

YOU'RE TRAVELING THROUGH ANOTHER DIMENSION, A DIMENSION NOT ONLY OF SIGHT AND SOUND BUT OF MIND. A JOURNEY INTO A WONDEROUS LAND WHOSE BOUNDARIES ARE THAT OF IMAGINATION. THERE'S A SIGN POST UP AHEAD, YOUR NEXT STOP...

Lies, Deceit & Nefarious Schemes

#11

My thanx to Mr. Rod Serling for the plagiarism of his opening statement. I can't get over how much it fits. So without further ado, we bring you another exciting adventure in the never ending drama of LDNS. LDNS is brought to you by Jerry Jones (1854 Wagner St. Pasadena, CA 91107) whose phone no. is (213) 449-0982. Subscription rates are 10 issues for \$3.50 with a \$2.00 game fee and a \$2.00 NMR deposit. Standbys, should they get into a game play for free. All players must maintain a subscription through their game. LDNS portrays the many facets of Postal Diplomacy play and mis-play.

Diplomacy was invented by Allan B. Calhamer, copyrighted by Avalon Hill, GM'd by a few brave soles, played by many and unheard of by the majority of the masses.

GAME OPENINGS: LDNS-7 has five signed up (C. Hardisty*, K. Peterson*, R. Kelly, C. Eichelberger, L. Harmon*) * indicates that game fee will be used as first years dues in the IDA/NA.

LDNS-8: The last game for a while has all seven positions open.

I must take the time now to make a comment. As most of you were aware of, about two months ago the big thing to talk about was ethics in Diplomacy. Now the tide is shifting to the lack of closeness of the player and GMs. One of the principle reasons has been due to the increasing size of the hobby. I wish to say formally that that is NOT the case here. While I receive but a small handful of letters I have spoken to 90% of you reading this by the phone and surprising enough I didn't place most of the calls and the calls weren't just to send in moves. I am proud of the work that I do in this zine and I would like to think that because of the phone response that you appreciate the work too. Everyone of you reading this are, in my opinion the "cream of the crop", when it comes to taking your gaming "seriously", willing to impart your ideas for the betterment of LDNS, and 50 some odd people who, though we've never met privately, are people who I consider to be my "best friends." The personality may be missing from Diplomacy but we've found it here. Thanx.

What's Happening:

The biggest news that has hit my desk in the last three weeks was the announcement that Fred Davis' zine Bushwacker was about to disband after six yrs. of publication. Fred said that he would be publishing four more issues and that after that only would he be xeroxing the games to the players. Fred, we'll be sorry to see Bushwacker go, but all things must end and its better to end on a glad note than wait until it becomes a bore.

STOP THE PRESSES (Speaking of stopped presses, has anyone seen Diplomacy World?)

I have just been informed that DipCon has been delayed one week. Russel Fox told me that the entire convention (GLASC) has been delayed one week so along with it will the Diplomacy Convention be delayed. So change your calendars to show that DipCom XI will be June 30, 31, and July 1st.

As a special note the pre-registration of DipCon XI will be \$2.00 \$3.50 fee for entry at the door.

More on DipCon XI as it comes available.

ALSO concerning DipCon XI. Should any wishing to come out to sunny? Calif. ge me a call and I will do all that I can to help in your accomidations. There will be room to stay at my house, depending on how cramped you wish to be with all of the others that may be staying here or at my Mother's if you wish. I have room at my house to sleep 7 or 8 comfortably but you won't have all of the comforts but the price is right. But if you need any help don't hesitate to ask.

If you are reading this it means one of three things. One, that you are a mailman (which explains why the mail moves so slow), or you are receiving a sample copy, or you are a regular receiver of Lies, Deceit and Nefarious Schemes. If you are the latter then you are probably wondering what are you supposed to do with the enclosed membership card. You are supposed to keep it close to your heart and cherish it with all your power. Also there are a few fringe benefits that go along with it.

