



NICK RUSSON BLOWS LID
OFF **CDO!** ACCUSES FRANÇOIS
CUERRIER & RANDOLPH SMYTH OF
BEING MOTHER HENS...



...FRANÇOIS CONFESSES!



RANDOLPH DONS
TU-TU & REMAINS
TIGHT-LIPPED ABOUT

THE MATTER!

Ralph Morton

... IS RANDOLPH GETTING READY TO
FLY THE COUP?

Passchendaele 29

The illustrations that you see on pp. 1, 3, and 5 have been a contribution from the illustrious Ralph Morton (one of the real ole boys of Canadian postal Diplomacy, as his involvement in this hobby dates back to 1973...), and depict the recent discussions/events in Infidel. Anyhow, I'm sure you can appreciate the artistic value of these cartoon illustrations without my explaining everything in detail...

This is the September 19, 1980 issue of Passchendaele (Pass-shen-dal'), a magazine devoted to the play of Diplomacy (a game invented by Allan B. Calhamer, and trade-marked by Avalon-Hill) and published by François Guerrier, (Kehr-yä) Box 32, Station A, Ottawa, Ont. K1N 0T9 (phone: 1-613-238-4128). This is Tethausaurus Presses Publication #91.

Subscriptions to this 'zine are available for 10/\$5.00. I am the GM for 1976CX, 1977AZ, 1978Q, R, S, 1979AC, AQ, HY, and KH. Steve Berrigan, 1394 Highgate Rd., #6, Ottawa, Ont. K2C 2Y6 (1-613-829-7289) is the guest-GM for 1980 U and 1980 HI.

Three game-openings are available in Iwo-Jima; Dave Barker, Al Hoffman, Bob Francis and Julian Presber are paid up for this regular Diplomacy game. The game-fee is \$4.00, and the GM is myself.

There are four game-openings in my prize game (regDip) as well (signed-up are Blair Cusack, Claude Gauthier, and Hugh Polley). No standbys used in this game. The prize-fee is \$33.00. The prizes will vary in accordance with the degree of success obtained by each, as listed below:

- win: \$200;
- share in a 2-way draw: \$90;
- share in a 3-way draw: \$60;
- share in a 4-way draw: \$45;
- share in a 5-way draw: \$30;
- share in a 6-way draw: \$20;
- share in a 7-way draw: \$10.

No prize will be awarded for strong second, etc.

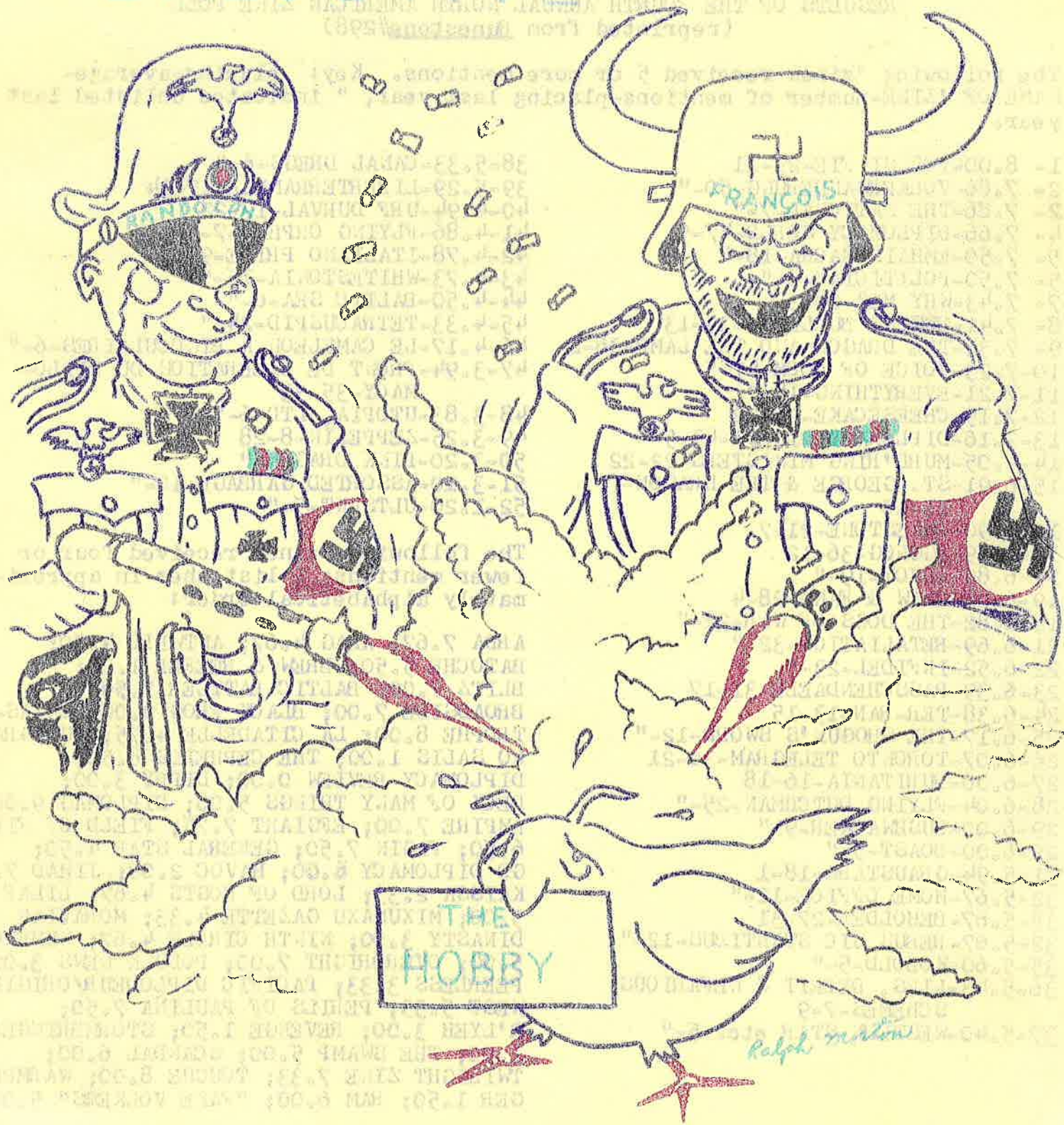
The standby list currently includes Bob Acheson, Steve Berrigan, Mike Carroll, Steve Colombo, Blair Cusack, Barry Hickey, Steve Hutton, Jan Jensen, John Lipscomb, Ron Kelly, Eric Ozog, Al Rodriguez, Nick Russon, Clive Tonge, Dave Weatherhead and John Davies.

Well, it's been two years almost to the day since I've started publishing, and a marvellous experience it has been indeed. There have been highs and lows but, looking back over these two years, I can say that--overall--I've had a grand time. Basically I owe all this to you, the subscribers (especially those who have contributed to the many Passchendaele discussions): for this I am very thankful and appreciative.

Over the years, I have published 28 issues, totalling 441 pages (resulting in a cost of \$9.52 to the long-time subscriber); and I have GMed three (orphaned) games to conclusion: 1976A (ending in a three-way EIT draw), 1977AB (resulting in a Russian victory), and 1977AT (resulting in yet another Russian victory).

And come to think of it, Passchendaele has now outlasted several former Canadian 'zines... Janus, Electra, Glide, Blue, Ram, Cum Grano Salis, Cibou, Der Fliegende Hollander, Berserker, La Citadelle, Der Gross Der Militarisch (admittedly these last two don't count for an awful lot), Saguenay... readily come to mind... and I'm about to catch up with Paroxysm, and hope to catch up with Arrakis some day (though I've still got 6 years to go before that happens). Makes you feel ooold...

THE CDO EXECUTIVE



Some people have been asking how I compute the "Tethausaurus Presses Publication # x", which generally appears at the beginning of most issues. Easy. Whenever I publish anything, I add "1" to the total number of publications. Up to date I have published the following publications, at one time or other: Passchendaale, The National, The Diplomacy Chronicle, Bear Ghost, La Citadelle, Antwerp (a sub-zine), Der Gross Der Militarisch, Vila le Bon Vent, and a myriad of flyers and fakes.

RESULTS OF THE FOURTH ANNUAL NORTH AMERICAN ZINE POLL
(reprinted from Runestone#298)

The following 'zines received 5 or more mentions. Key: placing-average-NAME OF 'ZINE-number of mentions-placing last year, " indicates unlisted last year.

