Lone Star Diplomat

No. 3

November 22, 1980

A Publication of Word Services, Inc.

Eyes Upon...



Derrick

NATIONS ALLIGN FOR IMPENDING COMMENCEMENT OF HOSTILITIES

Ned Nichols, PO Box 632, Plaistow, NH AUSTRIA:

Jack W. Smith, Jr., 16944 Norborne St. ENGLAND:

Redford, MI 48240

Bobby Stephens, 6403 Claude Ct., Fr. Worth, TX 76135 Alfred P. Giddings, 1901-C Mosher Dr., FRANCE:

GERMANY:

Enid, OK 73701

Mark Luedi, PO Box 986, Chesterton, ITALY:

IN 46304

RUSSIA: David L. Pierce, 6000 Liberty Bell Ct.,

Burke, VA 22015

Mike Henry, 3100 S. Lamar #202. TURKEY:

Austin, TX 78704

29 December 1980 DEADLINE for spring 1901 orders:

In case someone wonders why this game has the ID of Derrick, here is some information about one of Texas' most important resources.

Texas' most important and valuable mineral is oil, and for 44 years Texas has ranked first in its output in the United States.

For many years before the Europeans came to Texas, Indians were very much aware of this black substance seeping from oil springs in the Nacogdoches area. Records show that the first Europeans to use Texas petroleum were survivors of de Soto's expedition. They used crude oil to caulk their boats near Sabine Pass in 1543.

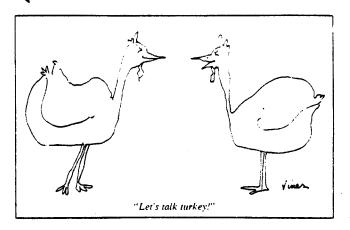
Oil was first used in Texas for medicinal purposes. Indians bathed in oil springs to relieve rheumatism, drank it as a medicine, and used it as an ointment for burns, cuts, and sores. Even the European settlers found little use for oil other than as a medicine until after 1850.

The first oil well was drilled in 1866, near Melrose in Nacogdoches County. But it was 1901 when Spindletop, the world's greatest gusher, blew in about 3 miles from Beaumont. The gusher was heard as far away as a mile. During the 9 days it ran wild, Spindletop produced 800,000 barrels. It

see DERRICK, page 5

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LSD Houserules: A Symposium

Responding to our request for a critique of the LSD houserules, Mark Berch, Francois Cuerrier, Bruce Linsey, Andy Lischett, and John Michalski offered their comments. Some of their suggestions (and those of Bob Sergeant) have already been incorporated. The rest we present below in the form of a symposium. Anyone who does not have a copy of the September 1980 edition of the HRs may obtain one for a SASE.

Rule #3: "GM's decisions will be final."

- AL: Perhaps you could allow players to appeal to an ombudsman. If you don't like the idea of someone telling you how to run your zine (which I don't), you could compromise and say, "GM's decisions are final, but in case of a legitimate difference of opinion, I'll consult an ombudsman.
- FC: Does this mean that you will never accept the arbitration of an ombudsman? ... One of the few rights [players can have is] appealing decisions they believe to be unfair. They entered the game to have fun, and sometimes they may find a GM decision to be rather unpleasant. You You seem to want them to just swallow hard and carry on: hardly a thrilling experience for any player. Further, the use of an ombudsman can be advantageous to the GM as well, as sometimes an ombudsman's arbitration will simply reinforce the GM's decision....Or, the GM may learn a lot from an ombudsman's arbitration and advice.

LSD: I agree. CHANGE to "Player-GM disputes will be settled by an ombudsman."

Rule #5: "Black press is not allowed."

AL: What's wrong with it?

LSD: Nothing, especially. But some players don't like it. The HRs define a standard policy from which games may depart by unanimous agreement. If players want black press, that's

* ROUNDUP

of Texas & International News

¶CONCON. A couple of Sundays ago, members of the Austin Diplomatic Corps assembled in my living room to exercise our negotiating skills. Five had shown up by starting time, 1:30 pm, Paul would return with beer and Cokes in a few minutes, and Bobbie would get off work at 2:00. For the sake of the new diplomats, Jay and Bobbie, we decided on good old standard Diplomacy. After drawing for Paul (Italy) and Bobbie (France), I then drew Turkey for myself. Dave got England, Doug pulled the red block, Jay picked Germany, and that left Russia for Mike B. It looked like a Russo-Turkish onslaught, since we knew each other's styles and could work well together. Until fall '01, that is, when I convoyed A Con-Sev. Doug and I decided to test the A-T alliance (what did I have to lose?) and maintained it until game's end. The French kept discovering "new" rules, like you have to take a unit off when you lose a center. As a result she bounced around and gradually lost her homeland. Dave changed sides a couple of times, and Germany grew slowly but steadily. But by 1906 Doug & I had more than 20 centers, and when Russia's remaining fleet in the North Sea was eliminated, the other players conceded to us at the agreed on deadline of 10:00 pm. A very intense session, but fun.

