

This, the twenty-sixth issue of LIFE OF MONTY, brought to you by Don Del Grande, whose address depends on today's date (more on this later), ~~electronic mail address ucbuuc1uobonyr.python~~ is renamed in honor of the Diplomatic Population Center of North America.....

VANDALIA, MISSOURI

What? You've never heard of Vandalia, MO? It's about 75 miles NW of St. Louis. While we're on the subject of population centers, the DPC of the United States is in Shawneetown, Illinois, and the DPC of the Continental United States is between Island and Madisonville, Kentucky. These two locations are located, respectively, 125 miles SE of St. Louis and 90 miles north of Nashville. (Shawneetown is 125 SE of St. Louis, not Island)

These results surprise me - I expected a location closer to the center of Ohio. My guess is that the concentration of people in Southern California pulled the DPC in that direction. And speaking of California, here are the top ten states in terms of number of people on the Census:

- 1) California, with 14.70%
- 2) New York, 11.93% (not including APO addresses)
- 3) Pennsylvania, 6.28%
- 4) Illinois, 5.03%
- 5) Texas, 4.27%
- 6) Maryland, 4.02%
- 7) Michigan, 3.38%
- 8) a tie between Massachusetts, New Jersey, and Virginia, 3.27% each.

Percentages include Alaska, Hawaii, and Canada; the largest province was Ontario with 2.01% of the total. These values, as well as the DPCs, are based on the first Hobby Census by Dick Martin, 26 Orchard Way N, Rockville, MD 20854, available for \$5 (or \$2 if you contributed your address list).

SPEAKING OF THE CENSUS....the State-by-State breakdown reveals something: either the census isn't a typical sample, or the DipCon Regions are not equal - region IV (west) is correct, but I is much too big! I suggest the following changes: move Tennessee, Florida, Georgia, the Carolinas, Virginia, West Virginia, and Kentucky to region III, and move Pennsylvania, Maryland, and Washington DC to region II. (Fat chance of anybody listening to me, though.....) By the way, about 60% of region IV consists of California.

FRONT PAGE CLOSING NOTE: Larry Reagan (another name for your all-Larry game, Peery) says that he'd enjoy LOM more with less BS and more info. So would I, but nobody bothers writing articles, and I can only do so much after Dip Bowl and Pythonics.

Will there be a DipCon in Dallas in 1984? (That's where ORIGIUS is) Is this PAGE ONE?

CHRISTMAS SEASONS

Yes, that's right. I've actually had an address change for a few months, but I had my mail sent to Greenbrae to make sure that none of it gets stuck in a sack in Berkeley over the Christmas

break when they close the dorms down for four weeks and not forward the mail.

Anyway....AS OF JANUARY 1, 1983, MY ADDRESS WILL BE:

*****413 DEUTSCH HALL, 2650 DURANT AVENUE, BERKELEY, CA 94720*****

Note the differences from last year: 413, not 802; DEUTSCH, not IDA SPROUL; most important - 2650 DURANT, not 2400. Phone numbers: from 8 PM Sunday (PST) until 12 Noon Friday, it's (415) 643-1806; from 2 PM Friday to 6 PM Sunday, it's (415) 461-2692. Hours of calling: 9 AM - 11 PM Monday through Thursday (hope that I'm not at class at the time), 9 AM - Noon and 2 PM - 1 AM Friday, Noon - 1 AM Saturday, and Noon - 6 PM and 8 PM - 11 PM Sunday. Clear?

ELECTRONIC MAIL - I have an electronic mail receiver via one of my accounts on the Berkeley Computer System. There are two types of mail: UUCP and ARPANET. For UUCP-system mail, my address is:

ucbvax!ucbonyx.python

For ARPANET mail, my address is:

ucbonyx.python@Berkeley

Usually, I read my mail every day, Monday through Friday; the time varies, but it's never after 5:00 PM. Remember to leave your address if you want a reply. Drop me a line if you're out there.

XMAS-XMAS-XMAS-XMAS-CHRISTMAS-SEASONS-GREETINGS-IT'S-A-MIRACLE-TWO-YEARS-IN-A-ROU.