1- 8.00-FOL SI FIE-29-11
2- 7.86-VOLKENWANDERUNG-50-"
2- 7.86-THE NATIONAL-7-"
4- 7.66-DIPLOMACY WORLD-47-5
5- 7.50-EMHAIN MACHA-18-"
5- 7.50-POLITICIAN-6-"
7- 7.43-WHY ME? -28-3
8- 7.41-BEATUS BULLETIN-39-13
9- 7.33-THE DRAGON AND THE LAMB-36-2
10-7.23-VOICE OF DOOM-47-"
11-7.21-EVERYTHING-14-"
12-7.19-CREESECAKE-26-22
13-7.16-DIPLOMACY DIGEST-43-5
14-7.05-MURD'RING MINISTERS-22-22
15-6.91-ST. GEORGE & THE DRAGON-11-10
16-6.90-RUNESTONE-21-7
17-6.89-EGGNOG-36-12
17-6.89-ENVOY-19-"
19-6.82-CLAW & FANG-28-4
19-6.82-THE DOGS OF WAR-22-"
21-6.69-RETALIATION-32-"
22-6.52-INFIDEL-23-"
23-6.39-PASSCHENDAELE-31-17
24-6.38-TER-RAN-13-15
25-6.17-THE SHOGUN'S SWORD-12-"
26-6.07-TORONTO TELEGRAM-30-21
27-6.06-HURITANIA-16-18
28-6.04-FLYING DUTCHMAN-25-"
29-6.00-BUSHWACKER-9-"
29-6.00-BOAST-5-"
31-5.94-GRAUSTARK-18-1
32-5.67-HOME OFFICE-12-"
32-5.67-BEHOLDER-27-31
32-5.67-REBUS SIC STANTIUS-12-"
35-5.60-KOBOLD-5-"
36-5.43-LIES, DECEIT & NEFARIOUS SCHEMES-7-9
37-5.40-WESTERN STAR etc.-5-"

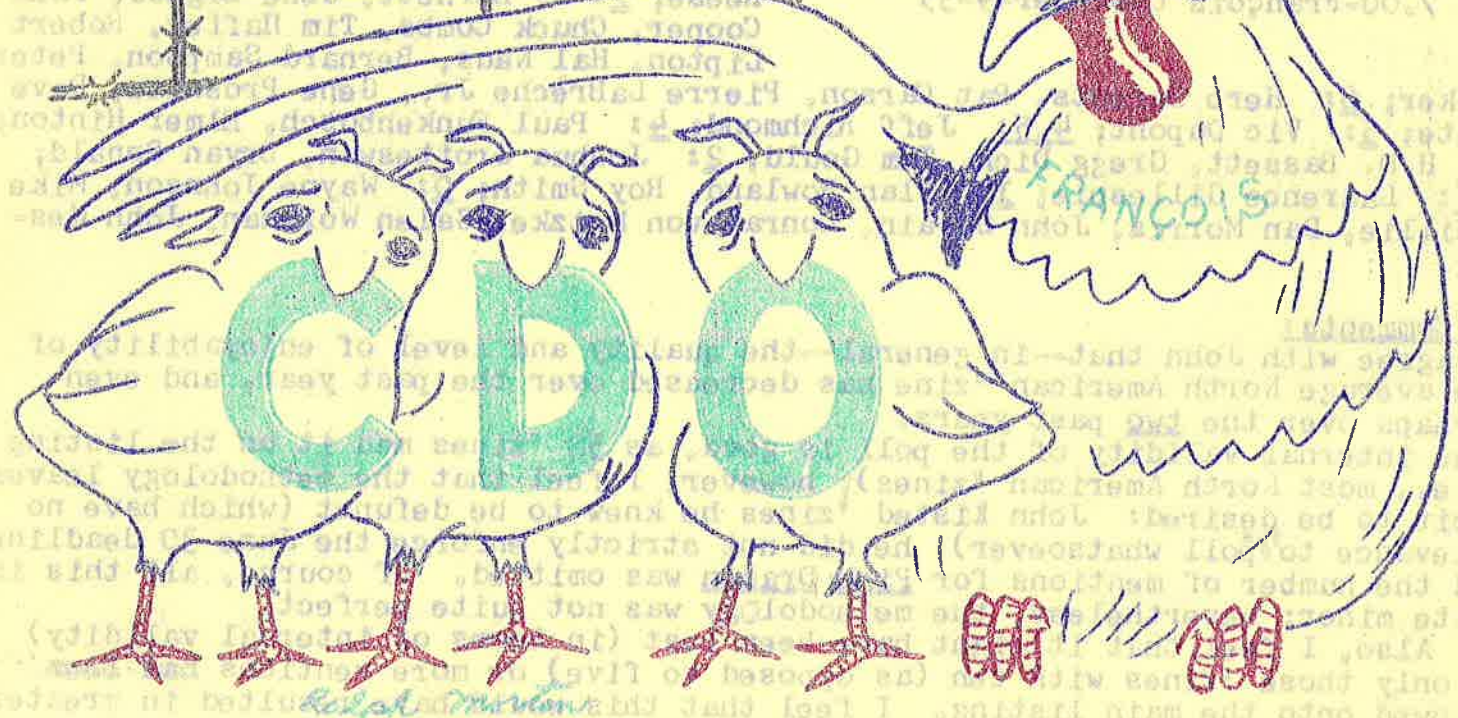
38-5.33-CANAL DREGS-6-"
39-5.29-LIBERTERRANEAN-17-14
40-4.94-URF DURVAL-17-22
41-4.86-FLYING ORPHAN-7-"
42-4.78-ITALIANO PRIBBE-9-"
43-4.73-WHITESTONIA-15-"
44-4.50-BALTIC SEA-6-"
45-4.33-TETHACUSPID-24-"
46-4.17-LE CAMELEON A BINOCULAIRES-6-"
47-3.94-FRONT DE LIBERATION DU DIPLOMACY-35-33
48-3.83-UTOPIA, LTD-6-"
49-3.25-ZEPPELIN-8-28
50-3.20-PINK DRAGON-"
51-3.10-ASSORTED GARBAGE-10-"
52-1.20-ULTSENT-5-"

The following 'zines received four or fewer mentions; I list them in approximately alphabetical order:

ARDA 7.67; ADAG 4.67; ANTWERP 4.00; BATOCHÉ 5.50; BREW & REEFER 1.00; BLITZ 7.00; BALTIC RATTLER 7.50; BROADSIDE 7.00; BLACK FROG 9.00; CATAS-TROPHE 8.00; LA CITADELLE 4.75; CUM GRA-NO SALIS 1.00; THE CEPHEIDS 8.50; DIPLOMACY REVIEW 0.00; DIPPY 3.00; DECK OF MANY THINGS 5.00; DIPLOMAC 9.00; EMPIRE 7.00; EFGIART 7.75; FIELD OF FIRE 6.50; FAGIN 7.50; GENERAL STAB 4.50; GD DIPLOMACY 6.00; HAVOC 2.00; JIHAD 7.00; KAISSA 2.33; LORD OF HOSTS 4.67; LILAF 5.00; MIXUMAXU GAZETTE 4.33; MORAVIAN DYNASTY 3.00; NINTH CIRCLE 4.67; NUMENOR 5.00; OVERBRIGHT 7.00; PODUNK NEWS 3.00; PEERLESS 3.33; PACIFIC DIPLODEUR/ORIGINS WEST 5.33; PERILS OF PAULINA 7.50; R'LYEH 3.00; REVENGE 1.50; STORMBRINGER 1.00; THE SWAMP 5.00; SCANDAL 6.00; TWILIGHT ZINE 7.33; TOUCHE 8.00; WARMON-GER 1.50; RAM 6.00; "FAKE VOLKERS" 5.00



THERE THERE! THOSE
NASTY MEN WON'T
HURT YOU!



COO

RESULTS OF THE THIRD ANNUAL NORTH AMERICAN GAMESMASTERS' POLL
(reprinted from Bunestone#298)

The following gamesmasters received 3 or more mentions, The key is the same as that for the 'zine poll.

