

APG PASSCHENDAELE

IT NEVER SAID IT WAS GOOD AT DRAWING.

July/August issue.

THAT'S A TONGUE COMING OUT OF A MOUTH, MOST UNEXPECTEDLY.

Hem, hem. Guess what. I've moved. A sudden impulse. Tired to share a small room with a roommate most of the time. Tired of sharing a kitchen with 26 people, and a bathroom with 13 guys. I'm no Commie, y'know. So, I moved. But I'm still a professional University student.

Of course, moving was quite a hassle. It happened just before my final exams, and took over two weeks. I didn't have a minute to myself. So, as you all know, PASSCHENDAELE was delayed quite a bit. Don't worry, I missed y'all as though the sun didn't rise. I'm sorry I couldn't warn most of ya guys, but I didn't have time to. Now that I've moved, PASSCHENDAELE will be back to its monthly format, especially since I plan to stay at least a year at this place, if not more...

PASSCHENDAELE is a zine more and more concerned about Diplomacy, a game invented by Al Calhmer and copyrighted by Avalon-Hill. It sells for roughly 28-29¢/issue, but the fiscal system is weirder than that: 33¢/ish +1¢/p. when more than 12 pages, -2¢/p. when less than 8 pages. Plus, the Christmas and Easter issues are free, even if a certain Albertan V.I.P. thinks it's eccentric. The gamefee is \$1.50, FOR NOW, and standbys are given a credit of \$1.50 if they complete their position. Authors are also credited with \$1.00/page for Dip-related articles, \$0.75/page for humour-related articles, and \$0.50/page for other articles. I wonder when somebody is goin' to send me somethin' humorous!

I'll bet you all think I've forgotten to list my new address, pas vrai? Wrong! (As long as I'm publisher of this rag, you'll always get the weak lines.) I'm now living at: 160 Chapel St., Apt. 2210 (penthouse level), Ottawa, Ont. K1N 8P5. Y'll also be very happy to learn that I now have a private phone: 1-(613)-236-1351. But don't count on it, for submitting orders or harassing me, for instance. If I'm sleeping, (and that might be at any time of the day, depending on my mood) y'll never get me up.

Well, one of the great news of the month is that Eylau starts! Da...here's the alignment:

- Austria (Mike Carroll: ~~xxxxxx~~): 172 Bruce St., London, Ont. N6C 1H1.
- England: Robert I. Francis (EGPIRA), 11 Forest St., Danvers, Mass. 01923, USA.
- France: James Clarke (FRGEAIT), 1609 Chappell, Windsor, Ont. N9C 3E2.
- Germany: Bruce Schneier (GARIFTE), 455 East 17 St., Brooklyn, NY 11226.
- Italy: Steve Hutton (~~xxxxxxx~~), 704 Brant St., London, Ont. N5Y 3N1.
- Russia: Barry C. Hickey (RFGTEIA), Apt. B, 679A St Clair Ave. W, Toronto, Ont. M6C 1A7.
- Turkey: Robert Acheson (~~xxxxxx~~), c/o Echo Bay Mines, Port Radium, NWT. XOE OXC.

The deadline for Spring 1901 is September 21, 1979. But is someone asks for a one-month extension, it'll be granted, but remember: a NMS is not, repeat not, a request!

Of course, this means that Friedland, another reg. Dip game (gamefee: \$1.50, but it'll be the last one at that price.) now has a waiting list, which is: Kirk D. McDougall, Robert Acheson, Ron Killeen, John Kelley?, John Lipscomb?. Those with a ? after their name will have to confirm their enlistment, or else they'll be dropped from the list next month.

see p.18 for COAs!



points, everyone else, Zappa. In the case of a draw, the sixty points are divided among the drawing players. Also, for every supply centre you controlled, you received 0.01 points. This was done for the purpose of eliminating ties, hopefully. This differs greatly from previous systems which gave points for the number of supply centres you controlled and you received a certain number of points, the amount depending on how well your country did in relation to the same countries on other boards. Most players did not like the new system because a winner would be way out in front while the other six players would be stuck at the bottom with zero points and no chance at winning the tournament. Consequently, everyone played a paranoid style of play. As soon as a person got near twelve centres, everyone would panic and gang up on him. Players demanded to see your moves if you were close to twelve centres under threats of attack; people played their games in the hope for a draw, no person dared try to go for the victory. As a result, there were very few winners in games and in those situations where there were, it was due to some freak chance or because someone else suicided, not because he planned to win. The ludicrous thing about this system was that an eleven centre power that had come in second place would receive 0 points, yet a one centre power in fourth place would receive 15 points because a draw was voted or it was Winter 1907. This imbalance was reflected in the games for I have never seen the likes of some of the games being played. An example is the third game which I played in and that saw Zablocki win the game and the championship. It was approaching 1907 and there were three major powers on the board: Turkey (me), England, and Germany (Ben Zablocki). The latter two were solidly allied. Nevertheless, it was obvious that none of us would reach twelve centres by the end of the game--the best we could hope was a four-way draw. So, what happens? England and Germany flip a coin, Germany wins, and England, a nine centre power, suicides to Germany so that he can win the game. No one can tell me that that is a typical Diplomacy game. Zablocki was not playing the game, he was playing the system, which is the very thing the organizers did not want.

There were some brighter spots at the convention, one of them being that it seems as if the IDA/NA is finally pulling itself together. I left the convention, as did many others, with renewed optimism for the association. Cal had went down with the intent of resigning his position, but after seeing this improved IDA/NA, he changed his mind. It was not what they did that impressed me, but rather that they worked smoothly as a team. The IDA/NA spent a lot of time working out another constitution of which the most significant part is that memberships will now be \$3.00. Another thing that happened was that Mr. Hinton was impeached for misusing his position on the IDA/NA and then was nominated for President (there is a rumour that he is trying to take over the IDA/NA, but he did not show up; so, I couldn't ask him, and Robert Sacks neither. Robert, in my opinion, will win.) After last year's failure in California, it was decided not to hold any future conventions on the west coast. DipCon '80 will be held in Rochester, Michigan, along with MichiCon IX.

The IDA/NA had not forgotten about the CDO, as they hoped they could work something out once the IDA/NA has proved it's worth again.

The best thing about a convention is that you can meet and play against people you have never met before. You get to share beer (even if it is American beer) ((personally, I'd get paid for that if I were ya, Ron)) and ideas with these people and hopefully you learn something. The planned discussions also provided some new ideas. The "How to play France" discussion gave new twists to an old problem, but the most interesting discussion was that of the publisher's opinion on the direction of the Diplomacy hobby. The following is a recap of their comments

(and perhaps Francis would be willing to throw his own two cents worth) on what the direction of the hobby is, particularly in Canada. Anyway, these comments were made by several publishers so I will not bother with their names:

"The publishing hobby has become too professional, there are too many standards set."

"There are no longer the close contacts between publisher and subscriber... there are no longer the old rivalries between people, things just are not as interesting as they used to be..."

"The Diplomacy hobby will never get as large as the chess hobby, for example, because (1) there is not a good system of recruiting new players, (2) it is difficult to find seven people to play a game at one time, (3) Diplomacy players, at least in the PBM circuit, do not last long. The average length of time for a player is less than two years, for a publisher, just over that."

"The PBM hobby is going downhill primarily because there is less correspondence between players. This is caused by higher postal rates, a less efficient postal system, and because many of the newer players are more of the wargamer type who are not as interested in the diplomatic aspect of the game."