1. The holder of the card is entitled to pretend that he is any one of seven world leaders and in doing so ~~can legally stretch~~ the truth in any manner that he may feel beneficial.
2. Just show this card to anyone and it will explain the leer on your face, the twitch in your lower lip, your writer's cramp, and your obsession for little wooden blocks.
3. Show this card to the person living at my address and you are entitled to be welcomed with open arms. "My house is your house."
4. If you are applying for a job and you really don't want the job, just walk in, flash this card to the personnel officer and demand that you start work immediatley. Guarenteed you won't get the job. (Beware, should the personnel officer flash HIS card then you'll just have to grin and bare it, you're hired.)
5. Being a member of LDNS shows that you are person with good taste (you subscribe to this, don't you?) You have learned how to misspell every word in the English language. You are a person who demands to get the most from his Diplomacy play and won't settle for second best (but you subscribe to this anyway.)
6. Finally the membership card entitles you to a 50% discount on all AH games. 75% discount on subscriptions to any diplomacy zines and free games in such for life. (Offer void where prohibited by law) Offer good only in months with a "K" in it when spelled in English. ((For these purposes, October is spell October. I think I covered all the bases, just in case...)) Offer expires January 3, 1955.

Now you know, Is that a good deal or is that a good deal?

OK... Admit That You...

- ...have called the North Sea the Ninth Sea.
- ...get flustered when you have to say Bight.
- ...confuse Venice and Vienna.
- ...that every time you say Skagerrak you have an uncontrollable desire to complete it by saying "Skagerrak, me shack and apendigo."
- ...wondered why the Eastern Med and the Western Med don't touch.
- ...that you have written someone saying that you were sick, when you weren't.
- ...have done one, none or more then one of the above.

As some of the readers of LDNS are aware of I am into TV trivia. So I am going to use this space to run a little contest that has NOTHING to do with Diplomacy. The one with the most correct answers will receive 10 free issues of LDNS or a free game in LDNS. In case of a tie the one with the earliest postmark will be declared the winner.

1. Bonanza...What is Hoss's real first name?
2. Jim and Margaret Anderson had three children. Name the children and the show.
3. The Fugitive...What was Richard Kimbles wife's name?
What was the rank of the police officer who trailed him?
4. Who played Kato in "The Green Hornet..."
5. Topper.. What was the name of the drunken St. Bernard?
6. Have Gun-Will Travel...What were the names of Paladins two servants?
7. Howdy Doody...What were the different physical characteristics of The Flubadub.
8. Who was the original Chester A. Riley?
9. Name the horses...Dale Evan's...The Lone Rangers...Zorro's...Gene Autry's...
Vint Bonners...Matt Dillon's
10. The Man from U.N.C.L.E. What does UNCLE stand for?
11. Who played Peter Gunn's secretary? (You only saw her legs.)
12. Finally, Name the seven main members of K Company in the show Combat.

You've got six weeks to find the answers, that is if you're interested. If not, I had fun doing it.

Murphy's (and other's) laws as they pertain to Diplomacy
(or thereabouts)

Players:

1. If there is a possibility of several things going wrong, the one that will cause the most damage will be the one to go wrong.
2. Everyone has a scheme that will not work.
3. If you cannot convince them, confuse them.
4. Any simple idea will be worded in the most complicated way.
5. Don't get mad--Get even.

Publishers :

1. When an error has been detected and corrected, it will be found to have been correct in the first place.
2. An ounce of image is worth a pound of performance.
3. People are always available for work in the past tense.
4. No matter how much you do, you'll never do enough.
5. What you don't do is always more important than what you do do.
6. The amount of flak received on any subject is inversely proportional to the subject's true value.

And finally my personal favorite:

~~It is morally wrong to allow suckers to keep their money.~~

Supplement: A Smith and Wesson beats four aces.

Editorial

Some people have brought up the idea of using alias in Diplomacy. While it is true that in a face-to-face game you can't use an alias I believe that in this case the FTF game has no bearing on the question of the use of alias's. People who play in more than one game always seem to run across someone that they are playing with in another game. Sure it would be nice to start every game as if it were your first and avoid the chance that some of the other players would know each other previously and so all of you would start on an even keel. But even alias's would have there drawbacks.

