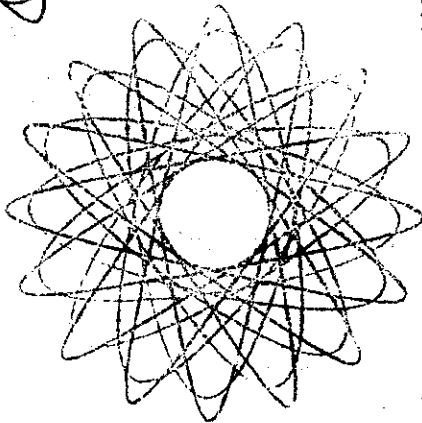
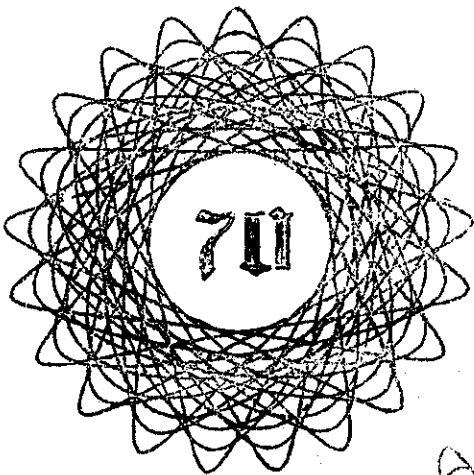
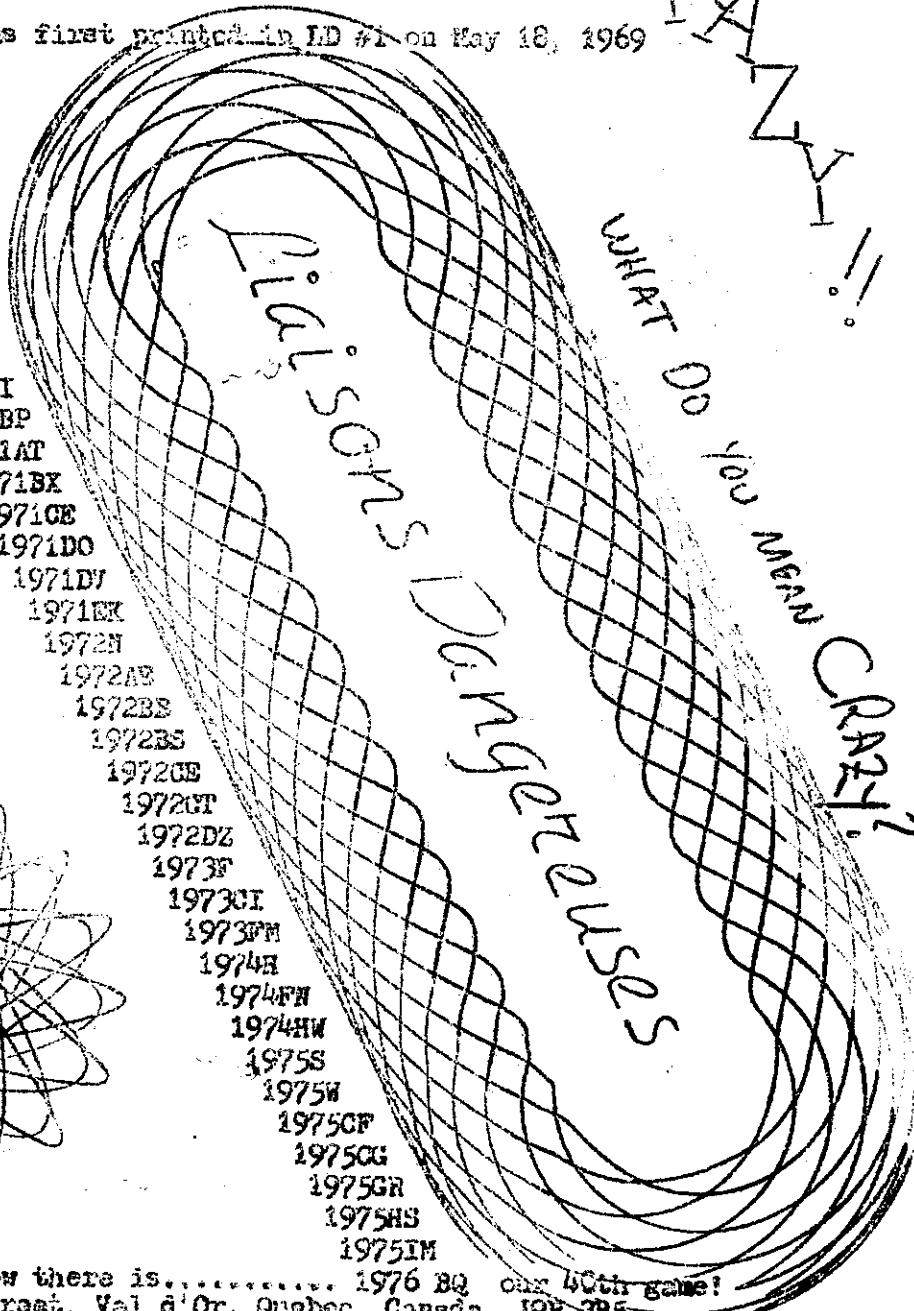


7 YEARS, I MUST BE

CRAZY!!
WHAT DO YOU MEAN CRAZY?
LIAISONS DANGEREUSES

First there was; 1969AE which was first printed in ID #1 on May 18, 1969

- then; 1969AY
- 1969AZ
- 1969BJ
- 1969BK
- 1969EX
- 1969BY
- 1969BZ
- 1969CE
- 1970B
- 1970AC
- 1970AI
- 1970BP
- 1971AT
- 1971BX
- 1971CE
- 1971DO
- 1971DV
- 1971EK
- 1972H
- 1972AE
- 1972BS
- 1972BS
- 1972CE
- 1972GT
- 1972DZ
- 1973F
- 1973OI
- 1973PM
- 1974H
- 1974FH
- 1974HW
- 1975S
- 1975W
- 1975CF
- 1975CG
- 1975GR
- 1975HS
- 1975IM



and now there is..... 1976 BQ our 40th issue!