This, in a nutshell, was my view of the convention. Unfortunately, I could not be everywhere at once and more than likely missed something. In fact, one problem was that I spent approximately fifteen hours of prime convention time playing in the Diplomacy tournament giving me virtually no time to experience the rest of the convention. Both Cal and I left on Sunday afternoon with a feeling that we had missed something. Hopefully, future organizers will reduce the amount of time spent on each tournament. Also, I hope that the excitement, fun, and the events of DipCon '79 have not been overly clouded by my admitted lack of literacy. But then, people studying Computer sciences are supposed to be illiterate, it says so in my University manual. Good say to you all. HIGH COMMAND: (I peeked through my window again, and now I see the same cat burying something... wonder what...)

My first comment of importance concerns the rating system. (By the way, Tom Kissner submitted an article on rating systems which will be printed in #13.) I have come to the conclusion that no rating system is perfect, and that no rating system satisfies everybody. The rating system used at this DipCon does have a logic behind it--only winners and drawers deserve points. Strong seconds are of no importance, since the objective behind the game is to win. My personal philosophy tends to disagree with this thinking, especially for PBM games. For instance, a standby who gets a 5th class position and makes it to strong second deserves some credit. A player who came close to elimination but managed to survive was successful in his diplomacy in the last stages of the game. However, this doesn't mean that the win/draw-only philosophy is wrong.

Secondly, I tend to think that the system used this year was slightly better than that one used last year. Although I didn't go to neither conventions, I heard quite a bit about the respective rating systems used in both occasions. Last year's system, for one thing, encouraged cross-game influences. As Mark Berch said in his DIPLOMACY DIGEST (his address is listed in #10, and it would be a good idea to buy 12 DipCon issues), a guy playing, say, Germany, would keep a close watch on the other Germans. Therefore, you would have German player A come to France player B and suggest that it would be a wise move to attack Germany B, as the German player B would be ahead of the German player A. This is certainly the last thing a Diplomacy Tournament organizer would like to see.

I'm glad to hear that the IDA/NA is finally pulling it's things together, although I remain quite sceptical. I will have to see cold, hard evidence before I'm convinced. (It'll probably take quite a few months)

Also, even if this happens, many problems will probably still stand in the way of a CDO/IDA-NA fusion, or merger, or whatever. For one thing, the IDA/NA seems to have lacked interest in Canadian Diplomacy--remember, I repeatedly asked for info, clarifications, and even offered to join. All I received was a tirade, and a small bit of information from Jerry Jones. (The tirade wasn't from Jerry.) And it took a long time to get in. And since then, nothing. But, if the IDA/NA does get back on its feet, that might change in the future. However, there are more serious obstacles--for one thing, the overwhelming majority of Canadians do not wish to have something to do with the IDA/NA. Also, there are many areas where Canadian and US interests just do not mesh, and a struggle might be the obvious result. There, in most cases, Canadian interests just have to be transferred to Canadian allies, or at best, to US allies sharing US aims, which are fairly rare birds. Also, there's no way the French wing could really coordinate with the IDA/NA, for obvious language problems. Finally, I might add that the prime purpose behind the CDO is to avoid the bureaucratic mannerisms inherent to the IDA/NA. But, of course, if the IDA/NA changes drastically, a better might be an idea worth considering.

The last thing to add comments to seems to be the publishers' comments on where the hobby is going. I outright disagreed with the first and last comments. I do not believe the hobby has become too professional, at least not in Canada. I dare say that Simonsen, Pol-Hic, and Baskin-Geale all have "personal touch" characteristics, to various degrees. Also, one should see the French zines of the hobby--they're all as far from professionalism as one can be! Also, if the amount of correspondence between players has decreased, I'd hate to imagine how much mail I'd receive if only the amount of correspondence hadn't decreased!

It is quite possible that there are no longer close contacts between pubbers and subbers. I would blame it on the general increase in size of subbership in the average zine.

I tend to agree entirely with the comment that the Diplomacy hobby will never get as big as the chess hobby. The reasons cited are, according to me, accurate. But so what? Why should getting the hobby to be as large as the chess hobby be an obsession?

I'll stop here to go downstairs and see what the cat has buried... (pause)....(pause)...now, I've just come back, washed my hands meticulously (I'm not happy about what I found, I can tell ya!), and will now proceed with some of the games.

1977AT, Winter 1904/Spring 1905.

NOONE HAS THE POWER (OR WILL-POWER!) TO STOP RUSSIA, IT APPEARS...

Last issue, I made two overights: first, Germany loses Sve to the Russkies. This means that R gets 4 builds, and G, O. Since G and R knew about the error, there's no problem. Secondly, don't rejoice too quickly on G being even. It had one unit annihilated, and therefore builds 1 anyway, but for a different reason.

France (Steve Colombo): Removes F Pic, A Lpl. Retreats F Den-Ska; F Cly-Nrg; A Bel-Hoi; A Ruh S A Bel-Hoi; A Bar S A Ruh; F Ska-Nth; A Mar S F Mid-Spa(sc); F Mid-Spa(sc); F Eng S F Ska-Nth.

Germany (Chris George): Builds A Mun. F Yor S Russian F Nth-Lon; F Den-Nth; A Lie-Huh; A Bar-Mun; A Bah S A Mun-Tyo; A Tri S A Mun-Tyo; A Mun-Tyo.

Italy (Jan Jensen): F War-Spa(sc); F Lyo S F Wes-Spa(sc); A Tyo-Pic; A Ven S A Tyo-Pic.

Russia (David Steele): Builds F StP(nc); F Sev, A War, A Mos. F StP(nc)-Nrg; F Sev-Bia; F Edi S GERMAN F Den-Nth; F Nth-Lon; F Bla-Con; A Mos-War; A War-Sil; A Bah S A Ser-Gre; A Rus-Bel; A Ank S F Bla-Con; A Ser-Gre; A Sve-Den.

Turkey (Philip Jurgens): F Bul-OTB. A Gre-Bul; A Say-Con; F Aeg S  
A Gre-Bul.

The deadline for Fall 1995 is September 21, 1979. The Russian A Bul

ref-Bul, OTB, and a...  
...your intention to...  
...impressively said...  
...work something...  
...course, his...  
...the Czar's...  
...it is a standing...  
...at the office that the Czar can't keep up with his army as it spreads...  
...imperial ideals to all the destitute and misguided nations of Europe.

On a heavier note, Statistics Russia announced today that we have just toughed out one of the fiercest winters recorded. Evidence of this fact can be seen in the progress, or rather, lack thereof, of those European armies less insured than our own. In the south, the Italian armies have actually been frozen in place and the Turks have fared even worse--losing one quarter of their forces in the snow. The French managed to sustain even more losses than the Turks; and the Germans, although not going so far as to lose armies have done nothing but go around in circles. This last example may not be as pertinent as the others, since the Germans are always going in circles--even if there is no snow.

1977A, Winter 1906/Spring 1907.

ONE FRENCH UNIT IMMOBILIZES THREE TURKISH FLEETS!

France (Barry C. Hickey): F Was-Tun; A Mar-Pie; F Lyo S A Mar-Pie; A Bur-Ruh; A Bel S A Bur-Ruh; A Pic S A Bel.

Germany (Jan Jensen): A Mun-Ber; F Den-Nth; A Ruh-Bel; A Hol S A Ruh-Bel; A Kie S A Mun-Ber.

Italy (Robert Acheson): Builds A Ven. A Rom-Tus; F Nap-Tyn; F Apu-Adr; A Ven-Pia; A Tri H and wonders why RT aren't at war. (ret-Alb, Tyo, OTB)

Russia (Trevor Baillie): Builds A Mos. F Lpl H; F Lon-Nth; A Swe-Den; F Hel-Kie; A Pru-Ber; A Sil S A Pru-Ber; F Sev H; A Bud S TURKISH A Bud-Tri; A Vie S TURKISH A Bud-Tri; A Ukr-Gal; A Mos-Ukr.