First, how do you do it? If you use an alias then you can't use your own address, you must type your own letters because someone may recognize your handwriting, and in a short time your alias and phoney address become just as known as you were. All of these problems can be overcome though. The reason that I am against alias's is this: Let's suppose that there are two player's who in other games are the best of allies or maybe best friends. In their other games they have found that they work well together and maybe have drawn a game or two. Now most of the people in Diplomacydom know of these two and their continual allyment. New game opens and one of them uses an alias and tells the other of his alias. Now that is unfair to the other five in the game, grossly unfair. At least before the other players in the game knew what they were up against.

I know that this is not the main reason that people want to remain anonymous but it could happen (and probably would) so for that reason I vote against the use of an alias.

THANK

Next week The infrequency of zines being on time.

The Colors of Diplomacy

I found a book with colors and there symbolism. I thought that this might give you some insight to what you're dealing with and what you're supposed to be.

England: Blue: Hope, sincerity, loyalty, immortality and faith.

They fit. I "hope" I get Belgium. I am "sincere" and "loyal" to our alliane but it really makes no difference what you do for I am "immortal" and you better have "faith" in me or I'll shoot you out of the water.

France: Light Blue: Peace and a serene conscience

Sure, every time I play France I'm screaming for "Peace". Usually with only two armies.

Germany: Black: Evil, falsehood and death.

You tell me that that doesn't fit every German player to a tee.

Italy: Green: Joy, youth, victory and gladness.

Italy depicts all of those things, but unfortunately usually not for Italy but for the other countries.

Austria

Austria: Red: Martyrdom and faith.

I couldn't agree more. As Austria you can have faith that you will be a martyr, a dead martyr. (My cap is off to anyone who has won as Austria.)

Russia: White: Truth, innocence, and purity.

Nothing could be further from the truth.

Turkey: Yellow: Wisdom, Glory, and inconsistency.

With the exception of inconsistency just who are they trying to kid?

I have absolutely no idea what all of this means but when it come to reporting of Diplomacy I will leave no stone unturned. Soon will be the importance of wooden blocks rather than plastic.

I have had some fun so far so I think I'll leave out the games this issue and just write some more wonderful articles.

April Fools!!

What, April Fools day is next deadline. Oh...nevermind.

1977-HW
Spr '04

GERMANY AND ITALY ARE STOPPED DEAD IN THEIR TRACKS WHILE FRANCE PICKS UP SOME VALUABLE REAL ESTATE.

AUS (T. Sherwood) 8 A Sev-Arm; A Rum-Sev; A Bul H; A Ser S A Vie-Tri; A Vie-Tri; F Tri-Alb; F Gre-Aeg; A Gal S GER A War/nso/.
ENG NMR Has F Lon, F Eng; F Lvp; A Pic. All hold. (D. Fugihara)
FRA (D. Brownell) 5 A Par-Bur, A Gas & A Mar S A Par-Bur; F MAO-Bre; A Bre-Par
ITA (D. Ditter) 5 F Ion-Aeg; F Nap-Ion; A Ven-Tyr; A Syr-Arm; F Smy S F Ion-Aeg
F Smy /a/
GER (C. Spiekerman) F StP(sc)-Both; A Mos-Ukr; A War-Ukr; A Bur-Par /a/;
A Bel S A Ruhr-Bur; A Ruh-Bur; A Hol-Ruh; A Mun-Tyr; A Kie-Mun; F Bal H
TUR (D. Hard) F EMed-Smy; F Con S F EMed-Smy. (2)

Press:

NAPLES: If Austria does not change his tune about Turkey, Italy would like to open negotiations with Germany.

ROME: Do you think he cares?

BERLIN: Bored with the sluggish attack on France, the Kaiser sent an army over the Alps in search of another war to fight.

Deadline for Fall '04 is noon April 1, 1978.

1977-HW Stand-by:

Would John Morris (1616 Farnborn St Crofton, MD 21114) Please send Stand-by moves for England.

1977-KX
Spring '02'

NOW IT LOOKS LIKE YOU GUYS ARE GETTING INTO THE SWING OF THINGS. ALL WE NEED NOW IS A LITTLE PRESS.

