

PASSCHENDAELE is a magazine mainly devoted to the play of postal Diplomacy games, and is currently owned and published by François Guerrier, Stanton Residence, Room 603-B, University of Ottawa, Ottawa, Ontario (Canada), K1N 9A7. My phone number is 1-(613)-231-5400, but I really prefer that you use the postal services rather than the phone company to contact me. In any case, never call me on Fridays, Saturdays, and Sundays; also, during the week, call me only between 5:00 P. M. and 6:00 P. M.

PASSCHENDAELE will deal with any game that can be played by mail as long as the demand for them is sufficiently strong. PASSCHENDAELE may also discuss of various subjects, varying from poker to chess, but not in this ish.

For the suckers interested, Diplomacy was invented by Allan B. Calhamer and is now owned by Avalon-Hill Game Company. Conrad Von Metzke first thought of playing Diplomacy by mail, while John Boardman was the first person who actually organized a postal Diplomacy game. The first postal Diplomacy game was played in 1961, I think... (But who cares?)

Postal Diplomacy games are always open to subscribers in my zine; games start as soon as seven (7) persons have registered. Registration involves payment of the gamefee (a miserable \$2.00) and continuous subscription to PASSCHENDAELE. Subscription fees to PASSCHENDAELE are 3/\$1.00 N. A. and 2/\$1.00 elsewhere; from this, I will deduce 2 cents per page under 8 pages, and will charge one cent extra per page over 10 pages. This clause has led to quite a bit of confusion, especially among the novices; that is not surprising, since I think the clause is poorly worded and explained. Anyway, I'll give two concrete examples, which should eliminate that confusion. Let's say an ish of 20 pages is put out; then, the final cost of the ish will be: $33 \text{ cents} + 10 \times 1 \text{ cent} = \0.43 . On the other hand, assume that I put out an ish of 3 pages (now, that will never happen! ... I hope); then the final cost will be $33 \text{ cents} - 5 \text{ pages} \times 2 \text{ cents} = 23 \text{ cents}$. Now, I'm gonna go crazy if anyone asks questions about that clause in the future!

In addition, the readers should note that the editor pays \$1.00 per page of Dip-related articles, and \$0.50 per page for the other articles. Press writers will be paid at the rate of one cent per line or \$0.50 per page.

Please note that cheques should be made payable to François Guerrier, and that I won't take any responsibility for the loss of cash in the mail. American players might find it more useful to use international money orders, as there is an extra charge of \$0.25 on all foreign cheques.

Deadlines fall on every 28 days (uh...make that every 4 weeks!), which corresponds to the frequency of publication of PASSCHENDAELE. All subscribers, and particularly the novices, are strongly urged to join a standby list which entitles them to take over positions which the original player has discontinued. The standby list currently includes Ron Killeen, Jan Jensen, Konrad Baumeister, and Robert Acheson. Note that standbys who complete their position receive a substantial sub/gamefee credit of \$2.00. Oh, before I forget, dropouts will be banned from PASSCHENDAELE and will find out I've confiscated their account to PASSCHENDAELE and the other games. Also, no standby will be called for positions of less than three (3) centers.

A scientist says: "Roast beef made England what she is today." Moral: eat more vegetables.

HAND SUP!! SAID THE SHERIFF IN A MENACING TONE TO THE OTHER BAD COW-BOY IN THE WESTERN I JUST SAW

Headlines:

