

THE GAMES:

1976CX, Fall 1912. LOTS OF GROSS PRESS--FUN, FUN, FUN!
 England (Steve Berrigan): F Mid-Wes; F Eng-Mid; F Bot-Lyn; F Den S German
 A Kia; A StP S F Bot-Lyn; F Bal-Bar; F Bel H; F Bar S A StP.
 France (Eric Kirchner): F Aeg-Smy; F Eas S F Aeg-Smy; F Ion-Alb; A Pie-Tyo;
 A Mun S German A Bar-Mun; F Tun-Ion.
 Germany (Bob Acheson): A Kia S A Bar-Mun; A Bar-Mun.
 Italy (Bob Kelly): F Nap S French F Tun-Ion; A Rom S F Nap; A Rom S F Nap;
 Russia (Steve Hutton): F Ion-Adi; F Bla-Con; A Mos S Aeg-Smy; A Mos S Aeg-Smy;
 A Mos S Aeg-Smy; A Pru S F Bar; A Sil S A Mun; F Bar S German A Kia;
 A Mun S German A Kia (ret-Bah, OTB); A Vao-Pie; A Tyo S A Mun;
 F Ado-Ion; A Ser S A Gre; A Gre H; A Smy S F Bla-Con (ret-Ank, Arm,
 Sys, OTB); F Bul(sc) S F Bla-Con.

The deadline for Winter 1912 and Spring 1913 is March 28, 1980.

1912 S.C.
 England: Home, Nwy, Den, Swe, StP, Bel. (8). Even.
 France: Home, Por, Spa, Tun, Smy. (7). Build 1.
 Germany: Kie, Hol, Mun. (3). Build 1, no room, will play 1 short.
 Italy: Nap, Rom. (2). Even.
 Russia: Mos, War, Bar, Adi, Bla, Con, Ank, Vao, Bul, Sil. (14). Remove 2, 1, or even depending on the retreats.

Press:
 Moscow-London and Paris: The Russian government and people are determined to stop the current plot to spread your imperialism to Germany.
 Moscow-Paris: What's the matter--can't you take care of two little Italian units?
 Paris-London (by way of Russia and Monty Python): "How you English say: I one more time, mac, I unclog my nose towards you, sons of a window-dresser, so you think you could out-alvear us French fellows with your silly knees-bent creeping about advancing behavior. I wave my private parts a your aunties, you brightly-coloured, mealy-templed, cranberry-smelling, electric donkeybottom biters...No chance, English bed-wetting types. We burst our pimples at you, and call your door-opening request a silly thing. You tiny-brained wipers of other people's bottoms."
 Moscow-Paris: Well said!
 Paris-Moscow: ...
 Moscow-Paris: Oh. I guess you're right.
 Moscow-Rome: Congratulations on your keeping the French from taking over the country. ((Is he ever in for a surprise.))
 Kiel: proposed a concession to Germany.
 France: never mind about stepping the world--I'll go around one more time.
 London-Moscow: Come on Hutton, stick it up your ass (ouch!!). I'm just following up on a tactically shitty standby position while you inherited a 16 unit paradise with a foot licking sucker in Italy. Let's see you open your mouth if you get two ((four now)) more units--I certainly won't be giving them to you. Where are you going to get two ((four!!)) more units? Not from Italy if France and I have anything to say about it.

1977AB, Winter 1908/Spring 1909. RUSSIAN CONCESSION PROPOSALS TO RUSSIA
 ABOUT...
 France (Barry Hickey): Builds F Mar. A Bar S A Bel; A Bel H; A Bre H; A Tun H;
 F Tun S F Wes-Tyn; F Wes-Tyn; A Mar-Tyo.

1977AB cont'd from p. 2.

Italy (Davor Bilic); Russia (Davor Bilic); Turkey (Davor Bilic); ...

with you ... 1980 ...

players, being new to the hobby, put a tremendous amount of energy into the game ...

and ... (As was ...)

I ...

which ...

all the time ...

It took ...

at the ...

and ...

one ...

stabbed ...

even ...

At that time ...

up in Passchendaele ...

some ...

back ...

(I ...)

was ...

was ...

was ...

was ...

was ...

was ...

was ...

