# NÚMENOR

"I don't mind if I'm only a one-term Pres-
ident (sob).  Then you won't (sob) have Dick Nixon
to kiok (sniff) around any more (sniff, sniff,
sib, glug, snaffle, snarf, snort, blubber, blub-
ber, BAAAAAWWWWWWLLLLLLLLLL!"
...Guess Who, Guess When



"...and so I remain,
"Your good and faithful ally,"

...is the sixth issue of NUMENOR, a journal of postal Diplomacy and other assmal pu..lisation, published on or about 25 June 1970, after a considerable delay caused by the end of school, moving, and whatnot.

This is Pandemonium Publication #170, edited and published at Pandemonium Press, 4101 Hawley Blvd., San Diego CA 92116. Subscriptions are $3.00/10 issues ($2.50/10 for regular members of the NFFF Games Bureau or the IFW). Third class rate is $2.00/10.

## REORGANIZATION

Many of the games formerly published in NUMENOR subzines are being moved out to make room for other features. This has already happened to the EREHWON games, which are now (except 1968BA) in LILLIPUT, which is edited by Rod Walker. LILLIPUT also has game openings at $4 ($3 for NFFFGB or IFW regular members).

## NOTICE

1. Despite our announcement, the last issue was <u>not</u> mailed from Tijuana, since we ran afoul of Cinco de Mayo. We hope to mail this one from there. If this issue has Mexican stamps on it, please notify us of the date on which you received it. We want to thank all of you who helped us last time. Your effort was a big help, anyway; we discovered that delivery time was anywhere from three to eight days, a wider variation than we had thought. Again, our thanks.

2. COSTAGUANA was mailed separately before this issue was ready. Everybody should now have a copy of Vol. IV, #6. If you do not, let us know and we will send along a copy.

3. Conrad von Metzke is now at P.O. Box 31, Jamul CA 92035.

## NEW 'ZINES

Pandemonium is now responsible for several new 'zines, all edited by Rod Walker.

GEHENNA, an official publication of the NFFF Games Bureau Diplomacy Division. This irregular 'zine operates to place orphaned games under new Gamesmasters or to give them a dignified burial. It is sent free to players concerned. Those who wish to receive all copies may subscribe at 10/$1.

LANKHMAR is a journal for one regular game, 1970AF, being played by students of the University of California at San Diego. It is published at two week intervals. Subscriptions are 10/$1.

LILLIPUT is a journal of regular Diplomacy, carrying the EREHWON games 1968K, 1968W, 1968AJ,         1968BZ, 1969Z, and 1969CK. May also carry (so long as Gary Gygax writes them) the adventures of Rod Perambulator, secret agent, as he tangles with Ming the Merciless and the dread Tretickoid. Subscriptions are 10/$1.

WILE 'N' WORRY carries the last two WILD 'N' WOOLY games (1966C and 1966Z), and has just completed 1966BO from KALMAR. Subscriptions are 10/$1.

Back issues of everything (GEHENNA 1, 2, 3; LANKHMAR 1, 2, 3, 4 ; LILLIPUT 1, 2; WILE 'N' WORRY 1, 2, 3, 4, 5, 6) are available.

## BOARDMAN NUMBER LISTINGS

### 1. New Numbers Assigned

1970Y. DER BRANDENBURGER (Frame) (#1). A: Ken Jenner; E: Stuart Trembly; F: John Mensinger; G: Ware Martin; I: Ben Goss; R: Mike Wright; T: Edwin Henry.

1970Z. DER BRANDENBURGER (Frame) (#2). A: Bill Roche; E: Dale Bosowski; F: Bruce Glotty; G: Doug Schaefer; I: Tom Spangler; R: Ken Jenner; T: Ben Goss.

1970AA. FUG (Fong) (BZ-3). A: Scott Hankin; E: Ron Salcedo; F: Steve Meyer; G: Pete Nelson; I: Steven Ball; R: Bruce Kindig; T: Andrew Phillips.

1970AB. LA GUERRE (Tretick)(LRL). A: Frank Denton; E: Mike Hoos; F: Thom Holaday; G: Bill Haggart; I: George Patton; R: Peter Nelson; T: Scott Hankin. Tretick has also assigned a bogus number, "1970BH", to this game.

1970AC. IF (McDuffie)(#3). A: Ritchie Dean; E: David Jack; F: Greg Baker; G: Buddy Tretick; I: Nicholas Maffeo; R: Aaron Grossbaum; T: Bob Knudsen. Presently being published by Tretick, who is using a bogus number, "1970CA".

1970AD. DIPLOPHOBIA (Miller)(QEC). A: Rick Brooks; E: Larry St.Cyr; F: Ken
Webber; G: Buddy Tretick; I: Margaret Gemignani; R: Conrad vonMetzke; T: Steve Caplan.
    1970AE. LA GUERRE (Tretick)(LRT). A: Thomas Wilson; E: Ken Webber; F: George
Inzer; G: Jerry White; I: Len Lakofka; R: Steve Caplan; T: Ray Amling. Tretick has
also assigned a bogus number, "1970BI", to this game.
    1970AF. LANKHMAR (Walker). A: Perry Andrus; E: Jeff Wolfe; F: Jon Everson;
G: Steve Barrett; I: Harry Gullett; R: Ric Stephenson; T: Conan LaMotte.
    #1970AG. GRAUSTARK (Boardman)(G-V). A: Dick Miller; E: Sam Nierenberg; F: James
Becker; G: Arthur Lasky; I: Eugene Prisnitz; R: Pete Comber; T: John Beshara. All
players in New York City/(and environs).
    1970AH. This number was assigned to a game being organized by Conrad vonMetzke for
play in another 'zine. While the game-list (but not country assignments) is settled,
the 'zine may not be. This should be resolved by next issue.
    1970AI. LIAISONS DANDEREUSES (Lakofka)(#8). A: Chris Schleicher; E: Gary Gygax;
F: Russell Tulp; G: Lewis Pulsipher; I: Ken Boreoki; R: Bill McDuffie; T: Paul Cote.
    1970AJ. ATLANTIS (Schleicher)(R-2). A: Ricky Thompson; E: Len Lakofka; F:
George Inzer; G: George Patton; I: Gary Gygax; R: P. M. Gaylord; T: Ronald Garland.
    1970AK. ALBION (Watson)(70/3). A: Richard Redd; E: Don Turnbull; F: Edi Birsan;
G: Chris Hancock; I: David Jones; R: Bernie Ackerman; T: Buddy Tretick.
    1970AL. CALCUTTA CHRONICLE (Schaefer). A: Bruce Gletty; E: Doug Wilson; F:
Richard Tarantio; G: Bill Roche; I: Phillip Kosiba; R: Brien Miller; T: John
Mensinger.
    1970AM. CALCUTTA CHRONICLE (Schaefer). A: Chris Greene; E: Bill Roche; F: Tim
Kirkpatrick; G: Lonnie Oldaker; I: Bill Fritz; R: Robert Schott; T: Mike Loomis.
    1970AN. VERBAL CHAOS (McDuffie)(#5). A: John Seman; E: Steve Ball; F: Tom Haz-
lett; G: Len Lakofka; I: Mark Nyderek; R: Sid Jolly; T: Tom Acree.
    1970AO. DIPLOPHOBIA (Miller)(QFC). A: Conrad vonMetzke; E: Carol Johnson; F:
Ritchie Dean; G: Charles Welsh; I: Fausto Calabria; R: Sam Ferris; T: Charles Wells.

## 2. Games Completed

1966BO. KALMAR (Krogh)(1966KV) (to F08)(some moves in WILD 'N' WOOLY); WILE 'N'
WORRY (Walker). Won by Austria, Hal Naus, W09. A: Paul Moslander (dro S07), Hal Naus
(won W09); E: Brian Bailey (dro F04), Edi Birsan (12); F: Larry Peery (3); G: Hal
Naus (res S07), civ.dis. (1); I: Clint Bigglestone (dro F01), Steve Perrin & Steve Hen-
derson (dro S07), civ. dis. (out S09); R: Alan Fisher (res W02), civ. dis. (out F04);
T: Bruce Chapman (res W02), Alan Fisher (dro ? ), civ. dis. (out W08). (A had 18)
    1967AH. EREHWON (Walker)(W00-F07); SERENDIP (McCallum)(W07-W08); NUMENOR/EREHWON
(Walker)(S09-F11); LILLIPUT (Walker)(W11-W12). Declared a draw between England, Germany
and Italy, W12. A: Conrad vonMetzke (dro F01), Sid Cochran (out S05); E: Ed Meyer (dro
W04), Charles Welsh (drew W12)(8); F: Linn Haramis (dro F06), Doug Beyerlein (res S07),
Bill Linden (out S09); G: Edi Birsan (dro F09), Dave Johnston (drew W12)(9); I: Russ
Jones (drew W12)(16); R: Harry Manogg (dro F08), Hal Naus (1); T: Chuck Carey (out F0?).
    1967AP. DIPLOPHOBIA (Miller)(PRC). Won by France, Pete Rosamilia, W11. A: Ray
Stokeley (dro W06), Larry St.Cyr (out W08); E: Tom Griffin (dro W02), Edi Birsan (dro
F09), civ. dis. (out W09); F: Chuck Scholti (res S06), Pete Rosamilia (won W11)(19);
G: Jack Chalker (dro W02), Margaret Gemignani (dro S04), Doug Beyerlein (dro S06), Hal
Naus (out W06); I: Buddy Tretick (out F09); R: Gary Nemeth (dro F04), Conrad vonMetzke
(14); T: Paul Budd (dro F03), George Schelz (1).
    1967AR. XENOGOGIC (Peery)(X-12). Draw between France, Italy, and Russia. A:
Bruce Pandolfini (dro F01), Bob Kinney (out F06); E: Steve Gordon (dro S03), Hal Naus
(1); F: Jack Greene (drew S10)(11); G: Charles Reinsel (out S05); I: Margaret Gemig-
nani (drew S10)(7); R: Bob Musa (dro F01), Charles Turner (drew S10)(13); T: Jim Dyger
(dro F09), civ.dis. (2). An Italian "victory" was proclaimed, but that is manifestly
silly. If the game has ended at this point, it is no better than a draw.

1967BE. DIPLOPHOBIA (Miller)(PYC). Draw between France and Germany, Summer 1911. A: Dick Reiter (out W09); E: Paul Budd (dro F02), Buddy Tretick (out F04); F: Monte Zelazny (dro F08), Hal Naus (drew Sull); G: Ed Hälle (drew Sull); I: Bob Maloney (dro W05), Conrad vonMetzke (1); R: Jim Houghton (dro F04), Alan Huff (dro S06), Larry St. Cyr (1); T: Bob Reiter (dro S03), George Schelz (out F05). F (16 ), G (16*).

1968E. DIPLOPHOBIA (Miller)(PWC). Won by Russia, Charles Turner, W10. A: Alan Huff (out F03); E: Margaret Gemignani (dro F06), Larry St.Cyr (res W07), Margaret Gemignani (out W10); F: Eugene Prosnitz (out W10); G: Rick Brooks (out W07); I:Paul Deutch (dro W05), Dick Reiter (out W07); R: Charles Turner (won W10)(20); T: Hal Naus (14).

1968M. DIPLOPHOBIA (Miller)(PYC). Draw between England and Russia, S10. A: Chuck Scholti (res S04), civ.dis. (out W04); E: Pete Rosamilia (drew S10)(17); F: Gary Nemesh (dro W02), Hal Naus (out W08); G: Ron Clavio (dro F01), Buddy Tretick (out F02); I: Dick Reiter (dro F09), Larry St.Cyr (out W09); R: Bob Johnson (drew S10)(17); T: Ken Levinson (dro F05), Conrad vonMetzke (out W08).

1968Q. XANADU (McLeod)(#1). Abandoned after unsuccessful attempt by Sam Ferris to revive it, S07. See listing in NUMENOR 3,129,356, page 8.

1968U. XANADU (McLeod)(#3). Abandoned as with 68Q, S06. See listing noted above.

1968AM. XANADU (Welsh)(#4). Abandoned as with 68Q, S04. See listing in NUMENOR 3,129,356, page 20.

1968AY. LA GUERRE (Tretick)(KAA or LRF). Won by Turkey, Dave May, W18. A: George Grayson (dro W02), George Schelz (out W03); E: Charles Hoch (res S10), civ.dis. (8*); F: Phil Gaskill (res F04), Ed Cranston (res S09), Dave Johnston (7); G: Larry St.Cyr (out W11); I: Harry Brunsch (dro F04), civ.dis. (to F08), Dave Johnston (res S09), civ. dis. (out W10); R: Marvin Garbis (dro S10), civ.dis. (1); T: Dave May (won W18)(18).

1968BC. DIPLODEUR (Johnson). Draw declared, W09. A: Bill Connally (dro F05), Oktay Oztunali (drew W09)(5); E: Gerald White (drew W09)(7); F: O. L. DeWitt (drew W09)(10); G: Dick Holcombe (out W05); I: Sid Cochran (2); R: Pete Rosamilia (out W08); T: James Holcombe (drew W09)(10).

1968BV. AEOLUS (Zelazny)(#4). Cancelled by vote of the players through GEHENNA, S05. A: Dave Lebling (out 02); E: James Munroe (3); F: John McCallum (6); G: John Boshara (4); I: Jeff Key (5); R: Ed Hälle (10); T: Chuck Carey (6).

1968CN. XANADU (McLeod)(#5). Abandoned as with 68Q, S02. A: Dick Reiter (5); E: Karl Wittmann (4); F: Bob Keathley (5); G: Jim Boskey (5); I: Sam Ferris (4); R: Bruce Wilcox (5); T: Bill Linden (5).

