

Number 2



12 March 1968

THE OZ FREE PRESS is a subsidiary publication of EREHWON, the Journal of postal Diplomacy. It is published by Capt. Rod Walker, 1611 Lowry Dr., Rantoul, Ill. 61866. TOFP chronicles the progress of Das Dippyspiel (or Imperialism XII), the game you'd rather forget. Players and stand-bys by invitation only. The game fee is \$1 whenever it is needed. Subscriptions are \$1.00 for 10 issues. TOFP uses the Rules of Diplomacy, amended by the Dippyspiel Rules, plus EREHWON's House-Rules. Sets of maps are 50¢; back issues are 25¢. The Editor places no limit on the amount of press releases, poetry, and other junk you submit; but he reserves the right to charge \$1 (or fraction) per page (or fraction) for the publication of material which is excessive beyond reason. All submissions are, of course, subject to editing. Non-players may submit propoganda, but must pay the regularly assessed game fee for the privilege of so doing. Any resemblance between persons and places mentioned in this 'zine and any real persons and places you know of is out of the question.

A BRAND NEW INTRODUCTORY UTTERANCE!

Queen Ozma and all the gentle folk of her nicely improbable realm would like to welcome you to Das Dippyspiel and The Oz Free Press. The purpose of this issue is to hand out country assignments, get the show on the road, and add a little bit to the Rules and your headaches over them. Greg Long and Sid Cochran have sent a boodle of questions that need answering and we have all sorts of stuff lined up. It ought to be good for 8 pages or so. . .

COUNTRY ASSIGNMENTS

Well, we now have our players, 27 of them (I've added one more, as you will see). Assignments were difficult to make, because most of you requested more or less the same places. Nearly everybody got one of his five choices. A couple of you were invited to play specific countries, for a variety of reasons. The list below is annotated with some comments about how each country got to be the way it is in the game. Players who still owe the initial \$1 fee are indicated with an asterisk (*).

ARMADONIA: James Dygart, 2090 Blackwood Dr., Walnut Creek, Calif. 94596. This is a contraction of ARMAGEDDONIA, which Jim publishes. The name was taken from the New Testament form of the city of Megiddo, located in Coele-Syria—but Romany was slated for that region and I needed places in Columbia. So there it is. A game played by the LTA apparently had its own Armadonia, located in the region we call Prussia.

BEAUCOUILLON: John Boardman, 592 16th St., Brooklyn, N.Y. 11218. John Boardman introduced this country to Diplomacy propoganda when he wrote a series of press releases for 1965-F, which started in COSTAGUANA and finished in John's GRAUSTARK. It was obviously a country of the Mediterranean coast, based on Monaco as a prototype, so that is where it was placed, advanced in rank to Kingdom.

CONFEDERATE STATES OF AMERICA: Sid Cochran, Jr., 1816 S. College, Tyler, Tex. 75701. First appeared in a series of GM releases

written by me for 1966-AO, in which President Robert E. Lee II is having a perfectly dreadful time with Louis XIX of Franciana. A fine southern gentleman was selected to play this permanent replacement (In DD) for the U.S.A.

COSTAGUANA: *Charles Wells, 3678 Lindholm Rd., Cleveland, Ohio 44120. Named for Conrad Von Metzke's off-again on-again 'zine. The original was located in Central America, but that was a bad location design-wise. Besides, in this alternate world, the Spanish never reached that region. So it was moved to North Africa.

EFGIART: Douglas Beyerlein, 3934 S.W. Southern, Seattle, Wash. 98116. The name is an anagram of the initials of the 7 major powers in regular Dippy--and also the name of the 'zine put out by the player and Doug Baker. There is also, however, a sub-tribe of the Ibos called the Efglara), so this one wound up in tropical Africa.

ETHEROPIUM: Bill Haggart, 9627 Maryknoll Ave., Whittier, Calif. 90605. This variation on Ethiopia appeared in several of Cliff Ollilo's releases for 1966-AO. It is located where it should be.

FRENCIANA: *Larry Peery, 4567 Virginia Ave., San Diego, Calif. 92115. Another fugitive from 1966-AO; it came into being when Queen Lurleen married Louis XIX of France. Since then, few Dippy journals have avoided the scourge of Franciana.

GLOCKORLA: *Dave Lebling, Box 2234, Burton House, 420 Memorial Dr., Cambridge, Mass. 02139. Named for Dave's 'zine. The map he sometimes shows looks like a warped Australia, regardless of his feverish denials.

GRAUSTARK: *Banks Mebone, Box 938, Melbourne Beach, Fla. 32951. Named for John Boardman's 'zine and located approximately where Germany is now because of its Teutonic-sounding name.