*LABELS. John Michalski (BRUTUS BULLETIN) offers to photocopy mailing lists on self-adhesive labels for the cost of postage to return them to you. Do not send him your mailing list. Contact him first, since you must type up your list in a special format for photocopying. Thanks for this money=saving service, John.

¶MASCOT. Bruce Linsey (VOICE of DOOM) has proposed that the hobby adopt his pet dog Trouble as the hobby mascot. Black Jack Masters (BLACK FROG) counters with his nomination of his dog Bruce! Well, before the ballots are counted, I'd like to offer the candidacy of my cat Caruso! He is a long-haired tabby who has a loud voice, very musical, but his best hobby service is keeping my lap warm when I type up the galleys for LSD. So let's hear it: Caruso for mascot!!

MRATES. LSD will expand to ten pages in January. That plus the expected postage increase oblige us to raise rates for new subbers to five issues for \$3.50, ten for \$6.00, effective January 1, 1981. Current subbers will have a grace period through April 1, until which time they may resubscribe at the old rates, whether their sub is near expiring or not. Fees for current openings in LSD's fifth and sixth games will not change. However, when other games are announced, fees will be higher.

MAPOLOGIES. The HR article was too long. I was ruthless in my editing--about 1/3 of the original length was cut out, but it still ran too long on a subject I fear has interest mainly for other GMs. This is the last time so much space will be devoted to this topic, assuming that comments about it are brief. Actually, players should have a thorough knowledge of a zine's HRs in order to maximize their advantages in the games. But it must be hard to keep several sets of HRs in one's head when playing in several zines. After the first of the year I will make available the revised HRs incorporating

the changes mentioned in the symposium. I really appreciate the input from the participants in the symposium. It would have been interesting to do it in person, but this was almost as fun, especially since I always had the last word.

¶DENIAL. Thanks for the compliment, but I had no part in the excellent VoD fake. Jack Masters has already admitted it, anyway, although his admission may have been a fake itself. As for myself, I may have a fancy typewriter, but it takes more than that to pull of such a good one.



Once again, the sheer volume of materials arriving here prohibits more than a brief mention of zines that are new to me. However, I have more than just a few words for *SUPERNOVA*, the novice packet prepared by Bruce Linsey with production help from Mark Berch (DIPLOMACY DIGEST). Designed to introduce new players to some of the quirks of postal Diplomacy, it has a variety of material, from brief definitions to articles on tactics and strategy, mechanics of order writing, tips on communication techniques, game philosophy, and more. It also includes a list of "approved" zines, ranging from the new (LSD was included, thanks) to the venerable (GRAUSTARK). I believe there should be a more explicit statement that these are personal recommendations, and the fact that some of the top-rated zines are missing should be emphasized. Though nearly exhaustive in coverage of the hobby, the role of the GM and ombudsmen was omitted, as was player rights vs. GM rights. Like Berch's LEXICON OF DIPLOMACY, this work belongs in everyone's library, and it will undoubtedly ease the entry of new players into the hobby. Linsey also publishes VOICE OF DOOM, a (now) monthly zine, double-sized, filled with all sorts of hobby news and trivia, plus games and articles. For a sample of the latter, send a stamp to Bldg. 11, Apt. 21, Leisureville, Watervliet, NY 12189. For a copy of *SUPERNOVA*, send 75¢.

¶MORE PLUGS. Several more new (to me) zines came in this month's mail. First were several back issues of RUNESTONE (John Leeder, 121 19th Ave., NE, Calgary, Alberta. T2A 1N9) arrived at once. It



Heart O'Texas Orphanage

Victory has a hundred fathers, but defeat is an orphan.

--Count Galeazzo Ciano



TURKISH FLYING CARPET STALLS: A, I, F PLAY FOLLOW-THE-LEADER

79 HS

Armadillo

W104/S105

[Germany ret A Bur-Ruh, builds F Kie; Russia builds F Stp(nc).]

AUSTRIA (Eric Ozog): A Tyo-VIE, A Tri-BUD, F Ion-EAS, A Rum-BUL, A GRE & F AEG s A Rum-Bul.

ENGLAND (Stephen Lee): F Nwg-BAR, F SKA-Nwy, F NTH s F Bel, F BEL s F Nth.

