

First you get 3 hard boiled eggs, a ripe melon, some apple sauce, half a pound of crisco, some aryl nitrite, KY and a large rock--then add

# LIAISONS

# DANGEREUSES

# 59

BY *PAZZAR*

Leonard Lakofka  
644 West Briar Place  
Chicago, Illinois 60657  
312-922-7057 7PM to Midnight ONLY

July 9, 1975  
+---+  
May 18, 1969

There are game opening in LIAISONS DANGEREUSES for Novice Players only at these rates; \$6 via North American Surface Mail (this includes a game long subscription)  
\$8 via North American Air Mail (this includes a subscription as long as you are the player of record.)  
\$11 via foreign air mail (this does NOT include a magazine subscription)  
Subs are 10 for \$2 via North American Surface Mail.

-----INDEX-----

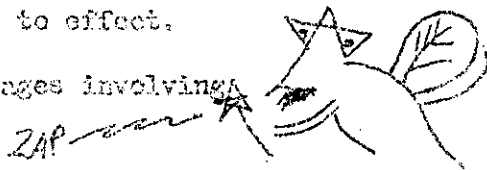
"Winning" and "Drawing" in Diplomacy--voted results	page	2
The Quality of Today's Postal Diplomacy Magazines		2
The IDA publisher's handbook--report and solicitation of work		2 & 9
INNOVATIONS IN GAME ANALYSIS -- The running game record (C) 1975 LWL		3
Piece lines using 1975 A through Fall 1904		4 & 5
INNOVATIONS IN GAME ANALYSIS -- The Value Grid, analysis by potentials		4 & 7
A Review--Monte Python		5
The Standard Rating Base--Draws through EVERYTHING 20		6
1974HW, the winter of 1903		7
the Value Grid for 1974HW (C) 1975 LWL		7
Analysis, 1974 HW		8
1973FW, Winter 1903, 1974FW Winter 1904, 1975 S Winter 1902		9
Casting a Spell--fantasy rule additions		10
Magazine opinion ballot, Voted wins & draws ballot		enclosure
Index		above

Casting a spell--continued from page 10

2. Loss of Control--this varies from spell to spell as to effect.
3. Failure--nothing happens
4. Stages of success. There are usually at least 4 stages involving spell duration, range and/or a strength level.

Thus a spell table might include these items;

Type of Title Insanity L.of C. Fail Success Range Figures Effect Duration Stages  
Spell effected



-30- LIAROS EAT CATS TOO!

"Winning" and "Drawing" in Diplomacy

A player who gains 10 or more centers has clearly won his game of Postal Diplomacy. Assuming no irregularities all ratings matters, or anyone who has observed the game, could say who the winner was.

If two or more players achieve an unbreakable position through which no penetration is possible then a draw has been achieved. Again this result is obvious to everyone.

Games can also end by a vote of the players. The voted conclusions produce the problems. If a player is about to win and the win is forced then a vote is reasonable to save time. If a position is about to deadlock then a voted draw is reasonable.

Voted draws also occur, not because a deadlock is sure, but because the position is SO volatile tant the players would rather run home with the marbles they have gotten than to play it out and chance a loss. This too is a reasonable result even though one or more players have 'chickened out'. 1974CK was such a game. Power and Vagts and I were afraid of a Russian or French Win (A German win was virtually impossible) and a draw was a result best for each of us.

However there are also voted wins and draws that have no relation to forced wins, deadlocks or volatile positions. In these cases we find players with 10 centers 'winning' and players with 10 centers being left out of a draw!

Therefore I have asked some questions on an enclosed magazine ballot. I would appreciate as many replies as possible and I would ask any and all publishers to reproduce the ballot.

If you can please return the ballot before August 12, 1975. Publishers who can not reproduce the ballot before August 4 are asked to set an August 31 deadline on the ballots.

The Quality of Today's Magazines

On the same ballot asking about Win and Draw situations is a poll concerning Postal Diplomacy Magazines. I would appreciate answers to this poll, as well as the win/draw votes, as soon as possible. It is my opinion that in such a way the best magazines will be highlighted for your consideration while questionable ones will be asked to improve. Again any publisher who wishes may reproduce the ballot whether he includes the win/draw questions or not.