Turkey (Dan MacLellan): Builds F Con; A Ser-Tri; A Smy-Con; F Ion-Tun; F Aeg-Ion; F Con-Aeg; F Rum H; A Bul-Ser.

JOHN L. DISCOMB

Thanks for sending unused standby orders. The deadline for Fall 1907 is September 21, 1979.

Analysis: Well, well, ya jerks. Y've shifted alliances again, or were the previous fights only cons? For the past, suffice it to say that Russia and Turkey have reconciled at Italy's expense. On the menaced species list, I'd put both Germany and Italy.

The only dark spot in the sun for RFT right now is FT conflict in the Mediterranean, which might actually allow I to survive longer; perhaps this is part of R's policy--divide to govern. Russia knows that if he can effectively divide France and Turkey, he'll have less trouble winning.

With the fall of Berlin in the north, the fall of Munich to either France or Russia appears imminent, unless RF break off. Also, there is a guess around Kie/Hol. And Den/Nth as well. If R does F Lon H and A Swe-Den, he'll foil G's F Den-Nth and take Den. However, G may opt for F Den H, in which case F Lon-Nth, A Swe-Den is called for. This is further complicated by the fact that R F Hel can also support A Swe-Den or French A Bel-Hol, while cutting support from G F Kie by attacking from Ber!



Hence, I am in a very bad position, as it is the defender, and therefore is extremely disfavoured by the fact that he has to guess. He should not be able to keep Munich, and the retention of Hol, Kie, and Den is a matter of sheer luck. He'll be very lucky if he keeps all of these three centers!

In the south, Italy is the guy at the wrong end of the knife. But, IF TF are in conflict, I has a chance at keeping its 4 remaining centers. Again, it's a matter of guessing. Will Turkey do F Ion-Tun or-Nap? <sup>One</sup> bet ~~to~~ to move F Tyn-Nap, as: (1) if FT both -Tun, there's no problem, (2) T F Ion-Nap and F F Wes-Tun will mean the loss of either Nap or Tun, and it's better to lose Nap, oh no, what am I saying, Tun? In northern Italy, I is in top shape, though: A Tus, A Ven, F Adr, A Alb can not only stalemate its enemies for the moment, but also challenge T in Trieste, which will fall if R doesn't support and I does A Ven-Tri, F Adr S, A Alb S, A Tus-Ven. (hoping that F will also do A Pie-Ven, instead of A Pie-Tus.) Also, T has to guard Gre from a possible I A Alb-Gre. Or, it has the choice of convoying an army via F Aeg, F Ion into Apu.

Thus, this season is a vast mess. It's a huge guessing game. There's also the possibility of R, F, T doublecrossing each other, which isn't covered here as I don't trust ya guys--you're capable of breaking an alliance (or forming one) just for the sake of proving me wrong.

FLASHFLASHFLASHFLASHFLASHFLASHFLASHFLASHFLASHFLASHFLASHFLASHFLASH

As I said earlier, I closed down two openings: the 1900 Variant, and the no standby game--practically none is interested, so what the heck!

Also, here's a clarification concerning the 4-wins/player demo game. I'll accept standby-wins, draws, concessions and straightforward wins. Hence, someone who has won 4 games, but as a standby, is eligible. C'mon. Sign-up if you're eligible. This is the game I'd like to see going by Christmas. Also, I'll have to wait till 10 guys sign-up, as I'll need at least three eligible standbys to be half-safe.

Ta...I'll open another type of reg. Dip game--a prize game. The gamefee is \$3.00, the prize fee is \$2.00, and I'm instituting a \$2.00 refundable deposit for this game, as an experiment. Thus, if you want to join, you must send a total of \$7.00. The only prerequisite is that you feel you can win. If you do, you get a nice little petty prize of \$15.00 in cash. If you draw, the prize is shared equally among the drawers. Oh yeah, if you win, y'get your gamefee back, but not if you draw. In all cases, you get your refundable deposit back unless you dropout. Thus, if ya win, you get \$20.00, including prize, deposit, and gamefee. Another thing; a standby who wins does not get the prize. Come to think of it, there should be no standbys for this game, as only the original players must get the prize...yeah...there won't be a standby in this game because of the prize...anyone interested? Or are ya all a bunch of cowards, who think they can't possibly win a game???

Another thing to mention is the Leader Poll. Yech...ranked 17th. Oh, at least, I got a lot of mentions. Since ya guys all receive either Runatona or Kal Si Pie, I won't bother to say more and save my ego for other things...

Ah, let's go back to the games; no, on the other hand, I tend to believe that this is quite close to the end of the page...keep typing, dummy, and y'll find out, I keep saying to myself. Yeah, I guess I'm at the end of the page...

1978R press: 1979  
 Austria (John Kelley): A Ven-~~Alb~~, A ~~Bel~~, A ~~Tri~~ unorderd, H.  
 (ret-Alb, OTB) A Bud unorderd, H; (Ret-~~Bel~~, OTB) A Tri unorderd, H.  
 England (Robert Acheson): A Yor-Nwy; F Nth C & Yor-Nwy; F Nrg; S A Yor-Nwy.  
 France (Trevor Baillis): F Spa(sc)-Wes; F Mid S F Spa(sc)-Wes; A Por-Spa;  
 A Bur-Mar; A Par-Gas.  
 Germany (Shelley Foster): F Bel H; A Hol S F Bel; A Mun-Bur; F Kia-Hel;  
 A Den H; A Ber-Sil.  
 Italy (Raymond Couture): A Tus-Mar; F Iyo C A Tus-Mar; A Pie S A Tus-Mar;  
 F Wes-Tyn.  
 Russia (Hugh Polley): F Bla-Con; A Rum S A Gal-Bud; A War-Sil; A Gal-Bud;  
 F Sve S F StP(nc)-Nwy; F StP(nc)-Nwy.  
 Turkey (James Clarke): F Aeg-Ion; A Bul S A Gre-Ser; A Gre-Ser; A Ank H;  
 F Smy-Eas.

The deadline for Fall 1903 is September 21, 1979.

1978R press:

Constantinople-London: No deal!  
 Constantinople-Berlin: The Sultan is shocked at Austria's foolish attempt to invade the hearth of the Great German Empire. He extends his offer of gratitude for punitive action against the dying backstabber.  
 Constantinople-Vienna: Where do you plan to set up your government in exile?  
 Rome-Paris: Thanks for the invitation, I'm coming!  
 London-Berlin: As I've had no response to my letters, I'm expecting the knife to fall.  
 Vienna: The new government declares a state of emergency, logical since its home centers are likely to go kaput by fall.

1978S, Winter 1902 only, by request. Error lastish: Russia captured

Ank, therefore Turkey is even.  
 Austria (Curt Gibson): Even. Has As Gal, Rum, Bud, F Tri. (4)  
 England (John Lipscomb): Even. Has A Pic, A Nwy, A Bel, F Eng, F Nrg. (5)  
 France (Blair Cusack): Builds F Mar. Has F Mar, F Por, A Par, A Pie. (4)  
 Germany (Frank Haika): Builds A Mun. Has A Mun, A Gas, A Bur, A Swe, A Pru, F Nth. (6)  
 Italy (Bob Acheson): Even. Has A Tyo, A Ven, F Tus, F Ion. (4)  
 Russia (Raymond Couture): Removes F Nwy. Has A Vie, F Ank, A Ukr, A War, F StP(nc). (5)  
 Turkey (John Kelley): Even. Has A Sev, F Bla, A Alb, F Gre, F Eas.