AUS F Gre-Ion; F Tri-Adr; A Bud-Tri; A Vie S A Ser /imp/; A Ser H (unordered).
(D. Hard) 5.

ENG (L. Harmon) F Lon-Eng; F Nwy-StP(nc); A Yor-Nwy; A Nth C A Yor-Nwy (4)

FRA (C. Reges) A Bre-Pic; A Par S A Bre-Pic; A Bur S ITA A Tyr-Mun /nso/;
A Spa-Gas; F Por-Spa(sc) (5)

GER (K. Peterson) A Den S ENG F Nwy-Swe /nso/; A Kie-Hol; A Mun-Ruh; A Ber-Mun
F Bel-Pic: (5).

ITA (J. Diehl) F Tun-Ion; F Nap S F Tun-Ion; A Tyr-Boh; A Ven-Tyr (4)

RUS (G. Stratton) A Gal-Rum; A Ukr & F Sev S A Gal-Rum; A Mos-StP; F Swe H (5)

TUR (T. Long) A Con-Bul; F Smy-Aeg; A Bul-Ser; F Blk S A Rum; A Rum S A Bul-Ser
A Rum /a/ (5)

No Press

Deadline for Fall '02 is noon April 1, 1978.

Note: Ger should have shown last issue as having A Den, A Kie, A Mun, A Ber, and F Bel.

If you have never followed any games but the ones that you are in now is the time to break that habit. You will never find another game as exciting as this one has been. So dig out your old issues and play along with these guys. If Avalon Hill's General or Diplomacy World don't pick up on this game...

1977-IS THE PUBLISHER'S GAME
Fall '03

YOU CAN'T TELL WHOSE ALLIED WITHOUT A SCORECARD ANYMORE.

AUS (Jim Bumpas--Liberterrean) A Ser S F Bul(sc); F Bul(sc) S RUS F Blk-Con/mso/
A Rum-Sev; A Gal-War; A Boh-Mun; A Tyr S A Boh-Mun (6)
ENG (D. Bunke--The Ninth Circle) F Nwg S A Nwy; A Nwy S RUS F Both-Swe;
F Ska-Den; F Nth S F Ska-Den (5)
FRA (D. Agosta--Command) A Bur S GER A Mun; A Gas-Mar; F Lyon H; F Tun H
F WMed S F Tun (5)
GER (B. Hartwig--The Podunk News) A Bel-Ruh; A Hol S A Bel-Ruh; A Mun S A Sil;
A Sil S A Mun; F Den-Hel; F Swe-Den/d/ ret Bal, Ska or OTB (6)
ITA (A. Cook--Suicide) A Pie S FRE A Gas-Mar; F Rom S F Tyrr; F Tyrr S
F Ion-Tun; F Ion-Tun; F Gae-Aeg (5)
RUS (D. Ditter) A StP S ENG F Bar-OTB; F Bot-Swe; A Fin S F Both-Swe;
F Sev-Con /imp/ /a/ (4)
TUR (B. Beardsley--Brouhaha) A Arm-Sev; F Con S F Ank-Blk; F Ank-Blk (3)

Supply Chart:

		SC	Adj.
AUS	Home, Rum, Ser, Bul, WAR	7	+1
ENG	Home, Nwy, Ska , DEN	5	+1
FRA	Home, Spa, Por, TUN	6	+1
GER	Home, Hol, Bel, Den	5	-1
ITA	Home, Gre, Tyr	4	-1
RUS	STP, War , Sev, Mos, Swe	4	+1
TUR	Home	3	0

Press:

LON-BER: I am always willing to settle differences which arise from time to time. However, since 77-IS and 76-DM are two separate games, I feel that differences we have therein should be settled separately, without regard to cross-game pressure. I'll be in touch.

ROME: In the continuing escapades of our foreign Minister, he today landed in Mar. after his bout with the French Fleet. As he entered the town he was attacked, and French troops overran him in the middle of town. As he turned toward the Italian border, he saw a pizza festival occurring, and when screamed for help, they fired. His hat was shot off his head. He then said, "They look Italian, but shoot like the French."