That's right....both the 1981 and 1982 Christmas stamps sold for 20¢! It's been a long time since the price of a first-class stamp has remained the same for a full year. And speaking of a full year, this, the UNOFFICIAL LIFE OF MONTY CHRISTMAS ISSUE (only ENVOY has the OFFICIAL Christmas issue - \$1 from Roy Henricks, 128 Deerfield Drive, Pittsburgh, PA 15235), contains, as usual, the 1982 HOBBY CHRISTMAS LIST!

This year's list starts off with one to everybody's favorite kid, PHYLLIS BYRNE....a jar full of the La Brea tar pits, so that whatever's growing in your room can have some company.

To Phyllis's mom KATHY BYRNE goes Lt. Greenwood manning an S-5-8 with a working FT in a hex adjacent to Phyllis's room. You non-SQUAD LEADER types can ignore this one.

To ROY HENRICKS goes more people like me - the kind that don't pay taxes. That way, you've got more time for ENVOY. (However, you've also got less money....which is more important - a few lousy dollars or a Diplomacy game, anyway?)

To everybody not mentioned herein...

this is PAGE 2

To AL PEARSON goes a watering can so he can keep Nancy well soaked & unable to speak. Everybody deserves a vacation now and then.

To Al's wife NANCY goes my big mouth - Niagara Falls couldn't stop that combination!

To JACK MASTERS goes the following equation: $O = M$.

To BRUCE LINSEY goes a houserule which tells his players to disregard all other houserules.

To ALAN MOON, after that SOA loss to Greenwood in which he couldn't get an artillery shot for four turns, and after missing untold numbers of game-winning field goals in FS, goes a die with all ones on it. That ought to improve your chances.

To AVALON HILL goes the following statement: How could you put the cheap backing on the mapboard of CIVILIZATION and the good backing on the mapboard of, of all things, SLAPSHOT? (Just because Alan Moon played a part in re-designing it....)

To TSR goes a shovel so they can dig themselves out of the mess SPI helped them get into. And I'll bet John Boardman's column in ARES was cancelled (even if it wasn't, from what I saw in EMPIRE recently, I wouldn't be surprised if Boardman left ARES on his own behalf).

To JOHN BOARDMAN goes two (2) hard-luck points - one for seeing ARES go to TSR and one for having to listen to subbers like me moan about how much money we lost because of it.

To MARK BERCH goes this bit of news: the heavy rain started early this season, with record cold (although a heat wave compared to what happens in Pittsburgh, Minneapolis, New York, etc.) and high winds.

To LARRY REAGAN goes A.N. (absolutely nothing) - it seems that Larry likes less B.S., so I removed about 4 lines worth of it by not printing what he gets this year. (Actually, he gets some good news: still no EMPIRES OF THE MIDDLE AGES openings here.)

To JOHN MICHALSKI goes some time to print some more issues of BRUTUS BULLETIN; not that he'd print any more, but everyone needs more time now and then (otherwise, how could I write computer programs AND do my other homework AND study for finals AND type this up?).

To KEITH SHERWOOD goes a copy of "How to compute FUDGE FACTOR ratings in "n" easy lessons with appropriate computer strength", so people will finally realize that the best rating is, in fact, no rating. (For every rating system you can think of, I can probably think of a flaw - for example, the Calhmer (and Modified Calhmer) Point Count penalizes the lower end of an 18-16 split; the Fudge Factor system bases its scoring on how well the country's been doing lately, so a sudden run of Italian wins make those wins count less than an isolated win as Russia.)

To JULIE MARTIN goes the thrill of defeat & the agony of victory - the best way to describe the opening round of a Diplomacy tournament. How about "The Agony & The Ecstasy"? (How did that get in there?)

To DICK MARTIN goes a boy - 14 months or so (another look into the crystal....I see December 23, 1983 - you heard it here first!).

And finally, to the rest of you whose names weren't mentioned, you're off the hook for another year or so. With luck, I may even get back onto a regular publishing schedule someday....no, I don't publish "whenever I feel like it" - just whenever my professors give me time to feel like it.

