

# MARSOVIA!

Volume 1, Number 1

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Spring 1900

And here we are! Still another issue of yet one more Diplomacy 'zine has arrived to clutter up your mailbox. This issue is in LIVING COLOR but future issues (if any) will appear in drab black and white via a mimeo machine. Incidentally, this Mag will undoubtedly acquire a deserved reputation for being the worst-typed bulletin in Diplomacy history. If you can't decipher some portions look in the Yellow Pages under dictionaries or cryptographers.

Your receipt of this issue means you are invited to play, or subscribe, or write bitter editorials in your own mag about the proliferation of competition (How Long O Lord, How Long?), or whatever else the spirit moves you to do. If you are a gamesmaster this issue is also a not-too-subtle plea for publicity and exchange copies. With all the new bulletins it is cheaper than subscribing.

To give everyone fair warning, this issue will be devoted to my interpretations of the rules, some comments on the game, assorted pseudo-humor, and three, count them THREE, contests....And now, on with the show.

**SUBSCRIPTIONS:** 10 issues for \$ 1.00. One full year (24 issues) for \$2.00. Masochists are eligible for our special rate of three years for \$5.00. The latter comes with a gift certificate for a prefrontal lobotomy compliments of Tom Lehrer.

**GAME FEES:** \$3.00 per game. Or alternately win one of our contests. Our contest will save you money but may well cost your sanity. Take your choice.

**COUNTRIES:** Will be assigned by lot but players will have one issue to notify the gamesmaster of any switched places by mutual consent.

#### RULES AND INTERPRETATIONS:

1. All rules of Diplomacy as published by Games Research apply except as otherwise noted.

2. The gamesmaster reserves the right to enter substitute players without warning when some player defaults. Failure to submit moves for one year will constitute a default unless the player specifically requests to remain in the game and furnishes good reason for not moving.

3. The "Brannan Rule" relating to convoys will be followed. For the purpose of cutting support the convoy will be treated as if the last fleet were the attacking unit. See WILD W WOOLY #10 for a full discussion.

4. An unsuccessful move to a province by a unit dislodged by an attack from that province will not stop another unit from following into the province. E.g., a move from Norway to St. Pete will not stop a unit Moscow to St. Pete if the St. Pete unit is successful in dislodging Norway. See Koning and Wells for more on this.

5. The gamesmaster is undecided about the fleet support controversy discussed in Costaguana 18. Players will vote on this one after the final game list is established. That discussion will be made available to those not receiving Costaguana.

6. The precedents established, considered, discussed, or established in Costaguana, particularly any idiosyncrasy about fleets conveying support, will be rigidly ignored.

**PRESS RELEASES:** All releases will be printed without modification as received. However, players and others are asked to keep them interesting, if not brief, and to remember that this publication at least temporarily has to go through the U.S. Mails. Except for these requirements you have a free rein. I am also willing to print letters relating in any way to Diplomacy from any player or non-player, and anticipate occasional articles and/or diatribes on politics in general. Howsoever, all contributions will be gratefully reviewed and argued against.

Players are asked to send with their subscriptions or game fees a brief sketch of themselves. The game is more interesting when you know something about the other players.

**CONTESTS:** To outdo any other magazine I offer three contests; you may enter as many or as few as you choose. No duplicate prizes.

Contest No. 1 - For a free game send prior to April 1, 1966, the derivation of the name of this bulletin. Conrad von Metzke not eligible. Earliest postmark wins in case of duplicate. A hint: try comic opera/operetta or like that; it can't hurt and might help.

Contest No. 2 - Complete in 25 words or less: I hate contests involving completing in 25 words or less because..... First prize, a one-year subscription. Second prize, a 10-issue sub.

Contest No. 3 -

Division one: Open to all but Smythe and Koning. Submit a way out for me in 65-KN. Prize, my eternal gratitude.

Division two: Smythe and Koning only. Same contest; prize, an alliance. Hurry up on this one, I am desperate.

**PUBLICATION AND DUE DATES:** All issues will be published the first and sixteenth of each month. All moves are due three days prior. **RECEIPT DEADLINE.** Press releases due at the same time for inclusion in that issue. I reserve the right to waive the maximum deadline of the material arrives early.

Finally, some parting humor to reflect typing difficulties.

TO ERR IS HUMAN

If any of you have ever been upset over an error in an advertisement, which you may have placed in the paper, or a press release in a Diplomacy magazine, consider this poor fellow. Here is the history of an ad he tried to place in his hometown newspaper.

MONDAY: "For Sale: R.D. SMITH has one sewing machine for sale. Phone 958. Call after 7.p.m. and ask for Mrs. Kelly who lives with him cheap."

TUESDAY: We regret having erred in R.D. Smith's ad yesterday. It should have read "For Sale: R.D. SMITH has one sewing machine for sale. Cheap. Phone 958 and ask for Mrs. Kelly who lives with him cheap."

WEDNESDAY: R.D. Smith has informed us that he has received several annoying phone calls because of an error we made in his classified ad yesterday. His ad stands corrected: "For Sale: R.D. SMITH has one sewing machine for sale. Cheap. Phone 958 after 7 p.m. and ask for Mrs. Kelly who loves with him."

THURSDAY: NOTICE: I, R.D. Smith, have no sewing machine for sale. I smashed it. Don't call 958, the phone has been taken out, I have not been carrying on with Mrs. Kelly. Until yesterday she was my housekeeper.

Ok? So take it easy, people. No one is perfect though this issue is very close to perfectly atrocious. Send in those game fees and subscriptions to me.

ROBERT J. WARD 5716 'J' STREET SACRAMENTO, CALIFORNIA 95819.