1. Congratulations to Ali for his easy victory over Leon ~~Spynx~~ Sphynx (I hope I've got it spelled right!) last Friday.
2. Thanks to Cal White, Randolph Smyth, John Leeder, and Richard Jarvinen for their plugs in ELECTRA GLIDE BLUE, FOL SI FIE, RUNESTONE and D'OCHE, and NON SEQUITUR respectively. Let's hope these plugs will continue to bring in subscribers.
3. Readers should note that PASSCHENDAELE #1 is only an inaugural, introductory issue. Keep that in mind as you read the zine, boys.
4. Reinforcements (or, as John Leeder would put it, "New Blood"):
 1. James Clarke, 1609 Chappell, Windsor, Ont. (Canada) N9C 3E5.
 2. Frank Halka, 3-932-12th Ave. SW, Calgary, Alta. (Canada) T2R 0J4.
5. Anyone coming to Ottawa is invited to stop at my place (ie. 100 Easley street, or 285 Nicholas); if the intruder is interested, I may be able to organize a Diplomacy game, if warned in advance. In any case, I will surely be able to entertain visitors and to indicate interesting spots to visit in the area. (is there such a thing in Ottawa???)
6. There seems to be some confusion as to the spelling of the name of the zine. I surely contributed to this, since that I wrote the name as "PASSCHAENDALE" in some letters, whilst I used "PASSCHENDAELE" in many others. Actually, the name is supposed to be written as "PASSCHENDAELE", but I do prefer my "version", or: "PASSCHAENDALE". By executive decision, I decree that both spellings will be acceptable in this zine. (But, unless you want to flunk an history exam, never use my "version" elsewhere!) For the ignorants that are interested (which is probably noone, but I'm gonna to fill space anyway!), I named my zine PASSCHENDAELE in memory of the battle of Passchendaele, in Belgium I believe (but who cares?), which opposed Canadian troops to the Germans.
7. Rumour has it since the beginning of August 1978 that there soon will be a strike in the Canadian postal services. (That's Ancient History to most of you) I personally hope a settlement will be reached (despite the arrogance of the Trudeau government and the inflexibility of the postal trade unions.) and that there will be no strike. If there is one, the future issues of PASSCHENDAELE will be delayed for the time of the strike.

8. It's two o'clock and my girlfriend just arrived. If you think I'm gonna go on typing, then you're all crazy! I'm taking a pause.

NOW THAT MY GIRLFRIEND HAS LEFT AND THAT I HAD A FEW HOURS OF SLEEP I CAN START TYPING THAT JUNK

Trudeau to partisans: "Here's the plan:
we wait until Joe Clark is too old to run,
and then we call an election!"

NEW GAME STARTS! Believe it or not, seven persons have been conned into a regular postal Diplomacy game. I'll be the GM. Before saying anything else, I guess I'll print the distribution of countries:

Austria: Oded Klinger (xxxxxx), 63 Harrow Rd., Hampstead, P. Q.,
H3X 3W3. (Canada)
England: Richard Jarvinen (EGRFAIT), 2404 Sunset Ave., West Linn,
ORE 97068, United States of America.
France: Robert Acheson (xxxxxx), c/o Echo Bay Mines, Port Radium,
North-West Territories (Canada), XOE OXO.
Germany: Randolph Smyth (GEIFART), 249 1st Ave., Ottawa, Ont. KIS 2G5.
Italy: Brian Johnston (xxxxxx), 89 Charles St. W., Toronto, Ont.
(Canada) M5S 1K6.
Russia: Jan Jensen (xxxxxx), Box 875, Sydney, Nova Scotia
(Canada), BIP 6JL.
Turkey: Hugh Polley (xxxxxx), 9912-81st Ave., Apt. 2, Edmonton,
Alberta (Canada), T2H 0J4.

Readers should note that I encourage the use of preference lists; in this case, only two players used this privilege. I'm quite glad I could give Richard and Randolph the country they preferred, although it was quite easy to do so. (Argh, forget that last sentence.)

Somehow, for some reason, I feel good about this game. Maybe it's because most players are good and experienced. Maybe it's because it's the first game I'll GM. In any case, I hope the game will be a smooth one. Happy stabbing!

The game will be referred to as Agincourt in the future, until I get a Boardman number. C'mon, Cal, let's hear from you!

There are openings in another postal regular Diplomacy game. Dan MacLellan (or rather, McLellan; sorry about that, Dan) has signed up. Hurry up, guys! I'd like to have a second regular game started before Christmas.

There are openings in a postal all-novice Diplomacy game as well. However, there is a lot of confusion around this game (You will soon find out there is a lot of confusion in this zine...); James Clarke has registered and paid his gamefee, so there is no problem there; Frank Haika, however, has shown interest, but hasn't made a definite, final, answer yet; in any case, he'll still have to pay his gamefee. Mark Fecenko has shown interest early in August, but hasn't written since then; as a result, I don't know whether he wants to enter the game or not. He too will have to pay his gamefee in the event he wants to enter the game.

This brings me to my next point. Many people in Agincourt have not

paid their gamefee yet! I'll expect the offenders to pay it when they send their orders in. Also, all players in Agincourt are expected to send in their phone number as well as a biography; if you want, you can send your permission to be called if you miss a move.