The deadline for Spring 1903 is September 21, 1979.

1978S press:

Constantinople-Moscow: No, you can't have a non-aggression pact for one year. You can't even have one for one hour, backstabber.  
 Constantinople-Rome: War, famine, pestilence, and death be upon you! And now, may I ask, do you plan to survive until 1905, let alone knock me off by then? Your wily tricks will never work. Your bungling Soviet "ally" is as doomed as you, due to the valient EG alliance.  
 Constantinople-Berlin: Let us make amends.  
 Constantinople-High Command: Thank for the extra build. How much do I owe you?  
 HIGH COMMAND: \$20. But once you pay me, I bet you'll NMR a lot.  
 Oh yeah, thanks to Bruce Schneier for unused standby orders. Cops...  
 more press?  
 Warsaw-Smyrna: How do you like Sevastopol?  
 Rome-London: Come on down to see sunny Italy; you'll find the Turks a little bothersome, but we all have our pests.

Well, I'm back with a bit of news. ARRAKIS, the oldest zine in Canada, folded a few weeks ago. This prompted Nick Russon to start publishing INFIDEL--I'm anxious to see a copy soon, as Nick's main objective



will be to continue most of the games previously run in ARRAKIS. I say most as many things seem to still be up in the air presently...for instance, John Kelley, pubber of THE BEHOLDER, plans to continue 1977AG in his zine...as to whether he has met with the Albertan quiz-kid would-be husband, er...Randolph Smyth, the Orphans Games Officer, I mean, approval, I don't know. Also, there was Claude Gauthier, of Ottawa, who planned to continue ARRAKIS, or at least start pubbing, but I guess that's out for the moment.

Whenever I see a copy of INFIDEL, I guess I'll plug it.

The other big news of the last months is that John Lipscomb (address in PASSCHENDAELE #10) has made the great jump into publishing. His zine, ASSORTED GARBAGE, will be mainly concerned with Diplomacy variants and regular Diplomacy. The rates are extraordinarily low! He must be well-off financially, or else he has access to facilities freely, or else he's a felon. His first issue (5 or 6 pages, I believe) is yours for the asking. His other issues (which'll be 10 pages) will sell at the rate of 10/\$2.00. (That just barely covers his postage!) You can play in any variant he offers in his zine for the asking. And Diplomacy games are free of charge except for a \$1.00 refundable deposit. Personally, I don't know of any American, Canadian, or European zine that has sold for so little (and has had such cheap rates) since 1978. (In other words, ASSORTED GARBAGE undersells all other zines I know of (over 15) whatever way you look at it.) I trust that most of ya'll ask for a sample...

except  
for  
EHEESE  
CAKE!  
(Andy  
Lipscomb,  
ADDRESS  
IN #10)

While I'm talking about zines, I might as well tell ya about an idea I had. From now on, I will list all the zines that I found worth reading between two editions of PASSCHENDAELE. Thus, y'll have a permanent plug system in here upon which you can refer if you're looking for zines with substance. I'll go on my memory for this issue's "plugs".  
DIPLOMACY DIGEST (Mark Borch, address in #10--discussion on DipCon.)  
FOL SI FIE (Randolph Smyth, address in #10--hobby news.)  
SAINT GEORGE AND THE DRAGON (Bob Sergeant, address in #10--game analysis.)  
THE TORONTO TELEGRAM (Bill LaFosse, address in #10--humour?)  
THE BEHOLDER (John Kelley, address in #10--D&D)?

I might as well tell ya about the notation as well: first comes the name of the zine, in capital letters; second, comes the editor's name and where to find his address; third comes the most impressive topic. And finally, whenever there is a question mark, it means that I had to do a lot of thinking before putting you on the list; if there's a !, it means that, for this month, that particular zine made it head and shoulders above the others. In all cases, the zines listed are zines with some kind of substance.

That's it as far as this month's news (and the month before) are concerned...back to the games.

1979AC, Spring 1902. MUNICH LOOKS DOOMED AS A WESTERN TRIPLE ENTENTE IS FORMED!

- Austria (Bob Acheson): A Ser S Turkish A Hul-Rum; F Gre H; A Boh S Italian A Mun; A Bud-Gal; A Vie S A Bud-Gal.
- England (Bruce Schneider): A Nwy-StP; F Bar S A Nwy-StP; F Nth-Ska; F Lon-Nth.
- France (Steve Barrigan): A Bel S A Par-Bur; A Par-Bur; F Mar-Pis; F Spa(sc)-Lyo; A Por-Spa; F Bre-Mid.
- Germany (Roy Norton): A Ber S A Ruh-Mun; A Hol-Kie; A Ruh-Mun; F Den H.
- Italy (Dan MacLellan): A Mun H; A Pie-Mar; F Tun-Wes; F Rom-Tyn; F Nap-Ion.

Russia (Donald Kelly): A. Maa-SLF.

Turkey (John Lipscomb): A Bul-Rom; F Con S F Ank-Bla; F Ank-Bla;  
A. Ann-Say.

Zippo press. The deadline for Fall 1902 is September 21, 1979.

Well, there are a few letters in my files that I rec'd quite a bit of weeks ago...I might as well cram them in here, ~~which hopefully~~  
~~needs will notice them!!!~~

(from Randolph Smyth):

Just as an aside, I don't think you can claim "18 months" ((I can't? Well, just listen: "I have 18 months worth of pubbing experience. There, I just did it! (It may not be a valid claim, but yet, it's still is a claim.))" Publishing" just because you've published two full-sized zines for nine months. If I break a 14-page FSE into 14 individual one-page zines and publish them all for a year, does that entitle me to "14-years publishing"? Of course size is a factor, but nobody ever takes account of the size of a zine (or their number) when calculating publishing time. Time is time, not some other factor involving commitment (which in your case, has been mighty extensive). What most people read into "time of publishing" is the period of time a publisher has been working in the hobby, "resisting" possible outside interests cutting into his time, and his experience in just "being around" as a publisher through the changes which take place in the hobby as a whole. To do a lot of work and put out a lot of stuff is commendable and gives you a certain kind of experience faster than the guy who does less, but I still regard you as a "9-months publisher" ((12 months now.)). You are still more likely to drop out for some reason, for instance, than the guy who has been going for 18 months in the usual way.

HIGH COMMAND: OK, OK, I surrender. First, Mark Berch, and then, you. I guess I'll withdraw here to heal my wounded pride...I guess you're right...

And then, I received another letter from Randolph:

I've only now had a chance to look through Pa#11 properly, and must reply to a couple of comments in the long letter of Mark Berch's, which you replied to in (( )), and which ended-up in a couple of conclusions about me.

(1) Actually, I think the median is somewhat worse than the mean for statistical evaluations, but both have their good and bad points. There are ways to correct for the kind of distribution created by low "revenge" votes while still taking these people's opinion into account (i.e. lessening the effects of a couple of freaks without throwing them out entirely) but the methods are too involved to make sense to the casual reader. The mean is something that everyone can understand and is therefore probably the "least deficient" system available, as long as its faults are recognized.

(2) Mark's initial suggestion about tirades, that you should print them partially according to your own judgment of their accuracy, is exactly why I was against them. If you follow this practice, you are effectively saying "I believe this tirade", whatever your polite disclaimers may be. Since they are put in your zine, you can't avoid the tie-in to your authority as a GM/publisher. There is thus a real possibility that you are both maligning someone else (however indirectly) and calling into question your own neutrality. Mark doesn't have to worry about the latter problem since he runs no games in DD: but I still think it's very poor practice for a GM to appear to "take sides" in

a debate about personalities. I see that you've backed off on the tirades, though, so it's a dead issue.

