

Naorg-Olpid is published once in a while by Carol Ann Buchanan, R. R. 3, Lebanon, Indiana 46052, Charter Member of The Diplomacy Widows Association. There are no game openings, now or ever. The Diplomacy Widows Association is dedicated to the overthrow of Diplomacy, so join now--all you need is a hatred of Diplomacy. Write me for further information.

A DIPLOMACY WIDOWS' GUIDE

Last issue I promised to reveal my score on the questionnaire "What Every Diplomacy Player Expects from His Wife." Here it is: a big 33! I am "definitely anti-Diplomacy" (I needed a questionnaire to tell me that??) and am thus quite far from being the perfect Diplomacy widow (I wouldn't be publishing Naorg-Olpid if I were the perfect Dippy widow!).

As an extra service to all you Dippy widows who didn't score any better than I did on the questionnaire, I am printing the REAL answers (my Dippy husband says these aren't the RIGHT answers, but then we know different...) to some of the more difficult questions.

THE REAL ANSWERS TO A DIPPY QUESTIONNAIRE

Boardman's Rule: This rule applies to the amount of lumber needed to build whatever you're building--that is, the amount of lumber the board man at the lumber company said you'd need is always one board short of what you really need.

Miller's Rule: As a rule, millers come in the summer.

Pandin's Paradox: Pandin is Pandora's brother. He has some sort of problem that is puzzling him, but nobody knows what it is, and he has puzzled over it so long that he has forgotten what the problem is, too.

Spring Raid: This is the Raid you use on Spring bugs. You use Fall Raid on Fall bugs.

Unit: A closely-knit group--that's what you, your husband and your children used to be before he started playing Diplomacy.

Supply Center: A Center where you go to get Supplies; a shopping center.

Space: That's where the Astronauts go.

Erehwon: A "nowhere" zine published by Lucrezia Borgia.

Graustark: A stark dippy zine published by Ian Plankman, John Boredman, et al.

Xenogogic: A zine that's Greek to me, published by that famous Greek, Xeericles, also known in Italian circles as Lorenzo Peericelli.

Daily Planet: An outer space zine published by either the man in the moon or a man from Mars--I've forgotten which.

Glory Road: This zine's name sounds like it ought to be Corey Road to describe the action in Diplomacy games. It's published by Saint Somebody Or Other.

Lucrezia Borgia: The publisher of Erehwon. She can't be God, so she wants to be Pope.

Lorenzo Peericelli: An alias for Xeericles, Greek publisher of Xenogogic.

Ian Plankman: An alias for John Boredman, Eric Blake, Blake Eric, et al. He ran the first postal Diplomacy game.

Players in the first postal Diplomacy game: Ian Lumberman, John Boredman, Eric Blake, Blake Eric, Ivan Lumberinski, Johnson Boringman, and Charles Reinsel.

Poderkagg: This is an obscure little place that's east of the sun and west of the moon where old and crazy (read all) Dippy players go to retire in order to spend their last days in lying and cheating and stabbing. Avoid going near the place.

In the world of Diplomacy there are such people that not only play the game but also collect ALL the zines that are, have been, and/or will be in existence for all time and eternity. These people are called Archivists, Completists, and Crazy (depending on who's viewpoint you're getting). My husband (sigh) is one of these strange people and another one of these strange people is Rod Walker. Anyway, rumor reached me the other day that Rod is missing No. 2 of Naorg-Olpid. How do you know, Rod, that there was a No. 2? Or how do you know that No. 2 wasn't a very rare issue with only one copy made (with two guesses as to who has it in his collection)? Or how do you know that I'm not trying to foil the Archivists of the Diplomacy World by some evil plot to throw their calculations off course??? Heh, heh, ho, ho, ha, ha, ha, snicker, chortle, smirk, chuckle, cackle.....(Do you have a trading agreement with me, Rod?????)