1. 9.67-Don Ditter-3-"
1. 9.67-Eric Verheiden-3-6
3. 9.33-Doug Beyerlein-3-12
4. 9.14-John Daly-7-"
4. 9.14-Steve Heinowski-7-10
6. 9.11-Bob Sergeant-9-8
7. 9.00-Bob Osuch-3-"
8. 8.88-Lee Kendter, Sr.-16-3
9. 8.78-John Leeder-9-5
10. 8.75-Roy Henricks-4-"
11. 8.69-John Michalski-16-1
12. 8.67-Robert Sacks-3-"
13. 8.60-Fred Davis-5-9
14. 8.55-Robert Arnett-11-"
15. 8.38-Andy Lischett-8-18
16. 8.30-Dick Martin-"
17. 8.16-Steve McLendon-19-22
18. 8.15-Don Horton-13-11
19. 8.11-Ron Brown-9-41
20. 7.88-Konrad Baumeister-16-19
21. 7.87-Randolph Smyth-15-17
22. 7.75-Michael Mills-8-"
22. 7.75-Fred Hyatt-4-9
24. 7.67-John Chickering-3-"
24. 7.67-Dave Grabar-3-48
26. 7.29-Jim Bumpas-7-4
27. 7.25-Drew McGee-4-24
28. 7.18-Jack Brawner-11-"
29. 7.10-Bill LaFosse-10-20
30. 7.00-François Guerrier-9-35

30. 7.00-Lee Kendter
30. 7.00-Vic Carpenter
30. 7.00-Steve Berrigan
34. 6.67-Al Rodriguez-3-"
34. 6.67-Don Sigwalt-3-"
36. 6.63-John Boardman-8-6
37. 6.43-Jack Frost-7-"
38. 6.33-Clive Tonge-6-"
39. 6.20-John Caruso-5-"
39. 6.20-Nick Russon-5-"
41. 6.13-Jerry Jones-8-21
42. 6.00-John Kelley-14-"
42. 6.00-Greg Costikyan-5-37
42. 6.00-John Lipscomb-3-"
45. 5.86-Dan Palter-7-"
46. 5.38-Tony Watson-8-40
47. 5.07-Bernie Oaklyn-15-54
48. 4.93-Bruce Linsey-14-"
49. 4.33-Julian Presber-3-"
50. 2.83-Richard Kovalcik Jr.-6-55

The following gamesmasters received 2 or 1 mention: 10: Blair Cusack, ? Danielle, John Masters, Eric Ozog; 9: K. Arnett, Jack Dumas, Ramon Lazaro, Karl Schuetz; 8.5: Jim Benes; 8: Mike Burns, David Buncke, William Dick, Wade Dudley, Phil Fry, Ben Schilling, Tom Swider, Mike Scott; 7.5: Glenn Overby, Pete Reese; 7: ? Barnett, Gene Bogess, Phil Cooper, Chuck Combs, Tim Haffey, Robert Lipton, Hal Naus, Bernard Sampson, Peter

Walker; 6: Herb Barents, Pat Carson, Pierre LaBrèche Jr., Gene Prosnitz, Dave White; 5: Vic Dupont; 4.5: Jeff Richmond; 4: Paul Funkenbusch, Elmer Hinton; 3: H.D. Bassett, Gregg Dick, Tom Gould; 2: Joshua Grotteswan, Bryan Ronald; 1.5: Laurence Gillespie; 1: Alan Rowland, Roy Smith; 0: Wayne Johnson, Mike McMillie, Dan Morris, John Strain, Conrad von Metzke, Galen Workman, John Westwig.

My Comments:

-I agree with John that--in general--the quality and level of enjoyability of the average North American 'zine has decreased over the past year, and even perhaps over the two past years.

-the internal validity of the poll is good, as 52 'zines made it on the listing (i.e., most North American 'zines); however, I feel that the methodology leaves a bit to be desired: John listed 'zines he knew to be defunct (which have no relevance to poll whatsoever); he did not strictly enforce the June 30 deadline; and the number of mentions for Pink Dragon was omitted. Of course, all this is quite minor; nevertheless, the methodology was not quite perfect.

Also, I feel that it might have been best (in terms of internal validity) if only those 'zines with ten (as opposed to five) or more mentions had been allowed onto the main listing. I feel that this would have resulted in greater accuracy.

Doing this would have eliminated fifteen 'zines from the main listing, leaving the placings of the major 'zines only (i.e., those which drew a large response).

Of course, it all depends on what John wants to measure--is it the popularity of a zine as opposed to its own sub list (in which case I have no qualms with the system: even The National would qualify, as about 30% of the readers sent votes in...!), or is it the popularity of a 'zine as compared to the other 'zines (this is the way most publishers use the results; that is, they tell their subbers, "My 'zine ranked 26th in last year's poll...")?

Another "drawback"--in my opinion--is that the listing included 'zines that perhaps didn't belong there, such as The National, Everything, etc. Again, it all depends on what one wants to measure: if it's the popularity of any 'zine, fine; however, I feel that organ 'zines such as these perform a given function, which can practically be done only in one way, whether people like it or not (i.e., there isn't much that an editor can do about it if his 'zine gets a low ranking, as there isn't much room for improvement, contrary to regular 'zines).

On the positive side I feel that most 'zines drew a response proportionate to their circulation, which is how it should be.

Also, I've read somewhere that someone thought that the 'zines with a small number of votes "naturally" got a higher rating due to the absence of negative votes. I'd like to dispel any such notion: while it is true that a small response might imply that the feelings of the readers as a whole weren't well represented, let's not forget that a smaller response might just mean that the 'zine's circulation is small. And I don't see why a small response would mean that there were few negative votes; in fact, the opposite might be just as true, and I suspect that 'zines such as Zeppelin, Ullsent, and Utopia Ltd (to name only a few) got some rather negative mentions.

-I don't think that the external validity (the ability to generalize the results to the hobby as a whole) is as good as it should be, though it is indeed far better than in previous years (93 ballots, as opposed to 72 last year). I don't think that 92 persons are a representative sample of the hobby, even if one would choose a confidence level as low as 60 or 70%. The only way to improve this is to publicize the poll even more widely; and perhaps John should make his initial announcement a bit sooner, so that more people will have the time to respond. Nevertheless, I suspect that some 'zines deserve special mention for having especially representative samples: Volkerwanderung, Diplomacy World, Voice of Doom, and Diplomacy Digest.

Finally, I feel that John should provide more information in his report. To be sure, every vital statistical component is there, but it might be best to include the medians, the standard deviations, and perhaps even the amplitudes for every listed 'zine. I feel that this wouldn't require much extra work, and yet would allow for more sophisticated statistical analyses...

-I was quite pleased--and surprised--with the rating of The National, even though I don't think it "belonged" in the listing at all. I was also pleased to see that almost 30% of the readers would think of the product highly enough to bother voting at all. Of course, the numerous contributors deserve as much credit for the excellent ranking than I do, if not more...

-Passchendaele ranked poorly in comparison to the other 'zines with comparable circulations and number of mentions. Nevertheless, the relative position of Passchendaele on the listing as compared to all 'zines has improved slightly (in 1979, Passchendaele placed in the 51st centile bracket; in 1980, in the 44th centile bracket). The rating per se has remained virtually the same, and somewhat reflects my own evaluation: while the 'zine isn't entirely bad, it falls short of being excellent.

However, the number of mentions this year was far greater than last year's: 33, as opposed to 18. For this increase I am appreciative, and would like to thank those who cared enough (negatively or positively) to bother casting a mention.

-Congratulations to Randolph Smyth for his first place finish, and to Bob Arnett for being the rookie of the year. And I also believe that Andy Lischett deserves special mention for placing 12th, which indicates that whatever little appears in his Cheesecake is good. Congratulations to Eric Verheiden for his tie for the best GM of the year.

-In general, I tend to agree with much of the results, except that I think that Diplomacy Digest, Toronto Telegram, and possibly Diplomacy World should have had a better rating; also, I think that Lee Kendter Sr. and Andy Lischett should have fared better in the GM poll.

-One concluding observation: it seems to me that, over the years, the Leeder Poll has rewarded those 'zines that have a lot of outside contributions consistently (an "outside" contribution may take the form of a multi-editorial staff, the reprint of articles on an extensive scale, or the submission of articles by several outside contributors); this year, for instance, Fol Si Eie, Volkerwandring, The National, Diplomacy World, Enchain Macha, Brutus Bulletin and Voice of Doom were definitely part of this category.