This is PAGE 3 - remember,
12/23/83 - start trying, Dick
(well, wait until March....)

W...O...L...D...Y...O...U...
K...E...I...T...E...N...O...W...
K...I...N...G...M...A...K...E...R...
P...A...R...L...I...A...M...E...N...T...
C...A...N...T...L...E...T...T...H...O...S...E...
O...F...F...I...C...E...S...S...L...I...P...
B...Y...!

I've got one
game in this
'zine - and
wouldn't you
know it would be delayed?

KINGMAKER, PARLLAMENT...CAN'T LET THOSE OFFICES SLIP BY!

Before getting to the main point, Larry Reagan asked me how those previous votes got through without (a) Larry and Mike voting or (b) Keith and Bob voting themselves a victory. Well, the rules say that a vote in Parliament passes if a majority of the Commons votes in play and a majority of Lords votes at the parliament site vote for it; Keith and Bob's nobles' votes satisfy these conditions, and they specified to vote for the proposals. HOWEVER, to vote for a victory, there must be a majority of Lords votes IN PLAY (they have this) and a majority of the TOTAL COMMONS VOTE - according to THE GENERAL, this is defined as 79 COMMONS VOTES - four more than the two have.

Now for the delay - the two cards whose nominations were illegal must be renominated (order: (1) La Beau; (2) Wyatt; (3) Sherwood; (4) Wyatt). Try to make them legal this time! Howzabout getting them in to me by DECEMBER 24? Also list which nobles are returning to home castles (again) (I'll let you get away with "whoever I listed last time") (well, I don't think any of you did). By the way - you four players get this issue free, as per my usual (usually enacted, actually) policy.

~~-THE-FOOTBALL-STRIKE-IS-OVER-I-PERSONALLY-DON'T-CARE-THE-SEASON-IS-RUINED-ALREADY-~~

O...P...E...N...I...N...G...S...
O...P...E...N...I...N...G...S...
O...P...E...N...I...N...G...S...
O...P...E...N...I...N...G...S...

OPENINGS.....there weren't that many takers lately - I may resort to drastic measures to keep LOM open....

DIPLOMACY....There's the Dick Martin game (\$1 fee, 3 week deadlines) with Michalski (and maybe Jack Brawner) signed up, the Mark Keller (no fee, run in LOM) game, with either or both of the two signed up for the Martin game, and Jim Meinel (no details yet....) with nobody signed up. I may just end up getting the USOS to give an orphan to LOM and have one of these guys run it, but I'm not that desperate....yet.

PACIFIC ORIGINS....Still needs seven players. An expansion of ORIGINS OF WORLD WAR II, if anybody out there owns it.

SLAPSHOT.....I have a feeling nobody out there even knows what this is! The opening is still available.

Say, does anyone out there have a connection to the ARPA network or the UUCP? See page 2 for details. (No, I'm not planning on running a Dip game via electronic mail....well, not yet, anyway....no, I won't be talked into it.)

Aren't there any ORIGINS players out there? Look at all of the room on this PAGE 4 for players...

ADDRESSES LIST

Well, why not? Gary Coughlan always has fun with these things, so why shouldn't I come out with one? Besides, how else do you expect me to fill up space?