2534

According to what you say, Francois, Chris shortly thereafter handed control of his units over to David. (If my recollection is correct, it was in F05; also, he didn't hand control of his units over to David--he just sent him a bunch of signed order sheets). While I realize this is allowed under the house rules, I have to question the ethics of this particular case. I can only restate your quote of the decade: "Why do you bother signing up for a game if you aren't intend making the effort to play? I think it's a disgusting attitude and not at all fair to other players". I feel that Chris giving control of units to David is far worse than a MRI. I would have to seriously question ever becoming involved in a game in which Chris was playing, knowing that he might at any time "quit to devote more time to other games he was more interested in", as David said. Does Chris think he is the only one who has better things to do with his time? Besides Chris and David, there were three others whose bids I feel were intentionally wasted. You may look no further than game 1741 for a player who is willing to give some effort to see a game through. There was also a player who was steadfast in his commitment despite having little chance for a win.

Why did Chris sign over control to David? I can only guess it was out of revenge at me for stabbing him. I expect that this crime has not been noted but that Chris will always be uncomfortable as an ally in circumstances should place us in the same game at some time in the future.

Following the stated Chris seemed to try to arrange an end to the game. There was no proxy, not even a note that he had given power of proxy to David. That is what I believe he was only interested in revenge by making sure David won.

There were several options which would have made the game much better. The best move would have been to tell Francois he wished to resign the position. There would at worst have been a short delay until the country was reassigned. Alternatively, Chris could just have handed control over to David. Although this would have been poor, it would have been preferable to just handing control over to David. The question may be raised that if Chris had elected to hand control of the German units to me, I would not have raised these objections. I can say without doubt that this would not have been acceptable to me.

The point of all this is that I would like to suggest an amendment to the house rules in 2 (I guess you should propose an amendment for many other zines as well). I propose that there be a two season limit to passing control of one's units. This would allow players who would be unable to participate in a game for a season (due to illness, too busy) to get back into the game as soon as possible. It would prevent abuse of a privilege which is now available, and would ensure that other players in the game be more fairly treated. Consideration might also be given to having proxy orders noted as such in the file, as they occur.

In closing, I would like to encourage the other members of 221 (especially you, Chris). (Good luck on all your bids and games since the same date.) to express their opinions on the use of proxy orders. Hopefully, a house rule expert (where are you, Mark Babin) can provide some insight to this matter.

(You raise the question of ethics, but do not really specify who was unethical. While you do not strongly imply I was unethical, I feel I must first clear my name.)

(I don't feel the house rule is unethical; it doesn't encourage cross-game relations; it doesn't involve deception of the GM; and, finally, it does not allow a player to know for sure what the other player's orders really are. Note that Chris could have told David: "Look, I'll give you proxies", and then turn around, and tell me he didn't want David to use the proxies, and submit his own set of orders. Thus, he could have fooled David and caused him a lot of damage. There was no way (at any time) David could have known for sure the

orders he submitted would be in fact those used.

(I fear nothing else may be classified as unethical; the rulebook does not forbid it (see below) and the administrative committee in this hobby Respected zines such as HURSTON, BATOCH, AND FORTS... I have never made any... be unethical. Of course, some may feel it is unethical, but then everyone in this hobby has... (The philosophy behind... nation between players who (for one reason or another) are short... This is a very... probably abused... drafted), but I couldn't... This would have... intentions and... (justifiably)...

could have sent me orders season per season, as dictated by David. All he would have had to do is wait for David's letter, and do as ordered, without even having to write him. Of course, this may have been harder on him, but the results would have been... (The... David... convincingly... diplomacy. Perhaps Chris was motivated by revenge, but David took advantage of the diplomatic situation presented him. The small number of proxies indicated this is quite an achievement.

all the time. A multitude of... motivated by... in... that it... for... (The... tly as... advantages... Of course... were... David, and I will build up... such power that I will be invincible after two seasons of... (I will conclude on a happier note: yes, I will send the house... to another... orders... if the... 1978, Fall 1980. THE... Austria... England... Spa(sc); A Par H; France (Blair Cusack): F Wes-Tun; F Lyo-Wes; A Pie-V... Germany (Frank Haika): A Sil-Gal; A Boh-Via; A Mos-Ukr; A War S A Mos-Ukr; A Lvn S English A StP-Mos; A Mar S English F Mid-Spa(sc); A Gas S English F Mid-Spa(sc);

cont'd on p. 76.