1969J. LA GUERRE (Stokely and others)(LRK). Cancelled, under unclear circumstances and without public announcement, by B. A. Tretick, the publisher, ?S04. A: Conrad von Metzke (6); E: Edi Birsan (6**); F: Buddy Tretick (6); G: Ed Hälle (5); I: John Koning (2); R: Dave May (3); T: Terry Kuch (6).

1969BN. GLORY ROAD (Cowan)(#2). Cancelled before S01 moves. See listing in NUMENOR #57, page 3.

#1969BQ. BESEROVIA (Walker)(The Triton Game). Won by Turkey, Jon Everson, by concession, W09. A: Pat Fouquet (out S06); E: Mike Parrish (1); F: Phil Baer (2); G: John Buckelew (res F01), Bruce Hobdey (out W07); I: Bill Oberschulte (5); R: Conan LaMotte (6*); T: Jon Everson (won W09)(20***).

1969CO. XANADU (Ferris)(#6). Cancelled after S01 moves. See listing in NUMENOR #722, page 2.

#1970I. CIRITH UNGOL (Walker). Won by France, Harry Gullett, by concession, W08. A: Rick Ransom (out S05); E: Steve Barrett (out Su04); F: Harry Gullett (won W08)(17); G: Jeff Wolfe (9); I: Jon Everson (out S08); R: Bruce Hobdey (out S05); T: Perry Andrus (8).

### 3. Changes in listings

1966C. WILD 'N' WOOLY (Brannan) (to F13); WILE 'N' WORRY (Walker)
1966Z. WILD 'N' WOOLY (Brannan)( to W09); WILE 'N' WORRY (Walker). R: K. Davidson dro W09), Hal Naus; T: C. Brannan (dro W09), Conrad vonMetzke.
1966BD. G: D. Lebling (dro W14), Conrad vonMetzke.

1966BL: KALMAR (Krogh)(to W06)(some moves in WILD 'N' WOOLY); SWEETWATER VALLEY DAILY
    BULLETIN (Naus). A: R. Houston (dro W06), Andrew Phillips; F: S. Eltinge (dro
S07), Steve Ball; I: D. Francis (dro S07), Larry St.Cyr; R: L.T.A. (dro S07), Brian
    Bailey.
1966BM: KALMAR (Krogh)(to W07)(some moves in WILD 'N' WOOLY); S.V.D.B. (Naus).
1966BN: KALMAR (Krogh)(to W07)(some moves in WILD 'N' WOOLY); S.V.D.B. (Naus).  A: G.
    Long (dro W07), Brian Bailey; E: R. Houston (dro. W07), Conrad vonMetzke.
1967AB: KALMAR (Krogh)(to F05)(some moves in WILD 'N' WOOLY); S.V.D.B. (Naus).  E: S.
    Eltinge (dro F05), Edi Birsan; F: K. Davidson (dro F05), Greg Warden); G: E.
    Birsan (res F05), Conrad vonMetzke; I: E. Bryant (dro F05), Larry St.Cyr;  R: R.
    Tzudiker (res W04), Steve Ball; T: S. Berschig (dro F05), Andrew Phillips.
1967J: E: J. Daily (out F08).
1967AL: G: B. Inman (dro S12), Dave Lindsay; I: D. Reiter (dro S12), Ritchie Dean.
1968C: T: D. Reiter (dro S09), Hal Naus.
1968H: E: L. St.Cyr (out W09).
1968I: T: S. Ball (dro F08), Peter Ansoff.
1968K: F: civ.dis. (out F09).
1968L: G: D. Reiter (dro W09), Hal Naus; I: L. St.Cyr (out W10).
1968N: I: E. Birsan (dro S06), Andrew Phillips.
1968V: F: D. Reiter (dro S09), Hal Naus.
1968W: R: D. Evans (dro S09), Dave Johnston.
1968Z: R: civ.dis. (out F05).
1968AA: F: J.Daily (dro F05), Doug Beyerlein.
1968AI: I: R. Dean (out W06); R: S. Bruce (out F06).
1968AJ: R: D. Evans (dro S08), Peter Ansoff.
1968AK: E: J. White (out W06).
1968AO: T: B. Johns (dro F07), Hal Naus.
1968BT: AEOLUS (Zelazny)(to W05); AERLION (Hälle). E: G. Grayson (out S04); T: J.
    White (out W04).
1968CA: A: J. McCallum (out _06); E: N.McLeod (out _06); T: R. Boggs (out _07).
1968CB: I: W. Weyant (out _06); R: G. Schelz (out _06).
1968CC: E: D. Summer (out _07); R: N. McLeod (dro F06), Mike Huissen.
1968CF: A: F. Lunney (dro F04), civ.dis.; G: D. Reiter (dro F04), civ.dis.
1969BG: I: J. Robertson (out W07).
1969BH: A: D. May (out W02).
1969BM: T: S. Ferris (res F03), Rod Walker.
#1969BU: G: R. Rose (out W06).
#1969BW: I: P. Gorman (out W05).
1969CA: T: D. Cowan (dro W04), Larry St.Cyr.
1969CB: F: D. Johnston (res S03), Ritchie Dean.
1969CE: CORRECTION: G: Russell Tulp; I: David Emdee.
1969CI: A: S. Taylor (dro F01), Patrick Wilson.
1969CP: T: C. Carey (res S01), David Busch.
1970E: A: T. Poplawski (dro F02), James Barber (out W02).
1970F: R: D. Cowan (dro W01), Conrad vonMetzke.
1970J: E: J. Chalker (dro S02), Richard Miller.

    4. Updated Listings (CURRENT GAMES, PART III)
    1968CJ. LA GUERRE (Tretick)(LRI). A: David May (res W06), civ.dis. (out F08); E:
Don Cowan (dro ?W06), Dave Johnston (9); F: Thom Holaday (9); G: Dick Reiter (out W07);
I: Don Morin (8); R: Jim Bennett (out W07); T: Bob Hickson (dro F01), George Schelz
(8). Year is 1909 (holdings as of 1908, of course). Record keepers should note that
supply center total for 1906 is 35; I have yet to check this out and find Tretick's error.

Continued on page 7

The following is a complete (we hope) list of all current game openings, where they are, how much, and our recommendations.

Pandemonium 'Zines:
AZANIA (in NUMENOR). Ron Salcedo, 78 Charles St., New Rochelle NY 10801. Fee is $5, flat. Regular games using EREHWON House-Rules. Recommended.
LILLIPUT. Rod Walker, 5058 Hawley Blvd., SanDiego CA 92116. Fee is $4 ($1 off for NFFFGB and IFW regular members, another $1 off for anyone who might be receiving LILLI-PUT in trade). Recommended. Regular games using EREHWON House-Rules.

Everybody Else:
ALBION. D. J. Turnbull, 6 St.George's Ave., Timperley, Cheshire, England. Game is the Abstraction variant (by Fred Davis; a projected revision of the regular game). Fee is 10/- ($2.50). If fee is sent in U.S. currency, send to Bob Johnson (DIPLODEUR).
ATLANTIS. Chris Schleicher (see LIAISONS DANGEREUSES). Fee is $4 ($1.50 off for NFFFGB or IFW regulars, $1 off for current players. Games: V-1 (Princeps, Rod Walker's Roman Empire variant); V-2 (Imperialism VIIIR, Rod Walker's 9-man world variant, adding U.S. and Japan); V-3 (Imperialism XV, Rod Walker's 11-man version of VIIIR, adding China and Brazil; the fee for this one is $5, with $1 off for NFFFGB and IFW); V-4 (a regular game with anonymous players and communications through the GM).
AUX ARMES! Don Miller (see HYDROPHOBIA). Openings in fantastic Hypereconomic Diplomacy for off-board powers, revolutionaries, replacements, and whatnot. $1 will start you off, but final entry may cost slightly more. Recommended.
AWASIGPAC, Marty Kirkpatrick, 320 Yale St., Nampa ID 83651. Regular games. Fee is $5 with assorted discounts.
Oooops --note: ALBION and ATLANTIS are highly recommended.
DER BRANDENBURGER. Bruce Gletty, 1004 S. 4th St., Champaign IL 61820. Regular game at $1. 'Zine also carries all sorts of wargaming articles. Recommended as definitely the bargain of the year.
DIPLODEUR. Bob Johnson, P.O. Box 134, Whippany NJ 07891. Regular game #5. Fee is $6 (NFFFGB: $3.50, $3.00 each additional while original still active)(AHIKS: $2.50, $2.00 ea. ad. while orig. still ac.). Recommended.
FRIGATE. Louis Menyhert, 30-53 88th St., JacksonHeights NY 11369. Regular games, fee is $2.00.
HYDROPHOBIA. Don Miller, 12315 Judson Rd., Wheaton MD 20906. Game FNI (Scotice Scripti, Pete Comber's Gaelic game). Fee is $5 ($4.00 NFFFGB, $4.50 IFW).
LEGATVS. Henry Axel Krigsman, Jr., 12 Kilburn Ave., HuntingtonStation NY 11746. Regular game III. Fee is $3.50 ($3.00 each additional before original in F03). May offer $1 discount to NFFFGB and/or IFW regulars).
LIAISONS DANGEREUSES. Chris Schleicher, 1535 Dartmouth Ln., Deerfield IL 60015. Regular game #7. Same fee as ATLANTIS.
PEERILYTIC. Larry Peery, 4567 Virginia Ave., SanDiego 92115. Two regular games: Game A, concentrating on press releases; Game B, concentrating on rules & strategy discussion. Fee is $3 for one, $5 for both.
RAMSEY DIPLOMAT. P. M. Gaylord, 3050 No. Fairview, St.Paul MN 55113. Regular game at $2.00.
ROHAN. Ken Borecki, 19 Royal Rd., RockvilleCentre NY 11570. Regular game B. Fee is $5.00 ($3.50, IFW; $4.00, NFFFGB). Recommended.
SAETA. Bob Van Andel, 21520 Audette, Dearborn MI 48124. Regular game at $2.50. A new 'zine, published by computer with all sorts of back-ups.
SERENDIP. John McCallum, P.O. Box 52, Ralston, Alberta, Canada. Regular game open as part of contest identifying quotations from World War I. May become open to existing members as well! Subscriptions are 100 pages for $1. Highly recommended.
SHAAFT. Andrew Phillips, 128 Oliver St., Daly City CA 94014. Regular games, no fee, players choose House-Rules. Must subscribe (10/$1). Recommended.

TALLYRAND. Bill McDuffie (see THANGORODRIM). "Napoleonic Diplomacy" variant.
Fee as in THANGORODRIM.

THANGORODRIM. Bill McDuffie, 122 17th St., Buffalo NY 14213. Variant games:
Barbaria, Youngstown Variant, Indianomacy, Mordor-Vs.-the-World, Third Age, possibly
Parlement. Fee is $3.00 ($2.50 NFFFGB, $2.25 IFW or SPARTA)($1 off each additional
while first game in progress).

TRIREME. H. A. Krigsman (see LEGATVS). Two games: a telephone game for players
in 212 and 516 area codes; and an anonymous player game, communications through the GM.
Fee for first game is $2.00; for second, $5.00.

THE WATCHER. Scott Hankin, 18 Seaver St., Wellesley MA 02181. Regular games at
$3.50 (75¢ returned if you play regularly through to the end).

## A SPECIAL REQUEST

In an effort to help people who, in the future, may be building up an archive of
Diplomacy material for the purpose of keeping records, running a rating system, or what-
ever, Pandemonium Press, in coöperation with the NFFFGB Diplomacy Division, is trying
to build up an accumulation of old 'zines. If you have files or accumulations of postal
Dippy material which you no longer need or want, please send it (third class is fine,
if it's well wrapped—it's treated roughly) to Rod Walker, 5058 Hawley Blvd., San Diego
CA 92116. He will, in turn, see that it gets to people who need it.

## ADDRESS CODES

Terry Kuch, Almoner for the crew of LONELY MOUNTAIN has written recently with a
most apt obsersvation. NUMENOR, LONELY MOUNTAIN, GRAUSTARK, and a few other publica-
tions use "address codes"; that is, an alphabetic indicator or other symbol placed next
to the name of the addressee which tells him why he's getting this or that 'zine.
Terry wants to request, and we certainly agree with him, that all 'zines use this meth-
od. This is not only a courtesy to the players and other recipients, but a great aid
to the 'zine editor/publisher himself. Terry observes that, given the volume of mail
he receives, knowing whether he is getting a 'zine as a trader, subscriber, or player
(or some other reason) is a tremendous help.

A code is no great difficulty. A sample one is shown on the mailing cover of NUM-
ENOR. One refinement might be to use the letter parts of the Boardman Numbers of games
for players (this was for some time the practice of John Boardman, for instance). If
you happen to be running 19xxF, you can always use Tr or TR for trades.

Help the people you send your 'zine to: use an address code.

Current Games, III...cont'd from page 5.

1968CM. THE VOICE (Key)(TV-A). 1908: A: Conrad vonMetzke (out W06); E: Edi Bir-
san (13**); F: Sidney Witt (5); G: Gerald White (1); I: Eric Just (1); RL Loring
Windblad (out F03); T: Larry St.Cyr (14).

1968CP. COSTAGUANA (vonMetzke)(#8)(to S02); COSTA 2 (Naus). 1905: A: Stefan
Beecher (res F01), Bob Johnson (res W01), Pete Rosamilia (out W03); E: Norm McLeod
(dro F02), Jerry White (5); F: Larry Fong (7); G: Margaret Gemignani (4); I: Bob
Kinney (6); R: Edi Birsan (9); T: Russ Boggs (3).