- Austria; Paul Karan, 122 Cure' Roy Street, Val d'Or, Quebec, Canada J9P 3B5
- England; Kevin Adams, 165 Howland Ave., Toronto, Ontario, Canada M5R 3B7
- France; Jad Dittmar, 1235 Birch Rd., Homewood, Illinois 60430
- Germany; David Hance, 1103 Redcliffe Dr., Davis, California 95616
- Italy; Walter Saunwald, 1125 Fisher Ave., Superior, Wisconsin 54880
- Russia; Ed Sypher, Kelly G202B, SUNY at Stony Brook, Stony Brook, New York 11794
- Turkey; William Ambling, 1414 East 59th St., Chicago, Illinois 60657

Deadling Information SPRING 1981 DUE BY 4PM ON TUE JUNE 1, 1976

LIAISONS DANGEREUSES is seven years old today--hooray! It's insane publisher is Lenard Lakofka, who lives, if you call this living, at 6th West Briar place in Mayor Daley's Chicago (60657). When I'm awake and sober I'll take calls between 7AM and Midnight at 312-929-7057

introducing;
the CORRECTED CALHAMER POINT
COUNT RATING LIST

I introduced the concept of the 'corrected' game in ROGUES' GALLERY. This is a multiplier which is based on the quotient obtained by dividing the actual # of game years played by the full number of years in the game. Corrected game Quotient = $\frac{\text{Actual years played}}{\text{total years}}$

I have decided to apply this quotient to the Calhamer Point Count Rating List kept by, I believe, Matt Diller. Below you will find all of the players who have a CPGRL readout of 1 and ALSO have a CCPGRL readout of 1. There are many persons who have a CPGRL and/or CCPGRL of less than 1. I will not record them at this time. The next step in this process will be the CPGRL corrected for national difficulty. I will attempt that listing at some point in the future.

The first number in a double listing is the CPGRL readout. The second figure is the CCPGRL readout. If there is no difference between the two only one number will appear.

CPGRL FIRST BOARD

- 1 Birsan Edi 14.32
- 2 Phillips Andy 13.33
- 3 Beyerlein Doug 13.15
- 4 Kelly Ronald 11.19
- 5 Smythe John 8.83*
- 6 Rocamora Michael 7.91
- 7-8 Verploeg Brenton 7.5*

*Believed currently inactive

CCPGRL FIRST BOARD

- 1 Birsan Edi 12.35
- 2 Beyerlein Doug 10.66
- 3 Smythe John 8.46*
- 4 Kelly Ronald 8.42
- 5 Phillips Andy 7.99
- 6 Rocamora Michael 7.53
- 8 Brosnitz Eugene 7.4*

CPGRL SECOND BOARD

- 7-8 Buchanan Walter 7.5
- 9 Brosnitz Eugene 7.45*
- 10 Pulsipher Lewis 7.2*
- 11 Lakofka Lenard 6.94
- 12 Eller Thomas 6.7
- 13 Beshara John 6.2*
- 14 Neus Hal 6.16

boards 3-5 on page 5

CCPGRL SECOND BOARD

- 7- Verploeg Brenton 7.5 *
- 9 Buchanan Walter 7.05
- 10 Lakofka Lenard 6.69
- 11 Pulsipher Lewis 5.92*
- 12 Bytwerk Randy 5.5*
- 13 Tretick Buddy 5.33*
- 14 Koning John 5.23 *

Alphabetical listing of players whose CPGRL AND CCPGRL readouts are 1 or more.

Abott ? 1	Birsan E. 14.32/12.35	Calhamer A. 1
Ackerman B 1	Blackshaw ? 1	Childs L. 3.33/1.16
Ansoff P. 2/1.43	Blank W. 1.84	Chin B. 1.2
Armstrong J. 1	Blendon L. 1	Clark F. 1
Atteberry W. 1	Blewitt R. 1	Coombe J. 2.2
Austin J. 1	Boiker S. 1	Copper T. 1
Ball T. 3.25	Bolin F. 1	Cordun T. 1
Baleon J. 1	Borecki K. 1	Corker ? 1.25*
Barrows D. 1.45	Botting K. 1	Coto P. 1
Bartnikowski M. 1	Bowers P. 1	Coy B. 2.42/2.22
Bennett ? 1	Boyer J. 4.33	Cruse S. 1
Berendt T. 3.53/1.09	Brackman D. 1	Cusack E. 2.33/2.04
Bernan D. 1.78	Brooks H. 2.45	Davidson A. 1.7
Beshara J. 6.2/4.01	Brooks S. 6.07/5.19	Davis F. 1
Beyerlein D. 13.15/10.66	Buchanan W. 7.5/7.05	Dellbringer ? 1
Beyerlein M. 2.25/1.75	Bullack M. 3.33	DeFrisco J. 1.25
Biehl J. 1	Bytwerk R. 5.5	Dick D. 1.45/1.12
Single D. 1	Caizns ? 1	Doubleday S. 1
Birks P. 1	Calabria P. 1.33/1.14	Drews H. 1.85/1.46

Darston T. 1
 Dygert J. 3
 Early L. 1.33/1.99
 Eckert ? 1
 Eller T. 6.7/5.08
 Evans H. 2
 Evans R. 1
 Ferguson G. 1.58
 Feron M. 1.5/1.45
 Fiall J. 1.2/1.01
 Fisher H. 1
 Fleming J. 3.25
 Forte D. 1.17
 Fox R. 1
 Foxton P. 1
 Furse H. 1
 Gallagher D. 1.2/1.16
 Godfrey B. 2
 Goldstein H. 4.17
 Grayn M. 3
 Grayson G. 1
 Greene J. 1
 Griffin T. 1
 Hall S. 2.16/1.89
 Halle Ed 1.5
 Harvey C. 1
 Hartley P. 1
 Hector D. 1
 Hertz D. 1
 Hertz G. 2
 Hilliker C. 1
 Holborn A. 2.5
 Holcombe T. 2.25
 Hollingsworth B. 1.75
 Horton D. 2.58/2.23
 Hrbek J. 1
 Huddleston S. 1
 Huff A? 1
 Inzer G. 1
 Jackson G. 1
 Jarski T. 1
 Jeffery G. 1
 Johnson B. 1.25/1.17
 Johnson D. 4/3.2
 Johnston D. 1.53/1.28
 Jones G. 1.2
 Jones P. 1
 Katsive R. 2
 Kelly R. 11.19/8.42
 Key J. 2.37
 Kindig B. 2.52/2.52
 Kinney B. 1
 Klein J. 3.89/3.5
 Knoles T. 1.2/1.09
 Koning J. 5.25/5.23
 Krey K. 1
 LaBelle B. 3.33/2.91
 Lagerson D. 2.5/2.03
 Lakofka L. 6.94/6.69
 Lang A. 1
 Lange S. 1
 Lariton M. 1.33/1.08
 Latimer J. 1
 Lawson J. 1
 Leahy T. 2.58/
 Lebling D. 3.2/3.12
 Leader J. 1.48/1.4
 Leitch P. 1
 Lettunes J. 1
 L'Hermitte ? 1 1/2
 Lindsay D. 1
 Lindsay R. 1
 Lindstrom I. 25
 Lipeon E. 3.08/2.96
 Lodge G. 2.25
 Leonis N. 1
 Lowrance G. 1
 Lowry D. 1
 Luc-Henquin ? 1
 McCallum J. 2.53
 McQuiston C. 3.25/3.14
 McDonald K. 1
 McFee D. 1
 McKeon J. 1.17
 McKeenie J. 1
 Mahler H. 1.2
 Mansland S. 1
 Mesterne ? 1
 May D. 1
 Maylein G. 1
 Means B. 1.5
 Mehybert L. 1
 Miller B. 2
 Miller S. 2/1.96
 Morris D. 1
 Morris R. 1
 Morvan R. 1
 Munroe J. 1
 Nash ? 1
 Nava H. 6.16/3.29
 Nelson D. 3
 Nelson E. 1
 Nickerberg S. 1
 Norton L. 1
 Nuttal G. 1.33/1.06
 Nydarok H. 1
 Oliver J. 2/1.11
 Oliver R. 1
 Owens A. 1
 Osanson W. 1
 Palmer E. 1
 Payne B. 1.45/1.26
 Beck H. 1
 Peary L. 2.91/2.69
 Pele B. 1
 Peadergrass ? 2.5/2.45
 Phillips A. 13.33/7.99
 Pigott J. 2.75
 Pitsch D. 3.75/3.67
 Potter D. 1
 Pourcelle J. 5/3.77
 Power J. 4.58/4.38
 Prevet E. 1
 Prosnits B. 7.45/7.4
 Pulsipher L. 7.2/5.92
 Rack S. 1.2/1.13
 Reinhardt H. 1
 Reinsel C. 3.33
 Rice B. 1
 Robinson B. 1
 Robert T. 2
 Rocanora M 7.91/7.53
 Rodriks D. 1
 Rosamilla P. 3.7/2.63
 Rosenbaum Y. 1
 Rosenfeld I. 1.25/1.15
 Rubin B. 1
 Ryder D. 1
 St Cyr. L. 1.9/1.54
 St. Johns R. 1
 Sargent B. 1
 Seemany L. 1
 Schels G. 2.2/1.65
 Schleicher G. 1
 Schlickbeard B. 1.7/1.25
 Scott N. 1.08
 Sharp R. 2.33
 Shuteck J. 1
 Sierla T. 1
 Slight ? 1
 Sloan W. 2
 Smith B. 1
 Smith D. 1
 Smith S. 1.33/
 Saythe J. 3.83/8.46
 Spark G. 1
 Stevens J. 3.06/2.53
 Stimpson ? 1
 Strayer R. 1
 Swanson P. 3
 Swles R. 3.86/1.63
 Sykes R. 1
 Thomas P. 1
 Thompson M. 2.2
 Thornyard ? 1
 Tilson T. 4.78/4.51
 Tretick B. 5.33
 Tulp R. 1