1978S cont'd from p. 6.

Italy (Bob Acheson): A Tri ret-Tyo. E non-Nap; A Ven-Tri (ret-Apu, Tus, OTB);
E San-Con; E Gre-Bul(ac) (annihilated); A Tyo S A Ven-Tri.

Russia (Hon Kelly): A Ukr-Sov. E non-Nap; A Ven-Tri (ret-Apu, Tus, OTB);
E San-Con; E Gre-Bul(ac) (annihilated); A Tyo S A Ven-Tri.

Turkey (John Kelley): E non-Nap; A Ven-Tri (ret-Apu, Tus, OTB);
E San-Con; E Gre-Bul(ac) (annihilated); A Tyo S A Ven-Tri.

The draw proposal was defeated: E no, 20 votes; RAI obtained (20) and
deadline for Winter 1984 and Spring 1985 is March 28, 1980.

1904 S. G. (10) Build 1, 2, 3, 4, 5, 6, 7, 8, 9, 10. Build 1 was annihilated.

Austria: Bud, Vie, Tri, Ser, Rom, Nap (5). Build 1, 2, 3, 4, 5, 6, 7, 8, 9, 10. Build 3 was annihilated.

England: Home, Bal, Nrg, Bro, Para, StE, Am, Mos. (10). Build 3 was annihilated.

France: Yeh, Tyn, Alf, Adl, Pdt. (2). Build 1 was annihilated.

Germany: Howe, Den, Hol, Swt, War, Nap, Rom, ATP. (9). Build 1 was annihilated.

Italy: Rom, Sny, Alf, Pdt, Alf. (2). Build 1 was annihilated.

Russia: Ukr, Sov. (2). Build 1 was annihilated.

Turkey: Ank, Con, Nap, Gre, Bul, Alf. (5). Even.

Press: The Intel Merit congratulates the French forces, now integrated with the anti-Soviet alliance. The change of leadership in Moscow has given the nation hope of survival--it was hochzeit!

Comments: This game year saw a lot of things happen. Germany's insular stab; France & Russia's survival, and the fact of the matter is that some were somewhat questionable, however, in fact, why did Turkey move A Sev-Arm, thus allowing E to survive?

Turkey move A Sev-Arm, thus allowing E to survive? Turkey's help in the East, assuming she remains faithful to the AI alliance; but E could have had a build (thus replacing the Russian army), had she stayed in Sev; further, Ukr could have been kept temporarily by doing A Sev S R A Ukr.

(Assuming R. could have been convinced to do A Ukr, E hardly see any advantage in having A Arm, unless it is to be used as A Arm S R A Sev. The future holds a lot of promise for E, and especially R, after all, GE have 4 armies bearing on 2 AI units--and A's build will presumably be compensated by G's. In addition, GE control Bob, Gek, and Den, and presumably will soon have a decisive advantage in the guessing game (that is about to begin) over Vie, Bud, Ram, and Sev. Although GE isn't sure of any gain in the East, look out when the defenses break loose!

The Mediterranean is more interesting, assuming perfect AI coordination. Italy is deduced. P's cooperation probably will be vital in stopping GE infiltration--and even that (largely depending on AI), it may prove difficult to hold onto the NAF/Wes/Lyo/Pie line. ATF may find it necessary to fall back on a Tyn/Tyn/Italy line--but they'd better act fast. The longer I survives, the better GE chances of controlling the area.

The last variable is E--it should be clear that E is making ALL the risks of the alliance, and doesn't even bother about the possibility of a E stab; it is conceivable that, at one time in the future, E may have the opportunity to stab G and put herself in a winning position. E's 3 builds (as opposed to G getting only one) may increase this possibility.

The future will tell.

The future will tell.

The future will tell.

The future will tell.

The future will tell.

The future will tell.

The future will tell.

The future will tell.

The future will tell.

The future will tell.

The future will tell.

The future will tell.

1979KH, Winter 1901.

Austria (Alan Turner): Builds A Tri, A Bud. Has F Gre, A Tri, A Ser, A Bud, A Vie.

England (Steve Hutton): Builds F Lpl, F Len. Has F Nrg, F Lpl, F Bel, A Nwy, F Loo.