((I'll leave to Mark Berch the task of replying to (1) and (2).))

(3) I was surprised and amused that you consider me "eccentric" --I'll treat it as a compliment, though one can never be sure. In what ways would you define me as "away from the center", "unconventional", etc. If you get too wrapped up in dictionary definitions, you can label anyone anything you like. I could call you eccentric since you're the only publisher I know of that makes a habit of giving away free issues; and I could lay the same thing on Mark Berch since he's one of the few who isn't running games in his zine. Furthermore, what time frame are you talking about: "I used to be, but not so much today"? When and how did I change? Was it for better or worse? How can you speak for the pre-1978 era which takes in more than 2/3 of my time in this hobby?

I'll let you off the hook on a couple of other wild statements that I expect Mark will be replying to.

HIGH COMMAND: Well, I can reply easily to that one. First of all, please note that I subscribe to FSF since mid-1977; while it doesn't make a lot, time-wise, it just happened that the end of 1977 was the zenith of your "eccentricity"...let's see, let's see...doesn't the famous "coastal crawl" ring any bells? Personally, I've seen this "eccentric" rule only in your FSF, and nowhere else. Lotsa other home-rules running in the same vein made you fairly "eccentric"--but, actually, I think that your "loss" of eccentricity was for the better, as I believe Mark Berch proved that the Rulebook ruled against the coastal crawl, for instance. However, I'll be swift in saying that there is nothing wrong with being "eccentric", as long as the word isn't meant in its pejorative sense. Yeah, sure, I'm eccentric...however, I dare disagree when ya say that the label can be applied to everyone if we stick to dictionary definitions: I don't think that John Lederer or Doug Hayward were/are in the least bit eccentric, as far as their involvement in this hobby is concerned, at least, for instance.

#### FAKES IV

And now we slip into another stream of letters, concerning the fake PASSCHENDAELE#8...

First of all, Andy Lischett wrote to ask ya a few questions. As I'm going to print them by memory, one might slip my mind. If this happens, any remaining question will be printed nextish. But I believe I remember the important ones, addressed to ya. (The reason why I'm going by memory is that I've forgotten to bring his letter to the University center, which is where I'm typing this as my typewriter is at my parent's place, until I'm completely finished moving.) Here they are:

- (1) Does anyone in Ottawa remember getting the fake PASSCHENDAELE slightly after the authentic one?
- (2) Does anyone remember what the postmark, if any, was.
- (3) Is there anyone else who did not receive the fake besides Mark Berch? Does anyone know why Mark didn't receive one?

Of course, I don't have Andy's address with me. Chr... Oh well, look back to PASSCHENDAELE#10, please, or send me the answers.

Secondly, Ron Killen said, back in June, that Cal White couldn't have done it--there's still dust on his duplicator, says he. Big deal. For one thing, Ron, you might have done it along with Cal...and ya could only be trying to cover him up...but that's hardly circumstantial

and... might just end up in court charged with defamation and slander, eh?

Also, Randolph Smyth wrote again:

I'll just comment on the fake chess game in PASSCHENDAELE #8. (Actually, the zine was a fake, but the game looks serious.) ((Thanks for reassuring me, Randolph.)) White's opening against the Sicilian is my own favorite counter to the Sicilian defense, until Black started getting foolish at about move 10, I'd be happy to claim credit for the play of either side. The main thing that the commentator seems to have missed is the hairy position that would have resulted after 24. N-K4, P-KB4!?. The White move seems to be in error as Black should be able to regain his lost material, but at the cost of exposing his King still more...

I spent some time looking at this game in the hope of finding something humorous in it, as with the rest of the fake; but it seems to be disappointingly normal, and gives no particular clues to the author. Yes, I thought you'd really appreciate hearing more about the fake, although I never send any feedback about the games you put in the real issues. I can tell you just love the subject of the fake... ((So, Randolph covered that part of the fake for me...consequently, I won't put my wrap-up comments on this game...))

And, finally, from Bob Acheson:

I see that a certain J. Kelley states that it may have been me; I believe that I'm a little far north for it; we only get mail twice a week. (I usually have problems meeting my deadlines as it is.)

It was a good fake--although I was fairly sure that I hadn't made some of these moves. Then this article by Curtis Gibson--which although written in his style of prose apparently wasn't by him.

Too bad, I was really looking forward to writing a reply directed against Curtis, which would have been "light" so Curtis could understand it. Actually, I did get Curtis in a case of mistaken identity, I had thought that he was Naux Mexader character on "Mork & Mindy". (Yes, we do get TV up here: CBC, as of 18 months ago.)

But, it was a mistake, so my apologies are offered. ((Well, that covers the fake tirade. Eeh, eh...I only have to cover the humorous section and the strategy article...))

These will be my wrap-up comments, although I may add something whenever Andy Webber comes up with conclusions on the fake.

Again, I'm only doing this from memory, as Ralph Morton now is in the possession of the copy Dan MacLellan lent me...gee, it sure goes around a lot. I wonder if Mark Berch and Ralph Morton have asked for it only to implicitly try to discriminate themselves...hum...that's a thought.

For one thing, the strategy article should have made it half-easy to guess that the zine was a fake. After all, the one thing not to do in Diplomacy is to tell your allies all about your correspondence! One should let know to his allies only what he wants them to know, and only what has chances to improve his position. A second thing is that allying with a sucker (or suckers) is, according to me, a fairly risky thing. This guy may well be unpredictable as well--other players, and not only you, will probably be able to con this guy as well. One season, he might be sucked in by you, but the next, he might unpredictably attack you...which is risky.

The games probably are the one thing which should have given sufficient clues to most players to determine that the fake was a fake. Most of the moves were not the moves sent in by the players...so they should have known better.

Finally, there is the humour article. This is the one thing that boosts my own ego a little...when I read it, I couldn't stop laughing, and I am led to believe that the majority of the subbers did as well.

And furthermore, many, many, many persons told me they couldn't see the diff between this fake, and the regular PASSCHENDAEIE. 2+2 gives 4, y'know; it must mean that PASSCHENDAEIE was half-decently humourous before #8...I dunno about since then.

That'll be all. Nothing really substantial, but enough has been said (by me) on it. I'll be waiting for Andy's conclusions, almost impatiently.

While we're talking about fakes, I might as well tell ya that a fake POL SI FIE has also been put out lately. Randolph says it might be me, or that it might be a Susak, who did it. Hummm. I think it's you, Randolph bad boy! There are several circumstances which make it a sensible accusation, y'know: first of all, the fake clearly is a fake, and shouldn't have confused anyone--hence, you could well have figured that there would be no harm done if you had your fake, too, just once. I know, y're jealous: if PASSCHENDAEIE was faked, POL SI FIE just had to be faked too. (Typical North American attitude, what: what the neighbour gets, you must get as well--otherwise, ya "loose face".) Bad boy...I'll call your mother and tell 'er to put ya to bed early and without supper. Ta, Randolph, y'll have to wait one more night before...getting married! ((If you planned to do it tonight, of course.))

Sigh. I've dummit again. This ish will run slightly overweight. That's because I wanta include a complete and fairly detailed review of the CanGames Tournament. After all, which one of ya guys would like to have to search back for this ish to link head and tail if I decided to put a first parth in thish, and a second part in #13. What are you saying? Yeah, I bet you would. I don't believe ya jerks, and that's why I'll do it my way!

CanGames Diplomacy Tournament  
(19/05/79)

Spring 1901.