- Turnbull J. 2 1/2
- Turner C. 5.06/4.74
- Tyrrell P. 1
- Vagts A. 2.74/1.45
- V. mlograff ? 1.73/1.59
- V. rneiden B. 6.04/4.96
- Verploeg B. 7.5
- VonHetzke G. 3.95/2.93
- Waldie A. 3.08/2.98
- Walker R. 2.83/1.90
- Walkerline R. 2
- Ward B. 2.7/1.95
- Wartenberg R. 1.45
- Wessall M. 1
- Watson C. 1
- Webb B. 1
- Wells C. 5
- Westlake J. 1.25
- Weswig J. 1.58/1.49
- Whately T. 1
- White G. 1.9
- Winter F. 1
- Wiskow D. 1
- Wood P. 1.65/1.55
- Wrobel S. 1
- Zelassy H. 3
- Zinkan ? 1
- 69 b-h, k-n, o-p, r-s, ab-af, ay-ba, bc-bi, bk-ba, bo, bv, bx-cb, cd-cl, cp, cr,
- 70a-b, d-f, h-k, n-u, w-z, aa, ac-ae, af-ah, ag-aj, ak-ai, al, ar-ae, at, au-ba, ba, be-bl, bp, bs-by, bt, ba
- 71a-d, f-g, h-i, o-s, w, s, ab, ac, ad, al, so-ae, at, au-ba, ba, be-bl, bp, bs-by, bz-cb, cd-ce, eq, ex, eb, de, df, dh-di, dl-dq, ds-dv, dx-se, ee-eh, ej-ek
- 72a-e, g, i-p, t-v, x-n, ac-af, ah-ai, ak-al, an-aj, ar-as, av-aw, az-ba, bg-bh, bk-bl, bc-bp, br-bv, bx-by, cx-ch, cj-cl, cn-ct, cv-cy, da-dh, dj-dk, da, de-ee, el, ek, el-em, eo-eq, et, fa, fa-fj, fl, fn, fo, fq, fs-ft, fr-gt, gj
- 73 b-g, j-k, n, p, r, u-v, w, ab-ae, ag, aj-al, an, ar, as, ay-ba, bc-bf, bk, bi-bq, bs, bz, by, cd, cf, eg, ci, cl, cn, ex, et, ea, cy, ca, eb-ac, dh-di, dk, dl-do, dq-dt, dv, dy, dz, ea-ef, ch-cl, en-ee, er, es, ev, ew, ey, fb, fj, fl, fo, fq, fs, ft, fy, gb bi-bl, ba, up, ta, bu, bw, bz-ha, hf, hh, hj, hl, ha, hu, hv, hx, ik, in, ip, iq, is, iu, iv, ix,
- 74. o, h, k, l, m, t, v, y, z, al, al, ap, aq, as, ar, ay, ba-bb, bl, bf-bh, cb, ck, cp, ct-cv, di, dt, ea, fj, gd, go, ga, ih
- 75a, f

Calhauer Points are awarded in the following manner; 1 point for a win, a fraction of a point for everyone in a draw. This listing is a reflection of both actual wins i.e. a country with 10 or more centers and voted wins. Voted draws are usually recorded as voted however there are exceptions. When countries not in civil disorder have centers equal to or greater than the number held by anyone in the draw the draw is divided among more persons. When Civil Disorder centers number over 5 the vote may be affected if all of the centers are concentrated in one country. For the purposes of country statistics voted wins in which the 'winner' has 12 or fewer centers have been recorded as draws.

The point of playing out a draw, especially 2 way draws, is to see whether one or the other player will actually stab for the win or not. By voting a conclusion with 4 or more centers still held by others that best is never made.

This list includes 482 wins and 161 draws for 623 rated games. The list of rated games follows;