The IDA Publisher's Handbook

I called for house rules and articles to be used in the IDA PH in LD #55. To date I have received some house rule sets (but I'd like more) and these articles:

- GAMESMASTERING AND PUBLISHING DIPLOMACY VARIANTS Pulsipher
- A SUBSCRIPTION SYSTEM OF GAMES FEES Pulsipher
- NOTE ABOUT DROPOUTS AND POSITION DEPOSITS Pulsipher
- DIPO REPRODUCTION Walker
- THE MISS IN SPRING 1901 Biran
- INFORMATION ABOUT VARIANTS FOR THE GM Sacks

However this is not sufficient and I do not want to have to write this all myself. Diverse opinion will produce the best handbook. I would like some articles on the following topics--any GM is invited to offer an article and players of long standing should send in comments too((Mike Rocamora, Jeff Power, Arnold Vagts??)). I need ALL material by August 1, NO LATER. I will try to get this all done by DIPCON but I need the material! If it must be delayed to get the best possible Handbook I will hold it up, but I'd like to be able to distribute the thing at DIPCON.

Other topics:

## INNOVATIONS IN GAME ANALYSIS by Lenard Lakofka

\*\*\* (C) 1975 LML all right reserved

I have been working on a new shorthand method of recording moves for an entire game. The key to that system appears below. Use of this system will allow an average 8 year game to be recorded on a single sheet of paper. Such a record is very helpful to the analysis of a Postal Diplomacy game, both for the players and those following the game. Maintenance of the system requires 5 minutes per move season.

For best results the paper used for the recording should contain at least 34 lines, although a few extra lines are helpful, and anywhere from 12 to 18 columns. Each column is headed by the title Spring 1901, Fall 1901, or Winter 1901 etc. On occasion Summer or Autumn seasons will make recording easier and thus columns should be headed as the game progresses from season to season.

The notation:

In the Winter 1900 column and all winter columns in which new pieces appear the sovereignty of the unit is given via its initial in the form; GFKIEL for German Fleet Kiel.

When a piece successfully moves its new location is given in the next column. Thus; W1900 Sp 01 F 01 shows that German Fleet Kiel moves to Holland in the spring and Belgium in the fall. Note that nationality and designation need not be repeated.

When a piece tries to move, but fails, an '\*' appears before the attempted location. Thus G FKI\*EL Hol \*Nth shows German Fleet Kiel successfully moving to Holland but failing to go to the North Sea.

If a piece is dislodged the notation '#' will appear. If the piece has held then the location of dislodgement will appear at once, if the piece tried to move then the dislodgement will be shown in a separate season.

Thus; GFHol \*Nth #Kiel shows German fleet Holland trying for North Sea but failing and going dislodged to Kiel. If Hol were ordered to hold then \*#Kiel would imply holding with dislodgement to Kiel.

If a piece tries to give support an 's' will appear before the support. If it is successfully given there will be no slash through the 's', if the support is cut the notation will appear 's/'. The notation following the letter 's' will show how the support was given.

Thus; GFKiel s bel would mean that Kiel supported Belgium's action, whatever that action might have been.

The letter 'c' is used for a convoy that succeeds, 'c/' for a convoy that fails, not necessarily by dislodgement of the (a) convoying fleet.

Support for another country's action is shown via use of the country's first letter as in sffmar which shows support for the French Fleet Marseilles' action. If French Fleet Mar was not so ordered the notation would be s/fmar.

'ann' is the notation for an annihilated unit.

'dis' is the notation for disbanded.

'imp' is the notation for impossible.

'amb' is the notation for ambiguous.

Beginning on page 4 is an example of this notation using the game 1975A in progress in HOOSIER ARCHIVES/DIPLOMACY WORLD.

\*\*\* Permission is hereby granted to anyone who may wish to use this notation for a game in which he is playing in or for which he is following/analyzing. Printing of such a record in any vehicle will only be allowed in a magazine that is not created for commercial gain, or with my written permission.

DIPLOMACY WORLD/HOOSIER ARCHIVES is available for \$5 for DM/year (4 issues photo offset) or 10 for \$2 for HA (ditto) from Walter Buchanan RR3, Box 324, Lebanon, Indiana 46952.

Watch HA, especially, for "THE REMOVED OF STAR TREK" by Marie Beyerlein and Lenard Lakofka. Read about the sex life of Labocoids and Brooksoids!