Austria (Greg Morrow): F Tri-Alb; A Vie-Gal; A Bud-Ser.  
 England (Ron Chrow): A Lpl-Yor; F Edi-Nrg; F Lon-Nth.  
 France (Dave Pengelly): F Bre-Mid; A Par-Pic; A Mar-Spa.  
 Germany (Steven Kitchning): F Kie-Den; A Ber-Kie; A Mun-Ruh.  
 Italy (Bob Stewart): A Ven-Pie; A Rom-Ven; F Nap-Ion.  
 Russia (David Patterson): A War-Ukr; A Mos-Sev; F Sev-Bla; F StP(ac)-Bot.  
 Turkey (Denny Shortliffe): A Say-Con; A Con-Bul; F Ank-Arm.

Fall 1901.

Austria: A Ser S F Alb-Gre; F Alb-Gre; A Gal-Ukr.  
 England: F Nrg H; F Nth C A Yor-Nwy; A Yor-Nwy;  
 France: A Pic-Bel; A Spa H; F Mid-Por.  
 Germany: F Den H; A Kie-Hol; A Ruh-Bel.  
 Italy: A Pie-Ven; A Ven-Apu; F Ion-Tun.  
 Russia: F Bla-Rum; A Sev S F Bla-Rum; A Ukr-War; F Bot-Swe.  
 Turkey: A Con S A Bul; A Bul S Russian F Bla-Rum; F Arm-Ank.

Winter 1901/Spring 1902.

Austria: Builds A Vie, A Bud. A Vie-Tri; A Ukr-Say; A Ser-Rum; F Gre-Bul.  
 A Bud S A Ser-Rum.  
 England: Builds F Lon. F Nth-Ska; F Nrg H; F Lon-Nth; A Nwy H.  
 France: Builds A Mar, A Par. A Mar-Bur; A Par S A Mar-Bur; A Spa-Mar;  
 A Pic S A Mar-Bur; F Por-Mid.  
 Germany: Builds A Mun, A Kie. A Mun-Kie; A Ruh-Bel; A Hol S A Ruh-Bel;  
 A Kie-Den; F Den-Hel.

Italy: Builds F Nap. F Tun-Tyn; A Ven S A Apu; A Apu S A Ven; F Nap u/o.  
 Russia: Builds E Sev, A Mos. F Rum H (ret-ElA, OTB); F Swe H; A Mos-Ukr;  
 A Sev S F Rum H; A Mos-Ukr; A War S A Mos-Ukr; A StP H.  
 Turkey: A Bul-Ser; A Con H; F Smy-Aeg; F Ank H.  
 The Austrian A Ukr ret-Gal, OTB.

Fall 1902.

Austria: F Bul(sc)-Gra; A Tri-Ser; A Bud S A Tri-Ser; A Gal-Ukr;  
 A Rum-Bul (annihilated).  
 England: A Nwy-Swe; F Ska S A Nwy-Swe; F Nth H; F Nrg-Nwy;  
 France: A Bur-Ruh; A Mar-Bur; A Pic-Bel; A Par S A Mar-Bur; F Mid-Eng;  
 Germany: A Den S Russian A Swe; A Kie-Mun; A Hol S A Bel; A Bel H;  
 F Hel S A Den.  
 Italy: F Ion C A Apu-Gre; A Apu-Gre; A Ven-Tyo; F Tyn H.  
 Russia: F Bla-Rum; A Sev S F Bla-Rum; A Ukr S F Bla-Rum; A War-Gal;  
 A StP H; F Swe S German A Den.  
 Turkey: A Ser-Gre; A Con-Smy; F Aeg S A Ser-Gre; F Ank-Con.

Winter 1902/Spring 1903.

Austria: Builds A Vie. F Bul(sc)-Gre; A Ser S F Bul-Gre; A Bud S A Gal-Rum;  
 A Vie-Boh; A Gal-Rum.  
 England: F Nrg-Bar; A Nwy S F Ska-Swe; F Ska-Swe; F Nth-Den;  
 France: A Bur-Bel; A Ruh-Kie; F Eng S A Bur-Bel; A Par-Bur; A Pic S A Bur-Bel  
 Germany: A Mun S A Bel-Bur; A Bel-Bur; A Hol H; A Kie S A Mun;  
 F Hel S A Den; A Den S English F Ska-Swe.  
 Italy: F Ion-Eas; F Tun-Ion; A Apu H; A Tyo-Mun.  
 Russia: F Swe S German A Den; A StP-Nwy; A War-Gal; A Ukr S F Rum;  
 A Sev S F Rum; F Rum S Turk A Smy-Bul.  
 Turkey: A Gre S A Smy-Bul; A Smy-Bul; F Aeg C A Smy-Bul; F Con S A Smy-Bul  
 German A Bel is annihilated. A Gre ret-Alb.

Fall 1903.

Austria: F Gre H; A Bud S A Ser; A Gal-War; A Boh S Italian A Tyo-Mun;  
 A Ser S F Gre.  
 England: F Nth-Lon; F Bar-StP; F Ska H; A Nwy S F Bar-StP.  
 France: F Eng-Mid; A Ruh-Hol; A Bel S A Ruh-Hol; A Bur S Italian A Tyo-Mun;  
 A Pic S A Bel.  
 Germany: F Hel-Nth; A Hol H (annihilated); A Kie S A Mun; A Mun H;  
 A Den S English F Ska-Swe.  
 Italy: A Apu-Syr; F Ion/Eas C A Apu/Syr; A Tyo-Mun.  
 Russia: F Swe H; A StP-Nwy; F Rum H; A Sev S F Rum; A Ukr-Gal;  
 A War S A Ukr-Gal.  
 Turkey: A Alb-Gre; A Bul S A Alb-Gre; F Aeg S A Alb-Gre; F Con-Smy.

Winter 1903/Spring 1904.

Austria: F Gre disbands, A Gal-Vie. A Ser-Alb; A Bud-Ser; A Vie S A Boh-Gal.  
 England: F StP H; F Edi-Nth; F Lon H; F Ska S A Nwy-Swe; A Nwy-Swe.  
 France: Builds F Bre, F Mar. A Bel-Ruh; F Mid-Iri; //(build F Edi/  
 A Hol S A Bel-Ruh; A Bur S A Bel-Ruh; F Mar-Spa(sc); F Bre-Eng;  
 A Pic-Bel.  
 Germany: A Ber-Sil; (oops...ret A Mun-Ber; removes F Nth) A Kie-Ruh; A Den-kie  
 Italy: F Ven-Adr; F Eas S F Ion-Aeg; (shit...forgot again...builds F Ven!)  
 A Syr-Arm; A Mun-Sil.  
 Russia: A Sev-Rum; A Gal-Bud; A War-Sil; A Lvn-Mos; F Swe H (ret-Bot).  
 Turkey: A Gre S A Bul; A Bul S Russian A Sev-Rum; A Ank-Arm; F Smy H;  
 F Aeg S F Smy (ret-Con). Russia disbanded F Swe, ret A Mos-Lvn,  
 removed F Rum. Turkey built A Ank.



Fall 1904.