- 63 B
- 64 a-b, d
- 65 a-n, p-u, w
- 66 a-d, h-i, l-o, x, z, s-ac, ae, ag-aj, ak-ae, ao, aq, as-av, az, ba-bd, by, di-do,
- 67 a-b, e, h-j, n-p, t-w, y-uc, ac-ah, aj-al, as-au, av, ax-bc
- 68 a-p, r-t, v-ah, au-ae, av, az-bc, bk, ha-au, by-cl, ck-em, cp, cw
- 69 b-h, k-n, o-p, r-s, ab-af, ay-ba, bc-bi, bk-ba, bo, bv, bx-cb, cd-cl, cp, cr,
- 70a-b, d-f, h-k, n-u, w-z, aa, ac-ae, af-ah, ag-aj, ak-ai, al, ar-ae, at, au-ba, ba, be-bl, bp, bs-by, bt, ba
- 71a-d, f-g, h-i, o-s, w, s, ab, ac, ad, al, so-ae, at, au-ba, ba, be-bl, bp, bs-by, bz-cb, cd-ce, eq, ex, eb, de, df, dh-di, dl-dq, ds-dv, dx-se, ee-eh, ej-ek
- 72a-e, g, i-p, t-v, x-n, ac-af, ah-ai, ak-al, an-aj, ar-as, av-aw, az-ba, bg-bh, bk-bl, bc-bp, br-bv, bx-by, cx-ch, cj-cl, cn-ct, cv-cy, da-dh, dj-dk, da, de-ee, el, ek, el-em, eo-eq, et, fa, fa-fj, fl, fn, fo, fq, fs-ft, fr-gt, gj
- 73 b-g, j-k, n, p, r, u-v, w, ab-ae, ag, aj-al, an, ar, as, ay-ba, bc-bf, bk, bi-bq, bs, bz, by, cd, cf, eg, ci, cl, cn, ex, et, ea, cy, ca, eb-ac, dh-di, dk, dl-do, dq-dt, dv, dy, dz, ea-ef, ch-cl, en-ee, er, es, ev, ew, ey, fb, fj, fl, fo, fq, fs, ft, fy, gb bi-bl, ba, up, ta, bu, bw, bz-ha, hf, hh, hj, hl, ha, hu, hv, hx, ik, in, ip, iq, is, iu, iv, ix,
- 74. o, h, k, l, m, t, v, y, z, al, al, ap, aq, as, ar, ay, ba-bb, bl, bf-bh, cb, ck, cp, ct-cv, di, dt, ea, fj, gd, go, ga, ih
- 75a, f

Country	Wins	2ways	3ways	4ways	5 ways	6 ways	total calhauer points
Austria	59	7	34	33	16	1	79.73
England	65	8	25	39	20	2	91.74
France	62	8	27	35	18	2	85.55
Germany	64	11	20	31	19	2	85.55
Italy	67	10	16	32	19	2	66.97
Russia	97	11	16	19	12	2	115.32
Turkey	43	15	29	35	16	1	97.28

It should be noted that you are never dropped from the Calhauer Point Count Rating List. Inactive players are still carried on the roster. Sort of the Diplomacy Hall of Fame listing. Anyone may request an exact record on themselves and up to 6 other players if he wishes it. I will NOT provide Supply Center Charts on any game.

CPCRL Third Board

- 15. Brooks Steve 6.07
- 16. Verheiden Eric 6.04
- 17. Bytwerk Randy 5.5*
- 18. Tretick Buddy 5.33*
- 19. Koning John 5.25**
- 20. Turner Charles 5.06*
- 21-22 Wells Charles 5.0*

- 21-22 Pournelle Jerry 5.0
- 23. Tilson Tim 4.78
- 24. Power Jeff 4.58
- 25. Boyer John 4.33
- 26. Goldsten Michael 4.17*
- 27. Johnson D. 4.00
- 28. VonMetzke Conrad 3.95

- 29. Klein Joel 3.89
- 30. Pitsch Donald 3.75
- 31. Rosamilla Peter 3.7
- 32. Bernett Tom 3.53
- 33-35. Reinsel Charles 3.33*
- 33-35- Childs Lee 3.33
- 33-35 Bullock Mick 3.33

CPCRL Third Board

- 15. Brooks Steve 5.19
- 16. Eller Tom 5.08
- 17. Wells G. 5.0*
- 18. Verheiden Eric 4.96
- 19. Tilson Tim 4.51
- 20. Power Jeff 4.38
- 21. Turner Charles 4.31**
- 22. Boyer John 4.33*
- 23. Goldsten Michael 4.17*
- 24. Beshara John 4.01 *
- 25. Pournelle Jerry 3.77*
- 26. Pitsch Donald 3.67
- 27. Klein Joel 3.50
- 28.-29. Reinsel Charles 3.33*

- 28-29. Bullock Mick 3.33
- 30. Maus Hal 3.29
- 31-32. Fleming John 3.25
- 31-32. Ball tony 3.25
- 33. Johnson David 3.20
- 34. Childs Lee 3.16
- 35. McCustion Clay 3.14

Letters--- from Lew Pulsipher

My only comment on publishers and mail fraud is that the first contact/complaint should be relatively sympathetic. If that doesn't get a response, then send the registered letter and write to the Postal Service. I don't know how much good the fraud complaint would do---I doubt that it would scare a delinquent publisher into action, and I have no idea how efficient the PS is in acting on complaints.

Davis' point 4 in his report on AH's position is wrong. AH has no copyrights to most variants of their games; they don't even interfere with commercial distribution (within the gaming hobby) of variants like Waterloo II and so on, which are similar in principle to Dipvariants. ((Let me observe that many Dipvariants open with "the rules of Diplomacy will apply except as noted herein...." or some such line. Clearly this refers and uses AH copyrighted material. The fact the AH has not moved against commercial use of some of his trademarks/copyrights is no sign that they might not at some point in the future. I think it be a function of how commercial the final product was. Does Waterloo II compete with Waterloo in physical quality and market? I doubt it!))

Have you considered going to the Detroit convention in mid-June? They put on a better show than Anderson ever has, and in a much more relaxed atmosphere. The Dip tournament won't be big, but fantasy gaming is #1 in that area. ((Exact date-- location?))

Don Greenwood says AH will accept variants for publication in the GENERAL. I'm working on a fantasy variant that will be aimed at fantasy game fans who are not necessarily interested in DIPLOMACY variants (or even in DIPLOMACY). Are you interested in seeing a preliminary version and making comments? I ought to have it ready by the third or fourth week of May. It is an expansion of DYING EARTH, with more spells, a new board with set positions, and tables that players roll on to see if they encounter something (treasure or otherwise) when they enter a previously unoccupied space. ((The copy of DYING EARTH Lew has sent seems quite entertaining.))

SUGGESTION FOR A POSTAL DIPLOMACY TOURNAMENT by Lew Pulsipher

Perhaps it is an example of the rigidity of mind that sometimes curses the hobby that schemes proposed for organizing face-to-face (FTF) and postal tournaments are almost identical, despite the essential difference between the two modes of play. The difference is that one can only be expected to play one FTF game at a time, while one can play several postal games at a time without difficulty. Why ruga postal tournament with several rounds, either accumulating the total score or giving the prize to the winner of the final game, when the players can be asked to play three games at the same time, always with different opponents if possible, total score determining the winner? An attempt to hold a tournament with two rounds, the PDT, has just foundered for lack of interest and support from players. Not only will play of three games, instead of one or two in two rounds reduce the possibility that someone will get lucky, it also reduces the time needed to determine a champion to about two years, instead of four. The number of games played in such a tournament would be manageable if spread among a group of gamemasters--for example, a total of 18 games for 42 players, or 27 games for 63 players (3 games/player). The PDT suffered from a low level of support from hobby organizations and no support from the manufacturer (GRI at the time), as well as from the two-round format. It's apparent that a postal DIPLOMACY tournament will only be successful if some large organization such as IDA sponsors a tournament in conjunction with Avalon Hill.

another letter.....