GERMANY (Doug Tatsch): F HOL-Nth, F Kie-HEL, A RUH-Bel, A MUN-Bur, A DEN h.

ITALY (John Koehler): F Lyo-PIE, F Adr-TRI,

A VEN s F Adr-Tri, A Pie-TYO.
RUSSIA (John Daly): F Bul(ec)-CON, F BLA & A ANK s F Bul(ec)-Con, A Ukr-GAL, F Nwy-NWG, F Stp(nc)-NWY, A FIN s F Stp(nc)-Nwy, A SWE s German A Den.

TURKEY (Bern Sampson): A SMY-Mos [imp], F Con c A Smy-Mos [imp; dsl, ann].

*A separation of seasons requires two requests. If you want want them separated, you should convince another player to request it also.

MOSCOW to VIENNA: Just trying to keep you honest.

SMYRNA: Vowing a fight to the death against the Russian infidels, members of the Turkish Army of Liberation today staged a daring daylight raid on the Tsar's Imperial Library in downtown Moscow. Informed sources report that the Tsar was incensed upon learning that both of his books were destroyed, one of which he had not finished coloring yet. DOWNTOWN VIENNA: The new leader of Austria decreed that a rush-job emergency treaty has been signed between the nations of Italy and Austria. Austria must now turn eastward, effective immediately. In other developments, Ozog later commented, "Sorry, Bernie, looks like I will have to prolong your agony even longer. I won't attack Turkey until it is more favorable for Austria to gain most of the spoils. ROME: Members of the Italian government today expressed concern over the lack of communication with other European states. One high-ranking official who prefers not to be identified was quoted as saying that his majesty the king is most concerned about the failure of his monthly supply of Vienna sausage to arrive on time. According to reports, a special naval detachment has been sent to investigate the delay.

PARIS-VIENNA: How would you like to help me with a large deluxe pizza? We can split it between us.

DEADLINE for all games:

22 December 1980

Because of the holiday mail glut, players have an extra week for negotiations. To avoid NMRs due to mail delays, LSD urges players to send in a tentative set of orders immediately.



TURKEY THREATENS ITALIAN HOLDINGS; BRITISH OUSTED FROM SCANDINAVIA

79 HT

Bluebonnet

[England removes F Nat; France builds F Bre, F Mar; Italy ret A Tri-Ven, removes F Tun; Russia removes A Gal; Turkey builds F Con.]

ENGLAND (Stephen Lee): F NWY s German A Swe [dsl, ret to Nwg, Ska, Nth, or dsb], F Eng-MID. FRANCE (Dave Ohlendorf): A PIC h, A Bur-PAR, A Pie-MAR, F Mar-SPA(sc), F Liv-NAT, F Bre-

ENG, F LON s F Bre-Eng. A SWE, F DEN, GERMANY (Dick Martin?): NMR!

F BEL, A HOL, A RUH, A MUN, and A PRU h.

ITALY (Roscoe McPherren): F Alb-ADR, A BOH-Vie, A TYO s A Boh-Vie, A VEN s A Tyo.

RUSSIA (Bob Peacock): F BAL-Swe, F Bar-NWY, A STP s F Bar-NWY, A WAR-Pru, A VIE s A Bud, A BUD s A Vie, F Rum h.

TURKEY (Charles Cunningham): F Gre-ALB, F ION s F Gre-Alb, F Aeg-GRE, F Con-AEG, F TRI h, A SER s F Tri, A BUL h.

*Will Bob Olsen, 9100 E. Harry #211, Wichita KS 67207, please standby for Germany? *COA: Bob Peacock, 1 Woodcrest Dr. South Burlington,

VT 05401. *A France-Germany-Turkey draw has been proposed [honest!]. Please vote with your fall orders. Remember: NVR = yes.

PRESS

CONSTANTINOPLE: I've had a change of jobs recently, which caught me more or less unawares, and which reduced to nil my spare time for diploming. I beg forgiveness. Thanks, Rome & Moscow, for your kind thoughts. Thanks, especially, for the self-evident display of faith from one whom I can see must be a true friend; this will not be forgotten or overlooked; I'll contact you soon.







FRATERNAL ORDER OF POLICE

CHICAGO LODGE No. 7

P.O. Box 41968 Chicago, III. 60641

STAR OF THE MONTH Three excellent entries in LSD's monthly contest gave our judges some difficult moments, but Andy Lischett's entry wins out. An except from his accompanying letter: "I also saw a big red star and LSD spray-painted on the side of an overpass, but before I could borrow a camera, the highway department came and cleaned it off." Andy, the letterhead which you submitted is almost as good as the star that got away, so your prize is in the mail right now.