1975 A W1900 Sd1901 Rai1901 J 1901 Sd1902 W1902 P 1902 W1903 J 1903 Sd1904 W1904 P 1904

Lakofka	AFTRI ALB	GRE	5	S BUL	S BUL	7	7 BUL	
	AAVIE TRI	TRI		S YRE	S TYO		VEN	
	AABUD SER	SALE		BUL	BUL		SCNE	
Kocamora	RFEDI NYH	GYOK	4	SFLON	NYWY	4	NYH	
	BALVP YORX	NYW		*STP	#DIS		GABER	PRU
	WFLON ECH	MAO		*POT	#SPAS		#PIE	
Holcombe	FFBRE MAO	FORT	4	SFBRE	#SPAS	4	*SPAS	
	FAPAR PIC	*BURG		*BURG	*PAR		PAR	
	FAMAR BURG	MAR		*BURG	*PIE		*PIE	#GAS
Bricks	GFKIE HOL	BRUHR	5	BEL	*NYH	7	PIC	
	GAMUN RUHR	BEL		BURG	*PAR		SIMAR	
	GABER MUN	*BURG		SBEL	*BURG		SIL	
Birsan	IAVEN PIED	PIED	4	*MAR	*MAR	3	MAR	
	IAROM VEN	*TRI		*TRI	*TRI #DIS		AAVEN	TYO
	IENAP ION	TUN		MRS	SFSSPA		SFSSPA	
Pitsch	RFSTP SHOTH	SWE	6	*NYH	NYWY	6	NYWY	
	RAMOS CAL	RUM		SABUL	SABUL		SABUL	
	RAMOS UER	SCAL		*SEV	*SEV		SEV	
	RFSEW BELA	*BELA		*BELA	*BELA		ARM	
Beyerlein	TFANK BELA	*BELA	4	*BELA	*BELA	3	BELA	
	TACON BUL	*RUM		SARUM ANN			AABUD	TRI
	TASMY ION	*BUL		SABUL	*BUL		*BUL	
				AABUD SER	SCNE		SCNE	
				AAVIE TYO	VEN		ROM	
				WFLON ECH	*BRE		BRE	
				FFBRE MAO	*BRE		SFFORT	
				GABER MUN	DEN		DEN	
				GAMUN RUHR	SWE		SWE	
				IENAP ION	*BRE		*BRE	
				RFSTP SHOTH	SFSWB		BAR	
				RAMOS LVN	LVN		#KOS	
				TASMY AEG	SIFION		SIFION	
							RFEDI MGC	
							GEXIEL BAL	

INNOVATIONS IN GAME ANALYSIS part II Game analysis by potentials. (C)1975 LWL

Since LD 55 I have been running a mathematical analysis of 1974HW. This system is based on awards and subtractions to measure potential to act in the NEXT season. A country may not use its potential for strategic reasons, or the move(s) may fail that would allow the potential to be a plus or minus. Thus I have also added the subjective notation on "odds of a win" for the game. A combination of the system and experience can produce a fairly accurate analysis. See an application in 1974HW on pages 7 and 8 of this magazine.

Let the country being evaluated be X and its pieces x.  
Let all other countries be Y and their pieces y.

AWARDS

- 1 x in a Y center +3/4
- 2 x beside a Y center +1/4 (if already occupied by another x in spring then +1/8)
- 3 for each x +1
- 4 x beside a neutral center +1/4

SUBTRACTIONS

- 1 y in an X home center, -5/8 in the spring -7/8 in the fall
- 2 y adjacent to an X home center, -3/8 (if already occupied by another y -1/4)
- 3 y adjacent to an X non-home center, -1/4 (if already occupied by another y -1/8)
- 4 x in X home country and not attacking any Y or neutral center -1/8
- 5 x in an X home center and not attacking any Y or neutral center -1/8