HYDUNDERBAD: *Doug Baker, 19633 S.E. 29th, Issaquah, Wash. 98027. Appeared in releases for 1965Q as a minor Indian state, half of which, John Boardman tells me, was washed away in the great monsoon of 1936. The name and location seemed akin to Hyderabad, of which there is one in the Deccan and one in the Indus Valley. The latter location was used.

INCA EMPIRE: Michael Childers, Buckner Hall, San Marcos, Tex. 78666. Originally appeared in GM releases for EREHWON's vE10. The original source was Bertrand Russell's story, Zahatopolk. The Inca boundaries of 1532 A.D. are used.

KALIF: *James Latimer, III, Room 265, Austin Centre, Merrimack College, North Andover, Mass. 01845. Named for one of the lands of meri-ka in my Chronicles of req-Lov. It takes in northern California, with considerable extensions north and east.

KALMAR: Steve & Christina Cartier, 2542 N.W. Vaughn, Portland, Ore. 97210. Named for the distaff 'zine of the family, which in turn was named for the late mediaeval union of Scandinavian states.

LOMPOC: *Conrad Von Metzke, 5327 Hilltop Dr., San Diego, Calif. 92114. The name sounds oriental, doesn't it? Californians and Air Force people will tell you it's a small town, near Vandenberg Air Force Base, whose main industry is flowers. It was placed in South Asia because it sounded best there. If you want to infuriate Boardman, write the name Lom-Poc,

MARSOVIA: *Robert Ward, 2704 S St., Sacramento, Calif. 95816.

Named for Bob's 'zine, MARSOVIA. The original was in the Balkans, but that area was overcrowded anyway. So I put it in Columbia.

MISKATONIA: *Peter Comber, 97-15 Horace Harding Expressway, Rego Park, N.Y. 11368. Named for Anders Swenson's 'zine, MISKATONIC UNIVERSITY. The M.U. was originally at Arkham, Mass., but I had enough countries in America already. So, because the name sounded as if it might be slavic, I moved it to Siberia, where I needed a power, anyway.

PERILAND: Brian Bailey, 1698 Fairwood Dr., Concord, Calif. 94521. Named for a country appearing frequently in Larry Peery's XENOLOGIC, and the original Peeriocracy. His maps put it in the Pacific Southwest, so that's where it is. Some readers may wonder about its relationship to Perelandra. Was C.S. Lewis a Peerisite?

PODERKAGG: Rod Walker, 1611 Lowry Dr., Rantoul, Ill. 61866. Poderkagg was originally used in 1966-B1, fulfilling some of the functions of Beaucaillon. And, of course, everyone's heard of the Balkan poderkagg? I cribbed the original from a source I am curious to see if anybody can identify.

POLLUTIDAR: *Harry Manogg, P.O. Box 769, Kenkokee, Ill. 60901. This underground kingdom put in an appearance first in 1966-AL, written by an unidentified non-player. It may also be found in the releases for 1968-G. It was taken from Pellucidar, of course (or, in this case, of course).

QUEBEC: *John Smythe, 621 E. Prospect, Girard, Ohio 44420. This, too, is a fugitive from 1966-AO, and is placed more or less where modern Quebec is now.

ROMANY: Greg Long, 3526 S.W. 112, Seattle, Wash. 98146. Radio Romany, aboard the Gypsie fleet, has been appearing in MISKATONIC UNIVERSITY for some time, and also occasionally in ADAG. By changing the etymology of the word, I could put Romany in Syria & friends.

RURITANIA: John Koning, 2008 Sherman Ave., Apt. 1, Evanston, Ill. 60201. The original was located in the Balkans, but by associating the name with Rurik the Varangian, I could move the country into northern Russia.

SEVASTOPOL: Anders Swenson, 145 Ponderosa Ln., Walnut Creek, Calif. 94529. When Charles Turner took over play of Russia in 1966-AA, he renamed his country Grand Sevastopol, after the only supply center he had left. He then survived until the last move of the game, writing reams of press releases. The country named after his remarkable creation is located in about the same place.

SIUNIK: Chris Wagner, c/o Strategy & Tactics, Box 11-187, Loudonville, N.Y. 12211. There was a mediaeval Armenian principality of that name, but John Boardman wrote a history for EREHWON of another place called Siunik, an ancient Middle-Eastern state. For reasons of design, it was placed somewhat more east than John seems to have envisioned it.