1968CQ. PARISIAN REVIEW (Foster)(to W03); THE VOICE (Windblad). A: Sidney Witt
(out W03); E: William Bartels (1); F: Bob Foster (dro F06), Skip Wisegerber(5); G:
Eric Just (4); I: Dave Montgomery (8); R: Jeff Key (16); T: Dave Goldman (dro F03),
civ.dis. (out F03).

#1968CV. EREHWON (to W02), BLEFESCU (Walker)(nE26) (to F05),(May). 1806: A: Margaret
Gemignani (out F04); E: Bob Keathley (11); F: Anders Swenson (dro F04), Charles Tur-
ner (8); R: Bill Haggart (5); T: Jerry White (10). Calhamer 5-man Napoleonic Dippy.

1. __Allan Calhamer__ has written to suggest something interesting in the way of dealing with abandoned countries. He writes, "A possibility for a new replacement player rule: once civil government goes into disorder, it stays that way for the rest of the game; the pieces all become armies (for simplicity), and they are moved at once to the supply centers held by the country in question. To put it more precisely, the pieces held by the country in disorder are removed, and one army of the country in disorder is placed in each of its supply centers. It would not be right to let somebody pick up the country later, I think, because there are too many strange moves involved. The point of course is that in general the country standing in disorder will hold out much by covering its centers, and the rule is simple and clear and anybody can anticipate what would happen under it. The rationale is that the armies have melted away and the people are preparing to defend the cities.

"Possibly such a rule would be drafted so as to be applicable only where the defaulting country had fewer than three (or four) supply centers. Thus you would not have to ask somebody to come in and take over a crummy two supply centers, just to be sure that they would be covered, so that one of the advancing countries would not get an unfair advantage. Where the country had more than the chosen number of centers, you would probably still prefer a replacement player, and people would be more willing to come in and perform that function, and you wouldn't use up your list of obliging replacements so fast, and, of course, people are not so likely to withdraw when they are at the higher levels.

"If the rule stipulated that any country going into civil disorder with 'less than four' supply centers was so treated, an exception should be made for the first two or three years, during which period, a three unit country should be given a replacement player, if you allow them at all, since it still has great power status at that level."

     __Walker comments:__ The Rules as presently constituted do not allow this, of course, but this is a marvellously intriguing question for variants and for any revised set of rules. One problem occurs to me immediately, however. What if the country in question goes into civil disorder in the Fall—that is, immediately after the Spring moves—under circumstances such as these: it has 5 units, but two of its supply centers have been occupied by foreign units? Further, what does one do with the country which has not been able to build for one or more of its supply centers because its home centers are occupied? This latter would seem to allow a country which has just collapsed to increase its armed strength.

2. __GM Removals.__ In a somewhat confused and confusing article in LA GUERRE, IV.2, Larry St.Cyr and Buddy Tretick have proposed what has to be the most hair-brained scheme for GM removals yet devised. The thing begins by assuming that the Just Right-Hand Rule is a removal rule (it is a __retreat__ rule) and goes downhill from there. The proposal is that, in the event a player does not make his own removal, the GM will do it on his own recognizance, bound only by a set of highly discretionary criteria which boil down to avoiding undue disadvantage for the country concerned or undue advantage for any of its neighbors.

     Regardless of any merit this proposal might have, it is clearly contrary to the Rules of Diplomacy, which (in two different versions, 1959 and 1961) clearly specify the criteria to be used (the 1961 criteria are normally expanded to preclude the possibility of two or more units having the same priority for removal).

     Furthermore, it should be clear after a few moments of reflection that such criteria are impossible to meet. In the very nature of the game, a removal has __got__ to benefit one neighbor more than another. This is true under any GM removal rule, of course; however, under the automatic rules of the 1959 and 1961 Rules, the GM is not responsible for the benefit. He has merely applied a mechanical operation and let the chips fall where they may.

     The St.Cyr/Tretick rule is not such an unbiased and automatic system. It is, in fact, a license to play favorites and control the outcome of the game. It is therefore a dangerous and ludicrous suggestion, fraught with inequity and potential

dishonesty. It is also, as already pointed out, contrary to the Rules. It does not appear that GLORY ROAD and LA GUERRE have actually adopted this "removal fiasco" (as the LG article was aptly titled), and we sincerely hope they do not. Enough violence has been done to Diplomacy by other dunder-headed "rulings" without adding another one.

3. The Coastal Crawl. This is one of the most well-accepted rule interpretations that we approach a discussion and criticism of it with some trepidation. The Editors are not entirely agreed on the question. The CC has never been used by Conrad von Metzke; it has just been abandoned by Rod Walker (see EREHWON); Ron Salcedo and Dave May use Rod's House-Rules, but have not declared their intent as yet (and may in fact be surprised by this decision by Rod).

The question of the Crawl revolves around the use in the Rulebook of the word "space", which is not defined. It could (on the analogy of "unit") mean "a province or a body of water", or it could mean "a place to which a unit may move". If the latter definition is accepted, Spa(nc) and Spa(sc) are different spaces (as are Bul(ec) and Bul(sc), StP(nc) and StP(sc)). This is the source of the Coastal Crawl: the Rulebook says that a standoff occurs when "two units are ordered each to the space the other occupies". But if one takes the second definition, then orders such as "F Por-Spa(sc), F Spa(nc)-Por" do not result in a standoff, since there are two spaces in Spain. This same rationale is involved in two retreat rulings, wherein (e.g.) a unit dislodged from Por by an attack from Spa(sc) may retreat to Spa(nc); and in which (e.g.), if there has been a standoff in Bul(ec), a dislodged unit may still retreat to Bul(sc). The word "space" controls the retreat rule, as well.

The trouble with this ruling is that it flies in the face of the fairly clear implication of the Rulebook that "space" does mean "a province or body of water", and it involves some serious anamolies. Don Miller (in DIPLOMANIA 14/15) once suggested there there is a contradiction with the rule which allows (e.g.) F Gas to support an attack on Spa(sc), but this is not so, since the word "province", not "space", is used in that rule. The problem is that one must define "space" consistently throughout. Now, the Rulebook also defines a standoff as a situation in which "two units are ordered to the same space". But "F Gas-Spa(nc), F Lyo-Spa(sc)" is therefore not a standoff if one adopts the "place to which a unit may move" definition which justifies the Coastal Crawl. In short, if one accepts the Coastal Crawl, he must (if he wishes to be consistent) allow two fleets to occupy Spain, or Bulgaria, or St.Petersburg. Yet no one does this, even though the Rulebook also says "no two units may occupy the same space at the same time" (emphasis mine). Why? Because in that paragraph, which is the first place in the Rulebook "space" is used, it is clear beyond question that "province or body of water" is meant. And if that is so, then the Coastal Crawl cannot be legal.

(There is also a complication involved in the Crawling Retreat, which has been raised by Andrew Phillips. This is discussed in LILLIPUT #1.)

Current Games, III...cont'd from page 7

1968CW. DUNVEGAN (Wilcox)("D")(to SO2); GLORY ROAD (Mari St.Cyr)(toWO2), (Larry St.Cyr). 1906: A: Jerry White (5); E: Rich Rubin (3); F: Norm McLeod (dro FO2), Dave Johnston (10); G: Larry St.Cyr (res WO2), Lee Childs (2); I: Don Cowan (res WO2), Tom Eller (5); R: Dick Reiter (dro SO5), Ken Webber (6); T: David Lindsay (res WO2), Paul Jameson (res WO3), Marty Kirkpatrick (3*).

1969A. INTERNATIONAL ENQUIRER (Ollila). 1902: A: Brad Payne (4); E: Eric Just (4); F: Margaret Gemignani (4); G: Karl Wittmann (5); I: Dave Anderson (dro SO2), Louis Fallert (4); R: Scott Berschig (7); T: Bob Keathley (4).

1969B. THE VOICE (Key)(TV-B). 1907: A: Loring Windblad (res FO5), Eric Just (7); E: Sidney Witt (8); F: Fred Davis (5); G: Dick Reiter (3); I: Scott Berschig; R: Russ Boggs (5); T: George Crayson (1).

This is NUMENOR's non-rating system, an activity index for all active Diplomacy players. Points are assigned on a nominal basis as follows: 7, win; 3, draw or second place is 4 or more units in advance of 3rd place; 1, survival; 0, elimination; resignation, or holding a stand-by position less than 3 game-years; -1, removal by GM. The columns below are: P, points; T, total games completed (end of game, elimination, resignation, removal); W, # of games won; D, # of games drawn (or 2nd place); R, # of games from which removed; A, # of games in which still active. The following games are used in compilation (with exceptions as noted below): 1963A-C; 1964A-D; 1965A-W; 1966A, B, D-Y, AA-BC, BG-BK, BO; 1967B-I, M, N, P, U-W, Z, AA, AC, AD, AF-AK, AP-AR, AT, AU, AW-AY, BA-BD; 1968D-G, J, M, P-U, AC, AG, AH, AL, AM, AW, AY, AZ, BB-BD, BU, BV, BX, BY, CI, CK, CL, CN, CO, CR-CU, CY; 1969C, J, AE, BI, BQ; 1970I. Games not used: 1962A; 1964C; 1965 J, N; 1966J, P, S, U-W, AD, AF, AJ, AN, AW-AY, BA, BF, BH, BP; 1967C, D, F, K, L, Q-S, X, AI, AM, AN, AX; 1969BJ, BN, BT, CO. These include team games, partly in-person games, anonymous games, hoaxes, games abandoned during 1901, a variant (1967 AH), and other non-regular games. Names newly added are indicated by an asterix (*).

| Name | P | T | W | D | R | A |
|---|---|---|---|---|---|---|
| Aita | 10 | 3 | 1 | 1 | - | 2 |
| H.Anderson | 9 | 3 | 1 | 1 | 1 | 1 |
| *Andrus | 1 | 1 | - | - | - | 1 |
| Austin | 4 | 4 | - | 1 | - | 1 |
| Bailey | 5 | 8 | - | 1 | 3 | 4 |
| *Ball | -1 | 1 | - | - | 1 | 9 |
| Barrows | 13 | 3 | 1 | 2 | - | 3 |
| Beecher | -1 | 2 | - | - | 1 | 1 |
| J.Bennett | -1 | 2 | - | - | 1 | 1 |
| Berman | 19 | 6 | 1 | 4 | - | 2 |
| Berschig | -3 | 3 | - | - | 3 | 3 |
| Beshara | 21 | 7 | 2 | 2 | - | 4 |
| Beyerlein | 16 | 24 | 2 | - | 1 | 7 |
| Bird | -1 | 3 | - | - | 1 | 5 |
| Birsan | 36 | 33 | 4 | 4 | 7 | 28 |
| Boardman | 2 | 7 | - | - | - | - |
| Bobker | -2 | 4 | - | - | 2 | 5 |
| Boggs | -1 | 4 | - | - | 1 | 9 |
| *Boskey | 1 | 1 | - | - | - | 9 |
| Brooks | 6 | 3 | - | 2 | - | 2 |
| Bytwerk | 7 | 1 | 1 | - | - | 8 |
| Carey | 8 | 14 | - | 2 | 1 | 7 |
| Childers | 1 | 5 | - | - | - | 5 |
| Clark | 17 | 8 | 1 | 3 | - | 2 |
| Cochran | 4 | 11 | - | 1 | 2 | 4 |
| Comber | 6 | 3 | - | 2 | - | 4 |
| *Cote | 3 | 1 | - | 1 | - | 1 |
| Cowan | -2 | 5 | - | - | 3 | 4 |
| Duncan | 1 | 2 | - | - | - | 5 |
| Eller | 15 | 4 | 2 | - | - | 7 |
| *Everson | 7 | 2 | 1 | - | - | 1 |
| Ferris | 2 | 5 | - | - | 1 | 7 |
| Fong | -2 | 5 | - | - | - | 23 |
| *Garbis | -2 | 4 | - | - | 2 | 7 |
| *R.Garland | -2 | 2 | - | - | 2 | 1 |
| Genignani | 4 | 32 | - | 2 | 6 | 24 |
| Gletty | 3 | 1 | - | 1 | - | 3 |

| Name | P | T | W | D | R | A |
|---|---|---|---|---|---|---|
| Goldman | 2 | 9 | - | 1 | 2 | 1 |
| *Hahnenberg | -1 | 2 | - | - | 1 | 1 |
| Halle | 15 | 7 | 1 | 2 | 1 | 14 |
| Haslett | -1 | 1 | - | - | 1 | 2 |
| *T.Holcombe | 3 | 1 | - | 1 | - | 1 |
| *Inman | -1 | 2 | - | - | 1 | 2 |
| Isby | 1 | 1 | - | - | - | 3 |
| Goldstein | 7 | 3 | 1 | - | - | 19 |
| Grayson | -15 | 18 | - | - | 16 | 9 |
| Greene | 12 | 6 | 1 | 1 | - | 4 |
| *Gullett | 7 | 1 | 1 | - | - | 1 |
| *Gygax | 3 | 1 | - | 1 | - | 6 |
| R.Johnson | 5 | 10 | - | 1 | - | 12 |
| Johnston | 9 | 9 | - | 2 | - | 11 |
| R.Jones | 2 | 2 | - | 1 | 1 | 1 |
| Just | 0 | 5 | - | 1 | 3 | 6 |
| Keathley | 0 | 9 | - | - | 4 | 4 |
| Key | 8 | 2 | 1 | - | - | 6 |
| Kinney | 7 | 3 | 1 | - | - | 18 |
| Koning | 42 | 27 | 3 | 6 | 3 | 3 |
| Kuch | 10 | 8 | - | 3 | 1 | 9 |
| *Lakofka | 3 | 1 | - | 1 | - | 9 |
| *LaMotte | 1 | 1 | - | - | - | 1 |
| Lebling | 38 | 17 | 4 | 3 | 2 | 2 |
| Linden | 3 | 7 | - | - | - | 3 |
| *Maffeo | -1 | 1 | - | - | 1 | 4 |
| Manogg | -2 | 2 | - | - | 2 | 1 |
| *May | 7 | 6 | 1 | - | 1 | 9 |
| McCallum | 23 | 19 | 1 | 2 | - | 9 |
| McCandlish | -3 | 3 | - | - | 3 | 2 |
| McDuffie | -1 | 2 | - | - | 1 | 8 |
| Mebane | 9 | 5 | - | 3 | - | 4 |
| *Menyhert | -1 | 2 | - | - | 1 | 4 |
| D.Miller | 22 | 6 | 3 | - | - | 0 |
| Munroe | 12 | 7 | 1 | 1 | - | 7 |
| Naus | 37 | 27 | 2 | 6 | - | 26 |
| Nelson | 40 | 14 | 4 | 3 | 1 | 1 |