France (Barry Hickey): Builds A Par. Has F Por, A Gas, A Mar, A Par.

Germany (Claude Gauthier): Builds A Mun, A Ber. Has F Den, A Hol, A Tyo, A Man, A Ber.

Italy (Tom Barnett): Builds F Nap. Has A Pio, A Yes, F Tun, F Nap.

Russia (Kirk McDougall): Builds A StP. Has F Fin, A Ukr, A Gal, F Rum, A StP.

Turkey (Bob Acheson): Builds F Say. Has A Bal, F Say, F Aeg, A Con.

The deadline for Spring 1902 is March 28, 1980.

Press: London-Everyone except France: "The time has come", the British said To talk of many things:

Of short and things, and stabbing France

And why the sea is boiling hot And whether pigs have wings.

London-Paris: No fair, you peaked.

London-Paris (but seriously this time): "It's nothing personal, just that the "triple alliance" was... and I am in better position to attack you than to attack Germany. Besides, you have been too crazy about the triple alliance, anyway. Still friends?"

Expelled by readers last December: there were 36 respondents. Here are the results (I'll try to keep it short): (A good reference is #16, too)

- SECTION 1. Anonymous neutrals
- neutrals for S01, F01, W01: 9 in favour.
 - neutrals for S01 only: 12 in favour. OK, I'll use S01 neutrals only after I get my new house rules out.
 - neutrals for S01 and F01: 6 in favour.
 - neutrals for S01 and W01: none in favour.
 - no answer/no opinion: 9

2. Dropouts criterion:
- 3 KMBs/4 gameyears: 21 in favour. I consider this as a vote of confidence for my present system...
 - 4 MBs/6 gameyears: none in favour.
 - 3 KMBs/6 gameyears: 3 in favour.
 - no answer/no opinion: 9

3. Votes
- the proposal should take effect after the season: 15 in favour.
 - " " " before the season : 9 in favour.
 - no answer/no opinion: 12.

Again, my sabbars like my rule...
-an abstention should count as yes: 18 in favour.
" " no: 9 in favour.
no opinion/no answer: 9.
Yeah, I had come to the point where I loathed my system of having an abstention count as "no"--those who just weren't interested in the game abstained, thus filibustering the whole shebang.

- the published results should include the ratio only: 3 in favour.
- " " who voted what: none in favour.
- " " the tally: 6 in favour.
- " " FSF policy: 18 in favour.
- no opinion/no answer: 9.

Not allowed: 27 in favour.
Allowed: 3 in-favour.
no a./no ok: 6.

So much for whatever liberal ideas I had...

SECTION B.

- 1. Passchendaele should move to 5-week deadlines: 6 in favour (25%)
- Passchendaele should stick to 4-weeks: 18 in favour (75%)
- no answer/no opinion: 12.

Well, I said the time would move to 5-weeks only if a substantial minority (i.e.: 35%) voted in favour: this isn't the case, so I won't follow Randy-the-cowboy's example.

SECTION C: TASTES.

- 1. 24 persons enjoy my Diplomacy strategy articles, which is quite a surprise to me: perhaps they're just buttering me up, knowing my penchant for this.
- 2. 24 persons also enjoy both humour and gross humour. However, 2 or 6 persons don't.

Well, I think this is up to the readership: I certainly don't consider myself to be humorous (or to write humorous articles) at best: come on, guys, write something!

- 3. Right-wing people love politics, which also is a surprise; on the other hand, a lot of persons object to this. This confirms my theory that Dip players object to this.
- 4. Diplomacy Variants Are Highly Unpopular: most of the respondents said a "no" and a few "no's"; only 1 like them.
- 5. Fifteen guys would like more letters to the editor, whereas a couple mildly objected: again, this is up to the readers--I certainly can't write them.
- 6. Only 9 persons would like to see article reprints--and there is some vehement opposition. People are just basically conservative.
- 7. Twenty-seven persons love game-commentaries, and they're all players.
- 8. Twenty-seven persons would like to see some hobby news. Gess, I thought people joined games to play!
- 9. One guy suggested nine plays, auto-biographies. Three persons asked I put the accent on the games. Three persons didn't answer or didn't have any opinion.