The doctor, darting through his waiting room several times and noticing the same fidgety patient, quipped to him: "Don't get well--I'll be right back."

ONCE UPON A TIME, THERE WAS A CASTLE IN SOUTHERN FRANCE; THE STORY ENDS THERE BOY SHAHAHA

I think it's time that a subscribers list be printed. Here it is:

1. Acheson, Robert; c/o Echo Bay Mines, Port Radium, N. W. T. XOE OXO.
2. Baumeister, Konrad; 11416 Parkview Lane, Hales Corners, WI53130, US.
3. Clarke, James; 1609 Chappell, Windsor, Ontario. N9C 3E5.
4. Gross, John; 4413 Keats Way, Waterloo, Ont. (CODE?)
5. Haika, Frank; 3-932-12th Ave. SW, Calgary, Alberta. T2R 0J4.
6. Hayward, Doug; Box 291, Huntsville, Ontario. POA 1K0.
7. Hueston, Steve P.; 1018 So. 242nd St., Kent, WN 98031, US.
8. Jarvinen, Richard; 2404 Sunset Ave., West Linn, OR97068, US.
9. Jensen, Jan; Box 875, Sydney, Nova Scotia (Canada), B1P 6J1.
10. Johnston, Brian; 89 Charles St. W., Toronto, Ont., M5S 1K6.
11. Killeen, Ron; Leonard Hall, Rm 324, Queen's University, Kingston, Ont.
12. Klinger, Oded; 63 Harrow Rd., Hampstead, P.Q., H3X 3W3.
13. McLellan, Dan; c/o Expert Tool, 11617-147th St., Edmonton, Alberta. T5M 1W3.
14. Morton, Ralph L.; 173 Irving Ave., Ottawa, Ont. K1Y 1Z6.
15. Polley, Hugh; 9912-81st Ave., Apt. 2, Edmonton, Alta. T6E 1W6.
16. Ronson, Doug; 447 Albert St., Kingston, Ontario. (CODE?)
17. Smyth, Randolph; 249 1st Ave., Ottawa, Ontario, K1S 2G5.
18. White, Calvin; 1 Turnberry Ave., Toronto, Ontario, M6N 1P6.

To this list, you might add "3(b). Fecenko, Mark; 11834 St. Evariste, Montreal, Quebec, H4J 2B2."

I expect to get a few more subscriptions next month, as Robert Paquin, Mark L. Berch, and John Leeder have shown interest of some kind for the zine, but have not given a final answer yet. (And, more important, have not sent any money, which does indicate a temporary "refusal" to subscribe to PASSCHENDAELE.)

This list is an ideal one: (for a Canadian zine) 3/19 (15.7%) of the players are Americans, one player (5.2%) comes from the Maritimes, while another one comes from the North (5.2%); two players come from Quebec (around 10.5%), nine come from Ontario (47.1%), and three come from Alberta (15.7%). Over 66% of the players are fairly experienced, while under 15% of the players have never played a regular Diplomacy game by mail. Only five players are traders, which is quite healthy for my finances.

Man! I goofed! (Not that much, though) Kindly replace the word "player(s)" by "subscriber(s)" in the above paragraph. This goof is due to my obsession to have all my subscribers enter a game...now, the reader should get the hint and enter a game.

I guess it's about time to include a few paragraphs explaining why I decided to become a pubber. (This junk will probably interest only a few of you, but it's a pretty good space-filler!)

There were four (4) main reasons why I decided to become a pubber; firstly, our hobby definitely needs to be strengthened, as all zines but two or three have shown signs of fatigue or simply have passed away in the Canadian hobby lately. Hence, one of PASSCHENDAELE's goals is to "reconstruct" the Canadian hobby strength, if such a thing ever existed.

The second reason is that I believe that loyal competition is always good for the consumers; hence, theoretically, PASSCHENDAELE should improve the fate of the subscribers.

The third reason is that a number of factors combined to make the "production" of PASSCHENDAELE easier at this time. I have lots of free time (ie: about thirty hours a week), and my finances will always be healthy enough to support the zine for a long period of time; (which wasn't the case in the past); finally, the extinction of roughly half the Canadian zines makes it easier to start a new zine. These factors, and especially the last one, are not likely to remain stable for ten years, so I decided now was the time to start the zine.