Marty Baker, 503 Baker Court, Richmond, KY 40475
Mike Barno, Box 1153, 25 Andrews Memorial Drive, Rochester, NY 14623
John Boardman, 234 East 19th Street, Brooklyn, NY 11226
Jack Brawner, 10596-B Second Lane N., St. Petersburg, FL 33702
Allan Calhmer, 501 N. Stone, La Grange Park, IL 60525
Dave Carter, 118 Horaham Avenue, Willowdale, Ontario M2N 1Z9, CANADA
John Caruso, 160-02 43rd Avenue, Second Floor, Flushing, NY 11358
Peter Doubleday, 302 Lordswood Road, Harborne, Birmingham B17 8AN, U.K.
Gary Coughlan, 4614 Martha Cole Lane, Memphis, TN 38118
John Daly, Rt. 2, Box 136-M5, Rockwell, NC 28138
James Daugherty, 20875 Valley Green Drive #119, Cupertino, CA 95014
John Diamond, 41 Riverridge Trail, Ormand Beach, FL 32074
Don Ditter, 910 Hope Street #12A, Stamford, CA 06907
Dave Grabar, 1583 Truman Street, Chowchilla, CA 93610
Dick Hanson, 4718 Northwood Street, Duluth, MN 55804
Scott Hanson, 939 18th Avenue SE, Minneapolis, MN 55414
Roy Henricks, 128 Deerfield Drive, Pittsburgh, PA 15235
Mike La Beau, 3118A Little Mountain Drive, San Bernadino, CA 92405
Bruce Linsey, 24A Quarry Drive, Albany, NY 12205
Jerry Lucas, 3902 Lakemead Way, Redwood City, CA 94062
Dick Martin, 26 Orchard Way N, Rockville, MD 20854
Jack Masters, 25711 N. Vista Fairways Drive, Valencia, CA 91355
Mark Matuschak, 742 Johnson Hall, Columbia University, New York, NY 10027
John Michalski, Rt. 10, Box 526Q, Moore, OK 73165
R.L. Morton, 173 Irving Avenue, Ottawa, Ontario K1Y 1Z6, CANADA
Bob Olsen, 6818 Winterberry Circle, Wichita, KS 67226
Al Pearson, P.O. Box 898, Charles Town, WV 25414
Larry Peery, P.O. Box 8416, San Diego, CA 92102
David Perlmutter, 773 Millbrook Lane, Haverford, PA 19041 (look for Dave in TAPS, coming to Cable TV in December)
Richard R. Peterson, Jr., 3775 Yagui Drive, Apt. 1E, Flagstaff, AZ 86001
Larry Reagan, 1487 Ashwood Drive, Martinez, CA 94553
Ben Schilling, Apt. 315, 24730 Roosevelt Court, Farmington Hills, MI 48018
Keith Sherwood, P.O. Box 6457, La Jolla, CA 92037
Mike Stevenson, 5540 Kern Street, Apt. 1, Sacramento, CA 95838
Pete Tamlyn, 6, Broughton Close, Bierton, Aylesbury, Bucks., N HP22 5DJ, U.K.
(I heard somewhere that Pete is an English Lord - any confirmations / denials? I always thought Diplomacy players were all your basic everyday common people - not that Lords can't be common people, but (a) the houses of Parliament are called "Lords" and "Commons", and (b) we Americans immediately look upon titles with a "Charles and Diana" type of image - I was up at three in the morning watching that wedding)
Fred Townsend, 3709 35th Street NW, Washington, DC 20016
Rod Walker, ~~1273 Crest Drive~~, Encinitas, CA 92024
Tim Winger, P.O. Box 13043, Denver, CO 80201
Judy Winsome, 1993 Plymouth Drive #11, Mountain View, CA 94043
Bob Wyatt, 1645 S. Marion, #201B, Springfield, MO 65807

Speaking of addresses, see page 2 for
my new address - three back from
PAGE 5

Time for the semi-annual rendering of the infamous HOUSE RULES!

RULES APPLYING TO ALL GAMES

1. The latest edition rules of the game being played will be used unless otherwise stated, either here in these rules or in an issue of LOM. Any clarifications/ambiguities/whatever to the rules will be made (for Diplomacy) be me or (for any other game) by the game company. (If the company doesn't answer questions, what I say goes.)
2. Your orders should include the following information: your name, the date, your country/faction/team/whatever, the season/turn, any press, and your signature. (Did I forget something? Let's see.....how about orders?) If I get more than one set of orders from the same person, the last one received counts. If I can't tell which came last, one set will be chosen at random. If I can't tell what the orders are for, it's an NMR.
3. If the game you're in is run within LOM, you have to maintain a sub or trade in order to play. If our trade seems to be lacking at my receiving end, you get a warning - and no further LOMs until I see another of your issues. (There are exceptions, but these are few and far-between)
4. The GM reserves the right to refuse anyone a position in their game for ANY reason. (Well, not ANY reason - but anyone whose ethics concerning PBMing are questionable is reason enough.)
5. Orders over the phone will be accepted. However, if what you say and what I write down end up as two different things, it's YOUR fault for calling in - I don't care if you taped your orders.

