began to form. New magazines began to emerge and the number of games that formed increased from the 9 games total through 1964 to 184 began in 1972.

Postal Diplomacy magazines are of three general types;

1) Game zines -- these carry games only, with very brief news, if any.

2) Gen zines--these are magazines devoted to Diplomacy related material, polls, ratings, general information, news, artilces, demonstration games etc.

3) Amalgamations -- these are simple combinations of types 1 &2, often adding material on non-Diplomacy related topics.

Rating systems are statistical records of past game performanced. When designed, they show the philosophy of the designer towards the game or the parameter to be measured. Currently four systems exist;

BROBDINAG--This is a measurement of final results on a scale +6 for a win, +4 for 2nd, +2 for 3rd, 0 for 4th, -2 for 5th, -4 for 6th and -6 for 7th.

Draws divide the # of points available, for all players in the draw, equally. The system measures consistant 'win-place-show' performance.

CALHAMER POINT COUT--this is a chronical of wins (1 point each) and draws

CALHAMER POINT COUT--this is a chronical of wins (1 point each) and draws (fraction of 1 point). It is analogous to baseball's Hall of Fame.

ODD--This system measures your performance relative to your specific opponents. It is patterened after the U.S. Chess Federation rating system. Points are determined by a comparison of all loser's points to the winner's points.

ROGUES' GALLERY--This is a system that measures all possible game conclusions as a function of; # of centers owned, length of time in the game (if someone drops out a substitute player is sought by many GMs), and elimination sequence (if any).

Magazine titles in Postal Diplomacy reflect many different ideas and concepts. They can pertain to the game or the negotiations. e.g. STAB, LIAISONS DANGEREUSES, COURIER, SHAAFT, or THE DIPLOMAT.

They can relate to a literary character, a book, etc., with fantasy (Tolkien et. al.) and science fiction being favored. e.g.; SILMARHLI, ATLANTIS, PELLUCIDAR, BIG BROTHER or NUMENOR.

They can be whimsical, as in ETHIL THE FROG, PLATYPUS PIE, SLOBINPOLIT ZHURNAL or COSTAGUANA.

They can be factual titles as in HOOSIER ARCHIVES, IMPASSABLE (it is, by the way), or ARENA.

Many of the above magazines have long glorious histories, charming (and alarming) features, superb presentation and excellent gamemastering.

V. The hobby catalogues itself.

Each and every game has a code number that identifies it. These are called Boardman numbers, after the first curator of the numbers. (Tradition is very important in Diplomacy journals!). The number has two parts; the actual year the game began, and an alphabetical listing assigned in chronological order through the year. Thus the first game of 1973 is 1973A, the second 1973B, the 27th 1973AA, etc. (In 1972, 1972 GB was reached, 184 games)

Records of past games are presented also. These show; the senters owned per year by each country, and who played the various countries during the course of the game. Both of these items of information appear in a magazine entitled EVERYTHING, by Chnrad Von Metzke, Box 8342, San Diego, Calif. 92102. \$3/year.

A list of the players (current) of Diplomacy, and a list of all gamemasters, is

available for 30¢ each (\$1 for 4, quarterly) under the title of DIPLOMACY CENSUS. from Ray Bowers, 625 Evans, Kirkwood Missouri 63122.

VI. Recommended magazines for your inspection

1) IMPASSABLE, John Boyer, 117 Garland Drive, Carlisle, Pa. 17013 Amalgamation; games, puzzles, articles, editorials, superb layout. Triweekly, sub: 10 for \$2.

2) HOOSIER ARCHIVES, Walt Buchanan, R3, Lebanon, Ind. 46952 Gen Zine; expert demonstration game, articles, news, ratings (BROB & CPC). Bimonthly, sub; 10 for \$2.

3) COSTAGUANA, Conrad Von Metzke, Box 8342, San Diego, Calif. 92102 Amalgamation: Classical music, editorials, great press releases, news, games. Triweekly. sub: 10 for \$2

4) LIAISONS DANGEREUSES, Lenard Lakofka, 644 West Briar Place, Chicago 60657 Amalgamation; novice games (with game openings -- fee \$5 first class, \$5.50 air mail). articles. ratings (ROGUES' GALLERY), humor, news, etc. subs: 9 for \$2 first class, 8 for \$2 air mail, overseas 5 for \$2 airmail

5) JASTRAZAB, Stan Wrobel, 7 Poland Village, Poland Ohio 44514 Amalgamation -- games, (especially the all Polish game), humor, articles, news, Polish propaganda, sales on Kilbasa and bowling shirts, sub. 10 for \$1.50 VII You and Diplomacy

The greatest glory of the game, though, is found in the player's ability to express himself. He can do this in negotiations -- all of your skill and literary talents, at last, have a forum -- or through the press, or through letter columns, articles and perhaps your own magazine! Press releases are used to: announce items of interest, make threats, explain victories (or defeats), be satirical, etc. Some absolutely side splitting humor and ribald chicanery can be found in press releases!

VII. Some tips en **charics

The US Postal Service is a bummer! To protect yourself against lost or late moves and magazines do some of these things:

- 1. Mail a set of orders as soon as the magazine arrives -- you can always change your moves later.
- 2. When you mail your final set of orders allow 3 or 4 days for delivery!! (Disregard the Postal Service propaganda of 1 to 2 day delivery--it's a lie) If over 500 miles from your home, prefer Air Mail.
- 3. Mail two sets of orders, in seperate envelopes.
- 4. Ask the GM to return a stamped self addresses post card when he receives your orders.
- 5. When you mail to a person whose address you are unsure of, request the PO to give you his new address. This costs 10¢ -- the PO will bill you.

To reach the GM by phone:

- 1. Please be considerate! Call him in the early and mid-evening HIS TIME from 6PH to 10:30 PH. No one likes calls at 5AM or at 2 in the afternoon to someone else.
- 2. To obtain a persons phone number dial 211 and ask for the area code. Now dial the area code plus 555-1212. That gives you directory assistance in that area code.

 3. Don't ase Western Union. They are more fucked up than the post office!

For further information contact one fo the above publications or: the INTERNATIONAL DIPLOMACY ASSOCIATION % Edi Birsan, RD 5, Box 6 Bridge Street Hopewell Jct., N.Y.

12533

call exit.....