SYMPOSIUM, continued from page 1

ok with me. Notice that grey press (anonymous press from a non-aligned city or territory, e.g., Dublin, Malta, etc.) is not forbidden.

- Rule #9: "Orders must include a) game ID, b)
 season & year c) country, d) submission date,
 and e) signature."
- FC: Is this to mean you will reject all orders which do not include all components? That's pretty harsh. I would recommend that you base your adjudications on the "badly written order" rule as frequently as possible, as this will probably result in a smoother game to both players and GMs. I believe that as long as a set of orders is 1) identifiable and 2) it can have only one meaning, it should be used.
- LSD: In practice I do accept badly written orders if they are not ambiguous. Therefore CHANGE to "Orders should include...."
- Rule #14: "Orders giving support to a foreign unit must specify nationality of unit receiving support."

 Rule #15: "Fleet movement to and from Bul, Spa, and Stp must specify coast."
- FC: The Rulebook does not require players to specify the nationality of the units they are supporting. I think that if there is only one A Gal and a player orders "A Vie s A Gal", then the order should be counted as valid. Similarly, a move to Bul/Stp/Spa isn't always ambiguous [when a] fleet can only move to one coast and not the other. This, however, shouldn't be confused with the truly ambiguous orders: F Con-Bul, F Mid-Spa, [and F Por-Spa].
- BL: Would you really reject the order "F Spa-Lyo" if the fleet is on the south coast? I think you're being a little strict here.
- JM: [re #15] "and from"?
- LSD: The rulebook is the basis for the HRs, but it isn't sacred. It is sometimes modified to aid postal play. However, I do think that these rules are too strict. CHANGE "must" to "should" in both cases.

- Rule #16: "The abbreviation Nor will not be accepted."
- BL: Good! How about Liv?
- FC: The Nor abbreviation isn't always ambiguous, though it is most of the time. I really think that you should allow moves such as F Swe-Nor (Norway), because it can go nowhere else.
- LSD: I feel that players have some responsibility for clarity and consistency. The abbreviation Nor is sufficiently confusing that players should avoid it entirely. As for Liv, a problem is much less likely to occur, therefore the rule stands, but LSD will use Lpl and Lvn in reporting adjudication results.
- MB: England's spring 1901 [neutral orders] should be A Lpl-Yor--it's more neutral and more defensive.
- LSD: I do agree that it's more defensive than moving to Edi, but less flexible. And I can't see how it is more neutral. Rule stands, but I invite further discussion.
- Rule #21: "If GM cannot find a replacement, or if the country has only 1 or 2 units, the country will go into permanent civil disorder."
- FC: Sometimes a l or 2 center power can be crucial to the game, but you don't seem to want to replace such crucial positions. The best example would be where you have a 16-2-16 situation, with Mr. 2 deciding who wins....
- LSD: I concur, and I've replaced the 2-center Turkish power in the phone demo game for that very reason. CHANGE to "GM may declare a state of civil disorder (CD)."
- Rule #25: "Deception of the GM will be grounds for removal."
- BL: Hooray!

continued from previous page

- Rule #27: "Draw proposals may be made after fall '05. All active players may vote, and no vote received (NVR) = 'yes'."
- AL: I won a game with 18 centers in '05 and don't think it fair or necessary to outlaw draws or concessions before then. It probably won't happen a lot. As for an NVR equaling 'yes', I stole a good rule from John Leeder which gives an NMRing player another chance to vote if it could decide the issue. The NMR could be due to the mail or such.
- LSD: Giving the NMRer a veto over a draw proposal or other vote seems unfair to the conscientious players who meet the deadline. Rule stands. As for mail delays, ADD "LSD disclaims responsibility for outside interference in the flow of the game. However, GM may delay the game in such cases."
- Rule #27: "Draw and concession votes must be unanimous amoung players and GM."
- MB: Does a draw have to include all survivors?
- LSD: No.
- BL: Seems to imply that you have a veto power on votes. Is this the case? Mark Berch talked me out of that one.
- LSD: Hmmm. Wonder why he didn't mention it to me? Well, if you can do without it, I guess I can too. CHANGE to "...among players."
- FC: Let's say that, in any given game, two proposals come to pass at the same time....Which takes precedence?
- LSD: The wider draw takes precedence. ADD "If several draw proposals pass, the one representing the most supply centers prevails."
- Rule #29: "Voting results will be implemented before any orders are executed. Numerical vote outcome will be secret."
- FC: ...Seems reasonable all right, though it might sometimes force a player to vote against the proposal needlessly. Suppose it's 1910, and a player thinks he can win this year, but a 2-way draw proposal is made, which is also acceptable to him if he doesn't win this season. Under your system, he would be forced to vote against the proposal in order to try for his win, thus perhaps delaying the game needlessly if he doesn't win and then accepts the next proposal. This wouldn't be so if you counted votes after the season.
- LSD: The player who wants to try for a win should veto the draw. You seem to favor voting blindly. I feel a vote is so serious that the players must have all pertinent information before deciding. Thus, votes in LSD are the first item of business after publication of the outcome of a given season. Rule stands.
- AL: Might I recommend the addition of not letting a standby vote until he's played the season? If the vote comes before the season, to count the vote of a standby would be ignoring the implied "yes" of the original who won't actually lose his right to vote until the season is played.
- LSD: Your point has merit. However, once the standby becomes the player of record by replacing the NMRer, he should have full rights.