Position	Au1903	F 1903	W 1903	S1904	Su1904	F 1904	A1904	(in progress)
	AFCRE	SEUL	9	*ABC	#ALB	GRE	11	austria
	AAVEN	*ROM			AFU	VEN		
	AABUL	SZTAEG			BUL	#PALB		
	EFNTH	*NMY	4		SFNOC	MEL	6	england
	CAPRU	SSIL		HER		*FIN		
	EFSPAS	TAMAR		port		SIMAR		
	FFPORT	*SPAS	3	MAO		*WES	2	france
	FAPAR	SFMAO		SEBRE		SFBRE		
	FAGAS	SFMAO	DIS/AABUD	GAL	<del>SEBRE</del>	*WAR	<del>SEBRE</del>	
	GFPIC	BCH	7	BEL		HOL	6	germany
	GABURG	PIC		*BURG		BURG		
	GASIL	WAR		NOS		*WAR	#LVN	
	TAMAR	SFSPA	3	*PIED		*SPA	3	italy
	AAIYO	NUN		*BURG		KIEL		
	LAJES	MAO		#ASPAS		*WES		
	RFNWY	SFNTH		*STPW	#BAR	*STP		
	RARUM	SABUL	5	SABUL		SABUL		
	RASEV	SEV		*ARM		NOS	3	russia
	RFAHM	*ANK		*ANK		SEV		
	TFBLA	*ANK		*SEV		ANK	3	turkey
	AATRI	TYO		*PIED		*FIN		
	TACON	*ANK		*ANK		*BUL		
	AASER	SFORS		SNUL		SALB		
	AAROM	*NAP		SAVEN		NAP		
	ANN	EFLOH	<del>SEBRE</del>	BCH		SFNTH		
	FFMAO	BRE		STPORT		SZTPORT		
	CADEN	LVN		SAWAR		STP		
	GFSEB	SWE		SZFNTH		SKIEL		
	IFION	*NAP		GRE		*SABUL	*ASG	
	RFBAR	SFNWY	dis/AFTRI-ADR	<del>SEBRE</del>		ION	<del>SEBRE</del>	
	RAMOS	*WAR		*STP	#UKR	SASEV		
	TFARG	*CON		SIFION		BHD		
	EFNNG	SFNH		NWY		SGALVN		
	GFBAL	CADEN		KIEL		DEN		

A REVIEW -----belch-----pig-----I'm not a cop-----burp!

A mud covered filthy wretch trudges through a wallow-like street of 9th century Britain. He pulls a cart full of plague victims while another, equally dirty, individual boates a small gong and calls for the sick and starving peasants to "Bring out your dead. Bring out your dead." The wretch passes a spotless mail-clad knight. A squire jogs along behind the knight banging two coconut halves together to a syncopated gallop-like rhythm. "Who's he?" asks the cart puller. "He must be a king. He doesn't have shit all over him."

Through animation we see a hundred-eyed monster chasing the king and his entourage. Just as they are about to be caught, and are surely doomed, the animator has a fatal heart attack!

These are just two of the outlandish scenes from *MONTY PYTHON AND THE HOLY GRAIL*.

The viewer walks into the theater not imagining that his reason is about to be battered into senselessness in a short 100 minutes. Afterwards he walks out scratching his head and holding his laugh-aching sides. How could 6 people have such an effect on the unsuspecting theater goer? They do it through brilliant satire and an ability to make the absurd almost plausible. These men, all of whom are quite insane, have been bombarding the unsuspecting public on public television (where they have the highest rating on that medium) for some months. ((In Chicago--WTTW @ 10:30 PM Sunday night--after Masterpiece Theater.)) If you enjoy intellectual high humor with a fair amount of excellent slapstick don't miss the movie. If you prefer a quick to read term to miss out on the movie.

The Standard Rating Base -- Grand

Group one; Games in which two powers finished with a total of 29 or more centers

Game	A.	F.	P.	G.	J.	R.	T.	Yrs.
65L	17	-7	-8	17	-6	-5	-9	09
69CD	17	-15	-7	-14	17	-15	-17	17
72DJ	17	-11	-3	-10	-12	-4	17	12
72BD	17	-8	-8	-7	14	-7	17	08
65Q	-19	17	-20	-16	-13	-7	17	22
68M	-4	17	-8	-2	-9	17	-8	10
71BU	-2	17	-10	17	-11	-5	-13	13
71EC	-11	17	-10	17	-13	-13	-5	13
71C	-3	-8	1	17	16	-4	-12	16
72BM	12	16	-7	2	2	-6	2	12
68AF	-9	14	15	-8	-15	-12	5	16
67Z	-4	-6	17	-6	17	-10	-7	10
66R	-8	-8	17	-10	-11	2	15	14
67EB	-9	-4	16	16	1	1	-5	09
71S	-5	3	15	-4	15	-6	1	08
68CM	-6	2	15	1	1	-3	15	09
72CP	-6	5	15	-6	-6	14	-9	10
66I	-5	-4	-13	17	-7	-5	17	14
66AO	-5	1	1	16	-6	-3	16	13
71DE	-4	-8	-9	-8	17	17	-5	10
72GB	-2	08	-9	-12	17	-6	17	12
65T	-5	-10	-10	-5	-7	17	17	11
68C	-7	-13	-13	-6	-12	17	17	13
73M	14	-4	4	-7	-6	16	-4	07