## M.P. Listing (Cont'd)

| Name | P | T | W | D | R/2 | A |
|---|---|---|---|---|---|---|
| Ollila | 1 | 4 | — | 1 | 2 | 1 |
| *Oztunali | 3 | 1 | — | 1 | — | 1 |
| Peery | 20 | 12 | 1 | 3 | 1 | 7 |
| Prosnitz | 40 | 12 | 5 | 1 | 1 | 9 |
| Pulsipher | 1 | 3 | — | — | — | 7 |
| Reinhardt | 8 | 4 | 1 | — | — | 3 |
| Reinsel | 24 | 25 | 2 | 1 | 1 | 15 |
| Reiter | − 7 | 23 | — | — | 9 | 10 |
| St.Cyr | 6 | 25 | — | 1 | — | 29 |
| Schelz | 16 | 17 | 2 | — | — | 17 |
| Schleicher | 1 | 1 | — | — | — | 3 |
| A.Scott | 2 | 3 | — | — | — | 1 |
| R.Scott | − 9 | 10 | — | — | 9 | 6 |
| Smythe | 48 | 20 | 7 | 2 | 8 | 4 |
| J.Soukup | − 1 | 1 | — | — | 1 | 1 |
| Stokeley | − 1 | 1 | — | — | 1 | 7 |
| Thomson | 6 | 5 | 1 | — | 2 | 2 |
| Tretick,B. | 25 | 13 | 3 | — | — | 24 |
| C. Tretick | 5 | 3 | — | 1 | — | 5 |
| Turk | 1 | 2 | — | — | — | 1 |
| Turner | 45 | 12 | 3 | 7 | — | 5 |
| VerPloeg | 10 | 2 | 1 | 1 | — | 8 |
| vonMetzke | 25 | 61 | 1 | 9 | 17 | 14 |
| Walker | 20 | 10 | 1 | 3 | — | 6 |
| Ward | 3 | 12 | — | — | 2 | 2 |
| Warden | − 6 | 15 | — | — | 6 | 6 |
| Wells,C. | 29 | 12 | 4 | — | — | 6 |
| J.Wells | 1 | 1 | — | — | — | 1 |
| Welsh | 4 | 3 | — | 1 | — | 7 |
| White | 5 | 16 | — | 1 | 1 | 38 |
| Wittmann | − 2 | 7 | — | — | 4 | 10 |
| Wolfe | 1 | 1 | — | — | — | 1 |
| Zinkhan | 11 | 3 | 1 | 1 | — | 3 |

Note: Only players who have achieved a positive or negative score for at least one game are included. Columns W and D are computed for completed games only; others may include results from games in progress. A positive score may be gained only from a completed game, but a score of 0 or −1 may be obtained from a game in progress.

Current Games, III (cont'd from page 9).

1969D. RAGNAROK (Koning)(D).1906 A: Bill Weyant (out S03); E: Jerry White (5); F: Dave Johnston (4); G: Jim Munroe (5); I: Norm McLeod (3); R: Jim Boskey (9); T: Frank Lunney(8)

1969E. RAGNAROK (Koning)(E). 1903 (the game has probably progressed some years beyond this): A: Mike Goldstein (3); E: Jim Boskey (4); F: Norm McLeod (5); G: David Summer (6); I: Harry Hollern (4); R: Jerry White (6); T: Randy Bytwerk (6).

1969F. BROBDINGNAG (Hälle)(ABA). 1909: A: Mike Mellott (dro F07), Gary Jones; E: Dick Reiter (2); F: Charles Welsh (5); G: Norm Zinkhan (6); I: Randy Bytwerk (4); R: Doug Beyerlein (res S08), John McCallum*(11); T: George Schelz (5). A has 1. *John McCallum may be a substitute for Beyerlein.

1969G. EREHWON (Walker). 1906: A: Charles Welsh (2); E: Charles Wells (out W05); F: Mike Childers (out W04); G: Dave Lindsay (13); I: Dan Evans (dro F05), Eric Just; R: Dave Johnston (10); T: Rob Perkins (dro F03), Peter Ansoff (4). Since F02 in NUMENOR/BESEROVIA.

1969H. HALF 'N' HALF (Lindsay)("Prime"). 1907: A: Norm McLeod (dro S02), Jim Goldman (5); E: Dave Johnston (12); F: George Patton (11); G: Steve Hurlburt (dro W03), civ.dis. (out F04); I: Dick Reiter (res F04), civ.dis.(toW04), Jerry White (out F06); R: Larry St.Cyr (out S06); T: Peter Ansoff (6).

1969I. LA GUERRE (Stokeley)(LBJ)(to S04); SHANGRI-LA (Miller)(S04 only); LAGUERRE (Tretick)(to F09),(Goldstein). 1910: A: Larry St. Cyr (1); E: Pat Casey (2); F: Brenton Ver Ploeg (11); G: Margaret Gemignani (9); I: Greg Warden (2); R: Dick Reiter (res W07), civ. dis. (out W09)*; T: Buddy Tretick (9). *The Russian player's formal resignation was "not accepted" by the Gamesmaster.

1969K. THE DIPLOMAT (Just). 1905: A: Conrad vonMetzke (3); E: Jim Bradley (10*); F: Larry St.Cyr (5); G: Dick Reiter (4); I: Chuck Carey (2); R: Sidney Witt (2); T: Jack Flemming (8).

1969L. THE DIPLOMAT (Just). 1905: A: Margaret Gemignani (out F03); E: Sid Cochran (5); F: Norm McLeod (dro F02), Peter Ansoff (6); G: Don Cowan (6); I: Clif Ollila (res F02), Ken Fletcher (3); R: Russ Boggs (5); T: Rich Rubin (9).

1969M. BROBDINGNAG (Hälle)(ADA). 1907: A: Larry Justus (out W04); E: Mike Mellott (out W05); F: Peter Ansoff (6); G: John Seman (3); I: Jeff Power (10); R: Glen Hertz (15); T: Karl Wittmann (out W06).

#1969N. BLEFESCU (Walker)(toW02),(May). 1803: A: Bob Keathley (6); E: Mike Childers (5); F: Margaret Gemignani (6); R: Jerry White (7); T: Karl Wittmann (5). Calhamer 5-Man Napoleonic Diplomacy.

This special request is directed primarily at Gamesmasters. It is made on behalf of Dave Johnston, John McCallum, Rod Walker, Jeff Key, Don Miller, and several others who keep records of games.

As you can imagine, and as many of you know, keeping comprehensive records of the results of games is a time-consuming business. There are well over 200 active postal games at the moment, and the number is increasing. Those who keep records generally record changes in players, supply centers held, and Winter builds. Even if this required only 10 minutes per game per month, 200 games would add up to over 33 hours of work. For a well-recorded game, of course, 10 minutes usually would not be required. Some games, however, require so much cross-checking that well over 10 minutes are required; John Koning once recalled that keeping accurate records on Dan Brannan's games required that he set them up and play out the moves.

There is a way you all can help the record-keepers—and yourselves—to do their jobs better and faster. We would like to ask all of you to do the following, please. Many of you already are, and we thank you.

First, please print players' names with each set of moves, and indicate when and why (resigned, dropped, &c.) changes occur in players. Second, with each set of Fall moves, please print a chart of supply centers owned by each player (preferably by the gained/lost or GAINED/lost method). Third, with each set of Winter adjustments, please indicate if any players are short units, and how many. Some GMs (such as Don Miller) indicate full positions for each player after Winter. Finally, when you have made a mistake and correct it, please indicate the correction in the next printed set of moves; if you notify the players only, everybody else is left wondering.

These few things will simply record-keeping immensely. You will also find that they will help you make fewer mistakes. Many errors are caused merely by failure to add up supply centers to see if they total 34 and to see if gains and losses balance out (they will after all the neutral centers are taken).

Your help will be much appreciated. If you are not now doing so, please also indicate the Boardman Number for your game. Most sets of game records (if not all of them) are compiled on the basis of the game numbers which have been assigned in GRAUSTARK, LONELY MOUNTAIN, STAB, and NUMENOR. Again, our thanks for your coöperation.

## OUT OF THE GRAVEYARD

This is NUMENOR's regular bibliographic feature, which reviews 'zines which have ceased publication or which now appear as part of conglomerate larger 'zines. It should not be assumed that every 'zine which appears in this section is entirely dead. Several of NUMENOR's independent subzines have been reviewed here (BLEFESCU, MISKATONIC UNIVERSITY, FIDGELY), as has at least one 'zine which is still completely separate from any other (THE DIPLOMAT). The review will, of course, indicate current status.

Little 'Zines of the Sixties. We now continue our feature, begun last issue, the smaller 'zines which appeared during the 1960's, and have since gone to their reward or been absorbed in one way or another.

HALF 'N' HALF was founded, and is still edited, by David Lindsay of Erie PA. There were three separate issues, all thermofaxed on white (off-white) paper. None was numbered or dated. All printed on one side of the paper. #1, February 1969, 3 pp., carried W00 of 1969H (game "Prime"). #2, March 1969, 2 pp., carried S01. #3, March 1969, 1 page, carried F01. The 'zine then became a member of the LONELY MOUNTAIN hydrazine and continues there under Mr. Lindsay.

HIGH LIVER was founded by Richard Shagrin of Seattle WA. It was to have carried a complex team version of economic Diplomacy, which never got off the ground. The only permanent result was the beginning of INTERNATIONAL ENQUIRER by Clif Ollila and Ken Fletcher; I.E. was to have been the propagandazine of the game, but finally began to run regular games of its own.

Each issue of HL was produced by computer printout on long perforated sheets of white paper. "Pages" in this case indicates the number of perforated sections, although these were not separated. All issues were "Volume I".

#1, 15 December 1966, 3 pp., announced the game. #2, 17 January 1967 (postmark), 4pp., began to discuss the rules and organize the game on a regional basis. # 3, 2 February 1967 (postmark), 4pp., reprinted 1901-1903 of an in-person regular game. #4, 12 February 1967 (postmark), 5pp., reprinted the rules for economic Diplomacy and reprinted 1904-1906 of the in-person game begun in #3. #5, 14 March 1967 (postmark), 8pp., printed S01 of a single-person economic game and some letters. #6, 20 March 1967, 5pp., printed F01 moves for the economic game and continued organization of the team-economic game. The °zine then folded when Shagrin lost interest in Diplomacy.

LAURANIA was to have been a general Diplomacy °zine published by John McCallum of Halston, Alberta, Canada, intended to appear irregularly. Both issues were printed by mimeo on both sides of buff-colored paper. #1, 15 May 1969, 8pp., carried articles on the °zine itself, Crypto-Diplomacy, the names of Dippy °zines, and miscellaneous subjects (on the basis of letters received by Mr. McCallum. #2, 20 June 1969, 18pp., reprinted the 1958 rules for Diplomacy (fascinating!) and a number of letters and statistical items. Back copies are no doubt available from Mr. McCallum, but I have no idea of the price; #1 probably 10¢ and #2, 20¢.

LUSITANIA was edited by Bernie Kling of LosAngeles CA and carried regular games. Bernie was a teen-age child-prodigy type who gained a reputation as the archtype of the irregular, perennially late GM, although the first 8 issues of the °zine were relatively punctual. Some blamed the demise of the game to "harassment" by John Boardman, insisting that Bernie should always be on time, but this is not necessarily the case. In any event, #14 was the last LUSITANIA and the games were picked up by Anders Swenson of MISKATONIC UNIVERSITY (two other games, numbered 1967K and 1967L, were started by Dan Brannan in WILD 'N' WOOLY; he claimed they were the LUSITANIA games "restarted"; however, each included at least one player, John Boardman, without his prior consent and can therefore hardly be considered regular). The two LUSITANIA games were 1965O, a 5-man (1961 rules) game, and 1966X, a 7-man game. All issues were dittoed (mostly purple) on paper which was usually very pale yellow. Other information is given below in tabular form: Date, Number, # of pages ("Pp."; * means printed on both sides), color of paper ("Pa."; y, yellow; W, white), contents. Footnotes below.

| No. | Date | Pp. | Pa. | Contents |
|---|---|---|---|---|
| 1 | | | | not available here |
| 2 | 1 Aug 65 | 2*[1] | y | 65O, WOO[2]; House Rules |
| 3 | 22 Aug 65 | 1 | y | 65O, S01 |
| 4 | 3 Sep 65 | 2* | y | 65O, F/W01 |
| 5 | 30 Sep 65 | 1 | y | 65O, S02 |
| 6 | 21 Oct 65[3] | 2* | y | 65O, F/W02 |
| 7 | 10 Nov 65 | 2* | y | 65O, S03 and map |
| 8 | 18 Dec 65 | 1 | y | 65O, F/W03 |
| 9[4] | 10 Feb 66 | 4* | y[5] | 65O, S04; book review; "The Death of Adolf Hitler" |
| 10 | 23 Mar 66 | 4* | y[5] | 65O, F04; part of Middle-Earth III rules. |
| 11 | 24 Apr 66 | 2*[6] | y | 65O, W04 |
| 12[7] | 10 May 66 | 8[8] | y | 65O, S05; editorial; 66X, WOO |
| 13 | 24 Jul 66 | 3[9] | W | 65O, F05; 66X, S01 |
| 14 | 30 Oct 66[10] | 5[11] | y | 65O, W05; 66X, F01 |

Footnotes: 1. Red ditto. 2. Game list incomplete. 3. Dated "August". 4. Another #9 was issued by John Boardman. Dated 20 Mar 66, 1 page, purple ditto on W, calling for S04 moves. 5. Page 3/4 on W. 6. Page 3 black ditto. 7. Also titled THE SLIME HALL #1. 8. Page 8 black ditto. 9. Page 1 black ditto. 10. Postmark. 11. Page 5 blue ditto.