Austria: A Vie-Bud; A Gal-Rum; A Ser-gre; A Alb-S A Ser-Gre.  
 England: F StP-Nwy; A Swe H; F Ska-Den; F Lon H; F Nth S F Ska-Den;  
 France: F Iri-Lpl; A Hol-Kie; A Ruh S A Hol-Kie; A Bel-Hol; F Eng-Bel;  
 F Spa(sc) unordered; A Bur S Italian A Mun.  
 Germany: A Kie-Mun (annihilate); A Ber S A Kie-Mun; A Den-Kie; (annihilated)  
 Italy: F Adr-Ion; F Aeg S Austrian A Ser-Gre; A Syr-Arm; F Eas-Smy;  
 F Aeg S Austrian A Ser-Gre.  
 Russia: A Bud-Ser; A Rum S A Bud-Ser; A War-Gal; A Mos-StP; F Bot  
 S A Mos-StP.  
 Turkey: A Gre S A Bul (annihilated); A Bul S A Gre; A Ank-Arm; F Smy-Syr;  
 F Con S F Smy.

Winter 1904/Spring 1905.

Austria: A Alb-Tri; A Gal-Rum (ret-Vie); A Bud S A Gre-Ser; A Gre-Ser;  
 England: F Nth-Hel; F Nwy-Nth; F Lon H; A Swe H; F Den H.  
 France: Builds F Bre, F Mar. F Lpl-Wal; F Bre-Eng; F Bel S F Bre-Eng;  
 F Mar-Lyo; F Spa(sc)-Wes; A Kie-Mun; A Bur S A Kie-Mun; A Ruh-Kie;  
 A Hol S A Ruh-Kie.  
 Germany: A Ber-Kie.  
 Italy: F Aeg-Bul; F Eas-Smy; A Syr S F Eas-Smy; F Ion-Gre; A Mun H (ret-Tyr)  
 Russia: Builds A Sev. A Ser-Bud; (ret-Alb) A War-Gal; A Sev-Ukr;  
 A Rum S A War-Gal; A StP H; F Bot-Fin;  
 Turkey: A Bul-Gre; A Ank-Arm; F Con-Smy; F Smy-Syr; (annihilated).

Fall 1905.

Austria: A Vie S A Bud; A Bud S A Ser; A Ser S Italian F Aeg-Gre;  
 A Tri S A Ser.  
 England: A Swe-Nwy; F Nth S F Lon; F Lon H (ret-Yor); F Den-Kie;  
 F Hel S F Deb-Kie.  
 France: F Wes-Tun; A Bur S A Mun; A Mun S A Kie-Ber; A Kie-Ber;  
 F Wal-Lon; F Eng S F Wal-Lon; F Bel-Nth; A Hol-Kie; F Lyo-Tyn.  
 Germany: A Ber S English F Den-Kie. (OUT!)  
 Italy: A Syr S F Smy; F Smy S A Syr; F Ion-Tun; F Aeg-Gre; A Tyo-Ven.  
 Russia: A Alb-Ser; A Rum S A Alb-Ser; A Gal-Bud; A Ukr-War; A St2-Nwy;  
 F Fin-Swe.  
 Turkey: A Bul S Russian A Alb-Ser; A Arm-Smy; F Con S A Bul.

Winter 1905/Spring 1906

(nso)

Austria: A Ser disbands. A Vie and A Tri S A Bud; A Bud S Turk A Bul-Rum  
 England: Even. A Swe-Nwy; F Yor-Lon; F Hel-Hol; F Nth & F Kie S F Hel-Hol.  
 (R Nth ret-Edi, F Kie ret-Den.)  
 France: Builds F Mar, A Par. A Hol-Kie; A Ber S A Hol-Kie; A Bur-Ruh;  
 A Mun S A Hol-Kie; F Bel-Nth; F Lon S F Bel-Nth; F Mar-Lyo;  
 F Eng S F Bel-Nth; F Tyn-Ion (ret-Tun); F Wes-Tun; A Par-Pic.  
 Italy: Builds F Nap. A Syr S F Smy; F Smy S A Syr; F Ion S F Nap-Tyn;  
 F Gre-Bul(sc); F Nap-Tyn; A Ven-Rom.  
 Russia: A Gal-Bud; A Ser S A Gal-Bud; A Rum S A Gal-Bud; A War-Ukr;  
 F Fin-Bot; A StP-Fin.  
 Turkey: A Bul S Russian A Ser; A Arm-Smy; F Con S A Arm-Smy.

Fall 1906.

Austria: A Vie S A Bud; A Tri-Ven; A Bud unordered.  
 England: F Yor-Nth; F Edi S F Yor-Nth; F Den S F Yor-Nth (ret-OTB);  
 F Hol S F Yor-Nth; A Nwy H.

France: A Ber S A Kie; A Mun-Tyo.  
 Italy: A Syr-Smy; F Smy-Aeg; F Tyn-Tun; (ret-Nap) F Ion S F Tyn-Tun;  
 A Rom-Ven; F Gre-Bul (disbanded);  
 Russia: A Ser S Turk A Bul-Gre; A Rum S A Ser; A Gal-Sil; A Ukr-Gal;  
 F Bot-Swe; A Fin S F Bot-Swe.  
 Turkey: A Bul-Gre; A Arm-Smy; F Con S A Arm-Smy.

Winter 1906/Spring 1907.

Austria: A Vie, A Tri S A Bud; A Bud S A Tri.  
 England: Removes A Nwy; F Edi-Cly; F Hol-Nth; (ret-Hel) F Ycr S F Hol-Nth.  
 France: Builds A Bre, A Mar. A Bel-Hol; A Kie S A Bel-Hol; F Eng-Nth;  
 F Lon S F Eng-Nth; F Bre-Mid; A Mar-Pie; A Ruh-Mun; F Tun-Ion;  
 F Tyn S F Tun-Ion; F Wes S F Tyn; A Ber S A Ruh-Mun; A Tyo unc.;  
 F Den S F Eng-Nth.  
 Italy: Removes A Syr; F Aeg; A Rom-Ven; F Ion-Nap; F Nap-Rom.  
 Russia: Builds A War; A Fin-Nwy; F Swe-Den; A Sil-Ber; A War-Pru;  
 A Gal-Bud; A Rum S A Gal-Bud; A Ser S Turk A Gre-Alb.  
 Turkey: Builds A Ank; A Gre-Alb; A Smy H; F Con-Aeg; A Ank-Con.

Fall 1907.

Austria: A Vie S A Tri; A Tri S A Bud; A Bud H;  
 England: F Cly-Lpl; F Hel S Russian F Swe-Den; F Ycr-Nth;  
 France: A Pie-Ven; A Tyo S A Pie-Ven; F Tyn-Rom; F Ion-Nap; F Wes-Tun;  
 F Mid-Nat; A Mun S A Ber; A Ber S A Mun; A Kie S F Den;  
 F Eng-Nth; F Lon S F Eng-Nth; F Den S F Eng-Nth.  
 Italy: A Ven H; F Rom S F Nap; F Nap S F Rom.  
 Russia: A Ser S Turk A Alb-Tri; A Gal-Bud; A Rum S A Gal-Bud;  
 A Pru-Ber; A Sil S A Pru-Ber; F Swe-Den; A Nwy H.  
 Turkey: A Alb-Tri; A Smy-Gre; F Aeg C A Smy-Gre; A Con-Bul.

And right there, the six survivors voted a concession to France.

Austria: Kie, Tri. (2)  
 England: Lpl. (1) Cops, 2, as has Edi too.  
 France: Home, Lon, Bel, Spa, Por, Hol, Den, Ven, Tun, Germany. (14)  
 Germany: 0  
 Italy: Nap, Rom. (2)  
 Russia: Home, Bud, Rum, Swe, Nwy, Ser. (9)  
 Turkey: Home, Bul, Gre. (5)

Actually, another fact that you should know is that Austria has decided to puppet for France, thus making a French victory even more possible--in 1908, F could have wiped out both England and Italy, and possibly an Austrian center (the winning center) with A's collaboration. However, should this not have been possible, F could always have picked-up the last center in Scandinavia, where no stalemate line could be set-up--due to Fs enormous number of fleets.