-I advise my readers to send a sample request to the top ten publishers listed on p. 4. If you need the publishers' names and addresses, feel free to ask.

Some More Changes in Passchendaele:

These changes are actually quite minor; nevertheless, I had long been planning to implement them, and Passchendaele's poor showing in the Poll seems to be as good an excuse as any to implement them now. They include:

(1) editorial changes: I have decided to introduce the apparently highly successful The National editorial policy here. Thus, no longer will I allow discussions to drag on and on ad infinitum; generally speaking, I will not allow any discussion to last for more than three issues unless there is a compelling need to the contrary. This will give everyone ample opportunity to be heard, while at the same time cutting down on the boring material. People do get tired of always reading the same ideas and arguments and discussions...

I will start using my privilege for editing material. Thus, contributions will be edited as to their grammar, etc. from now on.

I also intend to put more emphasis on outside contributions, and take a somewhat lower profile. Of course, that all depends on you, the subscribers, as you will have to step forward and submit contributions... but, looking at the number of contributions in this issue, I think the policy can work.

Finally, I intend to solicit more and more criticisms... as for everyone bold enough to offer constructive criticism, I figure there must be about five other subscribers too shy to offer any opinion at all, but praise. This last component requires participation from the readers; as I'm no telepath, I can in no way assess the feelings and tastes of the subscribers unless they speak up. Of course, people have generally given indication of what they like, and especially in surveys (though I can't print surveys forever...); however, people generally tend to be too general in their comments. Instead of getting the rather common and unoriginal, "Issue x was good/bad...", I'd much rather get something like, "I enjoyed/loathed issue x because of item B"... In short, kindly be specific when you offer comments on Passchendaele.

Also, I would like to seize upon the opportunity to comment on one type of criticism that some people have been offering in the past. A certain number of persons have criticized the work of some contributors, and suggested I don't print so much of their stuff. All I can say is that--while some consideration can be given to such criticism--I can't do much about that unless you contribute something as an alternative to the stuff you say should be removed; otherwise, I can't give your opinions much sympathy.

(2) GMing changes: I've already indicated that I'd allow my game-fee rates to float according to the laws of supply and demand in the near future, which means that the game-fees will soon be quite high unless the demand collapses or a lot of my games finish; this should resolve the "problem" of having too many games (--I don't think that I have a lot of games; but some people have said the 'zine was overloaded with games; well, perhaps they're right...).

Also, I intend to improve the general quality of GMing in this 'zine; while I don't think it's bad (naturally, I don't think it's bad...), there is a lot of room for improvement. For instance, there remains the occasional problem in regard to adjudicating retreats and Winter adjustments.

I also intend to continue "liberalizing" my houserules wherever I think it can be done without contradicting the Rulebook unnecessarily.

(3) format changes: here, there's not much that I can do. The reproduction now is probably as good as it will ever be (though my aim remains perfect reproduction...); also, I use space fairly efficiently (contrary to many publishers, I don't "waste" space as my margins are quite small...)--nevertheless, I think I've found a typewriter that types 12 characters-to-the-inch (as opposed to this typewriter, which has only 10 characters), which I plan to start using with Passchendaele#30.

This is it for the "changes"...

Third Passchendaele Poll

In hopes of providing increasingly better service to the readers, I am proposing this survey. This survey is altogether different from the earlier ones, as this time I'm asking more specific questions; also, I've decided to forget about asking everyone's specific evaluation of Passchendaele, as that is relatively useless and meaningless (as I've found that my subscribers like to butter me up...).

This questionnaire ties in rather nicely with the previous section, where I proposed some changes and asked for feedback. I do hope that you will all answer, as I usually rely on the results to determine the editorial policy--and what else can I do?

I doubt that the results to section B will ever be published, as I don't see of what interest it could be to the average subscriber. Still, your participation is just as important; as I've said above, I usually rely on the results for the purposes of determining the editorial policy...

Section A. Deadlines (I'm looking specifically for player feedback here...).

Some players have been complaining about the inefficiency of the postal system, and have suggested that I move the game-deadlines to 5-weeks. I believe that this is a reasonable request, as (1) 5-week deadlines really are only 3 days more than 4-week deadlines, and (2), I think that 5-weeks is actually fairer to the American and Western players, as it would allow them to conduct more extensive--and thus, better--negotiations. Therefore, while I am ready and willing to move the 'zine to 5-week deadlines I don't see why I should if the bulk of the players are satisfied with the present system. So, I'll ask that you indicate your preference on this matter: and if more than 25% of the responses are in favour of going with 5-weeks, 5-weeks it will be (The 25% figure reflects my attitude that minority rights are important here, not majority views... but those in favour should nevertheless not rest on their laurels, and should vote, as the proposal didn't pass last time when the margin criterion wasn't significantly different...). Think about it: 5-week deadlines imply that I will not publish so often, and that therefore you will be spared the injustice of receiving Passchendaele every 4 weeks...!

Oooh no, this logic won't work, as I've got in mind to publish 12-18 issues per year no matter what the deadline system is... poor creatures...

Section B. Contents and format.

1. Which do you prefer: larger (20 pages and over) or smaller issues (8 pages and less)?
2. I frequently publish mid-monthly issues (in addition to the regular monthly issues). Would you rather that I continue or discontinue the practice?
3. Number the following regular Passchendaele features in order of preference: original humour, humour reprints, game-commentaries, press, letters, houserule and GMing discussions, how-to-play articles, articles-on-other-Diplomacy-related themes, meandering drivel, politics articles, games.
4. Which do you prefer: outside contributions, or my own contributions? (Tell me what you honestly feel: actually, it's much easier for me to just print outside contributions, so I don't really care, whatever the response may be...)
5. What is the ratio of articles-to-'zine-issues you'd rather have (check one)?
a) 0:1; b) 1:2; c) 1:1; d) 2:1; e) more-than-2:1.
6. What is the ratio of humour "articles"-to-'zine-issues you'd rather have (check one)? a) 0:1; b) 1:2; c) 1:1; d) 2:1; e) more-than-2:1.
7. What is the ratio of game commentaries-to-'zine-issues you'd rather have (check one)? a) 0:1; b) 1:2; c) 1:1; d) 2:1; e) more-than-2:1.
8. Which would you rather have (check one)?
a) new games GMed by guest-GMs with supervision from me;
b) new games GMed by guest-GMs with no supervision;
c) new games GMed by me;
d) reduce the number of game-openings to zero. Passchendaele is already overloaded with games...
(Note that by "new games" I am referring to new regular Diplomacy games.)
9. What feature did you enjoy the most in this issue? (Passchendaele #29)
10. What feature did you loathe the most in this issue? (Passchendaele #29)

General Comments and Suggestions:

(Come to think of it, I think you'll need a separate piece of paper to answer this survey...)

As a rule, I don't print variants in Passchendaele. One of the very rare exceptions to this rule follows:

1914 Diplomacy
(by Lew Pulsipher, and reprinted from
the General.)

To the veteran Avalon Hill game player, the most offputting characteristic of DIPLOMACY is that it doesn't seem to represent World War I in any way--that it isn't a simulation. Of course, DIPLOMACY was designed before conflict simulations existed outside of military establishments, and it succeeds very well as a challenging and stimulating game. But for those who feel uncomfortable without some measure of simulation, I offer this variation for five players. While it is still far from a standard style simulation, players will find that it is very different from normal DIPLOMACY.

Many characteristics of the Great War cannot be even vaguely simulated without ruining the game. For example, one must ignore the qualitative and quantitative differences in armed forces and industrial output. To make Germany and Austria almost equally strong is ridiculous from a simulation viewpoint but necessary from a game player's viewpoint. ((The game is also conspicuous by the absence of any "ravage" rule--generally, when armies fight they cause damage to the industrial installations; not so in this game, apparently...))

Every simulation is dominated by such distortions, but they will be more obvious in this game. Italy and Turkey, at least, have been reduced to non-player status, partly thanks to their relative weakness, partly because they did not enter the war immediately.

Similarly, blockades, whether surface or undersea, are so unique that one must ignore them. We know more or less how Britain and Germany were affected by blockades, but how can we say how an intensive blockade might have affected other powers, given different circumstances? America is also left out: conveniently we assume that no one interferes with American commerce enough to goad the U.S.A. into intervention.