YE LUSTIE KRAWNYKUL AND TYMMES-SUNNE-TRYBUNNE-HERALLDE OF HAMMO was a 'zine de-
signed to carry Feudalism I, a 55-man variant, by Rod Walker of APO NewYork 09254.
There were two issues (both Vol. I), dated 15 March 1967 and 1 June 1967. Each was
2 pages, purple ditto on white. Nothing came of the game, as it proved too complex
and it was not possible to get 55 people to play the thing.

MASSIF was begun by John Koning of Youngstown OH, and remains under him as a sub-
zine of sTab. The first 10 issues were independent; all were black mimeo, both sides
of the paper. Number 0 was on green paper; #1-5 on buff; #6 on orange; #7-10 on pale
green. The game carried was 1965 E. Rest of information in this form: Number of
issue, date, number of pages, season of 65E reported. #0, undated, 1, none. #1,
3 Apr 65, 2, WOO. #2, 1 May 65, 5, SO1. #3, 22 May 65, 4, FO1. #4, 5 Jun 65, 10,
WO1. #5, 19 Jun 65, 4, SO2. #6, 10 Jul 65, 6, FO2. #7, 31 Jul 65, 8, WO2. #8,
25 Aug 65, 6, SO3. #9, 11 Sep 65, 4, FO3. #10, 25 Sep 65, 2, WO3.

Well, that's a bunch. We'll continue next time with NAME, SWISS VARIANT, TRANTOR,
WART HOG, and some other goodies.

Current Games, III (cont'd from page 11).
    1969O. ADAG (Naus). 1904: A: Chuck Carey (res SO2), Jerry White (6); E: Larry
Fong (4); F: Dave Lindsay (7); G: Tom Rosenbaum (4**); I: LouisMenyhert (1); R:
Scott Berschig (dro FO1), Peter Ansoff (7); T: Norm McLeod (dro WO1), Jim Dailey (4*).
    1969P. THE VOICE (Key) (TV-C). 1905: A: Ed Kelly (out WO2); E: Stephen Lee (4);
F: Pete Wityk (8); G: Bud Stowe (6); I: Gary Jones (7); R: Larry Justus (1); T:
Rich Purdy (8).
    1969Q. LONELY MOUNTAIN/DOUBLE CROSS (Wells). 1907: A: Rob Perkins (dro WO3),
Ron Salcedo (4); E: Al Scott (7); F: Dave Johnston (3); G: Hank Reinhardt (9); I:
John Austin (5); R: Terry Kuch (3*); T: John McCallum (3).
    1969R. LIMBOURG GAZETTE (Klyver)(#1) (to FO2); FUG (FUG/WEST) (Childs)(LIM-1).
1904: A: Ronald Garland (?dro ?O2), Jim Bennett (4); E: Buddy Tretick (5); F: Larry
Fong (res FO2), Dave Swingle (7); G: Pat Casey (6); I: Paul Jameson (dro FO2), Steve
Ball (4); R: Harry Brunsch (dro FO2), Steven Bobker (4); T: John Luscombe (dro FO2),
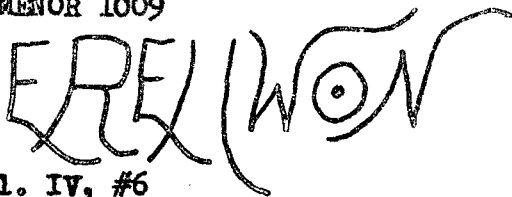Larry Fong (4). S-F O2 apparently under Steven Beecher, by carbon copy.
    1969S. LIMBOURG GAZETTE (Turnquist)(#2)(to FO2); FUG (FUG/EAST)(Schelz)(LIM-2).
1903: A: Mark Bird (res? FO2), Steve Ball (2); E: Lee Childs (4); F: Ronald Garland
(dro WO2), Larry Fong (4); G: Steven Beecher (6); I: Larry St.Cyr (5); R: Chuck
Carey (res FO2), Buddy Tretick (7); T: Steven Bobker (6). S/F O2 apparently under
Turnquist by carbon copy.
    1969T. ATTAQUER (Cowan)(#1)(to FO2); SERENDIP (McCallum). 1905: A: Tommy Ogle
(1*); E: Pat Casey (9); F: Steve Gordon (dro WO2), Bill McDuffie (1); G: Norm Mc-
Leod (dro SO2), George Schelz (7); I: Dick Reiter (9*); R: Buddy Tretick (4); T:
Jerry White (3). S-F O2 moves by carbon copy.
    1969U. ATTAQUER (Cowan)(2)(to SO3); SERENDIP (McCallum). 1905: A: Chuck Carey
(res SO3), Jerry White (6); E: Jeff Power (10); F: Jim Boskey (7); G: Karl Wittmann
(dro SO3), Bill McDuffie (out WO4); I: Mike Mellott (dro SO3), Tom Eller (res FO4),
            (3); R: Rob Perkins (dro SO3), Buddy Tretick (6); T: Dave May (2).
    1969V. COSTAGUANA (vonMetzke)(#9)(to SO2); FIDGELY (vonMetzke). 1903: A: John
Turnquist (dro FO2), Hal Naus (4); E: Brenton VerPloeg (6); F: Paul Jameson (dro FO2),
Gary Jones (5); G: Dick Reiter (dro FO2), Jeff Power (5); I: Karl Wittmann (4); R:
George Grayson (dro WO1), Dan Barrows (4); T: Jerry White (7*).
    1969W. COSTAGUANA (vonMetzke)(#10)(to FO1); ADAG (Naus)***in COSTA 2, not ADAG.
1904: A: Bob Keathley (dro FO2), Steve Ball (3); E: David May (dro FO3), Peter Rosa-
milia (4); F: Terry Kuch (dro WO2), Andrew Phillips (4); G: Norm McLeod (dro WO1),
Jerry White (6); I: George Grayson (dro ?SO2), Charles Reinsel (4); R: Sid Cochran
(6); T: Peter Ansoff (7).

Lemme see...we leave Cambodia on
the 30th...go into Laos...we may
get to stay 'till Christmas...
then on into Burma, then double
back into Thailand, then back into
Cambodia...then Canton mebbe; hell,
we could keep this thing going for
twenty years if we work it right...

Our EREHWON, which art in S.D., lateness by thy name. And, boy are we late. Of
course the games have been continuing, as mentioned below. This is a journal of
postal Diplomacy* and other veils of the Temple. It is edited by Rod Walker, 5058
Hawley Blvd., SanDiego CA 92116; 'phone (714)282-1921; member, NFFF Games Bureau
Diplomacy Division and IFW Diplomacy Society. In addition to games, EREHWON likes to
roast sacred cows. The editor bears sole responsibility for whatever appears in this
'zine, and any resemblance of material herein to any person living or dead is probably
exactly what you think it is.

*Diplomacy is a game invented by Allan B. Calhamer and distributed by Games Re-
search, Inc., 48 Wareham St;, Boston MA 02118, for $8.00, postpaid.

## ANNOUNCEMENTS

1. Replacement players. I have again adopted my replacement player rule. All of
my regular and variant games need stand-by players. Stand-by status requires only
that you be receiving the 'zine in question through subscription, trade, or being
active in a game therein.

2. LILLIPUT, a new 'zine (which I edit) has taken all games out of EREHWON
except 1968BA. Subscriptions are 10 for $1.

3. New 'Zines. I am also now publishing LANKHMAR (containing 1970AF) and WILE
'N' WORRY (containing 1966C and 1966Z, two of Brannan's old games). Subscriptions are
10 for $1 for each.

4. Convoy Rule. Add to the House Rules, as Rule #36, the following: "36. CONVOY
ORDERS. The movement order given to an army which is to be convoyed must specify the
exact convoy route to be taken by the army, the the convoying fleets listed in the or-
der in which the fleets will be used; thus: A Lon-Tun (Eng, Mid, Wes). Convoy orders
given to fleets other than those listed are invalid, subject to the considerations of
Rule 11."

5. Coastal Crawl. Owing to considerations explained in NUMENOR, and to the
election called for in LILLIPUT (which produced insufficient response), delete House-
Rules 21 and 22. House-Rule 21a is now HR 19, corollary d. Add House-Rule 37, to
read: 37. SPACE. The word "space" in the Rules of Diplomacy is interpreted to mean
"a province or body of water" (in the same way that "unit" means "army or fleet"). No
ruling will be made, nor any move allowed, which treats any province or body of water
as if it were more than one space. No exchange of position (except as noted in House-
Rule 19, corollary d) will be allowed. The Coastal Crawl, the Crawling Retreat, and
the Changing of the Guard are not used.

6. B. A. Tretick was offered equal space to reply to Charles Reinsel last
issue. This offer was repeated in a private letter. He has failed to respond. Need
I say more (save that I now withdraw the offer)?

7. Long distance calls for moves cannot be made this summer, owing to my job.
You may call me (Bonnie will take moves) and send Sealed Orders. I will resume making
calls this fall.

## ITALY REPLACES ENGLAND AS FRONT RUNNER; TURKEY NOW SECOND

<u>Fall 1907</u>: Reprinted from LILLIPUT #1.
ENGLAND (McCallum for Beshara): A Wal-Den C by F Eng and F Nth & S by F Swe and
F Bel, A StP H /d//Fin, Nwy/, <u>F Mid-Wes S by F Naf & F Spa(sc)</u> (F Spa(sc) /d/ /Por/,
Owns: Edi, Lpl, Lon, Nwy, Den, StP, Bre, Por, Spa, Naf, Swe (8). Remove 1 (2 /a/).
GERMANY (McCandlish): <u>A Kie-Den</u>, A Har-Spa, A Pru-Sil, A Ruh-Hol S by A Bel, F
Bot-StP(sc) S by A Lva. Owns: Ber, Kie, Hol, Hol, Bel, Par, Naf, Naf, <u>Spa</u>, <u>StP</u> (6).
Remove 1.
ITALY (Mebane): A Sil-Ber, A Tyr-Mun S by A Boh, A Bud-Ser, F Lyo S GERMAN A Mar
-Spa, <u>F Tyr-Wes</u>, A Pie-Mar, <u>F Nap-Tyr</u>. Owns: Nap, Rom, Ven, Bud, Tri, Ser, Vie, Gre,
Ber, <u>Mun</u>, <u>Mar</u> (11). Build 2 (no room for 3rd).
RUSSIA (Boggs): No units on board. Owns: Mos (0). OUT.
TURKEY (Key): F Eas-Ion S by F Aeg, A Ukr-War S by A Gal & A Mos, F Tun S ITALIAN
F Tyr-Wes, A Sev S A Mos. Owns: Ank, Con, Smy, Bul, Rum, Sev, Tun, <u>Mos</u>, <u>War</u> (9).
Build 2.

<u>Winter 1907</u>: ENGLAND (Beshara): A StP (R)-Fin, F Spa(sc) (R)-Por. E F Mid.
GERMANY (McCandlish): E A Lva. ITALY (Mebane): B F Rom, A Ven. TURKEY (Key): B
A Con, F Ank.

SPRING 1908 MOVES are due on Wednesday, 15 July 1970. Owing to postal difficulties in
Canada, this may have to be extended if Ian McCandlish has his postal service cut off.