The question then narrows to the changeover time. For now, the replacement occurs as soon as the GM has evidence of an NMR: before votes, retreats, adjustments, or moves, but I solicit further discussion from players and readers.

- Rules #31 & 32: "In reporting spring and fall orders, underlined moves fail; all CAPS indicate location of unit at end of season. In reporting supply center status, underlined centers are lost; all CAPS indicate new centers."
- AL: These are good, too. I like this way of reporting results.
- LSD: Thanks. It differs slightly from most systems now used, but I think there is merit in the consistent use of underlining to indicate a negative outcome and CAPS to indicate a positive result.





DERRICK, continued from page 1

was the first salt dome well and marked the beginning of the modern petroleum industry with the development of these highly prolific fields on the Gulf coastal plain. At the height of the Spindletop boom, in 1902, the price for oil in Texas was at its lowest level: 3¢/bbl.

Of the 254 counties in Texas, 214 are oil producers. The most densely drilled tract in the world was in the city of Kilgore. On 1.2 acres were 24 oil derricks. One of these wells pierced the terazzo floor of the Kilgore National Bank building.

In 1972 Ralph Lowe drilled the deepest well in Pecos, Reeves County, 28,500 feet deep. That's almost $5\frac{1}{2}$ miles, folks!

The 2nd largest refinery in the world is operated by Fxxon USA at Baytown. It started up in 1920 with a crude oil run capacity of 10,000 bbl/day. Present total capacity is 650,000 bbl/day.

And since these notes are inspired by the derrick, you should know that Ideco of Houston built the world's largest mechanical land rig: 142 feet with a hookload capacity of 1.6 million pounds; cost \$4 million; in 1977, to be used in the deep oil fields near Vienna, Austria.

3

80 IZ

Cactus

S'01

AUSTRIA EYES POLISH PROVINCE AS ITALY VIOLATES EASTERN BORDER

AUSTRIA (Steve Cartier): A Bud-SER, A Vie-GAL, F Tri-ALB.

ENGLAND (David Pierce): F Lon-ENG, F Edi-NTH,
A Lvp-YOR.

FRANCE (Gregg Fritz): A Par-BUR, A MAR s A Par-Bur, F Bre-Pagand.

Bur, F Bre-ENGMID.
GERMANY (Charles Cunningham): F Kie-DEN, A Ber-

KIE, A Mun-RUH.
ITALY (Jim Lawniczak): A Ven-TYO, A Rom-VEN,

F Nap-ION.

RUSSIA (Bob Sergeant): F SEV-Bla, A MOS-Sev, A War-UKR, F Stp(sc)-BOT.

TURKEY (Bern Sampson): F ANK-Bla, A Con-BUL, A Syr-Arm [nsu], A SMY u, h.

*Brardman Number Custodian Lee Kendter, Sr. informs us that team play makes the game "irregular". To avoid that, Gregg Fritz will be the player of record for France. See press release below.

*Please double-check your orders for errors caused by haste in writing them. Several players avoid such errors by writing orders out, without using abbreviations.

PRESS

PARIS: The major coalition backing Gregg has defeated Daphne for the President of France. However, it should be noted that the fiminists will still maintain a strong influence in French policy.

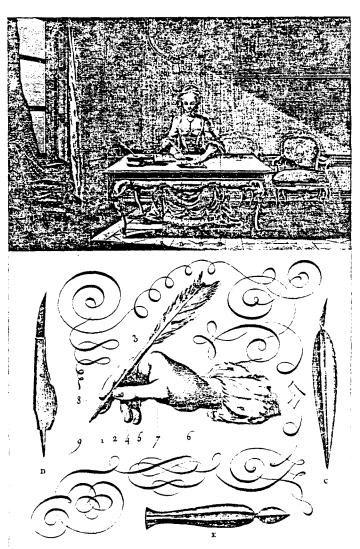
BERLIN: Dear friends, please forgive me for recalcitrant correspondence. Due to a sudden job
change and consequent reduction in leisure time, I
have not been able to answer the generous missives
received. I will rectify this situation immediately,
however. Thanks, and don't lose faith yet.
VIENNA (Reuters): Crowds gathered here today
for the opening of the new Universite de Languages.
The most popular course being offered is "How to
Avoid Addressing Postal Cards and Envelopes to
Persons Other Than Whom You Were Writing to in
the Letter". Many heads of state have been invited
to audit this course.