Geneva, Switzerland: What a mess this game is! Does anybody trust anyone out there? (Except for Austria and Italy, of course!)

MOSCOW: There's a new song making the rounds about town entitled, "It's Now or Never." Sung by Adolyis Nyrnthvyn.

Korbach: Lord Hartwig is reported to have sent a message listing his exact moves to the English Prime Minister. When asked his reasons he said simply, "I felt he should know."

(We interrupt this bulletin to continue our story):

Lord Hartwig's staff began packing for the trip to Sherwood forest. Included among the luggage were the following articles:

1. Galoshes--For travelling through the English swamps and Boggs.
 2. Eichelbergers--The Cook's own invention, these consisted of 2 soy beef patties, normal sause, cabbage, curds, cucumbers, peppers, on a sunflower seed bun.
 3. A Flashlight--For the Leeder of the hunting party to carry at night.
- More details of Lord Hartwig's trip will appear in future issues.

(no Dateline): To Last Issue's "No Dateline": Try looking in Turkey.

Winter '03 and Spring '04 are due noon April 1st.

By the way: Summer retreats were English F St.P ret OTB
F F Tyrr ret Lyon.

1978-AK Con't

Press:

BERLIN: The fleet was ordered to Denmark to help carry out diplomatic relations. It is hoped that other countries will not be so slow in working with the German High Command. As you know, Diplomacy is the name of the game.

BERLIN: Troops had to be sent to Silesia to quell the populace from further aggravation of the Bohemian's over who makes the best beer.

Switzerland: Peace today, but what of tomorrow? Storm clouds can be seen gathering on every horizon.

MOSCOW (April 1, 1901) Today begins the active reign of Czar Robertov I. The Czar hopes that the world will remain at peace so he can pursue his hobbies of embalming, collecting shrunken heads and being a service to Mother Russia. (Mother Russia lives in Warsaw and dances on weekends at Ivan's Strip Joint.)

ST. PETERSBURG (April 3, 1901) Due to a continued silence on the part of King Dave of England, the 1st Russian Army under the command of General Mikalov Pepperkovachek has been moved to this scenic province. Pepperkovachek has been well noted for his defensive stratagies and is hopeful that the Johnny Bulls will do nothing to force him to go on the offensive.

WARSAW (April 4, 1901) In finals of all-Russia basketball tournament, Darfonya Cossacks defeated all woman team, Minsk Masher, 42-7. Game was tied 7 - 7 with 2 minutes remaining when Cossaks put on charge to eek out victory. In sidelite to game, top Masher player, Patriska Joneski was removed from game during first minute of play when she punched out heckler from stands. Heckler turned out to be national hero, sport-caster Howard Cosellovich. Don't forget, we invented it FIRST!!!

PASADENA: Is not being to smart me, but wondering is being where I hear such name before?

Deadline for Fall 1901 is April Fools Day (April 1) at noon.

Well I hope you have enjoyed our show tonight. I'd like to thank our guests, the players of 1977-Hw, -IA, -IS, -KC, -Kx, and 1978-AK.

Happy trails to you (sing along) til we met again,
Happy trails to you, keep smiling until then,
Happy trails to you, 'til we met again.

SO LONG KIDS.

This program was brought to you as a service of this station. A grant was made to aide in its funding by Titanic Airlines, "Good to the last drop."

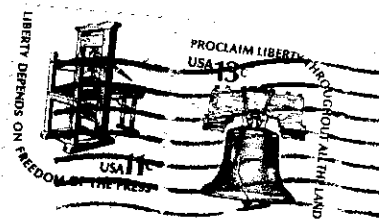
LDNS is now ending its broadcasting day. We will return broadcasting April 1st. Until then please stay tuned to three weeks of the USAF Band playing the National Anthem with short intermissions for Sermonette.

That is all.

Dip Com XI dates should be Jun 30 July 1, 2

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FIRST CLASS MAIL



You have 4 issues remaining
You are asked to stand by, _____

Doug Beyerlein
640 College Ave.
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