10. One person prefers ED, one Infidel, one BB, one Voice of Doom, one Grandstand, and one...
 like Fol Si Eie as it resembles Passchendaele a lot; as for the 8 guys who prefer Passchendaele, methinks they're trying and buttering me up, right?
 Six persons think Passchendaele is as good as BB; one guy thinks Passchendaele is as good, if not better, than BB, ED, and Voice of Doom.
 Very few have suggested ways that would improve this rag: one has suggested clearer print (which is progressively acted upon, I hope), more controversies (naxax!), or even more material. People are just being conservative.

SECTION D. What party will you vote for? 6 guys have indicated a preference for the Progressive-Conservatives, 6 for the RDP; 24 haven't answered. NOONE likes the Liberals! (What a bunch of hums!) I think you all are very retarded, reactionaries, nazis, fascists, red-neck separatists, and inarticulate persons! As Randy-the-Cowboy would say, I've got my eye on you! Y'll all start NMRing soon.

SECTION E: Do I fart when I eat? 16 persons haven't answered; 3 agreed. Other responses includes: "Disgusting, yes!", "I'd bet money on it!", "I abstain (while you do stain the pants you're wearing)" (Who says I wear pants when I eat??), "No, I don't--yes, it's gross."

Clearly, the "no answer" group is smarter: how do you know, if I fart when I eat, guys?

Well, these results will be extensively used in my text books. These should be out in May at the latest, and will be sent to everyone who receives this issue. They will be in order of importance.

As usual, I must fill 1/2 page with crap before I come to a closer read this.

Subsidiary

There apparently is a Diplomacy myth saying that the only natural conclusion to an alliance is a "war of attrition". This forces allies to strict adherence to the letter and spirit of the alliance.

The following will be obvious to some, and inconceivable to others: there is an alternative. Who says you can't re-negotiate a peace treaty? It is obvious that an alliance who can't re-negotiate a peace treaty is a sometimes important discrepancy.

In fact, one player will always be better than another. Now, good the alliance for re-negotiating a peace treaty. In a worse position, that is, the alliance will be a worse position.

If it so happens that you receive user space, or even a strategy, some form of compensation: when properly conducted your diplomacy should convince your ally that your strategy is a good one. If your ally refuses to re-negotiate a peace treaty, that is, the board: either a "war of attrition" or a "war of attrition". Much attention to artificial intelligence, or even a strategy, the excellent ally you originally thought him to be. This may be preferable.

These persons didn't have any opinion.

Are you sure you are not a liberal? One person prefers to be a liberal, and one person prefers to be a conservative. It is a matter of opinion.

P.S. I have suggested that you be a liberal. Very few have suggested that you be a conservative. I have suggested that you be a liberal. People are just being honest.

What party will you vote for? I have indicated a preference for the Progressive-Conservative, or for the RFP. I haven't answered. (What a bunch of junk.) I think you all are very stupid. I have indicated a preference for the Progressive-Conservative, or for the RFP. I haven't answered. (What a bunch of junk.) I think you all are very stupid.

Introduction	p. 1
From Pakistan (ARRAKIS#48)	p. 11
1976CX and Press	p. 22
1977AB	p. 2
Regarding 1977AT: Steve Colombo's comments OR Proxy Orders: unethical or not?	p. 3
My answer to Steve Colombo's comments	p. 4
1978S and Press	p. 5
1978S commentary	p. 6
1979AC	p. 7
1979HY and Press	p. 7
1979AN and Press	p. 8
December Paschenale poll results tabulation	p. 8
Self-administering	p. 10
Short Meandering Comments	p. 10

PERSONAL NOTES AND MESSAGES:

Yes, I agree to a trade with UL/DR. Please send the balance of my sub to U.L. (since we'll be trading).

19 80

François Guerrier,
2210-160 Chapel St.,
Ottawa, Ont. K1N 8P5.
Tel.: 1-613-236-1351.

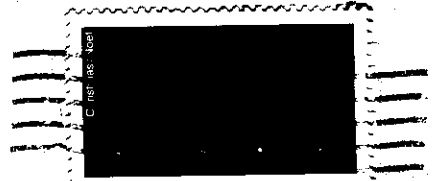
Your sub expires with
issue # X

Credit: _____

NMR: _____

Please standby: _____

TO: Scott Mark
12682 Simpson Pl.,
Santa Ana, CA 92705
USA.



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