SQUIJI: Stephen Hueston, P.O. Box 25, Zenith, Wash. 98073. The original home of the Katzenjammer Kids, the islands became, in the hands of John Boardman, the home of Max III and his improbable collection of family and friends, all taken from the Katzenjammer strip. The country is here placed around southeast Africa, which is where John adamantly says it's supposed to be.

XANADU: Norman McLeod, 906 Kimberwicke Rd., McLean, Va. 22101.

SF
Boardman

Named for Norman's 'zine, XANADU, in turn taken from Samuel Taylor Coleridge's poem Kubla Khan. The country was therefore placed in northern China. Since Kubla built the present city of Peking, that city was renamed Xanadu (which, considering that its original name was Khan-Balik, may be more than a guess).

SINISTER INTERNATIONAL CONSPIRACY: *Charles Turner, 24 Boyd Ct., Pleasant Hill, Calif. 94523. The S.I.C. is a pseudo-player, with certain powers, but no actual units on the board. A new rule, #19, has been written to cover this, and it is printed later on.

DEADLINES

I am going to use postmark deadlines for this game. The postmark deadline for Spring 1501 moves is Monday, 16 April 1968. Moves must bear that date (or earlier) in order to be valid. I will not open moves until Friday, 19 April, to give them plenty of time to arrive. I strongly advise you send them by air mail. My own moves will also be mailed on that date or before.

Important: If you have any problem or question which you think might delay the game, write me immediately; do not wait until the deadline, and do not send this type of material with your moves, since I will not be able to look at it until the 19th.

Spring 1501 moves should include: movement of units, placement of gold reserves, and announcements of candidacy for Pope. Do not send Papal votes until the Fall move--unless you don't care if I see them or not. They will not be tabulated and announced until then.

ERRORS

What, already? Well, just some in the maps and things. Voici les suivants:

1. On Maps 1 and 15: there is a Pollutidarian vent in northern Scotland (Europe 3).
2. On Map 7: There is a gold mine on Taiwan (Asia B1).
3. On Map 13: This is a map of North Columbia, not south.
4. On Map 5: The map is correct, the listing is in error. Hejaz (Asia 32) has a gold mine; Asir (Asia 33) does not.

DOUBLE-COASTED PROVINCES

The following provinces have two coasts (with coasts indicated):
Europe: 27, Cordova (w, e); 108, Taurida (w, e). Asia: 2, Jerusalem (w, s); 117, Singora (w, e). America: 44, Alaska (w, s); 87, Tiburón (w, e); 99, Tehuantepec (n, s); 101, Guatemala (e, s); 103, Panama (n, s).

NEW RULE

19. The Sinister International Conspiracy (SIC) will be a pseudo-player. He will have the power of sabotage and espionage. The SIC may sabotage up to 10 units in any given turn, but he may not sabotage more than two units belonging to the same power in that turn. The effect of sabotage is to reduce the effective strength of the affected unit from 1 to 0. A sabotaged unit may not stand off an equally-supported enemy unit, but may stand or move if unopposed or if the total strength of its supports is still a total greater than its opposition. The support of a sabotaged unit is cut. The SIC is not obligated to give advance warning of its sabotage. Sabotaged units will be marked with an asterisk: *A Xxxx-Yyyy. The SIC will begin the game with 100G, and may receive G units from other players on the same basis of instantaneous transfer that applies to

Pollutidar. Every sabotage order issued by the SIC will cost him 10G or 1/10 his current reserves, whichever is smaller. G units expended by the SIC will be removed from the global inventory.

Hijacking. Gold in transit may be hijacked by the SIC; but he may hijack no more than 3 gold shipments in any turn and no more than one in any turn belonging to a given power. The SIC may order more hijacks than he is allowed to complete, specifying their priority. Those which are legal will be allowed, up to the limit of 3, in that order. "Gold in transit" is defined as any G units ordered to move during a turn. The order is written: "Hijack all G units in Xxxx." If any of these units were ordered to move, they will be hijacked. Also, SIC may choose to waive his right to three hijacks and instead loot one vault; that is, G units in storage and not ordered to move. The order is written, "Loot all G units in Xxxx." Any G units in X not ordered to move become property of SIC. SIC may not loot gold from any country more than once in any 2-year period.

Counter-sabotage. Each player has only one protection against the SIC (besides bribery or something). Each set of SIC's moves must be prefaced by one of the following numbers: 1, 2, 3, 4, or 5. SIC moves which do not specify such a number are invalid. Each player may also preface his moves with one of these numbers. If his number matches the one selected for that turn by SIC, then all of SIC's moves against him (that is, sabotage only) fail. Each player thus has a 20% chance of avoiding the malevolent influence of SIC.