Game	A.	B.	F.	G.	J.	R.	T.	Yrs.
72DI	5	13	2	-10	-10	8	3	14
70BA	-3	-8	11	9	-7	-12	14	12
73BA	-6	11	1	5	4	-4	13	07
71AZ	11	-5	8	12	1	2	-7	10
73BY	11	-7	-5	-6	11	12	-3	07
73HA	8	-7	7	12	7	-11	-6	12
71GD	-5	12	4	1	-8	3	14	10
68BK	-4	14	14	-5	-6	-16	6	16
71DD	-6	11	9	-7	-6	1	12	09
71DY	1	6	-1	2	12	13	-5	03
73R	14	1	11	6	2	-7	-8	08
72J	11	5	7	-5	-5	-4	11	07
72F	06	13	-6	-4	-4	14	7	06
72AV	-4	11	1	1	12	1	8	03
72CF	-2	12	-6	5	11	-6	11	06
72GG	4	11	-3	11	1	-5	7	05
70AP	9	10	1	8	-6	-9	6	10

Group 5; one power with from 12-14 centers

67T	-2	14	-3	5	8	5	2	11
69P	-3	-8	12	9	5	1	7	08
72AG	12	8	10	2	-7	-5	2	09
73BT	12	9	-5	7	-5	6	-5	07
70BL	-4	8	-10	7	5	-9	14	11
72SL	-4	-5	9	12	8	-6	5	08
71AD	5	14	10	06	05	06	5	07
71DS	9	13	7	-5	5	-7	-5	08
71DL	9	12	6	-9	-12	-8	7	12
71EP	14	10	07	7	-7	3	-3	08
72B	1	8	8	4	1	-3	12	07
72BX	-3	10	7	-7	3	-7	14	08

Group 6; no single power with 11 or more

66AL	-3	9	-8	9	7	1	8	10
73AL	9	7	3	8	7	-8	-6	09
73AN	8	3	6	-5	8	9	-6	07
67Y	7	7	9	2	-7	-3	9	12
72BT	-5	-6	-7	11	8	6	9	09
68L	-16	8	-4	10	6	-7	10	17
72AO	6	2	11	-5	6	9	-4	07
68BT	5	7	10	-5	2	-8	10	09
68CF	-4	7	8	-5	3	8	8	08
69BT	11	7	5	5	6	-4	-4	05
71DH	11	-8	9	2	10	2	-5	10
71DH	10	13	9	-8	-9	-8	2	12
72DD	9	14	6	7	8	-6	-3	09
73BV	-3	-5	9	9	8	8	-7	07
71DP	8	8	8	1	-4	-4	9	07
72ED	-6	-7	9	9	-7	7	9	08
72F	11	7	7	-5	9	-5	-4	06
73EM	-4	8	5	6	9	6	-3	04
72GI	4	10	10	2	-5	-5	8	05
72GL	-5	10	-4	10	4	4	6	08
72DI	-4	-4	7	9	2	8	8	05
72IR	7	7	10	-4	6	4	1	06
73Z	5	-3	-5	8	5	-5	6	05

Group two; Games in which a single power ends with 15+ centers

69CR	-7	16	8	-4	-10	-6	10	20
71AB	-11	-10	1	16	5	1	11	14
71AT	11	-6	1	15	7	-5	09	11
72DH	4	05	-3	15	6	2	7	08
67AH	-5	8	-9	9	16	1	-5	12
71A	11	-11	-6	1	16	6	-6	11
71DM	11	4	-6	-5	3	16	-5	08
73C	1	-6	-6	10	7	16	-5	07
73AC	-3	9	8	-6	-7	-6	17	07
65U	-6	-7	10	-6	-13	-7	17	15
66O	-4	8	9	-6	-8	-7	17	-8
69D	-3	9	-9	-11	-7	9	16	12

Group three; 3 powers with from 9-14 centers each.

66AH	10	-6	14	-8	10	-7	-6	11
69BZ	11	14	-5	-9	-8	-4	9	09
71G	-6	9	10	-6	-10	-10	15	16
72BT	11	-11	11	-3	-5	12	-4	11
69AC	-3	-8	11	-11	-11	10	13	11
70A	-5	10	-5	10	-10	-5	14	10
70F	-10	10	-7	10	-9	-9	14	14
70BM	10	10	4	-5	-4	-4	10	11
70X	-5	-9	-8	13	-5	6	15	15

Group four; 2 powers with 11-14 centers each.