### NEWS OF THE WORLD
AUSTIN, REPUBLIC OF TEXAS (7 December 1907): President S.F.A. Hood today called
upon all the rulers of Europe to declare Italy the victor in the present conflict which
has engulfed the continent. He quoted the current reports that the totally annihilated
nation of Russia is now the second strongest European power and stated, "it stands to
reason that if only one power in Europe is stronger than a defunct nation, then that
power is the winner."
/*Note: The above was occasioned by the original headline in LILLIPUT #1, "Russia
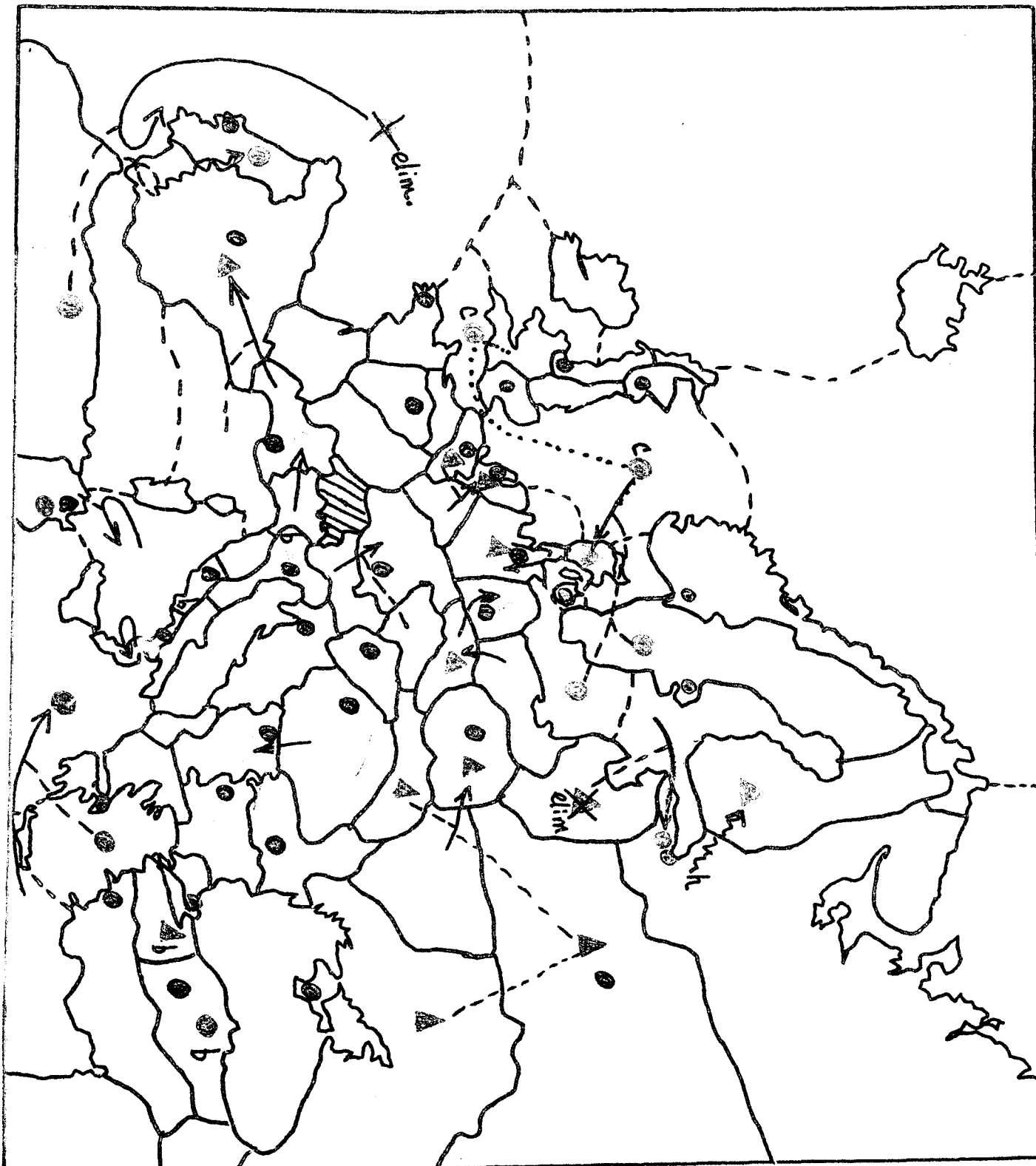Now Second".*/


### FILE 13

This is EREHWON's letter column, which is still alive, after all. My own comments
are set off by /* and */. Ordinarily, these are confined to the end of a given letter.
Omissions from the original are indicated by an ellipsis (...). Additions to the text
(for sake of clarity) are set off by brackets (or slashes, anyway: //).

RICK BROOKS, RR#1, Box 167, Fremont IN 46737. In my letter, I did not say that
VN war and WWII were analogous. Just said that both were at wrong place & time, as
were most wars. Civil War fought mainly in east & won in west. Woodrow Wilson's war
with Mexico just before we entered WWI is prime example of war wrong place wrong time.
/*"Wilson's war with Mexico" was a landing of marines at Veracruz for limited purposes.
I do not see that it qualifies as a "war". For the slovenly character of the decision-
making at the time, see Robert Quirk, <u>An Affair of Honor</u>.*/
Sure let NVN take over SVN, Cambodia, Laos. But where would they stop? And where
would we be in Western Europe and the Middle East if the rulers of Imperial Russia (only
the name has been changed to confuse the innocent) thought that we didn't have stomach
for a fight?
/*"Where they would stop" doesn't matter. Once absorbing all of Indochina, Vietnam
would be hard up against other power-centers of the region, notably Thailand. In any
event, the larger and more powerful Vietnam is, the better she will serve as a counter-
weight to China. The situation in Europe or the Mideast is not analogous to that in
Indochina, as Russia is well aware, so that our realistic withdrawal from one area is
not likely to provoke adventures elsewhere. Even so, Russian control of the Mideast
is not an intolerable event—and in that it strengthen's Russia's hand against China,

1968BA—Fall & Winter 1907.  Diplomacy map copyright
by Games Research, Inc.,; reprinted by permission.
Positions shown __after__ moves.  Armies: ▲ Fleets: ●
England: ▨  Germany:         France:         Turkey:

Attack: ——→     Attack failed: ↜     Support: - - - -    Support cut: ⌒

Retreat: ⤳     Annihilated: ∂       Built: b        Hold: h    Convoy: c

Move notation based on that developed by Charles Wells.

it might even be desirable. As for Europe, I suspect they can take care of themselves and they should be encouraged to do so. The extent of our empire in 1947 was a reflection of the fact that we were the only great power at that time. Its shrinkage since then is equally a reflection of the fact that we share that status with other states. Why should we be disturbed because we are yielding up territories to their rightful suzerains? We should welcome the restoration of a multipolar balance of power.*/

BILL MCDUFFIE, 122 17th St., Buffalo NY 14213. America IS an assimilationist culture, provided your skin is white. None of the white races "assimilated"...arrived at this country as slaves. However, the American Negro/'s/...skin is black. Their cultural heritage can be found on the cotton plantations, the breeding farms, etc. When they "obtained" their "liberty" after the Civil War, many thousands went north. To what? The ghettoes of...Harlem, Chicago, Detroit, Newark; to be exploited as a marginal labor force, to...live in high rent/low quality squalor simply because they could not afford to live anywhere else -- in short, to be exploited by the white man, though this time they were called "free" men; after all, it's in an amendment to the Constitution! For the vast majority of blacks, then, a giant ghetto does "lie at the end of the long, long road."      /*True. This is because, in both North and South, the institution of slavery survived, almost intact, through the institution of a new system of enforcement mechanisms. The whole modern situation must be understood as the real emancipation of the blacks through the breakdown of the neo-slavery system.*/

As you say, the blacks are discovering that they are a people. Unfortunately for your liberal line of talk, this new-found identity has given rise to a new militancy (new to the last decade or so, shall we say), evidenced in such movements as the Black Muslims and the Panthers: the "black is beautiful" movement. Scan the pages of EBONY five or so years ago: they are filled with models of light skinned negroes, hair straighteners, skin cremes, etc.; everything to make you look more like a white man. Such social discrimination was devastatingly evidenced in one psychological study in particular, which I would like to relate..., simply to show perhaps that one's social environment (like reciting school prayers) has a tremendous impact, and that all psychological studies are not "phony" or approach the level of a "seance".

The study...was performed by two prominent Negro psychologists in New York City, K. B. and M. P. Clark (1958). 253 Negro children ranging from 3 to 7 years of age were given white and black dolls to play with, and were then asked to answer a number of questions by selecting the appropriate doll. The results were all too obvious. When asked to "Give me the doll that looks bad," 68% of the 3-year-olds and 43% of the 7-year-olds selected the black doll, 19%/17% selected the white doll, and 13%/40% made no choice (some of these broke into tears when confronted with the questio n). When asked to "Give me the doll that looks like you," 61% of the 3-year-olds and 13% of the 7-year-olds selected the white doll, 36%/87% selected the colored doll, and 3%/0% made no choice. These results should prove to you demonstrable harm.      /*To whom? Of course, the study must have been reported in greater detail than you have here, but I don't see that much significance can be attached to it. First, we know nothing of how the respondent children were selected. If this is a national random sample (which I doubt), the probable statistical error involved in only 253 respondents is ridiculously high. If this is a selected sample, the results are statistically utter garbage--in other words, there is no way of applying those results to the black population as a whole. The first question you cite is obviously irrational. I would wager that a good many respondents simply picked the nearest doll. The results (40% of 7-year-olds made no choice, some broke into tears) show that a large proportion of the respondents realized the irrationality. The results of the second question appear pretty typical of 3-year-olds, who aren't very color conscious anyway, and the 13% of the 7-year-olds who picked the white doll might have been light complected. In short, what you have told me about this so-called study makes it look worse than a seance.*/

Now the pages of EBONY are filled with black models with Afro-American hair styles. While it is true the Panther party had a relatively small minority of the black population as members, and that many of these are under pressure by the white legal

establishment (Seale, Cleaver, et al.), I believe the majority of the black population
sympathises with them or similar groups. Have you been down to your local black ghetto?
The teenagers walk the Panther walk, talk the Panther talk, sing Panther songs, etc.

So, Rod, the way it's going now the blacks have realized that America is not an
assimilationist culture when it comes to blacks, and the trend is to create a sub-cul-
ture of their own, which, by the way, is definitely antagonistic to white folks: I
wouldn't advise you to walk through the black section of San Diego at night, or even in
daylight, for that matter.

And what if Frederick Douglass' and Nat Turner's birthdays were declared national
holidays? Big deal. It takes a long time for myths to arise, to transform someone
into a hero. And besides, many of the great leaders who stood up for Negro rights,
the leaders with whom the majority of the Negro population identified, were? Assassin-
ated. Malcolm X, John Kennedy, Martin Luther King, Jr., Robert Kennedy. Surely the
murders of these figures caused great disillusion, or rather, greater disillusion, among
Negroes in this country and showed them effectively how any "uppity nigger" or "nigger-
lover" is treated. And you want to create myths?      /*Apprently you already have. Of
the four men you named, only one was killed over the "race" issue. The Kennedys were
shot by madmen and Malcolm X met his well-deserved end as part of a power struggle
between factions of religious idiocy.*/

Don't misunderstand me: both the Kennedys weren't assassinated because they were
in favor of civil rights specifically: but it must seem that way to the black man—the
fact is that they WERE murdered, and the association is easily made, no matter how false
it may be. Considering the above, what, then, is the solution? Create heroes, myths?
I'd like to hear what you would propose as an effective solution, Rod.

/*I do not think it is possible to speak of what the "majority of the black pop-
ulation" wants, sympathises with, or believes, since no reputable random survey has
ever been made of that group. In any event, the most effective solution is to wait
for the problem to work itself out. By that I mean this: since we are witnessing the
final breakdown of neo-slavery, we should insure the completion of this process by
destroying all of the institution's enforcement mechanisms. Then we can "take the
heat off" by a rapid and well-publicized program of tokenism. Radical groups such
as the Panthers play a valuable part because they allow aggressions to be worked off
and because they present an organized panoply of leaders who can be bought out. The
result will be a gradual assimilation in both directions, an assimilation which should
have begun with Reconstruction, but which didn't because Emancipation never occurred.
This type of solution will be effective because it is equitable, permanent, and allows
problems to be worked out as they occur.*/

<div align="center">

REVOLUTION:
Some General and Specific Theoretical Considerations
Part 3

</div>

A ruling elite comes to power bringing with it a specific set of values and ideas.
It applies those values and ideas to the problems of the society it rules and comes up
with effective solutions. After a time, however, the society begins to change far more
fundamentally than the ruling class changes. The old solutions no longer work with the
same efficacy; new problems arise with which the upper class is no longer able to deal
because of its value system. This lack of relevance means that problems, or dysfunc-
tions, in the society are no longer effectively dealt with; thus, as the upper class
becomes increasingly irrelevant, the society becomes increasingly dysfunctional.

For example, European societies ruled by a landed feudal aristocracy were, be-
ginning in 1640, overthrown by revolutions which brought to power bourgeois or mana-
gerial groups. This is because the commercial-industrial revolution which had begun
to sweep Europe at this time brought on problems which feudal values could neither
understand nor solve. Society became increasingly dysfunctional, a situation of
which the chronic and most common symptom was lack of adequate funds in the national
treasury (see, i.e., Crane Brinton, Anatomy of Revolution).

This process of change in a society can be called <u>modernization</u>. The term is usually applied to contemporary processes in which feudal, neo-feudal, and tribal societies are being transformed into more industrialized or "modern" states (see, e.g., David Apter, <u>The Politics of Modernization</u>). However, it should be obvious that any society which is moving from one state of organization to another, particularly in the sense of following an historical trend, is "modernizing".

The opportunity to modernize, and the process of modernization, presents serious problems for the traditional ruling elite. This was (and is) true of industrialization, particularly. Modernization, on one hand, provides a nation with a means of increased power as opposed to its traditional neighbors. It may also mean survival as opposed to neighbors already modernized (cf., e.g., both China and Russia at the end of the 19th Century). On the other hand, however, the process calls into being, or increases in size, classes of individuals whose values are inimical to those of the present rulers and places in their hands the real power of the state. Thus the ruling elite must choose between extinction in international competition (or revolution at home) and loss of power through voluntary surrender (or revolution if they try to have their cake and eat it too). Modernization may, of course, occur without conscious action by the ruling elite to bring it about. This happened, e.g., in England and France. States which modernize later usually seem to do so by direction from above. Thus it was in Tsarist Russia and Porfirian Mexico.

Next time: The Process of Revolution: the Role of the Intelligentsia, of the Middle Groups, of the Masses, of Elitist Decadence.

## THE CHRONICLES OF REQ-LAV
### The Book of nyk-Sunn the Twice-Scorned

As my readers may know, the Chronicles of req-Lav were inscribed on 14k gold-filled tablets by St. Lasagna, and were revealed to me by the angel Macaroni. They are the records of an exceedingly ancient civilization, and especially the great kingdom (or republic) of meri-Ka (<u>Eg.</u>: "loving its own <u>ka</u>"). The Book of nyk-Sunn the Twice-Scorned is engraved on three round tablets: two smaller ones attached to a larger one at (as it were a clock) 10 and 2.