Headquarters. The secret headquarters of SIC is at Bermuda, which is not a province on the map, but may be considered as being in ATL 23. The main SIC treasury is located there.

THE ANSWER MAN

The following are questions about the Rules and such submitted by Greg Long and Sid Cochran.

From Greg Long:

1. Q. Can a country build an A/F? That is, can an A/F be built on a build center (using two builds) or a F or A on a build center already occupied, thus forming an A/F. A. No. The creation of an A/F must take place in Spring or Fall and must involve the movement of one or both of the involved units (see #1, below).

2. Q. May Pollutidar sell or donate supply centers as provided in Rule #12? Also, may Pollutidar give gold away? A. Yes, to both.

3. Q. Cavalry problem: Country 1: C Xxxx-Yyyy-Zzzz, C Vvvv-(S) C Xxxx-Yyyy-(H), A Aaaa-Yyyy; Country 2: C Bbbb-(H)-Yyyy. The question is, who, if anybody, will occupy Yyyy? A. This is a situation I hadn't thought about before. Although an A can only move to one province in a turn, when compared to cavalry, it, too, must be thought of as having two moves; in this case, A Aaaa-Yyyy-Yyyy. Thus, C Bbbb and A Aaaa stand each other off. Of course, if Country 1 had ordered C Vvvv-(S) C Xxxx-Yyyy -(S) A Aaaa-Yyyy, then both moves to Yyyy succeed (unless C Xxxx doesn't make it to Zzzz). OK?

4. Q. Can C support during any part of its move? May it move and then support, and may it support and then move? A. Yes.

5. Q. May gold be transported in unlimited numbers on land and on sea? A. Yes. And across sea it does not need the help of a F-- unless you desire military protection for it.

6. Q. Does a convoy take up only 1/2 of a cavalry's movement? That is, may a C be convoyed to a province and then move after debarking (and vice versa)? A. No. During a convoy, it is not the C that is moving, but the F, and the F's movement factor must be used.

7. Q. Must a player re-occupy a province that is loaned in order to regain it? Also, may a player just loan the supply of a province and not the whole province, as your rules indicate? A. A player who acquires a supply center through loan or sale must be considered to be the owner, as if he had occupied it. Therefore, re-occupation is necessary for the former owner to regain possession. The entire province is included in the deal unless something (like gold production) is specifically exempted in the terms of lease or sale.

8. Q. Once a F becomes an A/F, does it have any restrictions as far as its ability to operate as a F, with the exception that it can't convoy? A. No, it has no restrictions, except it can't convoy.

9. Q. May an A/F which has an A of a different power destroy that A in any way? A. Yes. Obviously, if A/F (each unit being owned by a different player) is to move Xxx 32 - Xxx 33, both players must order the same thing. If each submits a different order or if the F is ordered to move and the A is unordered, the A is /A/ (it drowns).

10. Q. What's the status of the Straits of Gallipoli? A. You will note the Hellespont and Dardanelles, together with the Sea of Marmara, are covered with diagonal lines. That means, in order to get to the Black Sea, a F must go through one of the land provinces on either side; there is no high seas route.

11. Q. May a F board an A, thus forming an A/F? A. Yes and no. There are three legal boarding moves: 1. A Xxxx-Yyyy, F Yyyy becomes A/F; 2. F Xxxx-Yyyy, A Yyyy becomes A/F; 3. A Xxxx-Yyyy, F Aaaa-Yyyy & becomes A/F. But in any case, the A is boarding the F. I hope that's clear.

12. Q. What about convoys in the Arctic? A. Same as F movement. Ordered in one season, completed in the next.

13. Q. Isn't Ind 31 awfully big? A. No.

14. Q. Can Pollutidarian units hold off a unit trying to enter a vent which it is going to from Pollutidar? A. I think here you mean the province the vent is located in, right? In that case, the answer is yes. Note, early in rule 7, "[Pollutidarian] units. . . are considered as attacking the surface province in which the vent is located."

15. Q. Knowing the untrustworthiness of Pollutidarian units, how much gold is necessary for a country to bribe Pollutidar? A. You'll have to ask Pollutidar. I expect he has a table of charges.

And from Sid Cochran:

16. Q. Does Pollutidar start with any vents open? [No.] Does Pollutidar have the first ten vents open for free, or must it pay out money for the same? Where does it get the money? A. Opening a vent initially costs nothing, and Pollutidar's Spring 1501 moves will be opening of vents. Only re-opening costs. Pollutidar, like all players, begins the game with 100 G units.