In any case, the above three reasons are very minor. It is not mainly because of my "altruism" that I started the zine; the fact that circumstances favoured the start of a new zine didn't play the decisive role in my deciding to start pubbing either. The main reason is that I love creative work, and that I feel a crave to expound on politics and other equally interesting topics; more important yet, PASSCHENDAELE is likely to satisfy my ego.

In conclusion, I hope PASSCHENDAELE will meet the expectations of everyone, and that the reader will enjoy it.

NOW THAT WAS A BORING HALF-PAGE, WAS IT NOT? ARG, DON'T BOTHER TO ANSWER THAT QUESTION

Once upon a time, a mouse challenged a cat that was passing by to catch her; when the cat tried to oblige, the rodent took refuge into its nest in the wall. But the cat wouldn't give up so easily; after hours of waiting, the cat suddenly had an idea: he barked! The mouse, thinking the cat had been chased away by a dog, went out of the nest. Obviously, the cat had no trouble catching it and eating it.

MORAL: Sometimes it pays to be bilingual.

Hmm...Some people have been asking me to print my homerules along with PASSCHENDAELE #1; I'm only too glad to oblige. Here they are:

PASSCHENDAELE HOUSE RULES or (PASSCHENDAELE HOMERULES)

I. Game Rules. (continued next page)

a) entrance into a game

PASSCHENDAELE #1, September 22, 1978.

- i. A player may join a PASSCHENDAELE game by paying the current gamefee (only \$2.00) plus the maintenance of a sub.
- ii. The current subscription rate for PASSCHENDAELE is 3/\$1.00 N.A. and 2/\$1.00 elsewhere.
- iii. Both gamefee and sub rates may be changed without prior warning.

iv. Requirements of the players:

- (1) players must not use an alias without a prior arrangement with the GM. Also, entrance as multiple players is deception, and the offending party will be thrown out of all my games.
- (2) the GM may limit game openings to certain persons in the event he wishes to run specialized games.
- (3) I'll try to keep more than two persons from the same phone area code from entering the same game. Players must send their complete phone numbers, and are requested to send permission to call them collect when they NMR. (But don't rely on me to call you.)
- (4) a player who counterfeits my signature or that of another player for fake orders will be thrown out of PASSCHENDAELE and all its associated zines, sub-zines, and games. However, it is permitted to send counterfeited letters to other players; you can also send orders for another player, as long as he signs them.

b) rules for NMR's

For the first year of play only, units with no valid orders will be moved by an anonymous neutral player; if an anonymous neutral is not available, the position will be NMR'ed. The anonymous neutral orders won't support any foreign unit and will not move into another Great Power's territory. Orders are valid to stand-off enemy units, to move into neutral areas, and to retreat to the home country after a move beyond it.

Generally, when a player misses a move, a standby will be called to submit orders for that country. (Except for positions of less than three (3) centers) If the original player misses a second time, the standby replaces him and becomes the player of record; dropouts will be blacklisted and lose all their account. A player who NMR's three times within four gameyears will be considered a dropout. A player who NMR's once will lose one ish.

c) rules for postal play

Gamefees cover adjudication and publication; a set of home-rules is provided to every subscriber with their first ish. Publication services include printing of submitted articles, including black press. Country assignments are by preference lists submitted by each player and published with other introductory material, such as bios, when the game begins. Each gameyear consists of five seasons, but a year will be completed in two or three deadline periods. Players can submit orders conditional upon retreats or on builds/removals. (Summer is usually combined with Fall; Fall retreats are combined with Winter.)

The only cases where Winter is played separate is Winter 1901, at the request of a player (only when accompanied by a good reason/explanation), and at the discretion of the GM. When I refuse a player's request, I'll warn him soon enough for him to send in Spring orders, if possible, and at his costs.

Extensions may be allowed when more than 50% of the players

miss a move. Shortening of the deadline will be done after a unanimous player vote, and if the players accept to subscribe to the sub-zine ANTWERP, which will contain only such games and nothing else. (costs: postage only)

Note that you must phone in orders one day before the deadline. Also, material to be printed will have to be sent one week before the deadline; otherwise, you'll have to wait till next ish.

d) GM errors.