Fleets represent light forces, down to destroyers, submarines, and trawlers; as well as dreadnought battleships. Very few dreadnoughts were completed during the war, and none were laid down and finished in the period. Thus a naval triumph by a country with a small dreadnought fleet must be seen as a victory of the torpedo over large ships, whether this is victory over merchant fleet or battle fleet.

The optional bomber rule enables players to carry out the plans of the British and German commands for 1919 and later. The British might have instituted an effective bombing campaign in 1918, but front line calls for more planes weren't resisted. The limited German bomber offensive against Britain in 1917-18 caused an amazing dislocation and loss of production (through absenteeism) in relation to the force involved.

1. Starting. The starting positions of the five Great Powers are as follows, with beginning supply points in parentheses (maintenance for 1914 has already been paid):

AUSTRIA (10): A Vienna, A Budapest, F Trieste.

ENGLAND (15): A Liverpool, F London, F Edinburgh, F Eastern Mediterranean.

FRANCE (15): F Brest, A Marseilles, A Paris, A North Africa.

GERMANY (20): F Kiel, A Berlin, A Munich, A Ruhr.

RUSSIA (15): A Sevastopol, A Warsaw, A St Petersburg (Moscow is vacant).

Eastern Mediterranean, North Africa, and Ruhr are not supply centers, even though units begin the game there.

Minor countries: one army in each supply center except for Italy and Turkey.

ITALY: A Tunis, A Venice, F Nap.

TURKEY: A Constantinople, A Ankara.

((That's odd... Tunisia was a French colony back then...!))

2. Passage of Time and Winning the Game. Although the war began late in the summer of 1914, the customary Spring and Fall 1914 moves are allowed in this variant, as it helps reflect the speed and scope of the initial mobilizations and invasions.

A country wins when it owns at least ten supply centers and owns at least three more than any other country. The game may end in any manner unanimously agreed to by surviving players. If a minor country wins the game, the player who controls the minor is the winner.

3. Capitals. The capitals of the Great Powers are Vienna, London, Paris, and Moscow. The capital of a minor country is the country itself, except for Italy (Rome) and Turkey (Constantinople). A Great Power capital may act as capital for a minor country if the minor country retains no home supply center.

When a country's capital is captured by any other country, all units of the country must stand in the following move season. In that season, or during Fall adjustments if they follow the capture, a new capital may be established; the order is given along with other orders for the season. The new capital must be one of the original home supply centers of the country (but see above

for minor countries). If at any time a new capital cannot be established by a country it surrenders. All its units are removed from the board, its minor country PF totals fall to zero, and the player (if the country is a Great Power) is out of the game. Centers owned by the country become neutral. Minor countries which it had conquered become subject to control, but until such a minor country is controlled it has no units. When someone gains control, the minor country receives the same unit(s) with which it began the game.

4. Supply Points. The supply center/unit system is entirely replaced by a system of supply points (SP). SP are used to support the existence of units just as supplies are used in standard DIPLOMACY. SP may be accumulated, however, and up to 20% of the SP a Great Power possesses each Fall adjustment period may be transferred to other countries. Bribes and loans are entered into at the player's risk, and transfers of credit may not be conditionally given, that is, the order may not state certain conditions which must exist before the SP are transferred. All transfers are ordered with Fall adjustments, and players expecting to receive SP from other sources must write alternate Fall adjustments orders in case the SP are not received.

5. Supply centers. A supply center is captured by occupation in any season. A country receives no supply points for a center it owns if no supply line can be traced from the center to the country's capital. Centers yield the following SP each Fall, beginning with Fall 1914: six points for a Great Power's own home center, five points for another Great Power's home center, and four points for any other center.

6. Maintaining Units. An expenditure of three SP is required with each Fall adjustment period to maintain the existence of each army, fleet, or bomber in the following year. In addition, SP must be expended to build a new unit, viz four for a fleet, three for an army, two for a bomber. A unit may be removed from the board in order to save SP, but no unit may be built by the removing country in the same Fall adjustments period.

7. Supply costs of Combat. SP must also be expended to permit combat and retreats, as follows:

- one SP for each successful bombing raid;
- two SP for each defeated bombing raid (the player may elect to disband his bomber instead);
- one SP for each defense of a center against bombing if an enemy bomber is actually defeated;
- one SP for each convoying fleet;
- one SP per unit per conflict, including all supporting units--if there's no conflict, there is no expenditure;
- one SP per moving unit in a conflict (in addition to the SP cost of the conflict itself);
- one SP per retreat (additional to the SP cost of conflict itself);

Rail or other movement without conflict requires no SP expenditure.

8. Inadequate Supply. If a country lacks the SP required to permit an action, the action ordered does not take place, or the unit in battle has no combat strength, or the unit cannot retreat. The priority followed for allocating SP when an insufficient number are available is: 1) retreats; 2) defending (including supports), land before sea, stands before supports; 3) attacking, land before sea, moves before supports; 4) bombers, defending before attacking.

9. Supply Lines. The absence of supply line restrictions may be the greatest simulation failure of DIPLOMACY. In this variant, after the Fall adjustments

but before Spring negotiations begin, a supply line must be found for every unit on the board. Any unit without a supply line is eliminated.

A supply line is a contiguous line of land and sea spaces, unoccupied by any unit or occupied by a friendly unit and excluding unfriendly supply center spaces, of any length; no unoccupied non-center space in the supply line, except the first space and any spaces in the unit's home country, may be adjacent to a space occupied by a non-friendly unit which is able to move to the non-center space; and the line must lead from the unit to the capital of the unit's country.

For supply purposes, all countries controlled by a player are friendly to one another. A country is automatically friendly to its Ally. Finally, a player may order that a particular country he controls will be friendly, for supply purposes, to another.

10. Railways. An army may move by railroad. The provinces it begins and ends the move in may be outside its home country, but all other provinces it moves through must be in its home country. The provinces involved must be unoccupied at all times during the season except by the rail-travelling army or by bombers. If an army or fleet enters one of the provinces along the route, the rail army ends its move before it reaches this province--it exerts no influence on the other unit because an army moving by rail cannot participate in any conflict. (If the army's move is entirely blocked it may still defend the province it is in.) An army ordered to move by rail cannot be supported even if it isn't able to use the railroads.

11. Sea Movement. Fleet movement is divided into two segments. The first segment is simultaneous with army and bomber movement. The second segment occurs thereafter, involving fleets only. The orders for both segments are written along with all orders for the move season. Conditional orders, that is, orders which vary with the results of the first segment, are not allowed.

A fleet may be given an order for the second segment only if its orders for both segments concern/affect sea spaces only. A convoy must take place in the first segment, of course, but a convoying fleet may do something else in the second segment even though its first segment order affected a land space.

A fleet dislodged in the first segment does not retreat until the second segment. Standoffs in either segment prevent retreats, but units block retreat only in the spaces they occupy at the end of the second segment, not the first.

12. Fleets and Coastal Centers. A fleet cannot enter a non-friendly supply center unless supported by an army. This applies even (especially) to vacant centers. The fleet plus army will dislodge an enemy army just as in standard DIPLOMACY.

13. Retreats. A unit which retreated in the preceding move season may not attack or support an attack. This is a consequence of loss of morale caused by the earlier defeat. A unit may not retreat to a center owned by another country, unless that country gives written permission for the particular retreat to take place.

14. Center Ownership. If a country owning a center gives written permission for the move, another country's unit may choose to occupy a center owned by the country without capturing it. If during Fall adjustments two countries declare each other Allies, in the following year they cannot capture each other's centers, even if occupying them, and are automatically friendly for supply purposes in the following Fall adjustments.

15. Bombers. No bombers may be built until the Fall 1917 adjustments. Only Great Powers may build bombers. A Great Power may build no more than one bomber unit in Fall 1917, and no more than two in any following year. Bombers cost two SP to build, and three SP to maintain each year. Unlike other units, bombers may be built in any space occupied by the building country's units or in any center owned by the country.

A bomber unit may be in a province with another unit of the same country. Bombers cannot occupy sea spaces. In each move season a bomber may do one of the following: 1) change its base (the bomber moves to any friendly supply center or province-occupied-by-a-friendly-unit which is within twice its range.); 2) defend a center against bombing (the bomber remains where it is, but defends a center space within range.); 3) bomb another country's supply center.