This was a fairly quick game. It took only about 3 hours for some 15 seasons, or a little more than 10 minutes per season. Not too bad at all...

Another characteristic that distinguishes this game from the other ftf games is that there was an absence of anti-French coalition until it was too late. France's enemies were practically always divided and double-crossing each other until almost the end. That tends to be rare in ftf games, as quite often all the players gang-up on one player as soon as he takes a 1-3 center lead!

However, what strikes me most is the disappointing output of the negotiations by most players. Quite often, players changed blocks, and 6/7 players just didn't coordinate their moves very well even when they were allied!

It's easy to see this trend both in the west and the east.

In the west, England and Germany never did any good to each other even when it became obvious that they had to ally for the sake of survival. A precarious peace existed until Fall 1902 (where Germany and England kept their fleets close to each other); from FO2-S03, G supported R vs. E. When in 03, G finally gave support to England, it was only to see it cut by E F Nth! And then, as soon as FO4, E jumped on G with F even if by that time F had become a deadly menace for her... I am led to assume that the E player didn't know that he should have propped up G in order to survive...

Another thing to notice in the west is the slight E indecision... it remained neutral in 1901, it attacked Russia in 1902, but kept her F Nrg stationary until 1903! That F Nrg had great potential--used properly, it could have meant the fall of Swe and StP as soon as FO2...

In the east, a different kind of division/indecision prevailed: Italy, Austria, Russia, and Turkey kept shifting alliances, with the result that no progress of importance was realized before 1903-1904, which saw the start of the crumbling of A, and the stagnation of I, and, ultimately, the great leap forward of R, which, unfortunately or fortunately (depending on the guys) happened too late.

A last thing to note is that F never feared two front wars. It went to war with G in 1902. As soon as 1903, it sent units along the English coast, and stabbed. He had just finished with G, and E was still a power of respectable importance, that he attacked I. The point is that, as soon as he could, he'd always put some units on a particular front so that they could intervene efficiently at the first opportunity. He was just lucky that the opportunities occurred in a perfect sequence, but still, the diplomacy and strategy are there!

I know, I know, ya don't want to really pay attention to all that. Gee...do you think I typed all this for the pleasure of it? No! So get your boards out and play the game out!

And now, it's time for the TRIVIAS:

Y're right, James, it is Meade who commanded the Union troops at Gettysburg...

#8 answers: (1) Joseph. (Schilling, Clarke)  
 (2) Louis-Napoleon. (Schilling, Clarke)  
 (3) Louis XIV. (Schilling, Clarke)  
 (4) A Boat. (Kelley, Schilling, Clarke)

#9 answers: (1) Cordell Hull. (Clarke, Kelley)  
 (2) Chamberlain and Daladier. (Clarke)  
 (3) Rommel. (Clarke, Kelley)  
 (4) Joukov.  
 (5) Cambronne. (Kelley)  
 (6) Bourbons. (Clarke)

Scores at present: Clarke (19), Kelley (14), Schilling (4), Paquin (5), Hichey (0). If I don't hear from Paquin in the next 60 days (as for the games), I'll erase his score. Clarke gets \$1.00 credit and 4 points for a fresh start.

Questions: answers due next ish, hopefully:

- 1) Who was German ReichProtector for Bohemia in early 1941?
- 2) Who wrote the materialistic didactic theory of history?

That'll be all for now. Is this the end of the page? No, this time, I won't write down the same old junk again. But, don't worry, the result will be the same: the page will be filled.

- For knowledge variant #1. (Gibson vs. Guerrier) FALL 1902.
- R. Builds F StP(sc), A War. Has A Sla, A Sil, A Bud, A Col, F Fla, F Nwy, F Bul(sc).
  - G. Removes F Bel, A Tyn; has A Den, A Ber, A Kie.
  - I. Removes A Nap; F Adr; has A Pie.
  - T. Has F Ion, F Aeg, F Eas, A Gre, A Ser.
  - A. Removes F Apu. Has A Ven, A Tai, A Alb
  - E. Builds F Edi. Has F Hel, F Nth, F Bel, A Hol.
  - F. Builds A Par, F Bre, F Mar. Has A Rom, A Mun, A Bur, F Tun.

- Foreknowledge Variant#2. (Gibson vs. Guerrier) FALL 1902.
- R. A War-Sil; A Mos-War; A Liv-Pru; F Swe-Den; A Rum-Sev; F Bla-Rum; (nsu)  
F Bla-Rum; F Sev u/o.
  - E. F Eng-Mid; F Nth-Hol; A Bel S F Nth-Hol.
  - F. F Spa-Por; A Mar-Gas; A Pie-Tyo; A Ber-Ruh.
  - T. F Aeg-Gre; F Bla-Rum; A Con S A Bul; A Bul S Russian A Rum-Ser;
  - A. F Gre-Bul(sc); A Bud-Rum; A Gal-Sil; A Vie-Boh.
  - G. A Ber-Pru; A Kie-Den; F Hol Hi; A Mun-Ruh;
  - I. A Ser S Austrian A Bud-Rum; A Ven-Tyo; F Naf-Mid; F Tyn-West; F Ion-Eas;  
(F Hol ret.-Hel. Germany) F Ion-Eas.

1902 SC:

- A (FC) Home, Gre, Rum. Build 1. (5)
- E (GG) Home, Bel, Hol. Build 1. (5)
- F (CG) Home, Spa, Por. Build 1. (5)
- G (FC) Home, NoX. Remove 1. (3)
- I (FC) Home, Tun, Ser. Even. (5)
- H (CG) Home, Swe. Even, as 1 ann. (5) Add.
- T (CG) Home, Bul. Even. (4)

Scotch chess #1. (White, Gibson, Black: Guerrier)

Wh.: N-B3, N-K5, KRP-5, PxP, P-N7, PXR, Q, QxN cm.

I'm getting the very distinct impression I'm not good at scotch chess either!

Scotch chess #2. Curtis, please note and revise your moves:

Wh.1 (FC) P-K4 Wh.2. Q-N4, QxB, QxQ.  
Bl.1 P-K4, P-Q4. Bl.2. KxQ, QN-N3, N5, xBP

Wh.3. K-Q1, KxR, N-B3, N-K2.

Scotch chess #3. (FC=Wh., CG=Bl.)

Wh.1. P-K4  
Bl.1. P-K4, KN-R3  
Wh.2. P-Q4, B-N5, BxQ

Scotch chess #4. (CG=Wh., FC=Bl.)

Wh.1. P-K4.  
Bl.1. P-K4, KN-R3.

I guess that that will be it for PASSCHENDAELE#12...tell ya what I'm gunna do: go to bed, and now.z

zzz  
zzzz  
zz  
zzz  
zz  
zz  
z Francois.

Humm... almost forgot the COAs...

Bill LaFosse, 126 Bay St, #24, Trenton, Ont K8V 1H8 (Can)

Ron Killen, 660 Bathurst St., Toronto, Ont. M5S 2R1 (Can)

~~Gail Murray,~~

Richard Jamison, 4040 SW West Hills Rd, Corvallis, OR 97330, USA

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P.S. I rent \$5. (Canadian) last June for a 1-year  
 DW/P trade. (Since it's \$2 US, I guess = \$2.35 CAN)  
 I said to use the balance on an LDNS card.  
 I haven't seen DW#22, and I haven't seen  
 LDNS but from home. In case I didn't send  
 enough to, here's a cheque for another \$5. I want to  
 see DW #22 soon, as well as the other DWs.  
 FC.

Printed Matter  
 R800

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