CONSTANTINOPLE: Speaking at the annual meeting of the United Council of European Travel Agents, Sultan Sampson regretfully announced that the Turkish borders would be closed to tourists for an indefinite period of time. However, the Sultan suggested that European tourists consider that other nearby vacation paradise, Austria-Hungary. The Sultan stated that he himself would be vacationing there in the near future.

Origins of Diplomacy

This month our assiduous LSD staff found this illustration from what is believed to be an early edition of the Novice Packet. It shows the tools, techniques, and proper

posture for composing Diplomatic correspondence.



The PUZZLER

How many ones can you find in this picture?

Seems like last month's puzzler was too hard. No one even submitted a guess. Therefore I'll repeat it with a hint or two. Think of a place on the earth's surface from which you can travel 100 km south, then 100 km east, then 100 km north, and arrive at your starting point. Right, the North Pole! Now find another place where the same instructions would return you to your starting position. Hint: it's in the southern hemisphere. Correct answer can win 2 free issues of LSD.

If that is still too difficult, see the puzzle at the left. Good luck!



SDemo Phone Game

SULTAN RETURNS TO TSARIST SPHERE; FRENCH FALL ON SPANISH PLAIN

S'05

[AUTUMN RETREATS: English F Bre ret to Eng, German F Den ret to Hel, Russian A Con ret to Smy. WINTER ADJUSTMENTS: Austria builds F Tri, Russia builds

AUSTRIA (Robert Garrett): A PIE h, F TRH-Tun, F Tri-ADR, A Boh-GAL, A BUD s A Boh-Gal, A Rum h [dsl, ann], A SER s A Rum, A Alb-Gre. ENGLAND (Doug Tatsch): F SWE-Bal, F NTH-Hel,
A DEN h, F ENG-Bel, F MID-Spa(sc), F NAF-Tun.
FRANCE (CD): F Spa(nc) h [ds], ann]. GERMANY (Allen Fisher): A BRE h, A GAS s A Bre, A Hol-Bel, A PIC s A Hol-Bel, A Ruh-Kie,

F HEL-Den, F BAL s F Hel-Den. ITALY (Chris Frink): F Wes-SPA(sc), A MAR s F Wes-Spa(sc).

RUSSIA (Terry Startzel): A SMY s Turkish F Con, A Sev-RUM, A UKR s A Sev-Rum, A Mos-SEV, A WAR-Gal, F BOT-Swe, F NWY-Nth.
TURKEY (Doug & Teresa Riffey): F CON s A Bul,

A BUL s Russian A Sev-Rum.

BRITISH SUFFER SCANDINAVIAN SETBACK; RUSSIA REGAINS RUMANIA, SWEDEN

A: F Ion-TUN, F TRH s F Ion-Tun, F Adr-ION, A PIE h, A Gal-Rum [ds1, ret to BOH], A BUD

& A SER's A Gal-Rum, A GRE-Bul.
F Swe-Nwy (dsl, ret to SKA), F NTH's F Swe-Nwy, F ENG's F Nth, F Mid-POR, F Naf-WES,

A Den-Swe [dsl, ann].
G: A BRE h, A GAS s A Bre, A BEL h, A PIC s
A Bel, F Bal-DEN, A KIE s F Bal-Den, F HEL-Nth.

I: NMR! A MAR & F SPA(sc) h.
R: F Bot-SWE, F NWY s F Bot-Swe, A War-GAL, A RUM s A War-Gal, A UKR & A SEV s A Rum. A Smy-ANK.

T: NMR! F CON & A BUL h.

OTTOMAN ABDICATION ENDS DYNASTY; W' 05 3-POWER RACE FOR LEAD DEVELOPS

A:	Home, Rum, Ser, Gre, Italy(3), TUN	= 9
E:	[builds A Vie to replace dsl unit] Home, Por, Den, Swe [1 unit ann; rem F Wes]	-2 = 4
F:	Spa	-1 Out! +1 = 8
	Home, DEN, Hol, Bel, Bre, Par [build F Ber]	
	Tun, Mar, SPA Home, Nwy, SWE, RUM, Ank, Smy	= 2 $+2 = 9$
T:	[build A War, A Stp] Con, Bul	= 2
	[Doug & Teresa resign, since they are : to Louisiana; Paul Bearden, 1307 Alta	-
	78704; 441-1077, is the new Turkish pla	ayer.]