Dear Leonard,

1 April, 1976

I received the 69th issue of your LIAISONS DANGEREUSES. In it you have hastily scribbled a request for an article to put in your ((unprintable)) anniversary issue.

Have you any idea of the commitments on my time? I have to prepare for tests (Can you imagine if I had to pass them?). As I am a college student, this obviously has a greater priority than writing an article for your ((unprintable)) seventh((unprintable)) anniversary issue. If I don't find the time to study, why should I find the time to write an article for you? I've been begging people for months for articles for my anniversary issue. Have you written one for me? No.

Even if I didn't have to prepare for tests, I would still have the MIXUMAXU GAZETTE to drain away my time. Do you think it's easy turning out one of the finest zines in the hobby? If you know, can you tell me, because neither classification; "difficult to turn out" nor "best zine in the hobby" fits me. If I'm not going to take time to work on my zine, I don't see why I should write an article for your ((unprintable)) Seventh ((unprintable)) anniversary ((unprintable)) issue. Besides, have you written an article for my anniversary issue? No!

Even if I didn't have to put at least an hour each issue into producing the MIXUMAXU GAZETTE, I belong to four amateur Press Associations: APA-Q, TAPS, APALOOSA, THE WILD HUNT and APA-Slobbovia. Among my many Amateur Press Associations are.... If I'm not bothering to do minimum activity on these things, I see no earthly reason to do an ((unprintable)) article for your ((unprintable)) seventh ((unprintable)) anniversary ((unprintable)) issue. Not when you don't have the common decency to turn out an article for my anniversary issue.

And even if I don't do mince on my amateur press associations, there's still the SLOBINPOLIT ZHURNAL to take up my time. I have, right now, letters from Bruce Schlickbernd, James Ritchie, J.A. Lawton and ~~Raymond E. Heuer~~ Raymond E. Heuer, resting on my desk. If I ever want to be Czar of Slobbovia, I must answer them immediately. Since I don't care enough to answer these ((unprintable)) letters, why the ((unprintable)) article for your ((obscene)) seventh ((unprintable)) anniversary ((unprintable)) issue?? ...especially when you haven't turned out an article for mine?!

I hope this letter will serve instead.

Abyssinia, Robert Brian Lipton

THE GOOD ALLY--revisited

by Leonard Lakofka

In PAROXYSM #27 Harry Drews made a reply to my Spring 1976 DIPLOMACY WORLD article titled THE GOOD ALLY. To be as fair as possible, and as kind, I will observe that Mr. Drews did not arrange his material well before presenting it. He makes an allegation about the games I am playing in, saying, in essence, that I only enter elite demo games. That is, of course, false. In the last 1½ years I have entered 1975T, 1975IP, 1975CR, 1975GY & 1974FO. He says that persons who entered the hobby before 1971 ("old boys"--his phrase--makes me feel like my arthritis should be acting up.) are all stabbers (he seems to exclude no one who entered the hobby before 1971) and all do so irrationally. This is so patently false as to be absurd. He says that we "old boys" tend to ally but I've been both ally and enemy of just about every "old boy" in the hobby. He openly contradicts himself in at least three places. It is, therefore, a poor rebuttal that lacks clear thought.

The Good Ally Philosophy boils down to two fundamental views of the game; 1. Diplomacy is only a parlor game like MONOPOLY or RISK and 2. Stabs somehow destroy friendships and reputations, therefore, don't stab.

If one feels that Diplomacy is best played live (probably over a few glasses of beer) then stabs, and the necessary thinking needed to bring about a win, are unnecessary and a waste of time. Why worry about complex tactical play? Why put your heart and soul into Diplomacy? It is only a Parlor Game. This type of player carries his philosophy to the postal hobby. He generally prefers voted conclusions to games and often negotiates via long friendly letters that, incidentally, mention the game, etc. This person may enjoy the game and may occasionally work at it but those times are the exceptions. He plays for FUN and the thought of sly, crafty, well thought-out play is simply alien in a FUN PARLOR game. Thus, when a 'win only' player explains his philosophy, which includes complex thought and stabs, he is horrified. It is as if you have impugned motherhood!

The other type of Good Ally, and this type is not necessarily exclusive from the Parlor Game Good Ally, is the Friendly Good Ally. The Friendly Good Ally does not think Diplomacy is a kid's (read Parlor) game. He works quite hard at establishing alliances and will often pour over the board for hours in search for good tactical play. Yet he does have one stigma. He can't stab his ally without trumps, remorse, and a feeling that he may not be liked. His feelings are sincerely bruised by a stab or by a press attack so he shies away from stabs and press attacks himself. Good Allies seem to have trouble separating the game, or a press attack, or a strong letter from real life. He overlooks the built-in stab capability of the game. This Friendly good ally is just as upset as the Parlor Good Ally when he is stabbed or when a 'win only' player suggests that HE should stab anyone.

"Win only" players do not adhere to the philosophy that one should stab with impunity! Win only players DO play to 17-17 draws BUT those would be 17-17 draws in which, in almost all cases, the game would be played to its conclusion (not a voted one) and a stab for the 18th center would be impossible. Win Only players want to drain every iota of blood, sweat, tears and YES, FUN out of the game. They view the game as an intellectual pursuit that merits full and complete participation. Stabbing does not make an enemy for life in their view. If a ~~person~~ person is offended most Win Only players will apologize (once) and then simply not be bothered with further crying by the Parlor or Friendly Good Ally if that latter person can not separate the game from reality. A Win Only player does not purposefully attempt to offend anyone. His philosophy calls for actions that 'good allies' find socially repulsive. Yet nothing personal is intended or implied in a win only player's philosophy.

MORE

There really is no way that these philosophies will ever reconcile themselves. Some people do not want to drain the game for everything it can offer and some do. Therefore there will always be at least two outlooks on the game, and these outlooks have NOTHING to do with when a player enters the hobby. Either he does not take pleasure from playing the game for all its worth or he does. I have no ax to grind over (or about) Good Allies. All of us may view some adult (read intellectual) game as simply not requiring full attention. Someone else would be horrified at us if we played BATTLE OF THE BULGE, D-DAY, ACQUIRE, CHESS, FEUDAL or FANZENRLITZ with less than total concentration. To WIN ONLY players DIPLOMACY is their pot game. They like to play it using every rule and every ploy.

It has also been pointed out that many Win Only players only enter certain 'elite' games. This is partially true due to the fact that many Win Only players prefer demonstration and invitational games because these games usually do not include Parlor or Friendly Good Ally players! They want to play with other Win Only players. Some do not enter many general games because their Win Only philosophy is viewed as being so heinous by Good Allies as to make them an immediate target. We Win Only players DO PLAY FOR FUN. We enjoy total competition, often including scandalous press wars. That is what we enjoy. Others may not share this view for all of the reasons I have given. Yet there should be no enmity between Good Allies and Win Only players. (In fact there are MANY shades of grey between the black and white of pure Win Only and pure Good Ally as to cause much overlapping.) If Good Allies and Win Only players understood each others philosophies then actual insults etc. would not enter the game. Live and let live and NEVER take a GAME personally!