- i. I hope there will never be such an epidemic in my zine!
- ii. all GM errors must be reported immediately. Errors not reported by the next deadline will invariably be allowed to stand.
- iii. an error that can be founded by inspection is expected to be found by all players. No deadline will ever be given for such errors.
- iv. errors which can be found by less than all players concerned may cause a season to be delayed. If the error is detected soon enough before the deadline, you'll receive correction mailings at my costs.

e) Removal from games and substitutes.

- i. Players may be removed from his games in PASSCHENDAELE for any of the following joyful reasons:
 - missing two consecutive seasons, or three moves within four gameyears, or two seasons in 1901.
 - failing to re-subscribe when their sub account runs out.
 - assigning play of own's country without first notifying the GM.
 - playing under an alias without the GM's permission.
 - any other attempt to deceive the GM.
- ii. players are asked to notify the GM well in advance if they plan to resign.
- iii. a player may appoint a temporary substitute, as long as the substitute fulfills all pre-requisites.

f) Insurance.

Players are encouraged not to miss moves. Here are a few suggestions to prevent such a calamity from occurring:

- send orders immediately upon receiving the zine. You can always change them later.
- include a stamped, self-addressed envelope with your orders; this way, I can tell you I have received your orders.
- send two sets of orders.

These methods aren't compulsory; but if you NMR, you'll know who to blame if you haven't followed them!

g) Orders of finish.

The ways in which a game may end are:

- an 18 centre win
- a voted draw, which must include the leading Power
- a concession
- a stalemate

All votes must be unanimous. The GM has the right to declare a stalemate and thus an equally shared draw among all survivors if no player can submit a reasonable plan for avoiding a stalemate.

Facetious results will be ignored.

Non-receipt of a vote will be perceived as a refusal of the proposal. The GM will reveal the identity of the player requesting the vote, and the votes will never be kept secret. A perpetual no may be cast for any desired class of proposals; submissions violating the conditions will always be automatically rejected, unless the player no longer is in the game or has taken back his perpetual no.

II. Rules for adjudication.

The provisions of the 1971 Rulebook, edited by Games Research Inc., will be used as the criteria for adjudication of all regular Diplomacy games. But the following will also be used as criteria for adjudication:

- a) dislodgment by convoy: eg.: TURKEY--"A Con-Rum; A Bul H; A Bud S A Con" RUSSIA--"F Bla C TURK A Con-Rum; A Rum-Bul."

Rule IX-3 makes no mention of a convoyed dislodgment as seen above; thus, according to me, the move would succeed, and the Russian A Rum would be dislodged.

- b) A player may specify the convoy route he wants to use. (eg.: TURKEY--"F Aeg C A Con-Gre; A Con-Gre convoyed by F Aeg only) This would avoid ambiguous convoys. Also, players may specify they do not want their army to be convoyed at all. (eg.: FRANCE--"A Bel-Hol, no convoy please.")

- c) Note that a unit may receive support only if it is not moving.

III. COMMUNICATION.

- a) I dislike the phone, and discourage its use to communicate with me. I may not be there to answer your call, and never ask other persons to take down orders. You may ask other persons to tell me to call you back collect. I will not accept telegrams, postage due, registered, or special delivery letters. I will never take any responsibility for any means of communication.

- b) In the event of a Canadian postal strike, games and lishes will be delayed for the time of the strike, made up to the next full week. American players should note that the border adds three days to the mailing time of a letter. The deadline period running through December and April will be 1-3 weeks longer than usual, because I've got to go through University exams at these times.

- c) To be accepted, orders must arrive at least before 6:00PM on the deadline. Material you want to be published right away must arrive one week before the deadline.

IV. SUBMISSION OF ORDERS.

Any order which can be interpreted unambiguously is legal. However, a departure from the full names or commonly accepted abbreviations of an area will greatly increase the risk of unintelligibility and is strongly discouraged.

- a) the following notation is standard in my games:
h: holds s: supports f: fleet a: army

"-": moves to/attacks

NOR!: No Orders Received!

NMR!: No Moves Received!

NRR!: No Retreats Received!

NBR!: No Builds Received!