67AR	-6	1	11	-2	7	13	2	10
68AO	1	3	12	2	-7	4	12	08
72CF	-2	-10	14	3	9	-2	14	14

1974-75 the winter of 1903

Austria, Verheiden

EVEN/2/A BUD, A VIE

England, Verheiden

A EDIN/7/A RUHR, A WNY, A SPP, F SKAG, F SWE, F NTH

France, Horton

EVEN/5/ FLYON, A TOS, F TYRR, A CAS, F PIED

Germany, Tilson

EVEN/5/A SIL, A PRU, A BOH, F BAL, A MUN

Italy, Birsan

A ROM/5/F ALB, A TUN, F VEN

Russia, Johnson a vie/r/OTE

-2/2/A WAR, A GAL, F ~~ARM~~, A ~~BLA~~

Turkey, Pitsch

A ACON, A ANK/8/A SER, A RUM, A ARM, A SEV, F BLA, F GRE

the DEADLINE for the Spring of 1903 is by 4PM on Wednesday

July 30, 1975

Value Grid Winter 1903 (note: \*new units take no subtraction in the winter of the build)

	AUSTRIA	ENGLAND	FRANCE	GERMANY	ITALY	RUSSIA	TURKEY
A BUD							
A VIE							
A MUN				-2(3/8)			
F SKAG							
F SWE						-3/8	
A SPP							
F NTH				-1/4			
A EDIN*							
A WNY							
F TYRR			+1/4+1/4		-1/4	-2(3/8)	
F LYON							
A CAS			-1/8				
F PIED							
A SIL						-2(3/8)	
A BOH	-3/8						
A PRU						-3/8	
F BAL							
A MUN							
A VEN							
A TRI	-2(3/8)				+1/4+1/4+1/4		1/4
F TUN							
A ROM*							
F ALB					+1/4		1/4
A WAR						-1/4	
A GAL	-2(3/8)					+1/4+1/4+1/4	1/4
A RUM	-3/8						1/4
ASEV						-3/8	1/4
A SER	-3/8				-1/4		1/4
F GRE							
A ARM							
F BLA							
A ACON*							
A ALB*							
PERCENT	+2	+7	+5	+5	+5	+2	+8
W 1903	40,375	48,750	46,125	43,750	43,250	41,000	47,750
F 1903	0,000	7,750	6,125	3,125	2,375	3,500	7,250
A 1903	40,375	56,500	52,250	46,875	45,625	44,500	55,000

1974-77, analysis Fall 1983

Austria's position has been improved a little. The question becomes how much animosity will the Russian come to vent on Enig? If Russia 'holes up' in his homeland then Austria has some potential to kick Italy out because of the French assault on Italy. Austria would have gotten nowhere by attacking Vie from Bud or supporting Tri in place. The chance of Bud being attacked was less than that of Tri being attacked and a wrong guess would have lost Tri while not gaining Vie.

France has thrust deeply into Italy while still holding Gascony back. If England does attack France Gas will be of some help and keeping it there will cause England to be less tempted. AGas to Mar would cause the Italian war to progress a little more rapidly or A Gas to Spa might be of value in a later convey.

England is still playing it safe in the west but Russia's death will change all of that. Clearly England will have to select a new target and who will it be? Both France and Germany offer themselves as targets. France would have to pull everything out of Italy. A Ruhr to Burg, F Nth-Sch, ((plus a build in Lyp-Iri-MAO)) would signal the attack on France. France can counter A Gas-Burg and that move may be wise even if England doesn't look as though he may attack France. If England goes after Germany A Nwy-Hol(C by) Nth and (S) by Ruhr etc. is one beginning. The only item holding England back from either of these attacks is the growing Turkey (gobble, gobble). If England gets tied down who will stop Turkey? England's hope is a blitz of one of her neighbors.