AGGRESSIVE DIPLOMACY AS A DETERRENT TO AGGRESSION

by Red Walker

Playing Diplomacy always demands, as a minimum, an outgoing attitude toward the other players. I have long advised staying in contact with everyone, even your enemies, and being ready to accept an alternative line of action. This of course goes double for the opening seasons of the game, where alliances are still tentative and uncertain. In some cases, however, diplomatic contacts have to be more aggressive than in others.

What do I mean by aggressive? By that I mean the willingness of you, as diplomat, to offer plans of alliance, explore alternatives in detail, and make yourself available to contact with your neighbors. Some positions need this far more than others. England and Turkey, particularly the latter, can play a "wait-and-see" game, negotiating little more than non-aggression pacts and perhaps alliances cloaked in glittering generalities. Because Turkey is hard to attack and slow to succumb, her neighbors frequently look elsewhere for victims...frequently seeking Turkish help in so doing. So Turkey can afford to wait for offers, in some respects.

This is not true of more centrally located countries, particularly Germany, and it is that position I want to devote some attention to. Germany can be immediately threatened by five of the other Great Powers...Munich could be attacked by four of them (Italy; A ven-TYO, Austria; a vic-TYO/BOH, France; a par/mar-BURG, Russia; a war-SIL --attacking Berlin too). Furthermore, Germany is a tempting target, controlling five centers directly and a sixth (Belgium) indirectly. Keeping the vultures off would alone consume a lot of diplomatic energy.

Hence the need for aggressive diplomacy by the German player. He should be negotiating actively for alliances with England, France, and Russia; he should write at least once to obtain Italian and Austrian neutrality if not amity; he should be setting up some sort of understanding with Turkey which might open into an alliance if Germany is attacked by Russia or Austria. Above all, Germany should be prepared to offer a lot in order to get a favorable break in the alliance pattern.

more...

Why so? The reader may feel that I am here counselling defeatism or acceptance of a second-class role. Not at all. Germany has a superb potential: He is virtually guaranteed two builds in 1901, if not three, if he can keep the wolves off. The only way to develop German potential is to be let alone. Once Germany is up to, say, 6 units, he can afford to more aggressive in his actions and negotiate for terms more favorable to his cause. The key to getting in that position is aggressive, positive, and perhaps generous diplomacy in 1901. Wit hout that, Germany can look forward to a bleak future, unless he has more than his share of luck, or is surrounded by a pack of fools.

((It is ashame Ron Kelly didn't have this article available before Spring 1901 in 1976BG!))

SOME OTHER THOUGHTS ON 'THE GOOD ALLY'

by Donald Pitsch

Foreword:

My first statement will be a personal congratulations to Mr. Lakofka for seven years ((I must be crazy!)) (of which I have seen 4) of worthy publication. My only complaint is that he doesn't include press as a regular part of his zine. ((I guess I should comment on that since Don is not the first to mention it. Back in 1971 I decided to make LD mainly a novice oriented magazine. I have few experienced games and few experienced players as subscribers. That is partially by design. Most of my circulation is trades and games and almost all games are for novices. I like to include news, ratings and the like. If I included press in a zine with 6-10 games I would not have room for other things. Currently LD has 10 games in it. If each game produced $\frac{1}{2}$ a page of press there would be nothing but press and games. Therefore I have never encouraged press. Short one liners will often be included but long and/or epic press will not appear herein. I'm sorry for no press but I do have a reason.))

Some four years ago I thrust myself into postal Diplomacy. Since that time fortune has smiled upon me and years of intense study of the tactical, psychological and strategic factors involved with the game have given me various insights into my own style.

The phenomenon of the 'good ally' appears to consist of this; 1. He rarely lies (plagued with guilt when lying) 2) Intensely loyal once an alliance is made (alliances formed in this fashion tend to lead to drawn games) 3) is personally offended when 'stabbed' or taken advantage of and 4) chivalrous (announcing his plan to attack).

Now, anyone denouncing such a person only draws blame and disgust to himself. How can one criticize such individuals? If I were an employer or keeper of the Gates of Heavin I shouldnot hesitate to have such glowing examples of humanity in my employ!

However, I do not consider Diplomacy play with such types very challenging, other than observing their dismay as they are violated one by one. This gives rise to their 'righteous indignation'. Indeed it is somewhat pleasurable and amusing.

I personally prefer play in demonstration or elite games because I pride myself on logical and direct play. I know if I stab someone in one of these games I can depend upon them in another rather than continually covering my ass against potential retribution from a previous game.

I use a variety of ploys and tactics just as do my opponents. I know when to be a Good Ally myself, yet I am not incapable of being a backstabber either. I try to pick the style or ruse to fit the occasion and objective I wish to obtain.

Incidentally, I must take exception to the term Win Only Player. This mick-nayed expression is too limited to encompass the total beliefs of this type of player. A better expression would be 'best I can do' player. This type will attempt to achieve the maximum with his country. For example, if he can't win, he'll draw. If he can't draw, he'll play for second etc. In all cases the objective will be to do the best. The crucial question seems to be if I can win by myself or play to a two-way draw, which I shall choose?

Most of your BIGB players will adopt any style, Good Ally or whatever to accomplish their objectives. Versatility is the game of the game. Adapting the situation to ones diplomacy and flexibility and an inquenchable desire to have a good time permeates these players.

With these thoughts in mind, I can offer any six other players a truly entertaining game if nothing else. Win or lose, ally or enemy, stabber or stabee, I will play diplomacy against people whom I deem it is fun to play against. When the game ceases to be fun for ME, I will stop playing!

 DUNNED FOR A DRAGON ARTICLE
 by Gary Gygax

Being at least partially responsible for foisting Lon Lakofa upon an unsuspecting wargame hobby some years back, how could I resist his pleas for an article for his super 70th, 7th anniversary issue? Quite easily, actually, but the threats which followed my initial flat refusal were sufficient to force me into whipping out this bit of drek which I am certain Lon won't bother to read until press time--then it will be too late.

DUNGEONS & DRAGONS has certainly taken off since its first publication in January 1974. Both the price and the subject matter caused many gamers to reject it--at first. However, there are always a few foolish fellows who will buy almost any game offered. It is, thanks to them, and the die-hard swords & sorcery buffs, that the game form achieved its current popularity. Obviously, one can devise and offer a fun game, but if nobody will print it the only persons ever likely to benefit will be the nuclear group associated with the designer. Similarly, if the game is not marketed by a large publisher it will be hard to convince players to try it if it is a departure from the traditional and accepted form. About all D&D had going for it was the fact that the publisher consisted of a group of wargamers quite familiar with the game and convinced that the mania would infect just about any gamer who was exposed to it.

((Gary might remember that the popularity of D&D was not as surprising as even he might first admit. When CHAINMAIL came out in 1971 it carried a fantasy supplement. Soon thereafter Gary began getting more and more response to the supplement than to the manuscript.))