The terms annihilated, impossible, no such order, no such unit, off the board, depending on retreat, are not abbreviated in this zine.

b) short forms for provinces are as suggested in the Rulebook except for:

Nwy: Norway

Iyo: Gulf of Lyon

Nrg: Norwegian Sea

Bot: Gulf of Bothnia

NAt: North Atlantic Ocean

Lpl: Liverpool

Mid: Mid Atlantic Ocean

Lvn: Livonia

Tyo: Tyrolia

Nth: North Sea

Tyn: Tyrrhenian Sea

East: Eastern Mediterranean.

NAf: North Africa

Please note that, while I'll try to stick to these short forms, I may make slips every once in a while and use another abbreviation--this shouldn't be confusing, as they will never (I hope) be ambiguous.

Valid orders must include at least a Boardman Number, signature, and country. Season, year, and actual date would be nice, too, you know. Orders ain't necessary, though.

Codewords, General Orders, and Perpetual Orders are verboten. Propaganda Orders are tolerated, as long as a specific direction is given. (eg. "A Rum kills the Russian Tartars by attacking Sev" would be acceptable)

Nota Bene: if possible, type all orders; if you cannot, print. My interpretation of a sloppily written order will always be ~~final~~ final.

c) press releases.

Interesting press is always welcome, especially if typed and legible. PASSCHENDAELE reserves the right to edit, delay, limit, or ignore press on the basis of space limitation, taste, or other reasons. Black press is allowed with the stipulation that it will be followed by the letters "BP", designating it as "Black Press".

I categorize press announcements (just for the heck of it) into four (4) categories: public (Black Press, but having no home center as fake origin), Black Press, semi-private (the common and frequent one, you know), and private. (The player sends a signed announcement; I print it apart from the zine, and send it in a private letter to those the author desires; costs: 10 cents plus postage plus one cent per page)

These houserules take effect September 22, 1978. These house-rules apply only to games run by François Cuerrier in PASSCHENDAELE and in ANTWERP. If you have any questions or comments, don't be shy, guys.

Once upon a time, there was a man called Noah. One day, he received a telegram from Heaven (he supposed, as it descended from the sky), telling him that it would rain for 40 days and 40 nights, and giving him instructions on how to build an arch. Noah followed the instructions of the telegram literally; when the deluge came,

PASSCHENDAELE #1, September 22, 1978.

Noah confidently stepped into the arch with his family. After a few moments, the arch sunk right to the bottom of the sea, and Noah and his family died.
Morali. Never trust anonymous telegrams.

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Lots of letters came in since I started typing this ish. Most of them contain pretty important material.

The first one comes from Don Wileman, announcing a wargame. Although this wargame is still only at the printing stage (in New Jersey) and the testing stage (I'll be one of the playtesters, I believe.), I think it's worth describing:

QUE BISMARCK RIRA! is my strategic level game of the Franco-Prussian War of 1870-1871; the map covers all the area in which the war was fought and most of where it might have been. The map is down in Jersey being printed, but it covers basically the northern départements of France, down to a little south of Orléans. It extends into Germany to about Munich (the playtest copy will be a little small as I didn't want to do another 8 1/2 x 11 for two more hex rows). There is also an offboard provision for a French landing in Denmark (which was friendly to France) and advance down Schlesvig-Holstein. Belgium and the Netherlands are all or partially on the board, and have armies in case they are invaded. Variability of outcome is at a premium, as there are simply endless things which nearly happened in the course of events just before the war. Austrian participation is especially devastating as that means the Prussians also lose the South German units and ended well indeed end up fighting THEM as well.

The game is corps-level, because that was the way they manoeuvred in those days. There are divisional-level breakdown units (which are also the way losses are extracted). The low counter-density makes limited-intelligence with dummy counters easy. This is just as well as neither side made very good use of intelligence.

Oh what else, Oh, the hexes are Panzerblitz sized, but the counters are the standard small size used in strategic level games. This will greatly reduce counter-fumbling and nudging units in an adjacent hex. Of course that has made for a hex with a 15 km diameter--which worked out ok for movement, but meant same-hex combat. Units were smaller then, they didn't cover that much space at the best of times and I've seen battle dia grams that showed on the order of eight corps stuffed into a two sq. mile area....all this is very approximate, I designed the game but everything's down in Jersey being printed....Oh, there are fairly silly rules used to simulate the chaos of French supply. Units engaging in combat may find that the wrong gauge of shells arrives in the supply train, or that their troop train has accidentally been routed the wrong way....as time goes by I'm getting less coherent, so I'll stop. (signed: Don Wileman)

10

Sounds quite interesting to me; it's probable that QUE BISMARCK RIRA will even be more interesting when it will be revised after the playtesters make comments on it. I'll be glad to describe it more in detail when the game is fully revised.