Chapter 10:  An Psalm, by mar-Krudd, unto nu-Mobe.

1. Lift up thy fists, 0 ye plebs, and give ye to me the everlasting pow'r!

2. Worthy is my bod to receive honor, and power, and glory, and <u>money</u>, in that I may lord it over thee.

3. Power, power, power, god I love power, early in the morning until late at night.

4. Onward witless soldiers, on against the foe; loot and maim and murder, 'cause I love power so!

5. Mine eyes have seen the glory of a riot in the streets I wish we could have more of them, 'cause violence is neat! Cracking skulls with lead pipes is my way to make ends meet! My pow'r goes marching on! Glory, glory, what a payoff! Glory, glory, it's a real blast! Glory, glory, it's like thrillsville! Let's kill someone for ...uh, ...uh, ...er, uh... duhhhhh ...oh, yeah — that's the gimmick!...<u>peace</u>!!

## A HISTORY OF PODERKAGG (Part 8)

The early history of the Parsimonidae of Novi Sodom is imperfectly known. The earliest known member was Parsimonius the Filthy, for whom the family was named, a garbage collector in Gastritis during the early 10th Century. In c.935 he moved to Novi Sodom, where he and his thirty-odd (or thirty odd) daughters opened a brothel which was soon known throughout the region as the most perverse, and hence the most popular, such establishment in the city (and perhaps in the world). It is said that the eldest daughter, Grossa, is the only woman in history to have "performed" with

an elephant.  For several years this was done on the city green, with matinee perform-
ances for the kiddies.  Another daughter, Sussana, is said to have been the especial
preserve of the village elders.

Parsimonius had a son, Salacius, who managed the place on behalf of his sisters
and neices, and continued the tradition that the establishment would be strictly a fam-
ily business.  His motto was, "The family that bawds together really makes it."  Other
members of the family continued to work in, and eventually to dominate, the flesh trade
of Novi Sodom, with such excellence that one of them, Sir Libidimus Parsimonidini, was
knighted by King Richard I of England for being able to cater perfectly to His Majesty's
special tastes.

Several of the Parsimonidae became interested in politics.  Mendacius Parsimonidini
was elected Consul of Poderkagg in 1140, and was reelected for eight consecutive terms.
He died in 1149, before the next election, as a result of winning a certain wager he
had made with 100 Novi Sodom girls, all of them virgin and all of them cousins of his.
Modern historians tend to refer to this event as "the first '100 Flowers Campaign'".
In 1173, Fornicatus Parsimonidini was elected and serially reelected to the post of
Consul.  Upon his death in 1195, his son Gormandus ("the Fat") was elected and the
Consulate became for all purposes hereditary.  This seeming coup was accomplished with
ease by Fornicatus and Gormandus, since the mistress of every important man in the Re-
public was one of their female (usually) relatives.

This situation continued until 1362, when Consul Parsimonius, son of Consul
Acrophobius and Salome Gubbish, was made Dux Poderkaggans by Emperor.  He died the
same year while feeding his pet crocodiles (as his younger son Epsom said, "This time
he really fed 'em!") and was succeeded by his elder son Pandemonium I (r. 1362-1383).
Next:  The Early Dukes of Poderkagg

## A DIRECTORY OF EVEN MORE UNFAMILIAR QUOTATIONS, II

This feature has material primarily from Bill Linden; however, anybody else is
encouraged to contribute.

"We're not against war.  We support some wars, like the Viet Cong." ..."Professor"
Robert Wolfe, Washington Square Journal, 11 December 1969.

"I found out after a while that the strike leaders had deliberately decided not to
present a referendum on their demands to the university community, sure that it would
have been decisively outvoted." ...John Holt, "Radicalizing of a Guest Teacher at Berke-
ley", New York Times Magazine, 22 February 1970.

"We have a revolutionary brother in Berkeley.  The brother is charged with four
counts of attempted murder of four pigs.  And I don't think that's wrong.  Because ev-
erybody knows that pigs are depraved traducers that violate the lives of human beings
and that there ain't nothing wrong with taking the life of a _____ pig." ...David
Hilliard, "Chief of Staff", Black Panther "Party", New Haven, 1 May 1970.

"There is no such thing as abstract justice.  Bobby Seale must be freed regardless
of the claims or counterclaims of evidence.  Our objective is not a fair trial; our ob-
jective is no trial.  We are not here to protest about the trial, we are here to stop
the trial."  David Dellinger, New Haven; reported by Anthony R. Dolan, National Review,
19 May 1970. /"I am assuming this usually unreliable source is at least capable of
quoting people correctly."/

"The intellectual tone of today's faculty meetings is further spiced by allusions
to the fact that if certain policies are not adopted, student unhappiness (i.e., upris-
ing) will result.  This curious form of parliamentary argument makes one nostalgic for
the German Reichstag circa 1933.  The tactic often works, since open threats against
faculties are usually effective.  This was well illustrated during the McCarthey Era.
...Sheldon Penman, Ph.D., Associated Professor of Biology, MIT, NYTimes Magazine,
26 April 1970.

Armcont Games XII (cont'd from page 14)

1969X. SPALD, JR. (Perkins)(#4)(to WO3); SHAAFT (Phillips). 1905: A: Chuck Carey (to WO3), Hal Hase (2); E: Norm McLeod (dro FO3), Lewis Pulsipher (1); F: Margaret Gemignani (1); G: Louis Menyhert (10**); I: Dick Reiter (dro FO4), George Patton (7); R: David Isby (13***); T: Steve Hurlbut (out SO3).

1969Y. SPALD, JR. (Perkins)(#5)(to FO2); SHAAFT (Phillips). 1904: A: Don Cowan (5); E: Lewis Pulsipher (4); F: John Turnquist (dro WO2), civ.dis. (out FO3); G: Elaine Mischel (6); I: Robert Rosenfield (7); R: George Patton (8); T: Clay Cowan (dro WO2), civ.dis. (1).

1969Z. BRIGHTON (to WO3); LILLIPUT(Walker). 1905: A: Sidney Witt (2); E: David Key (6); F: Bob Strayer (5); G: George Schelz (res WO4), Andrew Phillips (4); I: Edi Birsan (dro WO2), Bob Kinney (6); R: Jeff Power (6); T: Betsy DuBose*(res SO3), Jeff Key (5).      *Now Betsy Childers.

1969AA. LONELY MOUNTAIN/HALF 'N' HALF (Lindsay). 1905: A: George Patton (5); E: George Inser (7); F: Jim Goldman (out FO4); G: Peter Ansoff (6); I: Mike Goldstein (6); R: Len Lakofka (6); T: Ron Salcedo (3).

1969AB. BROBDINGNAG (Hello)(BBA). 1905: A: Charles Welsh(?) E: Jeff Key (8); F: Mark Baldwin (3); G: Brenton VerPloeg (10); I: Karl Wittmann (3); R: Stuart Stimson (out WO4); T: Randy Bytwerk (7).

1969AC. DIPLODEUR (Johnson)(#2). 1907: A: Jerry White (out WO3); E: Don Turnbull (1); F: Dick Holcombe (9); G: Dieter Cordes (5); I: Wayne Harris (4); R: Mike Collins (8); T: George Patton (7).

1969AD. LIMBOURG GAZETTE (Klyver)(#3)(toFO2); BERZERKELEY BARK*(Fong)(LIM-3). 1906: A: Jerry White (dro 01), Larry St.Cyr (1); E: Peter Nastos (dro FO3), Pat Young (6**); F: Buddy Tretick (10); G: Margaret Gemignani (4); I: Jim Bennett (dro FO5), Lee Childs (5); R: Paul Jameson (res FO3), Bob Wilson (3); T: Karl Wittmann (5*).      *Limbourg Gazette, Berzerkeley Bark, and Holy Bible Crusade.

1969AF. LIMBOURG GAZETTE (Turnquist)(#4)(to FO2); BERZERKELEY BARK (LGBBHBC) (Childs). 1906: A: Stephen Bobker (10); E: Ricky Ansoff (dro FO3), Larry Fong (res SO5), John Kuechle (4); F: Pat Casey (2); G: Steven Eisenberg (7*); I: Dan Barrows (7); R: Ron Salcedo (4); T: Frank Lunney (dro SO4), Craig Klyver (out WO5).

1969AG. POLASKA II (Evans)(B.C. #20). 1903: A: George Grayson (dro SO2), Mike Hoos (3); E: Cole Harrison (res SO1), Mark Sawchuck (4); F: Bob Komada (res SO1), Bill Quinn (5); G: Doug Burke (5); I: Larry St.Cyr (res FO1), Margaret Gemignani (5); R: Conrad vonMetzke (dro SO2), Brad Payne (7); T: Terry Kuch (5).

1969AH. POLASKA II (Evans)(B.C. #21). 1903: A: Don Morin (3); E: Russ Boggs (4); F: Greg Warden (dro WO2), Pat Barrett (5); G: Buddy Tretick (7); I: Doug Burke (4); R: Larry St.Cyr (5); T: Ken Borecki (6).

1969AI. POLASKA II (Evans)(B.C. #22). 1903: A: Charles Hoch (5); E: Tom Eller (5); F: Conrad vonMetzke (dro SO2), Brad Payne (4*); G: Pat Young (7); I: Dick Reiter (4); R: Jim Boskey (6); T: Doug Burke (3).

1969AJ. POLASKA II (Evans)(B.C. #23). 1903: A: Ken Borecki (res FO1), Margaret Gemignani (3); E: Tom Wilson (4); F: Buddy Tretick (6); G: Don Morin (5); I: Conrad vonMetzke (dro SO2), Brad Payne (3); R: Norm McLeod (dro SO2), Larry Krauter (7); T: Chris Tretick (5).

1969AK. POLASKA II (Evans)(B.C. #24). 1903: A: Mark Bird (5); E: Charles Hoch (5); F: Don Morin (5); G: Larry St.Cyr (6); I: Cole Harrison (res SO1), Mark Sawchuck (4); R: Ken Borecki (res FO1), Margaret Gemignani (3*); T: George Schelz (6).

1969AL. POLASKA II (Evans)(B.C. #25). 1903: A: Terry Kuch (6); E: Greg Warden (4); F: Norm McLeod (dro SO2), Larry Krauter (5); G: Chris Tretick (6); I: Russ Boggs (4); R: Ken Borecki (4); T: Don Morin (4).

1969AM. POLASKA II (Evans)(B.C. #26). 1903: A: Tom Eller (5); E: George Grayson (dro SO2), Mike Hoos (4); F: Pat Young (4); G: Cole Harrison (res SO1), Mark Sawchuck (4); I: Bob Maloney (dro FO2), Bob Kinney (4); R: Bob Komada (res SO1), Bill Quinn (5); T: Buddy Tretick (6).

This is BESEROVIA, the journal of game 1969G. It is edited
by Rod Walker, 5058 Hawley Blvd., SanDiego CA 92116; for rest
of information, see EREHWON.

## ANNOUNCEMENTS

1. See EREHWON announcements #1, 4, 5, and 7 particularly, and
the rest of them if you really want to.

2. Numbers 6 and 7 of BESEROVIA were issued separately. Number 6 contained
the last moves and wrap-up for game 1969BQ. Number 7 contained the Spring 1905 moves
for 1969G, which are reprinted below.

3. A complete set of BESEROVIA back issues, #1s through #7, some 23 issues in
all, are available for $1 to anybody who is interested. With the exception of #7,
all of these issues contain the moves and press releases for #1969BQ.

4. Commencing this issue, the game will be illustrated with a map, á la the
ancien LONELY MOUNTAIN. The Fall/Winter 1905 moves are on page 25.

## 1969G

### GERMANY-RUSSIA MAKE BID FOR SUPREMACY AS AUSTRIA INVADED, TURKEY MENACED, ITALY THUMPED

Spring 1905: Turkish moves were sent conditional upon every direction possible
for an Italian retreat except annihilation (which is what happened). His fleets Ion
and Gre were consequently reported as unordered.

AUSTRIA (Welsh): A Vie-Tyr, A Bud-Gal /d//Tri/, F Alb-Adr.
ENGLAND (Wells): NMR. F Yor /h/.
GERMANY (Lindsay): A Mun-Tyr S by A Ven, A Kie-Ruh, A Boh-Vie, F Pic-Eng, F Hel
-Nth S by F Edi, A Par-Gas S by A Bre, A Lpl-Wal.
ITALY (Evans): NMR. F Ion (R)-/a/. F Nap, A Ser, F Por, A Spa /h/. A Gas /h/
/a/, F Eas /h/ /a/.
RUSSIA (Johnston): A War-Ukr, A Mos-Sev, A Rum-Bud S by A Gal, F Sev-Gla, A Den,
F Nrg, & F Swe admire German uniforms.
TURKEY (Ansoff): A Bul-Ser, F Smy-Eas S by F Aeg, F Ion /h/, F Gre /h/.

### Commentary -- Allan B. Calhamer

Although Russia has not yet actually committed herself to major action, it might
be well to assume at this point a continuing German-Russian alliance in order to see
what such an alliance portends. We shall employ an approach we call "Empire Theory."
Empire Theory usually only becomes relevant at about the stage that this game has now
reached; hence it frequently does not enter into over-the-board games at all, since
they often are not played out this far. Of course, we may start using it to analyze
the starting position if one wishes.

An Empire is a collection of 18 supply centers. We are interested particularly
in the Empires that certain countries are most likely to gain, if they gain any at
all, under designated conditions. Let us ask what the most likely German and Russian
Empires would be, if they never yielded any of their present supply centers and never
attacked each other. These empires must overlap in at least two supply centers, be-
cause they total 36 and there are only 34 on the board.