Bomber ranges is two spaces in 1918 and 1919, three spaces thereafter.

A defending bomber prevents one enemy bomber from bombing the defended center (a second bomber would succeed). A center which is successfully bombed produces no SP in the following Fall adjustments. Bombing does not affect supply lines or railroads.

Bombers cannot attack other units or give or receive support. A bomber is destroyed if dislodged, and cannot capture a center.

16. Control of Minor Countries. Players use political factors (PF) representing a variety of influences to attempt to gain alliances with non-player countries. The alliance is represented by control of the minor country by the player. When a player controls a minor he orders its units and makes its adjustments. Control is determined at the end of Fall adjustments.

A. Allocation of PFs. A supply point may be converted to a political factor. At the start of the game, some countries already have some PFs in minor countries. An initial round of PF allocation and determination of control precedes Spring 1914. Thereafter, PFs are allocated along with Fall adjustment orders.

PFs may be allocated to any minor country, subject to the restrictions noted below. Once allocated they may not be removed, and may be eliminated only by the player who allocated them, or as provided for below. A side record of the PF total of each player in each minor must be maintained.

MINOR COUNTRIES TABLE

Minor	Activation Level	starting PF totals.				
		Aust.	Eng.	France	Ger.	Russia
Belgium	9	0	0	2	0	0
Bulgaria	8	4	0	0	2	0
Denmark	15	0	0	0	0	0
Greece	10	0	2	2	0	0
Holland	12	0	0	0	0	0
Italy	13	0	5	0	2	0
Norway	15	0	0	0	0	0
Portugal	6	0	4	0	0	0
Rumania	10	2	0	0	2	2
Serbia	6	0	2	2	0	6
Sweden	15	0	0	0	0	0
Spain	13	0	0	0	0	0
Turkey	9	0	2	2	8	0

B. Controlling Minors. To gain control of a minor, a player must have a PF total in the country equal to the sum of the "activation level" and the PF total of the player with the next largest number of PFs in the minor. However, the activation level is reduced by one for each game year played.

After a player gains control of a minor country, he retains control, regard-

less of changes in PF totals in the country, until his own country or the minor country loses a home supply center. At that time his PF total in the minor is reduced until it is no greater than some other country's total in the minor (if it is already equal or lower there is no change). The minor country is no longer controlled, and has an activation level of 1. Any player, including the one who just lost control, may gain control if he fulfills the usual conditions.

Two players may jointly gain control of a minor country by combining their PF totals, but control must be assigned to one or the other thereafter, without change.

Because a player's own country and any minors he controls are automatically Allies, they may not capture one another's supply centers even when occupying them, and they are friendly for supply purposes.

C. Penalties. When a unit owned or controlled by a player attempts to enter a center or province, or attacks a unit, owned by a minor country, the player's PF total in that country is reduced to zero. This does not apply to countries the player controls. The same penalty applies when a player's unit supports such an attack.

A player's PF total in a minor is reduced to zero if he owns, or controls a minor which owns, one of the minor's home centers.

Units of uncontrolled minors stand in civil disorder, with the exceptions mentioned in section F.

If a unit of a player's own country attacks or supports an attack on any one of the following minor countries while it is uncontrolled, his PF total in all the minor countries in the group is reduced to zero. Group 1: Belgium, Denmark, Holland, Norway, Sweden. Group 2: Spain, Portugal.

D. Minor Country Supply Points. Minor countries do not begin accumulating SP until controlled. A minor country may receive, but cannot give, a loan.

A controlled minor begins play with sufficient supplies for its present units, plus two per supply center. Uncontrolled minors always have enough SP to pay for defensive combat.

E. Because of the extra activity required during Fall adjustments in this variant, players may negotiate before adjustments take place. Half the time given for Spring and Fall negotiations is sufficient.

F. Turkey and Italy are semi-active when uncontrolled. The two Turkish units move A Constantinople-Smyrna, A Ankara-Smyrna. Italian A Venice and F Naples both move to Rome. If one of either pair is dislodged, the other stands. Italian A Venice retreats to Rome, if possible, if dislodged.

G. Austria cannot control Italy or Serbia, but can prevent another player from controlling them. Similarly, Russia cannot control Turkey, nor Germany control Belgium.

You will find that each player must walk a supply tightrope. One cannot ignore the political arena (minor control), but SP converted to PF cannot be used by the military. One must have enough units to match the opposition, but enough SP must be saved to pay for the year's battles. Promising offensives may fail for lack of supply; attack is more costly than defense, but attrition becomes a valid strategy if you have saved more SP than the enemy. A player who tries to be safe will find himself without controlled minors or without enough units. If everyone tries to play safe a true World War I stalemate can result, without Bolsheviks and Americans to break it.

((While we're on the subject of variants...:))

Moans and Groans About the Variant Hobby (John Leeder)

The variant hobby is not all bad. The variant hobby could be a lot better.

Since I'm in a grouchy mood, I'm going to bitch about some of its shortcomings. In some cases the answers are obvious. In some cases they aren't.

The variant hobby needs good GMing. So does the regular hobby, but not to the extent of the variant hobby. There are a few solid and experienced variant GMs; aside from that, there's a constant turnover of lightweights.

It's a vicious circle: lightweight GMs and lightweight players are attracted to the variant circles. They then proceed to reinforce each other's shortcomings and drive each other out of the hobby.

Lightweight GMs are attracted to the hobby in a superficial way. They are often drawn by the "ego trip" aspect of GMing. They jump into GMing soon after becoming players, without building up any backlog of experience in how players should be treated. They jump into variant GMing because of its exoticism. They tend to show poor judgment in choice of games to GM; rather than starting with proven playable variants, they often GM games which are not especially playable (lack of experience as a player prevents them from recognizing this); the game turns out to be dull; the players start to lose interest and drop out; the GM has not taken steps to build up a healthy standby roster; the game languishes for lack of replacement players; the GM gets discouraged, often blames the players, and ends up dropping out or abandoning the game. In other cases, the GM bites off more than he can chew; he takes on one of the larger multi-player games (e.g. Youngstown or Mercator) or a game which involves massive buildups of units (e.g. Jihad!), finds that these games take immensely more GMing time than regular Diplomacy (and require larger standby lists) and wilts under the workload. (Another quality of lightweight GMs is lack of stamina and determination). Still another scenario is that of the lightweight GM who is attracted mostly to "gag" variants; he attracts players of a similar frivolous bent, it's fun for a while, but nobody takes it seriously, there's no reason for players (or GM) to hang in there when other activities prove more attractive, and the game dissolves in chaos. (A sub-scenario of these involves the GM whose only purpose in GMing is to run games of his own design or that of his friends; blindness to the faults of one's own creations is no less prevalent among variant GMs than the general population; here, the breakdown can be particularly vehement, as the GM takes it personally when players tire of his game; a dropout is a personal attack...)

Time for disclaimers: I have no one individual in mind when writing the above. I've played under lots of variant GMs, and observed lots of others, over the past 8 years, and GMed a fair number of variant games as well. If you think you recognize yourself in what I've written, please search your own soul (taking into account that this article was composed in a single draft by a drunken author in a bout of profound pessimism) and refrain from attacking me. Bits and pieces of lots of people have worked their way in - no specific person is that bad...

Lastly, the upbeat stuff: advice for prospective variant GMs:
 -Don't start GMing (especially variants) until you've played for a bit.
 -Don't start GMing (especially variants) unless you can realistically assess yourself and come up with the observation that you have a lot of tenacity and a lot of common sense.

-When you do start GMing variants, make sure that your first games are proven playable, interesting and easy to GM (i.e., not too much more difficult than the regular game). (I cringe when I see a GM write: "If anyone is interested in playing a variant, let me know and I'll run it." Talk about a formula for disaster...) I'm not going to tell you here which games fall into that category; observe successful variant 'zines, consult LORD OF HOSTS for the variants which are most often played, most often completed and least often abandoned; talk to successful variant GMs. With common sense (which you have, if

you've followed the above instructions) it'll be more valuable to you to figure it out yourself.