Another letter came from Doug Hayward, saying that there was an orphan from CGS in which he and Randolph Smyth were. He'd like to see it continued, and says Randolph is as well. The game is 1977 AZ. I'll only be too glad to take it over, Doug; hence, you can send me all the particulars. Hopefully, that game should re-start next month.

Finally, Curtis L. Gibson, 176 Lexington Ave., New York City, NY 10016, US, has also sent a letter and, more important, \$\$\$\$ So, he's subscriber #20. Curtis has showed deep interest for two-men postal Diplomacy games--more specifically, he is challenging PASSCHENDAELE's subscribers to play against him in two-men games which would oppose FEG to AIT (with Russia neutral) or EFR to GAT (with Italy neutral). Anyone that accepts the challenge will be allowed to choose what combination he wants; however, he stipulates that, in the second set of combinations (EFR vs. GAT), EFR must have 2 centers more than GAT to win, while GAT will only need 1 center. I think that's pretty fair, as GAT is unfavoured (very slightly, though).

I'll charge \$1.00 per game of this kind. Curtis, would you be interested in playing a Foreknowledge Variant with me as your opponent? (fee: \$1.00) In this variant, you would have any four countries of your choice, while the three others would be under my rule. I would be allowed to look at your orders before making-up mine.

Curtis also submitted an article on capital punishment. Here it is:

Argument re Biblical light on capital punishment needs more careful work. Neither the case of Cain, cited by Mr. Saeg, nor tt of t adulterer presented to Jesus, cited by Rev. L. E. Dixon, is german to t modern cap. pun. debate in U. S. A.

Dain's fellows were enjoined not to take t law into their hands. There was no govt. but Jehovah, and no one today in t c. p. debate claims for lynch rights instead of formal, democratic, execution of justice. But what we call t Mosaic law was ordered in every detail by tt same Jehovah, and set for all time the principle tt it is a duty of government to punish 1st degree murder by requiting t murderer's own life which he forfeits when he takes another's.

Of course we all agree with Jesus tt adultery is not a capital crime today. Also tt accusers in capital cases had better be innocent themselves! Those were men bringing a woman, on a double standard basis, and everyone of them was guilty of sin they wanted a woman condemned for.

One final point: Bible authority pro cap. pun. also insists on death for all perjurers, and all whose false "identification" of a crime suspect leads to his death sentence! With that safeguard how many innocent will ever be executed? All pro cap. pun. must also insist on tt too! With it, all anti c. p. arguments can be demolished.

PASSCHENDAELE #1, September 22, 1978.

HIGH COMMAND: I disagree with you on all the line. As an atheist, I look sarcastically at any debate using the Bible as the solution to the problem. Consequently, the argument on capital punishment re Biblical light does not need more work, I think. Let's not forget that the authors of the Bible didn't use the scientific methods we use while doing their "research", if research there was. Ultimately, the Bible merely is the interpretation of Jewish Ancient History by Jews who were extremely subjective in their judgement. Their standards are too out-of-date to be applied to our more "humanitarian" society. Attitudes and behaviour have changed since 1000BC, you know.

Another thing: you think that most of the innocents (if not all) that have been executed in the past have been because perjurers made false "identifications". This is reflected in your saying that if perjury was punishable by death, then perjury wouldn't exist any longer and no innocents would be executed. There are many weaknesses in that judgement. Firstly, perjurers commit perjury because it pays them well and, more important, because they're mighty sure they won't get caught. In such situations, capital punishment simply does not act as a deterrent! Secondly, more innocents were executed because all the "evidence" (and not witnessings) was against them than because persons had committed perjury at their trials. This demolishes your last point.

Publicity for an office device: "SO
SIMPLE THAT EVEN THE BOSS KNOWS HOW TO
USE IT!"

THANK YOU FOR YOUR ARTICLE. CURT IS IT IS VERY MUCH APPRECIATED EVEN IF I DISAGREE.....