RULES APPLYING TO DIPLOMACY

6. If the GMs don't have their own house rules, these will be used.
7. Unordered units are considered to have hold orders, as do units with two or more orders. If no build is received when one is due, that country plays one shorter than it would have had the build been made. If no retreat is made when one is due, the dislodged unit is removed. If no removal is made when one is due, a unit will be removed by the CD rules, with the following clarifications: "shortest path" refers to the least number of moves (seasons) including any possible convoys; "least number of moves" assumes that the only units on the board are the unit involved and any fleets required in a convoy. If a unit can't reach a home SC, it is considered to be "the maximum distance away" even if there are other units that can't reach a home SC that are, geographically, farther away. EXAMPLE: If there are no possible convoys from anywhere to England, and England has to remove either A BEL or A SMY, both are "the maximum distance away", so A BEL (first alphabetically) is removed.
8. Winter 1901 is always a separate season (well, Autumn/Winter); after 1901, the turns go Autumn/Winter/Spring and Summer/Fall (except for Spring 1902). Should 50% or more of the players ask for a separation (asking in the season prior to the separation asked for), the separation is granted. Retreats/builds/removals MUST be listed separately from the main rules; the GM will NOT assume anything, and a support or convoy is invalid if the unit supported/convoysed is not given the corresponding order.

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LEFT IN SUB

TRADE XENOLOGIC

9. Abbreviations: there's no "standard set of abbreviations"; however, the GM has the right to declare an order ambiguous if it is not ABSOLUTELY CLEAR what it means (concerning the abbreviations, that is).
10. It is illegal to support or convoy a unit that is ordered to move to a space occupied by a unit of the same country as the supporting/convoying unit unless the unit in the space being moved to has an order to move (that INCLUDES bouncing with another unit of that country, but NOT moving to the space occupied by a unit of the same country giving support into that space being moved from) or is being supported in place by enough units of that country to guarantee the impossibility of self-dislodgment.
11. A concession can only occur if the country conceded to has a number of SCs equal to or greater than 75% of the number of SCs owned by the country with the most SCs at the time. Concessions occur before any other orders for that date are executed. In order for a concession to pass, all players (except those with no SCs at that time) must vote for it; NVR (no vote received) is a "no".
12. A draw may occur among any countries which, at the time of the draw, own at least one SC each. Draws occur when concessions occur. Again, all players with SCs must vote for it; NVR is "no" UNLESS the countries named in the draw own a combined total of 18 or more SCs, in which case NVR is "yes".
13. If a draw and a concession are passed at the same time, any draws are not considered. If more than one concession passes, the players conceded to share in a draw. If more than one draw passes, the number of draws each country is on is counted. If more than one country has the largest number of draws, these countries share in a draw; if one country is on more draws than the others, the second largest number of draws is found, and the countries with that many or more draws share in a draw.

RULES APPLYING TO KINGMAKER

14. All advanced rules, except for advanced combat, will be used. No event cards will be used in combat; the nobles killed table is used, and the combat result is calculated by throwing 2 dice and comparing this to the following table:

2,3 - Bad Weather	8 - 3/1
4 - 5/4	9 - 4/1
5 - Majority	10 - 5/4
6 - 3/2	11 - 2/1
7 - 2/1	12 - Bad Weather
15. An NMR means that you don't get the next crown card draw you're entitled to. If more players than event cards exist, the entire deck is re-shuffled; the cards on the bottom are listed but not enacted.
16. Nobles must be listed as neutral or belligerent; nobles are belligerent unless listed as neutral. If a noble is given less than the maximum number of squares for its movement, the last location named is used to fill the remaining squares allowed. Nobles are allowed to pause in the middle of their movement. Road movement takes place in the first (or sixth, if a free move) segment of movement.