AUSTRIAN NAVY SEEKS MED DOMINANCE; S106 RUSSO-GERMAN CLASH ANTICIPATED

- A: A VIE s A Bud, A BUD s A Vie, A BOH s A Vie, A SER's A Gre, A GRE's A Ser, F Ion-AEG, F Trh-LYO, F Tun-WES, A PIE h.

 E: F NTH-Hol, F SKA-Nth, F ENG-Bel, F POR h.

 G: A Gas-BUR, A BRE h, A KIE-Hol, A BEL's
- A Kie-Hol, A PIC s A Bel.

I: F SPA(sc) s A Mar, A MAR s F Spa(sc).
R: F NWY s English F Ska-Nth, F SWE s F Nwy, A Stp-FIN, A War-PRU, A Gal-SIL, A Ukr-GAL, A RUM s A Ukr-Gal, A SEV s A Rum, A Ank-SMY.

T: F CON s A Bul, A BUL s F Con.

BRITANNIA REVERSES DECLINE, RULES IBERIA; ITALIAN EXILES CUT DOWN

F'06

- A: A Vie-GAL, A BOH s A Vie-Gal, A SER-Rum, A GRE-Ser, F AEG s Turkish F Con-Smy [nso], A Pie-MAR, F LYO s A Pie-Mar, F WES s English F Por-Spa(nc).
- F Por-SPA(nc), F ENG-Bel, F SKA & F NTH s Russian F Swe-Den.
- F Den h [dsl, ann], F HEL s F Den, A Bel-HOL, A PIC-Bel, A Bur-MUN, F BAL-Ber, A KIE s F Bal-Ber, A BRE h.
- NMR! A Mar h [dsl, ann], F Spa(sc) h [dsl, rem]. during next season).
- R: F NWY s English F Nth, F Swe-DEN, A Fin-SWE, A PRU-Ber, A SIL s A Pru-Ber, A RUM s A GAL, A Gal s A Rum, [dsl, ret to UKR], A Sev-ARM, A Smy-CON.
- T: A BUL s Russian A Rum, F Con-BLA.

PRESS:

Berlin: Domestic Priorities Absorb Kaiser's Attention; Foreign Policy Falters.

Moscow: The Tsar announced at long last the formation of the Russo-Turkish Empire. The former Sultan will assume the position of Commander-in-Chief of the Armed Forces, but the Tsar will maintain his position as Head of State, whose voice in the Diplomatic Corps will maintain its full authority, and all military strategy will be developed by consensus.

LSD: We know who is first among equals, though,

don't we?

RUSSIA STRENGTHENS SOUTHERN FLANK; HOW LONG CAN TURKEY SURVIVE?

A:	Home, Ser, Gre, Italy (3), Tun, MAR	+1 = 10
E:	[build A Vie] Home, Por, SPA	+1 = 5
G:	[build F Lon] Home, Bre, Par, Bel, Hol, Den	-1 = 7
	[1 unit ann; even]	
	Mar, Spa Home, Ank, Smy, CON, Rum, Swe,	-2 Out!
	Nwy, DEN	+2 = 11
T:	[build A War, F Sev] Con, Bul	-1 = 1
	[rem F Bla]	

LSDemo COMMENTARY

These two years saw two players eliminated and a third weakened: if the new Turk survives, it will be as a puppet. England may avoid this fate by astute, patient diplomacy, playing off the Russians, Austrians, and Germans. The Tsar now leads in position and potential, but must maintain British good will. We may soon see an unraveling of the present alliance structure, leading to a fluid, unsettled international situation.

NOTE: In recounting supply centers, all CAPS signify new centers, underlined centers are lost. continued from page 2