Readers and article writers should note that I print their articles as they are. If it's full of errors, I don't correct it, and print it exactly as it is. This is not a remark on how the above article/letter were written, and cannot be construed in any way as a criticism of anyone's writing. (This last sentence is written to prevent anyone from saying: "ah ah! He makes this comment because of so and so's orthograph!" Sigh...I've filled two more inches of the ish with junk!)

I think that the readers, after having read PASSCHENDAELE #1, should get a pretty good idea on how the zine is going to be written and of what it will consist. Each regular ish will always contain at least the introductory page, the headlines, game adjudications, letters, subscribers' articles (if good) and my own articles. The articles section will usually consist of one article on politics, one article on Diplomacy/strategy, and possibly one article on any other topic. Also, in every ish, a variant or a strategy game will be described (probably in much more details than QUE BISMARCK RIRA! was described this issue), and there always will be a chess column.

In PASSCHENDAELE #1, there will be (rather: there is) no article on Diplomacy/strategy--the subscribers' list, and the homerules, took its place. Again, I encourage everyone to make contributions by writing articles--it's not for nothing that I pay ~~high~~ sums for them, you know....

LARGE

CHESSE COLUMN

Clearly enough, it is quite difficult to go ahead right away and throw the stuff at you guys before explaining the notations and symbols that will be used. IN PASSCHENDAELE #1, the accent will be put on explaining as much as possible the symbols.

Notations:

K King
Q Queen
N Knight
R Rook
B Bishop
P Pawn
x takes
y takes "en passant"
- moves to
o castles--King side
d castles--Queen side
r resigns
c check
w /check mate
s stalemate
t tie

I'll express the squares on the chess board in an easy enough way; rows will be called after the piece present in its first square at the beginning, and each square will have a number, following the name of the row. For instance, the Rook's square will be called R1, the Rook's Pawn square will be called R2, the square just in front of the Rook's Pawn square will be called R3, and so on. Now, I'm sure I've managed to confuse everyone, so I'll make and illustrate the following diagram, to help you understand what I mean:

FROM THIS END'S POINT OF VIEW

R1	N1	B1	O1	K1	B1	N1	R1
R2	N2	B2	O2	K2	B2	N2	R2
R3	N3	B3	O3	K3	B3	N3	R3
R4	N4	B4	O4	K4	B4	N4	R4
R5	N5	B5	O5	K5	B5	N5	R5
R6	N6	B6	O6	K6	B6	N6	R6
R7	N7	B7	O7	K7	B7	N7	R7
R8	N8	B8	O8	K8	B8	N8	R8

Now, after seeing that really poor diagram (I never said I was an artist!), everyone should understand.

When a move will be ambiguous, I'll specify whether the moving piece

is the Queen's or the King's. (eg. R-R4 would be ambiguous if both rooks are in the same position and can do the move; then, I'll say: QR-R4, and there will no longer be a problem) Do not worry, I'll try to never be ambiguous--if by bad luck I happen to be, tell me, and I'll only be too glad to clear up any ambiguity there might be.

To those who'd like to know in advance what the chess column will consist of, I can say that I will discuss forty (40) openings, and will also outline general strategies to adopt in certain situations. Also, I'll be putting problems into the chess column--I do hope the readers will participate and try to solve them. (I don't pretend they will be hard--in fact, many will be fairly easy to solve.)

THAT WILL BE ALL FOR THIS CHESSE COLUMN. ROTTEN, HEY? OH WELL IT SHOULD IMPROVE SOON

I also intend to do one more thing before saying au revoir. In this ish, and in the future ishes, I'll be asking history questions: I hope you guys will attempt answering them. Each good answer will give you guys one point; the first competitor to obtain a score of fifteen will gain a credit of \$2.00. Here are the first three questions:

1. Who was the first Postmaster General of Canada?
2. Who was Governor-General of Canada from 1861-1869?
3. Who commanded the German Afrika Korps from 1941-1943?

That will be all for now.

FINE JIG-A-DOO!



John Kelley

Box 216,

Klickitat, Wash. 98628

United States of America

-Fangoria Curran

Hope you like the give. Thank for writing!

Canadian postal strike are your head.

John: Received your letter of Oct 12 on Oct 30 - it is due to the