NOTES:

FREE
ISSUE

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17. If two (or more) nobles (unless all of the same faction) enter the same square, or exchange squares, in the same segment, combat takes place. In the exchange case, the combat square is the one with the larger force (the one the larger force tried to move from); in equal forces, the square is chosen at random.
18. Concessions can be made to the player (faction) controlling the senior heir of either house (this includes Beaufort). It requires a unanimous vote; NVR is "no".
19. Sorry, but no draws are allowed in this game.
20. The factions WILL BE MADE PUBLIC.

RULES APPLYING TO ORIGINS OF WORLD WAR II

21. The historical objectives and allocations will be used, as are the rules and charts in PACIFIC ORIGINS by Dan Zadek in THE GENERAL, Vol. 13, Number 5 (not available anywhere, but the rules are available (plus the charts) from me for a SASE).
22. The order of play is as follows:
 FIRST MAILING - Placement of PFs
 SECOND MAILING - Attacks and conditional placement of Understanding/Control counters
23. Anybody else have any HRS to add to this list? (Pete Tamlyn and John Boardman, for example?)

RULES APPLYING TO SLAPSHOT

24. This system changes the basic flow of play a little; instead of (at most) one game per player per round (i.e. a number of games equal to the number of players), everybody plays everybody else once per mailing. The order of play:
 - 1) Each player decided whether to attempt a trade or to draft.
 If a trade is desired, the player lists the names of the players he/she'd like to trade with, in preferred order. If two players name each other, this trade has a rating equal to the number of names listed above the players' names on their lists. (For example, if player A lists player B fifth and B lists A second, the rating is 4+1, or 5) Trades with lower ratings are done first; each person is allowed to participate in no more than one trade per round. If a person is involved with two trades having the same ratings, the one occurring first on his/her list takes precedence.
 To trade, a die is rolled: on a 1, 2, or 3, a forward is taken at random from both sides and switched; on a 4 or 5, a defender from each side is switched; on a 6, the teams switch goalies.
 NOTE: Both players may name one card they don't want to trade; these cards won't be given up. (If either team lists their goalie, die rolls of 6 are rolled again.)
 If a team wishes to trade but doesn't, and a draft is also listed on his/her orders, the draft takes place.
 To draft, the player lists the card to be replaced; a card from the same position replaces it. Drafts take place in random order.
 - 2) The games - each team's cards are randomly ordered, and this order is used in each game of that round. In case a card is removed (injury, for example), it is immediately replaced by the draft.

PAGE 8 won't be drafted - it
 volunteered for service

25. The following "optional rules" are in play:
- 1) Le Goon can never be injured - not even by another bruiser.
 - 2) If a forward and a defender have the same number, and they come up against each other, the forward scores.
 - 3) If a defender or goalie faces a goalie, no goal is scored. If a forward comes up against a goalie, roll a die and add it to the goalie's number - if this is equal to or less than the forward's number, the forward scores. Superstar's number is considered "7"; however, if Superstar faces King Neptune, Masked Man, Moby Stick, or Crease Lightning, Superstar scores on a roll of "1".
 - 4) PENALTIES - If a bruiser (except Le Goon) faces a forward or defenseman with a higher number, roll a die - if the die is less than or equal to the difference, the bruiser's team gets a penalty: that team's next card (if there is one - otherwise, the team gets off lucky) has its number reduced by 1; if the next card is Superstar, Tiny Tim, or Le Goon, there is no effect.
 - 5) PULLING THE GOALIE - If a team is behind by a number of goals equal to or greater than the number of cards that team has left in the game being played, the goalie (if not already played) of the team that's behind is considered a third defender.
26. THE "MOEN CUP" - For those of you who don't know, Kevin Moen was the person who scored the famous "Memorial Miracle" touchdown on the final play of the 1982 "Big Game" (California - Stanford). Anyway, the top 5 teams based on "points" (2 points for a win, 1 for a tie; ties broken by, in order, most wins, most points in games between the tied teams, most goals scored, least goals given up, die rolls) make the playoffs. #2 plays #5, #3 plays #4, the winners meet, and this winner meets #1. All of these are best-of-7 series. Should a player be injured in a playoff game, he stays in, but a die is rolled; it will take this many games until that player is back in shape (e.g. on a "1", the player is hurt for 1 game and will be in shape after that game). The number of games left before the player is back in shape is subtracted from his number (as the games progress, the number subtracted goes down). If the players want to donate enormous amounts of \$\$\$ to the trophy fund, a cup could be found somewhere.