Germany is still muddling along with no gains. H has to hope that England doesn't stab his while he still gains Warsaw. The chance for a shift into France does exist but alone this would be hopeless. The tactics on the Russian border were interesting and sound showing good English-German cooperation. Perhaps Tilson still has a chance. Italy has gained a build but lost a (worthless?) ally in Russia. His homeland is in serious trouble due to the French attack so that the build may not stem the tide. Italy's gain in Tri will be under seige by Austria and thus he will have to tie two pieces down to defend it, unless Turkey comes to his aid. Italy's three pieces on Venis Tunis and probably Naples (although a Hon has more) will do little against the French onslaught. If Turkey comes through 'Austria' then Italy will be caught between France and Turkey in end game, but if Turkey builds two fleets then Edr is caught right now. Clearly the Italian-Turkish alliance is not functioning as well as the English-German as the more Fion-Gre proves. Fion would have been a lot of help to Italy in the Spring.

It is all over for Russia. He can try to stay alive in his homeland or, via the pieces he leave on, act to help an ally or make it rough for an enemy. Since Russia will probably be out next Year he might as well enjoy his last year and leave on Tyo and Gall.

Turkey is about to explode out of the corner and grow too large to be stopped except by a concerted effort. Yet it will be a few year before a Turkish win threat and the west still has a little time to stop him. Turkey will likely build a fleet and an army. Don must decide on an alliance at this point. His ally must be Italy or England. Anyone else can do nothing meaningful for him.

-----Winter analysis-----

England's build of an army is the signal that a campaign is about to begin. The logical assault is F Skag(C) F Swo(E) A Nwy-Den, A Ruhr-Kiel, F Nth(C) A Edin-Hol and is almost unstoppable. Hol and Den would be lost, Germany could do NOTHING. To compound this assault A Gas-Burg by France would place a third German center in peril for the Fall. Germany is not needed any longer and alliance with Germany would just be counter-productive for England. The Honeysoch is over.

The other wicked witch (Turkey) is also moving to cement an alliance. The double army suggests the move through the center board toward 'Germany'. Were Turkey to attack Italy at this stage then Turkey's best outcome would be a three way draw because Italy would surely cash his centers to France.

There will be some contest over Moscow. Neither witch will give it to the other if both are playing for the win. If England does not attack Germany and Turkey does not help Italy there are no course for the game is assured. As of now England and Turkey are still the only ones left in the game, with all others far behind.



the IDA PUBLISHER'S HANDBOOK, continued from page 2

Topics on which I need articles;

- MIMED REPRODUCTION--Horton?, Davis?, Schleicher?
- PHOTO-OFFSET REPRODUCTION--Buchanan?
- XEROGRAPHY--Bergeren? Weswig?
- MOVE INSURANCE TECHNIQUES (S.O., G.O., Post Card systems, Registered mail etc.)  
Birsan? Walker?
- COST ACCOUNTING THE VARIOUS FORMS OF REPRODUCTION  
(I can do this one but I need data!!)
- THE BOARDMAN NUMBERS--Walker? Beyerlein? (either one)
- KEEPING UP TO DATE GAME RECORDS
- THE ONE TIME GAME FEE SYSTEM
- ????????????????????????????????

I also wanted to do an article on ratable games and the ballot enclosed is a step towards that article.

And now the games!

1973FM the winter of 1908

- Austria, CD GMR -1/1/A VEN, ~~1/1/1~~
  - England, Fish EVEN/6/A SPA, A MAR, E NAP, F POIE, F MAO, A FIED
  - Germany, Stevens NBR, SOU  
AKIEL/11/A BURG, A GAS, A PAR, A MUN, A TYO, F IRI, F BRE, F HOL, A DEN, F ECH
  - Russia, Kelly  
F SEV, others declined/13,3 short/A MUD, A TRI, A BUL, A GRE, F BLA, A ANK,  
F NAO, A VIE, A ARM, F SHY, A ALB, A SWB
- the DEADLINE for the Spring of 1909 is by 4PM on Wednesday July 30, 1975

1974FM the Winter to 1904

- Austria, Lagerson a sil/r/gal July 18-Aug 15 517 Bryce, White Rock, Los Alamos, NM 87544  
A BUD, A TRI/9/A SEV, A MOS, A WAR, A GAL, A BUL, F GRE, A VIE
  - England, Hoffman  
EVEN/4/A STP, A YORK, A EDIN, FNTH
  - Germany, McLendon  
EVEN/9/A BER, A SIL, F SZAG, F NWY, F NWG, F BAL, A BURG, A BEL, A HOL
  - Italy, Keeping  
A VEN, F NAP/9/F END, A MAR, A GAS, F MAO, F GRE, A TYO, A BRE
  - Turkey, Weeks  
-1/3/A SNY, F CON, F BLA, ~~1/1/1~~
- the Deadline for the Spring of 1905 is by 4PM on Wednesday July 30, 1975