Work at building up a strong standby roster. Variants often suffer from more NMRS than regular games, as people take them less seriously and more lightweight players are attracted. (Even competent GMs get some incompetent players. Do your best to educate them, and be ready to replace them when they quit; that's the best you can do.) Keeping healthy standby rosters for non-standard games is one of the toughest tasks faced by any GM. Be prepared to send out lots of sample issues; maintain trades with other variant 'zines and plug them regularly so that they'll reciprocate; you may need to run several games at a time, with player lists as different as possible, so as to get cross-game standbys - but for ghod's sake don't get yourself overloaded! - and, lastly, you need to keep non-player standbys, waiting for a game, motivated to keep waiting. Either you publish a good readers' 'zine to keep non-players entertained while they're waiting, or you demonstrate, early on, excellent GMing ability in a fairly visible fashion, so as to build up a reputation as an above-average variant GM.

Looking back over what I've written, it occurs to me that it's as applicable to GMs of regular games as to variant GMs. So be it; make of it what you will. Anyone who can hack it as a successful variant GM will find it pretty easy to be a top-notch GM of regular Diplomacy games. We need lots more of both. ((Agreed...))

Reprinted from Janus #45 are:

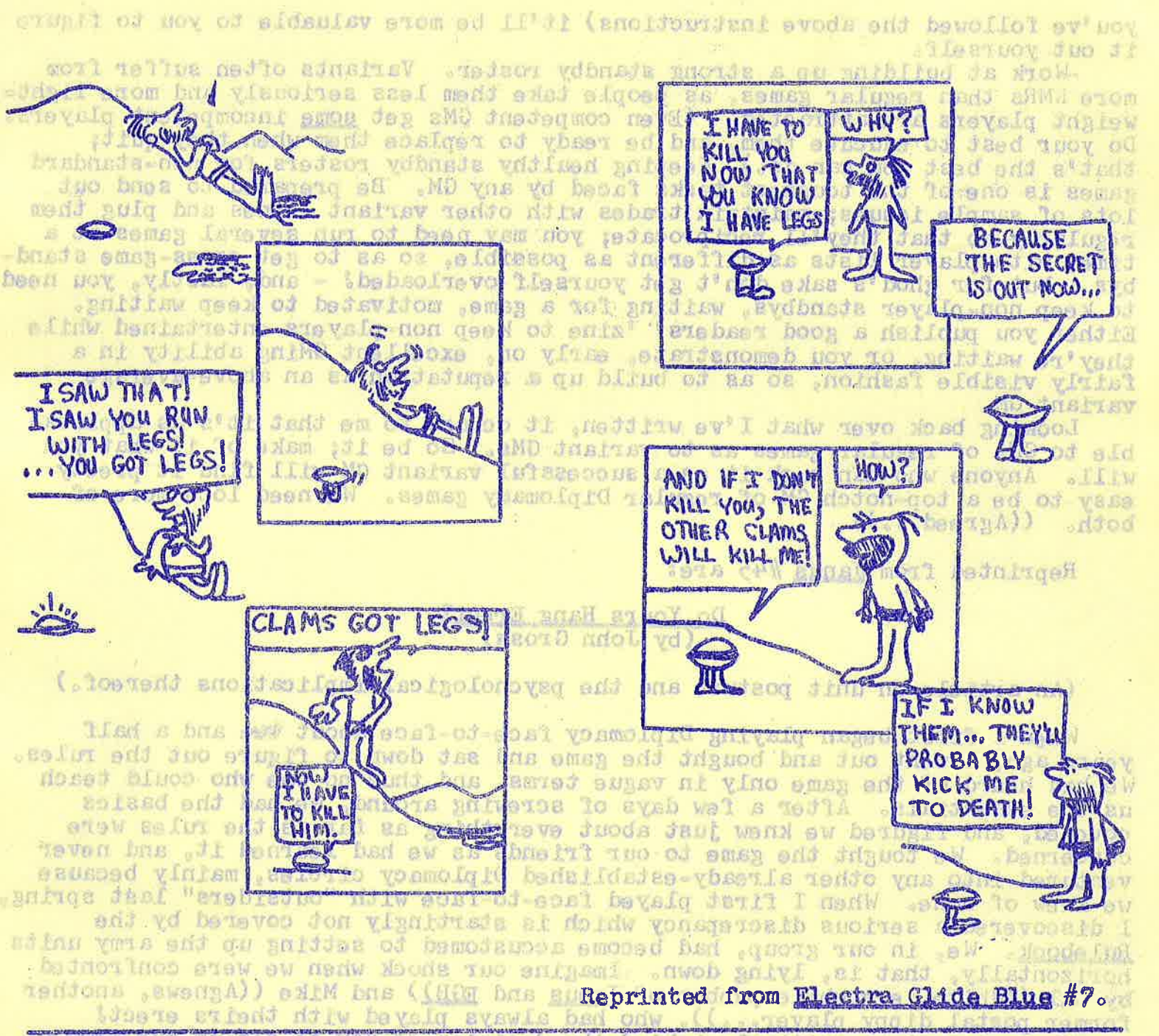
Do Yours Hang Erect?
(by John Gross)

(An article on unit posture and the psychological implications thereof.)

When I first began playing Diplomacy face-to-face about two and a half years ago, I went out and bought the game and sat down to figure out the rules. We had heard of the game only in vague terms, and thus no one who could teach us the essentials. After a few days of screwing around, we had the basics covered, and figured we knew just about everything as far as the rules were concerned. We taught the game to our friends as we had learned it, and never ventured into any other already-established Diplomacy circles, mainly because we knew of none. When I first played face-to-face with "outsiders" last spring, I discovered a serious discrepancy which is startlingly not covered by the Rulebook. We, in our group, had become accustomed to setting up the army units horizontally, that is, lying down. Imagine our shock when we were confronted by Cal ((White, erstwhile pubber of Janus and EGB)) and Mike ((Agnews, another former postal dippy player...)), who had always played with theirs erect!

The subconscious rationale behind the decision of how to set up the army units is interesting to ponder. Supposedly, our horizontal positioning was implemented with the reasoning that an army should always be on balance; with a lower physical center of gravity, this certainly seemed to be the case. The others might have been influenced by the appearance of "lying down on the battlefield." Thus signifying a surrender, or position of giving-up without a fight. If this is the case, their choice would have been made with the subconscious conviction that, by standing their units up on end, they were illustrating the sense of fortitude, stamina and courage depicted by the image of an army prepared to "stand up and face its opponent."

I understand, however, that most players do play with their armies lying down. A preliminary analysis of my own experience seems to indicate that it is the inferior players who place them erect; this perhaps reveals another



reason for this phenomenon. The less successful players find that they cannot win with their armies reclined, so they stand them up on end, likely just as much to seek attention (they are the ones left out of moth marathon negotiating sessions, who wind up all alone standing in the corner) as to find a different approach leading them to victory. In my circle, the erect army is reserved for units in civil disorder; co-incidentally, many of these inferior players quit when they're losing and leave their erect armies when they leave. It appears, then, that this type of player must be humoured; if a friend of yours resorts to this kind of action, don't try to correct his mistake--just go along with him, hiding within your inner knowledge the true reasons for his aberration.

printed in Janus #8 and Janus #12 respectively originally...))

DO YOURS HANG LIMP?
(by Mike Agnew and Cal White)

Cal and I were outraged at the subtle accusations that were in evidence in Gross' article, and I haven't cooled down enough to put a finger to typewriter until now. ((My foot! I'm still the one who has to type this thing! -- Cal.))

Our first game of Dippy was at the house of a friend (?), Fred Meredith. Cal and I had been told of this "far-out game of international intrigue and suspense." How disappointed we were to find a stupid geographic mapboard of Europe with dumb little pieces of coloured wood on it. However, when the game was well under way, all the novices present fell in love with Diplomacy (except Cal, who was peeved at being ganged up on and wiped out--but Cal admitted the game had possibilities). It was here that we picked up the habit of standing our armies erect. Thus, the erected posture of our army units was an acquired trait, not natural as in the case (mental?) of Gross. Imagine our shock when we were confronted by this dynamic boy, who had always played with his limp!