MORE RULES APPLYING TO ALL GAMES

27. There is no rule 27.
 28. Rule 29 is false and shouldn't be believed.
 29. Rule 28 is true and should be believed.
 30. In order to participate herein in any games or whatever it is that you need to participate in, you must have been born on Earth, the planet Honestinjun, or aboard a Disaster Area stuntship in the middle of a sundive.
 31. In order to etc. etc., you must be of sound mind. EXCEPTIONS: 'Zine publishers and D&D players.
 32. No smoking the 'zine - the mailing cover of THE ACOLYTE makes for a good smoke.....or so I've heard.
33. This is PAGE 9
34. How about the KAPP CUP? The JOE CUPP? The DON MILLER MEMORIAL CUP?

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I bet you thought this game was over.... well, it is. And to top things off, here's an endgame statement from JERRY LUCAS, who, as Austria, got an AFR draw with Tim Winger and Keith Sherwood....

1981AS Austria - This was my first Postal game. I loved being Austria. But then I loved being an offensive lineman and sparring partner. My strongest alliance was with England. Brad Wilson and I worked together for four game years before I realized he was never in the game. Actually, things started off well with Jeff Noto as Italy and I going after Turkey. I was trying to hold Sherwood's Russia off long enough to decimate Carter. Well, the Canadian Postal Strike came to my aid and delayed the game long enough for Dave Carter (Turkey) and I to become acquainted and to kill Noto's interest in the game. Meanwhile, Tim Winger was having free reign in the west with no England to worry about and a Charlie McCarthy in Germany ((Dave Manuel played Germany - until THE CHAMBER folded)).

Not being able to criticize McCarthyism, it helped to have France call Germany's shots because it kept the Kraut off my back kept Russia occupied. This was not only the first game I played, it was also the first game I GMed((with a little help - from Sherwood, Carter, etc.)). Don was having a little difficulty keeping the units and the countries straight ((I still keep thinking that Jerry was France and Tim was Austria - I almost put France on this endgame statement)), so I helped him as much as I could. In the last season before we agreed to a three-way draw he had me identified as France and Tim as Austria. Tim called me up and and we seriously considered sending in moves for each others countries - but not too seriously. ((I probably wouldn't have noticed - one reason only guest GMs run LOM Dip games nowadays))

Keith was a frequent writer throughout and an excellent diplomat. I'm looking forward to playing against him in Apalling Greed. Tim Winger is a humorous writer and an excellent player. We are together in a game in Murd'ring Ministers. Dave Carter was going to be fun to play with too - but his frustrations from the adjudications tainted that. ((To make things worse, he was in THREE games at once here)) As a first game it was interesting, I met a lot of good players and made some friendships.

*****Too bad the game's probably irregular - if, for no other reason, because it turned out to be a 6-player game. (Brad Wilson NME'd twice as England; then, BORN TO DIP folded and he didn't have a sub.) This would be a good argument for those GMs who delay games with NMRS in Spring 1901.

~~BIG-GAME'S-OVER-WE-GET-THE-AXE-TIAT-LAST-PLAY-LOOKED-LIKE-A-RUGBY-MATCH-INCREDIBLE~~

REAL DIPLOMACY PLAYERS DON'T PLAY WARGAMES - this is a message to you fake Dippers. Jim Williams, 2500 6th Street NW, Altoona, Iowa 50009, is running the GAMES PEOPLE PLAY POLL. All you have to do is send him (a) the 5 games you most enjoy playing face-to-face (in order, with #1 the best), (b) the 5 games you most enjoy playing by mail, and (c) the 'zine you heard about the poll from. The projected deadline is February 1, 1985, so get those votes in as soon as possible, what with the Post Awful at its peak (of slowness) this time of year.