Tactical Studies Rules was about as small as a firm can be and still be considered a real company in 1974, so publicity for DUNGEONS & DRAGONS was pretty much left to word-of-mouth. Because wargame hobbyists are imaginative and creative folks, they were generally quite taken with the new type of game offered by D&D, and because they are also pretty vocal, they let others know about it (thank goodness they liked it!). In the two and one-half years since its release, sales of the game have steadily climbed and much of TSR's success must be directly attributed to the acceptance of D&D (and its game system). We pat ourselves on the back for having sufficient foresight to recognize an innovative game and make it available--most other companies would not have touched fantasy with a ten foot ~~7/16~~ stick at the time. However, we are always mindful

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that the success is due to the acceptance of the Wargamers, and whatever we do will always be compared to what we have done in the past. It isn't possible to always make new releases better than past offerings. For that matter it is difficult to even maintain them as equals to some former titles. Nevertheless, we do try. This brings me to the subject of D&D supplements.

Generally speaking, both GREYHAWK and BLACKMOOR have been well-received by D&D fans. Response to the announcement of ELDRITCH WIZARDRY coming in May (virtually on the heels of the second supplement) was as eager as when we announced the first new booklet was ready. There are always going to be some players who wish we would quit adding to the game, but popular demand is such that we must meet it by providing additional material. We will not go to extremes with the addition of over-increasing super monsters and 25th level spells, but we will build within the framework of the current system. It is possible that as many as six supplements will be published if the demand remains. More importantly, we are at work on complimentary systems which D&D will link up with in science fiction settings; the first of these will be ready for release late this year.

Where is the game going? It seems that D&D will gain popularity for some time yet. If this is true, particularly if the demand increases dramatically, we will probably have to redesign the whole game. This means that we would incorporate the essential (as far as we are concerned anyway) supplemental material in the body of the revised D&D system. Hopefully the improved product would not cost any more despite the increased amount of material it contained, as volume would reduce the price per copy. Existing supplements would then be combined into an optional booklet or two, and thereafter additions would be the forte of magazines and Dungeonmasters...exclusively! Systems belonging to the D&D family would be available to "plug-in", but that too would be strictly optional.

Finally, we do have a few ideas on how to really improve D&D to make it the most exciting and entertaining game possible--whether for a lone enthusiast or for a whole group or series of groups. That, gentle reader, is a ways off yet (if it works at all) and depends on a number of outside factors. If it does turn out, however, I for one intend to quit working shortly thereafter in order to play a whole lot more fantasy! ((Everyone who believes that hold your breath for three days!))

((I thank for that (unsolicited) testimonial to your own game! Gary does not mention the DRAGON, his new fantasy publication. I'm surprised he forgot. In it, issue number one, will be my fantasy rules. HA HA!))

A short note on this issue. I have one other article in hand (from Ron Stephens) that I have no room for. I also have one or two promised that have yet to arrive but may before the next issue. I asked Avalon Hill to send me some flyers for ORIGINS II. They sent only 56 copies and did not get the balance here in time. Therefore some issues will have the flyer and some will not. I will try to give the players first consideration on the flyer. If more come I will include them with subs and trades for the next issue.

I have a number of magazines I should be reviewing in this issue but again space does not allow it. I have included a copy of the ANALYST #1 about the HA demo game for your inspection. Subs are available @ 10/\$2 but I do not encourage them too much. In fact I will cut the circulation to 35, maximum. The players in 1976BG and 1976BH will receive the ANALYST. BG players get it free, BH players must maintain a sub because the game is gamemastered therein. The ANALYST #2 containing BH & BG will appear Monday May 10, 1976. Players will ONLY receive the ANALYST issues concerning their game--subscribers will receive all issues.

1974FN the Fall of 1908

Austria, Lagerson/5/owns;vie,bud,tri,ser,rus 5=5 even

A BUD(S) +A SER(S)a gal-RUN, A TRI H, A VIE

Germany, McLendon/13/owns; bel,swa,nwy,war,stp,edi,ros,hol,par,mun,kie,ber,dan,LVP

14=13+1 A WAR(S) A UKR, F BEL(S)f nwy-MNH, A SIL(S) A HCH, A UKR(S)a lvn-MOS,

A BOH H, a ber-MUN, f nwy-MAO, f cly-MAO, f cly-LVP, A PAR-gas

Italy, Derchack/11/owns;mar,tun,ven,rom,nap,port,spa,gre,bre, 10=11-1

F ADR(G)a ven-ALB, a tyo-VEN, F AEG(S)A GRE-bul, f ion-EDD, f cch-WAL,flan-YORK,

f nao-IRI, a gas-BRE, A MAR-gas

Turkey, Weeks/5/owns;ank,con,smv,bul,sov 5=5 even

f aeg/r/sm//F BULCO(S)+ A SEV(S)F BIA-rus,F CON(S) F BUL, F SMV-aeg

The Deadline for the Winter of 1908 is by 4PM on Tuesday 25 May, 1976

1974HW the Spring of 1907 * denotes build

Austria, Verheiden/2/ A VIE(S)TURa tri-TYO, a bud-GAL

England, Vagts/11/ ALVH+ASTP(S)A MOS, AMOS(S) GEN A WAR, F BAL(C)a keil-PRU,

A RUHR(S)a hol-KIEL, f ech-MAO, f bel-ECM, *A LON H, *E edin-MNH

France, Horton/5/-epied//F TYRR(S) ITA A NAP, F TUR-F LYON(S) F TYRR, a tyo(S)

aeg a ruhr-mun/nao/d..../, a gas-PAR

Germany, Tilson/4/-a per//AMUN(S)F BERR, A WAR(S)A SIL-gal

Italy, Birsan/3/ A NAP WISHES IT WERE A FLEET...AGAIN...HOLDS, A VEN(S)TUR a tri-TYO,

F BOH-tyrr

Turkey, Pitsch/9/F AEG(S)F ION, F ION(S) ITA F ROM-tyrr, A BOH+A UKR(S)AUS a bud-GAL,

F ADR(G)a apu-TRI, a gre-SER, A SEV(S)A UKR, a tri-TYO

The deadline for the Fall of 1907 is by 4PM on Tuesday 25 May, 1976

1975 S the Fall of 1906

Austria, Allen/9-2/owns;bud,gre,ser,vie,bul,rus,con,mun,smv,tri,kiel 11=9+2

A SMV(S)A CON-ank, A MUN(S)A BOHedil, A HUM(S)a vie-GAL, A KIELdon, A CON-ank,

f gre-ANG, A RUHR-kiel

England, Treaso/5/oa; 56 Knowles, Regina Sask, S&S-AP1 owns;lon,lvp,hol,dan,EDI

5=5 even unless f bel retreats to hol then 4=5-1

F SKAG+F BAL(S)F helgo-DEN, A EDIN H, f yerck-LON

France, Mathias/1/owns;BEL 1=1 even

Italy, Foster/7/owns;ven,rom,nap,tun,mar,spa,port,bre,par 9=7+2

A BURG+F HCH(S)FRIA pic-BEL, a spa-BRE, A PAR(S)a spa-BRE, F WES H, F TYRR H

Russia, Weeks/10/owns;nwy,sev,ros,war,stp,swa,ber,ank, 8=10-2 unless a bel

retreats to hel, then 9=10-1

A SIL(S) A BER, A BER(S) A SIL, A PRU(S)A BER, F ARM(S)A ANK H, F NWY(S)a den-

SWE, f bal(S) aust a ruhr h/nao/d..../, F MNH-den, a sev-MOS

The deadline for the Winter of 1906 is by 4PM on Tuesday May 25, 1976

France, Dittmar, Jad, 1235 Birch Rd., Homewood, Ill. 60430 owns;bre,mar,par,port,spa,BEL

