

## THE LOST ONES

T. L. O. I

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The LOST ONES is a journal of postal Diplomacy. It is one of the new DipZines being published in the Greater Seattle Area. It sells for 10 cents a copy and one dollar for the issues.

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The LOST ONES will carry: "Kriegspiel" Diplomacy, press releases, and comments in general. This zine is mainly for those people playing in it's games. In fact if this zine is not ready to go to press when the deadline rolls around, the games will come out on postcards. Literary contributions are solicited, and will be published from time to time. Anyone may submit items, and special interest will be given to the strategy of both regular and "Kriegspiel" Diplomacy.

### "Kriegspiel"

The rules are much the same as the regular Diplomacy rules with several exceptions. Here are some of the basic rules.

- 1) The Coastal Crawl will not be allowed.
- 2) The "Chalker Rule" will be used.
- 3) The "Koning Rule" will be used.
- 4) "Brannan's Rule" will be used.
- 5) The "Miller Rule" is not used.
- 6) Replacements, if any country stands for any three turns in a game, the country will remain in a state of civil disorder for the rest of the game.
- 7) Instead of receiving a copy of all the moves, you will only be told if your moves succeed or not. This will also include a list of all moves against your units. For retreats you choose which province you wish to retreat to. If you are not able to retreat to that province you will be annihilated.
- 8) Instead of the usual three turns per year, there will only be two. As the gamemaster and each player will be the only ones to know who builds what where, they will be sent in with the Spring turn.
- 9) With each fall turn you will be told how many supply centers you have. And you will send in your builds with the Spring turn. However if one or more of your supply centers is taken as a result of a retreat, you should list your builds in the order of priority. As I will build them in the order that they are listed. In case one or more of your home supply centers is captured in this manner I will simply not build the unit slated for that supply center. So that your list of builds should include both what, in order, and where.
- 10) The game fee for "Kriegspiel" is two dollars, and countries will be chosen by lot.

Another form of "Kriegspiel" will be offered, if I can find seven people brave enough to play it. In this variant besides being blind you also get to make the winter 1900 builds. This should be even wilder than the other variant, and I would advise only experienced players to try either one.

Editorial Comments:

In the first issue of EFGIART, there was a slight error. In the game that Brad Paine won, I had three units left. Not one as reported.

In case you haven't strained your minds to determine why I am calling this zine THE LOST ONES. Take a few seconds and think about the poor players who play it.

In fact the term "double-cross" will take on a new meaning. In this game there will be very little if any warning that you are about to be stabbed. In fact that is why I am going to gamemaster it instead of play it.

In case anyone out there has asked, "Who the heck is Steve Hueston?" I am going to tell you. I am 19 years old, and someday hope to get a B.A. in History. I started playing Diplomacy in the Spring of 1965, at Doug Beyerleins house. Last Spring I entered Postal Diplomacy.

As you can see, right now this zine is on a rather limited scale. In the future I hope it will be much bigger. So right here and now I am telling all you happy Dippy players to send in material for my zine. Because if you don't, I am prepared to begin a series entitled "Jon Duan." And believe me you are better off with out it.

Well this concludes my first issue. If I am still alive and kicking in time to write another issue, I will. The last thing is a list of players, it's last because it may change by the time I get this thing run off. Note to all editors, I am looking for new players. Please advertise, thank you.

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