19753 the Winter of 1902

- Austria, Allen  
A VIE/6/A RUM, A BUL, A SER, A BUD, F AEG
  - England, Tresco  
A LON/6/F HTH, A BEL, A HOL, F EDEN, F DEN
  - France, Labre  
EVEN/5/F LYON, F WES, A GAS, F MAO, A BURG
  - Germany, Ditter  
-1/3/F KIEL, A RUM, A MUN, ~~1/1/1~~
  - Italy, Foster f was/r/tan  
F ROM/5/A FIED, F TYRR, A TRI, F TUN
  - Russia, Weeks  
A MOS/6/F SWE, A WAR, A ECH, F NWY, F SEV
  - Turkey, McCarthy NRE GMR  
-1/3/A ARM, A SNY, A CON, ~~1/1/1~~
- The Deadline for the Spring of 1903 is by 4PM on Wednesday July 30, 1975

MAKING A SPELL CASTER.

DUNGEONS & DRAGONS uses a spell casting system based upon spell difficulty level and a % of spells that can be cast by each type of Magic User. This method tends to make Magic Users too powerful in some cases and weak in mortal combat. It is my idea that increased strength will give a spell caster more strength in mortal combat, and a better chance at spell success.

To outline this idea let's look at what a Spell Caster may 'carry'. (Note that I am using a range of 1-12 for SC strength--this can be converted to D&D 'levels' easily.)

1. Weapons;

Strength 1-4 spell casters may only carry a dagger if they are mortal. Elves may ALWAYS carry a spear, a bow & arrows, a dagger or a sword. The undead may bear a sword, a mace or a flail at any strength level.

Strength 5 or higher Spell Casters may carry any sword, but no other weapon. As strength increases so does armor level;

Strength level	1,2,3	4,5	6,7	8,9	10	11	12
Armor rating	1	2	3	4	5	6	7

2. Magic items;

A humanoid Magic User may bear a wand, a staff, a ring or a talisman.

Each of these items, when carried, act as a Magic User's 'book'. Thus if a spell is completed successfully it is 'stored' in the magic item. Such stored spells can be cast again at a bonus. If the magic item is lost or taken it still REMAINS the cast spell(s) at the appropriate bonus! If a spell caster has no magic item then no bonus is gained by casting a successful spell.

Spells vary in difficulty from 1 to 6.

\*Wands may store spells of difficulty 1 to 3 only, but of any type.

\*Rings may store any spell but only spells of a particular type, such as spells of fire, water, sensory illusion, etc.

\*Staffs may store spells of command, enchantment and healing such as 'lock', 'enchant', 'chain', 'paralyze', 'heal', 'sleep', 'levitate', etc. They can not store spells of physical change such as element control, fire balls, etc.

\*Talismans can store spells of protection and accuracy.

Each spell caster must select an area of speciality such as Illusion, Elements (fire and air or water and earth), change properties (healing, polymorphing), command (fly, protection, charm, hold) etc. ANY spell cast in that area gains a +3 on a die roll of 20.

Any spell cast in a foreign area is done at a subtraction of 3.

If a spell is successfully completed and 'stored' the next time it is cast it will be at an additional +1 bonus. When the total of stored bonus in one magic item equals 10 the spell caster advances one strength level OR if all 10 are in another area of speciality then the Spell Caster does not subtract -3 from spells in that new area.

A spell which is cast and fails removes one from the bonus for all spells in the area. A spell which fails by insanity or loss of control wipes out ALL bonuses from storage in the carried magic item. (only one item is 'erased'.)

For all spells the Spell Caster's strength is added directly to the die roll on all spells in addition to any bonuses or subtractions.

The results of casting a spell are;

1. Insanity: cast a second 20 sided die subtracting SC strength;
  - 19-16 SC dies 15-13 turns against his own side. The judge will have him cast spells against his <sup>own</sup> side--he can NOT be cured)
  - 12-10 SC becomes catatonic (any attempt to move him will result in death (1-7) or his turning against his own side (8-20).
  - 9-5 SC loses all bonuses and drops 3 strength levels
  - 4 or lower THE INSANITY IS TEMPORARY. Cast 2 6 sided dice to see when he will recover. No any move which instantly escapes and defers himself.