6=5+1 A PIC+PICH(S)a burg-BEL, A MAR-pied, F NAO H

Germany, Lischett, Alice, 924 Shipman Apt D, DeKalb, Ill 60115 owns;ber,kiel,mun,dan,EDI

HOL 5=5 even F HOL(S)f bel h/d..../, a keil-BER, a mun-BURG, A WES-swa

Italy, Silko 4810 Mulford, Skokie, Ill 60076, owns; nap,rom,ven,tri,tun 5=5 even k.ewnetp

A TRI(S)tur a bul-ser/d..../, A VEN(S)A TRI HOLD (poorly written order but acceptable)

A PIED-mar, f tyrr-LYON,fnaf-WES

Russia, Foster, Colin, 17W302 Deerpath Rd. Bensenville, Ill. 60106owns;ros,sev,stp,war,swa,

rus,BUL 7=6+1F SWE(S)A STP-nwy, a cil-GAL, a LVN H, F BLA(S)a rum-BUL

Turkey, Michael Jon, 6814 W. Devon Ave., Chicago, Ill. 60631 owns;ank,con,smv, GRE 4=

3+1 F IDN(S)f aeg-GRE, a CON-bul, a bul-ser/D+A/

The deadline for the Winter of 1902 is by 4PM on Tuesday May 25, 1976

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1975 CG the Spring of 1905

Austria, Adams/4-1/Kew, 165 HOWLAND AVE. TORONTO M5R-3B7 MOUL CHANGE
LATE.
 A VIE(S)TURA GAL-boh, A TRI H, A BUD-gal, A GRE H
 England, Sergeant/8/2902 ST PAUL ST INDIANAPOLIS INO 46283
 F BAR(S)f nwy-STPEC, F BAL(C)a kiel-PRU, a lon-YORK, f edin-KIN, f nwy-STPNC, a swe-
 FIN, f dan-SWE
 France Rittle/7/ 2311 BAODER PKWY APT2, MADISON WISC 53713
 A PIED(S)ITA A VEN, f wes-TUN, F TYRR^oion, A ruhr-KIEL, A BURG-mun,
 a spa-GAS, f ion-ALB
 Germany, Stephens/1/ A BER(S)FRE a ruhr-KIEL 1044 S 16TH ST, WILLOW GROVE PA 19090
 Italy, Edwards/4/resigns... R. BAILLU, 5622 EMERALD AVE. APT 337, COTE ST LUC.
 A VEN(S)f nap-AFU, A TYO(S)A MUN-boh QUEBEC, CANADA
 Russia, Spiegel/4/ COA 515 York Rd., 3F, WILLOW GROVE Pa. 19090 H4W 2S8
 a stp(S)a fin-NWZ/d.../A SEV H, A SIL(S)GER A BER
 Turkey, Kiz/5/-1 PO BX 147 RHINELANDER WISC 54501
 F AEG(S)f end-ION, A GAL-boh, A BUL-gre, F ADR(S)end-ION
 The Deadline for the Fall of 1905 is by 4PM on Tuesday May 25, 1976

1975 IM the Fall of 1902 11 centers change hands!

Austria, Wax/5/owns; ser, ~~ser~~, ~~ser~~, wis, bud, RUM, BEL, WAR 6=5+1
 A SER(S)f aeg-BULSC, A RUM-sev, a vic-GAL, a gal-WAR
 England, Crockett/5/owns; lon, lvp, edi, nwy, bel, DEN, STP, KIEL 8=5+3
 F NTH(C)a york-DEN, F KIELS() a york-DEN, f bar-STP, ANNY-own
 France, Trowery/6/owns; spa, bel, port, par, nar, hrc, MUN 7=6+1
 A BURG(S)a ruhr-MUN, F LYON(S)f space-WES, f nro-RAF, ser-PIED,
 Germany, Groves/4/owns; swe, ~~ber~~, ~~ber~~, ~~ber~~ 2=3-1
 F SWE(S)A den, a mun(S)apru-BER/d.../a den(S) a pru-BER illegal support/D+A/
 Italy Mathias/4/owns; tun, nap, rom, ven, TRI, GRE 6=4+2
 A VEN(S)a tyo*TRI, f tyrr-ION, f ion-GRE
 Russia, Edwards/4/owns; ~~ser~~, ~~ser~~, ~~ser~~, ~~ser~~ 0=4-4 out of game
 F BAL H, A UKR H, a war-LVN, F BIA(S)aust f aeg-BULSC
 Turkey, Foster/4-1/owns; ~~ser~~, ~~ser~~, ~~ser~~, ank, say, MOS, CON 5=3+2
 f bulsc(S) A CON/D+A/A CON(S) f bul, a sev-MOS, AARM-sev
 The deadline for the Winter of 1902 is by 4PM on Tuesday 25 May, 1976

1975 W the Fall of 1902--finally. There are many necessary notes to this game! First on order submission. Each set of orders should contain the date, game #, Season and year and a signature. I received one set with nothing but "These are my fall 1902 orders" Well I am gamesmastering 9 games and that kind of information is unacceptable. Next I received two undated sets of orders from another player. I selected one at random. I have no way of knowing which came first. I do not save envelopes nor do I date material as it arrives. I was given a suggestion for a substitute for one of the missing players. I can not let one player appoint another player to a position other than for his own country. It should also be noted that this game may well be considered "local" by the PDRC in which case the game will not be rated. We have 5 Illinois players. Lastly we have two players who did not make the first move--one resigned, and one could not be found. I have had NEUTRAL moves made to give these countries a chance. All of this said here, at long last, is the Fall of 1902

Austria, ~~Edwards~~ resigns/4/Paul Kazan, 122 Cure' Roy St., Val d'Or Quebec J9P 3B5
 owns; bud, vic, ~~ser~~, ser 3=4-1
 A VIE(S) +A SER(S)A BUD-tri, f gre-bulsc/d.../
 England, ~~Edwards~~ can not be found/4/Ed Sypher, Kelly C 202B, SUNY @ Stonybrook N.Y. 11794
 owns; edi, lvp, lon, nwy 4=4 even
 f edi-NTH, F RUG(S)A Nwy H, F SKAG-swe

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