17. Q. Once Pollutidar occupies an ordinary surface supply center, does it supply a Pollutidarian force over the allowable 7 without further expenditure of gold? [No.] Do the 10 allowable Pollutidarian vents to the surface require the expenditure of gold for maintenance? [No.] Does the Emperor of Pollutidar vote in Papal elections? [Yes.]

18. Q. Is the following legal? Spring: F Char-At125, A Rmnd (H); Fall: A Rmnd-At125, F At125 becomes A/F? A. No. The boarding must take place in a coastal province.

19. Q. Province N42f (Vict) and 42g (Boot) are separated by the Strait of Victoria (Arc16)??? A. No. There is no Arc 16.

20. Q: Sid lists a number of island provinces and asks if convoys may go through them. A. No. Only fleets on the high seas (provinces indicated with three letters and a number) may convoy.

21. Q. Sid has sent a large-scale rewriting of Rule 5, intended primarily to clarify it. I think it is largely clear as it stands, but some of Sid's rewrite job will help things a lot. Therefore, attend the following clarification of Rule 5. A. In each Papal election, the number of votes cast is determined by the number of supply centers held by each player at the beginning of the Spring move of the year in which the election is held. Anyone may call a Papal election at any time, but votes are not tabulated or announced until the end of the Fall move. Supply centers owned by Popes and Anti-Popes may be sold, loaned, captured, &c., as any other supply center. Such a center does not carry a Papal vote with it. Papal units which are annihilated may be rebuilt only on Papal supply centers.

22. From Greg Long again: Q. Must Pollutidar carry captured gold to a vent? A. No.

And from Charles Wells:

23. Q. Is there any point in owning gold other than to keep Pollutidar from getting it? A. Well, you may want to bribe Pollutidar to do something for you. And then there's the SIC...

24. Q. I think you should send your moves to outsiders as well as players, or else pick some method not under your control of choosing the players to send them to. A. I think you're right. I am going to contact a prominent non-player--whom everyone in postal Diplomacy respects--and ask him to do us the favor of taking my moves.

25. John Boardman sends me a lengthy and learned treatise to point out that De Novum Orbis is bad Latin, which I knew, and suggest alternatives. Actually, the Huns didn't know Latin any better than I do, so blame it on them.

26. John also asks, "will it be all right if I duplicate my own press releases & send them to you for distribution? If so, how many copies will you need?" A. Yes, but try to fill up both sides of a sheet (ha! I should need to ask). I'll need at least 50 copies (see Note under the Financial Report).

27. And Greg Long also suggests that we use our gold and like that to set up a real Gastritis International Stock Exchange. I think it's a jim-dandy idea with lots of possibilities, but it would be awfully complicated to set up and administer. Comments? Ideas?

FINANCIAL STATEMENT

<u>Receipts:</u>	
Game fees in	\$ 15.00
Game fees due in	<u>12.00</u>
	\$ 27.00

Expenditures:

I. Maps (50 copies):	
a. 15 masters @ 15¢	\$ 2.25
b. 1 1/2 reams paper	<u>2.40</u>
	\$ 4.65
II. TOFP #1 (50 copies)	
a. 8 masters	1.20
b. 4/5 ream paper	1.28
c. envelopes, 26 @ 4¢	1.04
d. postage (26 @ 16¢)	<u>4.16</u>
	7.68
III. TOFP #2 (50 copies)	
a. 8 masters	1.20
b. 4/5 ream paper	1.28
c. postage (26 @ 6¢)	<u>1.56</u>
	4.04
<u>Total</u>	<u>\$16.37</u>
<u>On hand</u>	<u>\$10.63</u>

NOTE: The extra copies of everything were made because of anticipated interest in subscriptions, &c. Money received from these sources will be reflected as income for the game. I imagine that we can get ## 3 and 4 out of what's left, and perhaps part of 5-- so that about June or July we'll need money again. I hope to find limited duplication facilities at my TDY (if it comes about), or perhaps can go to San Diego once a month for a little help. I can keep a small 'zine like TOFP going, whereas the larger EREHWON would be beyond the facilities and time I will probably have available. Anyway, I do not anticipate an interruption in TOFP's schedule.

THE OZ FREE PRESS COMES TO YOU BECAUSE:

- You are a player or pseudo-player in Das Dippyspiel.
- You have a subscription, which expires with #_____.
- You are a stand-by player for Das Dippyspiel.
- Your guess is as good as mine (maybe better).

REMEMBER: THE POSTMARK DEADLINE IS FRIDAY, 19 APRIL 1968! (Unless you hear otherwise from me.) Remember, also, send your orders in plainly marked envelopes ("Das Dippyspiel" or "Imperialism XII") with your press releases but no other (unrelated) material. TOFP #3 should be in the mail on 26 April.