carries games, plugs, letters, and chatty commentary No mention of game openings or subfees, but you can ask for a sample to find out. Another Canadian zine FOL SI FIE (Randolph Smyth, 275 3rd St. SE, #314, Medicine Hat, Alberta, T1A 0G4) was rated #1 on the Leeder Poll of dipzines. Has openings in an "invitational" game for which you must apply. If accepted, your gamefee is \$7.00 Canadian, plus sub, rather high, but FSF games are in great demand. BUSHWACKER (Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore, MD 21207) carries only variant games for which the \$7 gamefee includes a sub, with a \$2 discount for Mensa members. The October issue ran a very good original short story. VOLKERWANDERUNG (K. Arnett, 1500 Waterway Circle, Chesapeake, VA 23320) ranked #2 in the Leeder Zine Poll for 1980. Digest sized, it's packed with games, articles, reviews, cartoon, and a condemnation of Bruce Linsey stemming from the latter's feud with John (WHITESTONIA) Caruso. No game openings, but subs are 10 issues for \$6.00 for new subpers. The sixth anniversary issue of RURITANIA (Tony Watson, 1481 S. Palm #207, Las Vegas, NV 89104) may be the last birthday issue, since Tony sounds like he wants to move on to other interests, but it should not be missed for the SF reviews of books and movies, plus other good stuff. Game openings are available in MURD'RING MINISTERS (Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304) in standard Dip, Machiavelli, and WS&IM. Also contains Al Rodriguez' subzine, called THE TWILIGHT ZINE. Published only when enough material accumulates, EVERYTHING (Lee Kendter, 4347 Benner St., Philadelphia, PA 19135) is strictly for the statistics freak. It's the official journal of the Boardman Number Custodian, and contains the data on gamestarts and game histories. Subs are 3c/page + postage. If you want to subscribe, send a dollar or two to cover several issues. If you only want the latest issue (#46) send 51¢, stamps probably ok, to the Editor & Publisher Bob Sergeant, 3242 Lupine Drive, Indianapolis, IN 46224. PERSPIRING DREAMS (John Dodds, Christ's College, Cambridge, England, CB2 3BU) is printed on metric paper, reminds me of a cross between VoD and EMHAIN MACHA. It contains a lively letters column, some well written prose, and controversy. Games, too,

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Publisher, Editor, and Chairman of the Board Mike Conner lives at the same address. Phone (512) 451-8929.

Subscriptions: Six issues for \$3.00, ten for \$4.50. Fees will increase January 1, 1981. Game Openings: Standard Diplomacy \$3.00 + \$1.50 refundable NMR deposit.

Standbys: Wanted. LSD will give a 2-issue sub credit to a standby who plays until the end of a game or elimination.

Awards: A sole winner receives 5 free issues of LSD; each victor in a 2-way draw gets 2 free issues; for lesser levels of victory, each player in the draw gets congratulated. Contributions: All sorts are encouraged. LSD will give sub credit for material printed.

Alan B. Calhamer invented DIPLOMACY®, which first appeared commercially in 1959 in essentially its present form. The Avalon Hill Game Company now owns the copyright and publishes the game.

of course. Send a British pound and get several issues for your sub (issues vary in cost depending on size). Containing a page and a half of games, DIPPY (Jim Benes, 417 S. Stough St., Hinsdale, IL 60521) is a supplement of the SUNDAY WESTERN STAR-POST-FREE PRESS and has a game opening. Send for a sample. In order to maintain quality in the ditto reproduction and GMing, APPALLING GREED (Mark Larzelere, 522 W. Grand River, Howell, MI 48843) is limiting the number of subbers to 50. It's only a month old, so there's a chance you can be among the lucky few if you hurry. Finally, DIJAGH (Glen R. Taylor, 443 O'Shaugnessy, Blacksburg, VA 24061) won't begin publishing until next summer. Meanwhile Glen GMs games on fliers and has openings in regular Diplomacy and Youngstown XII for a \$4 gamefee + zinesub as soon as it starts.

¶RECOMMENDATIONS. The zines plugged in LSD are reviewed for the convenience of readers who want to try something new. But we recommend that the curious reader always send a stamp or two (some zines are double-sized) for a sample before paying subfees or gamefees. When sampling a zine from another country, don't forget that they can use US postage. Buy an international reply coupon at the post office, which can be exchanged for local postage. And please tell them that LSD sent you.

¶NMR INSURANCE. I will call the following players in LSD's 4 games (collect) on the deadline day if orders do not arrive by that day's mail: Cunningham, Daly, Giddings, Henry, Koehler, Lee, Luedi, Peacock, Pierce, Tatsch. To become insured, send me a request with your phone number.

¶GAME OPENINGS. Three people have signed up for LSD's fifth game (can anyone guess the ID?): Johnson (TX), Stafford (OH), and Hancock (KY). Two others have expressed an interest, but have not paid gamefees. A sixth game will open after this one if there's enough interest. After that, new game openings may not be available for a while.

¶STANDBY LIST. Frink, Hancock, Hartman, Henry, Kador, Luedi, McLendon, McPherren, Olsen, Pierce, Sampson, Stafford, Stephens. If you want to join or resign from the list, drop us a note.



FIRST CLASS MAIL

13 Rod Walker "alcala" 1273 crest dr. encinitas ca 93024

Trade Sample_ See page