It should be clear that for Russia the additional centers most likely to be ad-
ded to form an Empire under the given conditions include Vie, Tri, Ser, Bul, Gre,
Smy, Con, and Ank. She still needs one more, probably Tun, possibly Nap. To gain
this Empire she must have a Mediterranean navy, which can, but must, be built out
of her raises secured by capturing the Balkans and Turkey. If she fails to take
even a single supply center of this group, such as Vie, which Germany is already at-
tacking, she must pick up one more elsewhere, probably the other of Tun or Nap.

Germany's easiest probably are Lon, Por, Spa, Mar, Rom, Nap, and two out of the
three, Vie, Tri, and Tun. Mediterranean fleets would be an absolute necessity to
win Tun, and might be necessary to win others of these points.

It now appears as if Russia would face the stronger opposition in such a race, and also Germany might crowd into the area east of the Adriatic at once, while Russia cannot move west of the Adriatic for some time if at all. Also, if Germany raises fleets for Mediterranean duty, they come on in the north, where they might suddenly pounce on Scandinavia; but if Russia builds a Mediterranean navy at Sevastopol, it cannot act against Germany at all except at such points as Tunis, Italy, and the Adriatic ports.

## FAIL, BRITANNIA; GERMANS CORNER FISH 'N' CHIPS MARKET; SULTAN PLAYS RUSSIAN ROULETTE

**Fall/Winter 1905:** Dan Ewart is removed for missing two consecutive moves; Eric Just is now Italy.

AUSTRIA (Welsh): A Bud (R)-Tri. A Vie-Tyr, A Tri-Ven S by F Adr. Owns: ~~Bud~~, ~~Tri~~, Vie, Ven (2). E F Adr.

ENGLAND (Wells): F Yor-Lon. Owns: ~~Lon~~ (0). E F Yor. OUT

GERMANY (Lindsay): A Tyr-Tri <u>S by A Ven</u> (A Ven /d/ /Kon/), A Ruh-Bur, <u>A Boh S RUSSIAN A Gal-Vie</u> (not so ordered), <u>F Eng-Mid</u>, F Nth-Lon S by A Wal, F Edi H, A Gas-Spa, A Bre-Gas. Owns: Ber, Kie, Mun, Bel, Hol, Par, Bre, ~~Kon~~, Lpl, Edi, <u>Lon, Tri, Spa,</u> <u>Rom</u> (13). B A Mun, A Ber, A Kie.

ITALY (~~Ewart~~)(Just): F Nap-Apu, A Ser offers requiem mass for the Spring Italian deaths, F Por-Mid, A Spa-Mar. Owns: Nap, ~~Rom~~, Tun, Mar, ~~Spa~~, Por, Ser (5). B F Nap (2 /e/).

RUSSIA (Johnston): A Sev-Rum S by A Ukr, <u>A Bud S TURKISH A Bul-Ser</u> (not so ordered), A Gal S A Bud, F Bla-Ank, A Den H, F Nrg-Nwy, F Swe H. Owns: Mos, StP, Sev, War, Rum, Nwy, Swe, Den, Bud, Ank (10). B A StP, A Sev.

TURKEY (Ansoff): NMR. A Bul, F Eas, F Aeg, F Ion, F Gre /h/. Owns: ~~Ank~~, Con, Smy, Bul, Gre (4). E F Ion.

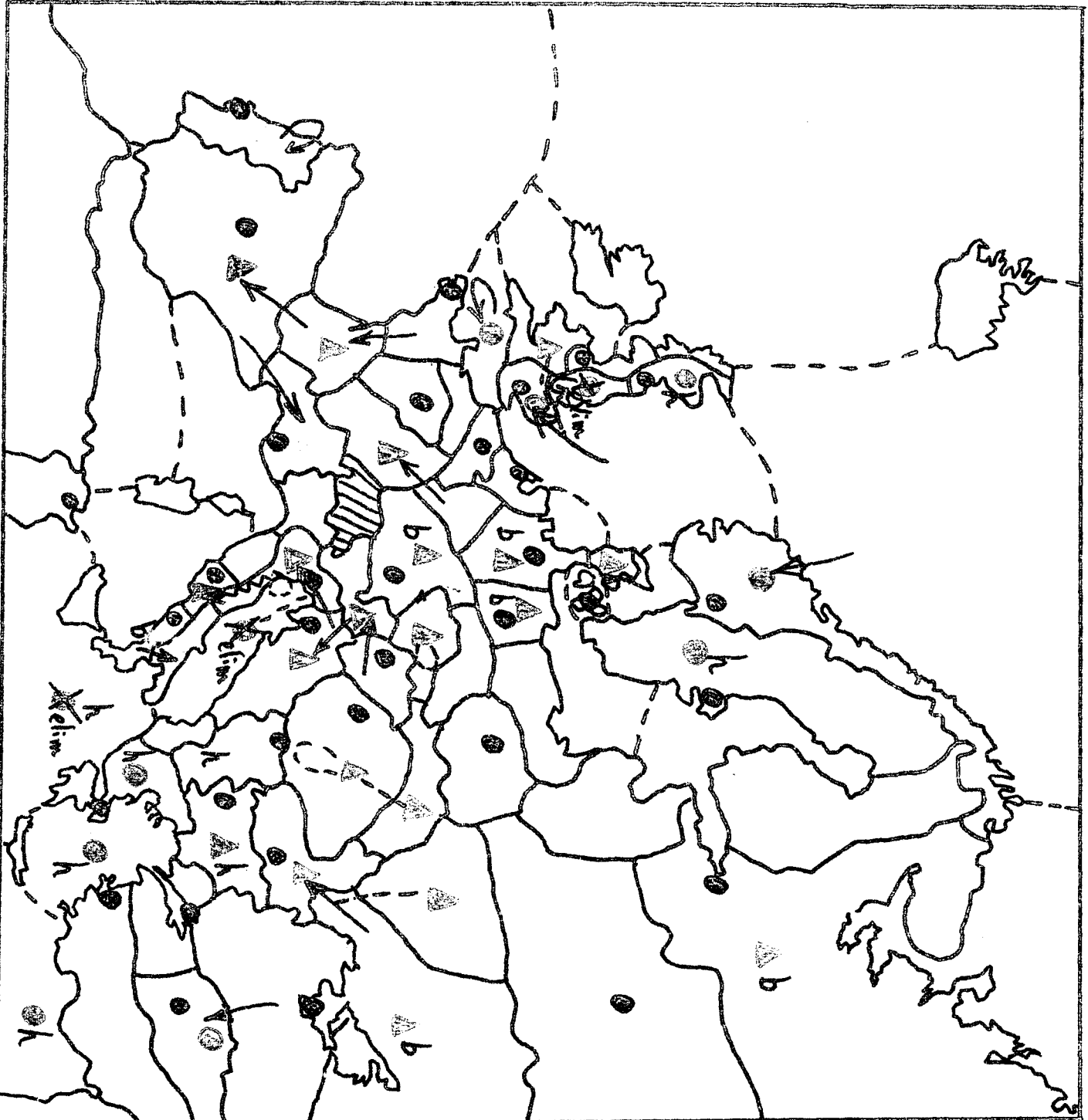### Commentary (Fall only) — Allan B. Calhamer

Let us look at the prospects for the Little Three, if the Big Two remain in alliance. We will depart from the situation prior to Fall 1905, assuming Italy retreated her fleet from Ion to Tun in W04. The situation now is worse for the Little Three, but the principles are probably the same.

The Goths are crushing down with 18 pieces, plus a sure win of Ankara, against 15, less Ankara, divided among Rome, Byzantium, and Illyrica. Naturally one supposes that these three must stand together. Still, 14 divided three ways can never advance against 19 divided two ways. It is necessary that the 14 hold out, stalemate, and demand a five-way draw (even A.H. sharing in the draw). Naturally, they keep trying to pit the Visigoths against the Ostrogoths and vice-versa, a possibility which becomes more likely as stalemate becomes more imminent. Without stalemate, the Goths simply keep splitting the Roman world between them, then either take a two-way draw or square off at the last minute, thus first making sure that the winner will be one or the other.

To hold out with a minority, it is necessary to cordon something off. Perhaps the cordon would not be perfect; if you can't stop 'em, slow 'em down. As stalemate looms, the Goths may fall on each other out of boredom, rather engage in seige operations in the south.

Even though all their homelands have been invaded, the Romans have the Mediterranean sealed at both ends, they might cordon off Italy at Rome, and might cordon off the Balkans. In order to get the alliance, Italy might take the very unusual step of giving Tunis to the Byzantine corsairs. Almost never does a country, especially a weak one, give a supply center to an attacker (because the attacker will just keep rolling). But here,          Turkey has invested a lot in fleets, and this is a way of giving her some pay-off. Finally, you want a Byzantine army raised in Smyrna—you want them to have uplands capability in order to confer uplands ambitions on them.

Then TUR A Bul S IT A Ser is a guaranteed hold of that territory for the time, while the Byzantine fleets try to work back into the Euxine and take control of it (they have the advantage of numbers!). The Roman fleet surrendering Tunis races into

1969G—Fall & Winter 1905.  Diplomacy map copyright
by Games Research, Inc., reprinted by permission.
Positions shown <u>after</u> moves.  Armies: ▲ Fleets: ◎
Austria: ◯   England: ◎   Germany: ◎   Italy:
Russia: ◎   Turkey: ◎   Attack: ———→

Attack failed: ⤺   Support: – – –→  Support failed(out): ⌒⌒  Retreat: ∿∿∿→
Annihilated: ∂   Built: b   Hold: h   Convoy: C
                                                                              (∘∘⋯∘∘)
Move notation based on that developed by Charles Wells.

Mar.  The Byzantine fleet entering Tun, but only that one, would go on to help plug the western gate, under effective Roman command.

The order Nap-Rom would defend both those cities for a while.  The Illyricans would try to shift so as to form a four-army front with Italy-Turkey in the Balkans (the old Danube River line).

Fighting alone, Rome had to gamble the loss of Spain in order to try to cover Mid, Spa, and Mar.  But with two fleets coming up from Tunis, she could have yielded Mid to guarantee a hold of Mar. with Spa-Mar and Por-Spa.  Of course, eventually Mar would fall, attacked from Pie, Bur, Gas, while Spa was attacked from Mid, but in the meantime, Rome would have the extra legion.  Rome might even have captured Mid back, since there would have been no Visigothic fleet backing it up.  That action would have risked Spa in the Spring, but with the Byzants already in Wes.

## NEWS OF THE WORLD

MADRID:  Thanks, Eric, for the clever move.  We can be _too_ tricky, you know.

ROME:  Attila Thomas Howard Edward Hun Ager occupied the Vatican.  Protests from the Holy See were met by large guffaws as well as size ten boots on the rear.

NUOVA ROMA (formerly Paola):  Pope Justinian LXXX has settled in at His new Vatican here in this garden spot in southern Italy.  When asked how He felt about fleeing St.Peter's, the Pope remarked, "Well, St. Enrico's is not nearly so big as St.Peter's, but We think it will serve as a lesson in humility for the Church.  Long has the Church been too assured about its position in the world.  It is time we remembered the words of St.John, 'He hath loosed the fateful lightning of his terrible swift sword.'  Now it is time for Us to take up that sword.  We naturally want peace in the world, but We think Julius had the right idea.  If anything is worth having, it is worth fighting for.  We expect the fullest measure of devotion from those soldiers of Christ carrying the fight to other lands.  St.Paul put it very nicely when he asked, 'Who dares stand idle on the harvest plain, while all around him waves the golden grain?'"  Then He retired for prayer and feasting.

## NUBATOR 1009

Current Games, III (cont'd from page 22)

1969AN.  POLASKA II (Evans)(B.C. #27).  1903:  A: Larry St.Cyr (4);  E: Bob Maloney (dro FO2), Bob Kinney (4);  F: Charles Hoch (7);  G: Rich Rubin (5);  I: Jim Munroe (5); R: Tom Eller (5);  T: Russ Boggs (3).

1969AO.  POLASKA II (Evans)(B.C. #28).  1903:  A: Conrad vonMetzke (dro S02), Brad Payne (5);  E: Terry Kuch (6);  F: Tom Wilson (5);  G: Russ Boggs (5);  I: Jim Boskey (4);  R: Doug Burke (res FO1), Larry Fong (5);  T: Greg Warden (4).

1969AP.  POLASKA II (Evans)(B.C. #29).  1903:  A: Conrad vonMetzke (dro FO1), Larry Fong (6);  E: Jim Boskey (5);  F: George Schelz (5);  G: Terry Kuch (4);  I: Pat Young (5);  R: Buddy Tretick (4);  T: Mark Bird (5).

1969AQ.  POLASKA II (Evans)(B.C. #30).  1903:  A: Norm McLeod (dro S02), Larry Krauter (3);  E: Rich Rubin (6);  F: Tom Eller (5);  G: Jim Munroe (5);  I: Tom Wilson (5);  R: Dick Reiter (4);  T: Bob Maloney (res FO1), Larry Fong (6).

1969AR.  POLASKA II (Evans)(B.C. #31).  1903:  A: Rich Rubin (6);  E: Ken Borecki (5);  F: Edi Birsan (5);  G: Larry St.Cyr (res FO1), Larry Fong (5);  I: Bob Komada (res S01), Bill Quinn (4);  R: Terry Kuch (7);  T: George Grayson (dro S02), Mike Hoos (2).

1969AS.  POLASKA II (Evans)(B.C. #32).  1903:  A: Chris Tretick (5);  E: Mark Bird (6);  F: Dick Reiter (4);  G: Charles Hoch (5);  I: Ken Borecki (4);  R: Jim Munroe (7); T: Tom Wilson (3).

Completed (AT-AX) next issue.