No DIP BOWL this month - too busy dealing with studying for important final exams (aren't they all?). As for Python, maybe next time.....

PAGE 10 appears this time -
aren't I a nice guy?

And now for the final SC standings for 1981AS (I had to go home for the Thanksgiving holiday & get this done before final exams, so the typewriter I normally use couldn't make it - let's hope this comes out well enough)

	01	02	03	04	05	
AUSTRIA	4	6	6	8	9	DRAW F '06
ENGLAND	3	3	2	0	-	
FRANCE	6	6	7	10	12**	DRAW F '06
GERMANY	4	5	5	0	-	
ITALY	4	4	3	2	0	
RUSSIA	7	7	7	11	11	DRAW F '06
TURKEY	4	3	4*	3	2	

AUSTRIA: Jerry Lucas (draw F '06). ENGLAND: Brad Wilson (dro W '01), CD (out F '04). FRANCE: Tim Winger (draw F '06). GERMANY: Dave Manuel (dro S '03), CD (out F '04). ITALY: Jeff Noto (res S '03), Judy Winsome (res W '03), John Diamond (out F '05). RUSSIA: Keith Sherwood (draw F '06). TURKEY: Dave Cattrer (res F '04), CD (sur F '06). (Note that "sur" indicates surrender - the game ended with that player having at least 1 SC, but not the winner nor in a draw.)

NOTE: Brad Wilson NMRed three times as England - thus no English moves were ever sent in in this game.

~~-HEY-DITTER-HAVE-A-HEART-KEEP-THIS-GAME-REGULAR-HAVE-YOU-SEEN-MY-LEEDER-RATINGS-OH-B~~

Well, DIPLOMACY WORLD #32 just arrived, and the Leeder Poll results are available. Did you notice something strange? Except for the once-appearing EXPLETIVE DELETED, all of the subzines made it into the top 18. DIPIMASTER got 11 votes - either nine 10s and two 9s, or ten 10s and an 8. I say that subzines would necessarily gather higher ratings than 'zines - don't you agree? If this hadn't been my last page, I'd print the entire list. Oh, well, you can read it somewhere else; besides, why would I want to publish the GM list insofar as my name is on the BOTTOM? (I deserved it about as much as Beyerlein deserved to be on top - very much.) However, here are a few lists nobody notices very much:

MOST VOTES - 'Zines: (1) DIPLOMACY WORLD, 65 (2) tie between DIPLOMACY DIGEST and EUROPA EXPRESS, 61 (4) VOICE OF DOOM, 58 (5) tie between JUST AMONG FRIENDS and WHITESTONIA, 54 (7) RETALIATION, 46 (8) IRKSOME, 44 (9) tie between LONE STAR DIPLOMAT and COAT OF ARMS, 42. Subzines: (1) KATHY'S KORNER, 28 (overall, tied for 26th) (2) MAGUS, 14 (3) DIPLOMATIC IMMUNITY, 13. GMS: (1) tie between BRUCE LINSEY and ROY HENRICKS, 19 (3) tie between ANDY LISCHETT and AL PEARSON, 16.

BEST NEWCOMER: 'Zine - PARANOIAC'S MONTHLY; GM - DOUG BEYERLEIN
 WORST NEWCOMER TO RECEIVE THE MINIMUM NUMBER OF VOTES (as are all of the other names on these lists - not the worst, but they all had to get the minimum votes): 'Zine - KLEPTOMANIA; GM - Eric Ozog

'ZINES I VOTED FOR THAT I DON'T THINK ANYBODY ELSE DID: THE AMERICAN WARGAMER (it runs a Dip game - does DIPLOMACY DIGEST?), CALIFORNIA DIPLOMACY NEWSLETTER, DIPLO-HACKER DAILY (the subzine in the AW that runs the game), and I think a couple of others.

Well, that does it for another issue of LOM. Now do you wonder why I don't GM Diplomacy any more?

The BOTTOM of the Leeder Poll?
 Just for that, no PAGE 11 this month - what's this, then?

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