As Gross says, there is a subconscious rationale behind the positioning of army units, but his analysis is insane, incongruous, and just plain gross! All that stuff about "balances" of armies and stamina and fortitude is just so much buffalo chips. The real reason Gross started positioning his army units horizontally is that he is an uncoordinated schlemiel, who keeps bumping into the table the board is on, knocking the pieces into disarray. By arranging the units horizontally, he increases the frictional contact between board and armies thus stopping the units from wandering too far from their positions.))) 88235

As for inferior players being the ones who place their army units erect, statistics show that this statement is a fallacy. In Gross' FTF games, erect units are in civil disorder. Can't we remember which country is in anarchy and which isn't? It is obvious that the positioning of army units in a prone position is a tell-tale sign of incompetence, mental ineptitude and grossness.

While Gross suggested humouring people who position their army units erect, we who stand proud and erect suggest genocide for those who dissent. Intelligent comments welcome.

((People have submitted all kinds of articles for this anniversary... here's one on history...))

THE "SURPRISE" OF PEARL HARBOR

On December 7, 1941, at Pearl Harbor, the United States suffered its most humiliating military defeat in history. ~~Woodrow Wilson/for/that/for/the/Japan~~ Many historical studies have been undertaken to attempt to determine what happened on this "Day of Infamy". Basically there are two schools of historical thought on the Pearl Harbor question, the first being the "conspiracy" or the "back door to war" theory and the second is the traditionalist or isolationist theory. The "back door to war" theory of revisionist historians claims that Franklyn D. Roosevelt maneuvered America into the war by forcing the Japanese to attack Pearl Harbor. The traditionalist historians claim that the American government did everything possible to postpone war and promote a peaceful settlement of the Far Eastern problems. Essentially these are the basic differences between the two theories. This article will examine these two historical outlooks and compare and contrast the differences.

"Our main deduction is that President Roosevelt forced Japan to war by unrelenting diplomatic-economic pressure, and enticed that country to initiate hostilities with a surprise attack by holding the Pacific Fleet in Hawaiian waters as an invitation to that attack."¹ This startling statement accurately depicts the revisionist outlook of the Pearl Harbor attack. This poses a question of intriguing implications: why did FDR want to entice war with Japan? "When he found isolationist opposition too strong, he turned to the Far East and 'manoeuvred' Japan into striking the blow that would accomplish his purpose. In the pungent words of Clare Booth Luce; 'He lied the American people into war because he could not lead them into it'.² In other words FDR conspired with high ranking civilian and military authorities in Washington for America's entry into World War II.

Therefore another important question arises from FDR's alleged deception of the American people: what was the purpose behind this apparent 'manoeuvring'? The revisionists maintain that Roosevelt wanted a 'back door to war' - to provoke a war with Japan for the purpose of securing American entry in a war against Germany. "During the spring and summer of 1941 he did everything possible to provoke Germany and Italy to produce some 'act of war' in Europe or on the Atlantic that he could use to get the United States into the European conflict, especially through our illegal conveying of munitions and supplies to Britain and Russia, but neither Germany nor Italy would rise to the bait."³ In fact, Roosevelt had provided ample excuses for Nazi Germany to declare war on the U.S. In November, 1939, FDR repealed the embargo against the sale of arms to the belligerents which of course directly benefited Britain in her war effort. In September 1940, destroyers were given to the British in exchange for naval bases, ((it might be added that these destroyers were out of date and barely good enough to guard convoys... nevertheless, they did help out Britain a lot as this was done at a time where British merchant fleet losses were at a peak.)) and in March 1941, the Lend Lease Act enabled America to become the 'arsenal of democracy'. Activities of the American navy were rapidly expanded in April 1941 to include Atlantic patrols and the shadowing of German submarines. ((In addition, Britain allowed the U.S. to take over garrisoning Iceland, which effectively reduced her war-time burden--as Iceland was of key importance to the 'Battle of the Atlantic'...)) These activities were obviously not the acts of a neutral nation as they directly aided Great Britain. "The evidence shows how surely the President moved toward war after June, 1940. His conversation with Admiral Richardson in October, 1940, indicated his conviction that it would be impossible without a stunning incident to obtain a declaration of war from Congress."⁴

FDR provoked the Germans; however Hitler would simply not take the bait. "It had long been clear that Germany did not intend to contribute to the creation of a state of formal war between her and the United States. The Tripartite Treaty of September, 1940, however supplied the President with the answer. Under that treaty, war with Japan meant war with Germany and Italy."⁵ Therefore Roosevelt led the United States in an undeclared war against Germany and hoped to be able to actively fight Germany if the American people could be convinced war was necessary. "Roosevelt told Churchill that the United States was firmly isolationist and could not be induced to enter the war on behalf of Poland. Churchill responded: 'Every link has its weakest spot and the weak link in the axis chain is Japan. Goad Japan into attacking the U.S. and you will have the U.S. in the war'.⁶

The 'back door to war' historians claim that Roosevelt and his advisors were well aware of previous Japanese surprise attacks delivered simultaneously with a declaration of war. Without warning, Japan attacked China in 1895 and a surprise attack by Japan initiated the Russo-Japanese war of 1904. ((Although sneaky from Japan, it might be noted that Japan had always attacked only once preliminary negotiations indicated that discussion would lead nowhere...))

At a meeting on November 25, 1941 which included the President, Secretary of State Hull, Secretary of War Stimson, and Secretary of the Navy Knox, some very controversial statements were recorded. "The President 'brought up entirely the relations with Japanese' and the fact that 'we are likely to be attacked perhaps (as soon as) next Monday, for the Japanese are notorious for making an attack without warning'."7 A partial account of this meeting is contained in Stimson's diary. "The question was how we should manoeuvre them into the position of firing the first shot without allowing too much danger to ourselves."8 These statements were later translated into the war warning of November 27 sent to General Short in Hawaii. "If hostilities cannot, repeat cannot, be avoided the United States desires that Japan commit the first overt act."9

In view of these circumstances, the revisionist historians maintain that President Roosevelt and his military advisors not only knew that Japan was going to attack but FDR actually 'invited' the attack on Pearl Harbor. In March 1941 the Pacific Fleet was substantially reduced and reassigned for duty in the Atlantic. "The successful crippling of the Pacific Fleet was the only surprise operation which promised the Japanese Navy sufficiently large results to justify the risk of heavy losses from land-based air attacks if the surprise failed."10 The U.S. intelligence corps had cracked the diplomatic and military codes of Japan and this 'Magic' enabled the United States to read secret messages from Tokyo. A message intercepted on December 6, 1941 left no doubt as to the Japanese intentions. "It said that the answer to the American note was about to arrive in the Embassy, that it was very lengthy, and that its delivery to the U.S. government was to be especially timed. That timed delivery could only have meant that the answer was a Declaration of War, synchronized with a surprise attack. No other deduction was tenable."11 In other words, the War departments knew that the next day, December 7, 1941 would be the date of the surprise attack. And yet this rather crucial news was systematically withheld from Admiral Kimmel and General Short - the respective commanders in Hawaii.

On the diplomatic front, in July, 1941, Roosevelt had imposed a freeze on Japanese assets in the United States and slapped a total embargo on oil in retaliation for the Japanese occupation of Indochina. The U.S. demanded a complete withdrawal from not only Indochina but China as well. These were excessive American demands as the 'conspiracy' historians point out. National interests in Japan would not allow a complete withdrawal from China and further Japan would desperately need oil. "Joseph Grew, ambassador to Tokyo warned Washington on November 3, 1941 'of the capacity of Japan to rush head-long into a suicidal conflict with the United States... Japan's resort to war measures... may come with dramatic and dangerous suddenness'."12 In fact, this was the result that Roosevelt wanted as on December 7, 1941 "the Japanese high command, by their idiotic act, had made a strategic present of the first order to the United States; they had united the country in grim determination to win victory in the Pacific."13 Conveniently, the U.S. was also united against Germany. ((Not only that, but FDR wanted to make doubly sure Germany would declare war, as shortly after Pearl Harbor he cooperated with Britain in "leaking" hoax documents to the effect that the U.S. and Great Britain were to jointly invade North Africa in 1942 into German hands, thus prompting Germany to honour her agreements with Japan and to finally raise to the bait... of course, the U.S. did decide to invade North Africa after all (using plans other than the hoaxes) but that's another story...))

While the revisionist historians maintain that Roosevelt goaded Japan to go to war through diplomatic-economic pressure, the traditionalist historians do not agree. "The main point still at issue is whether the United States was wise in maintaining a 'hard' program of diplomatic and economic pressure on Japan from July 1941 on."14 Traditionally the U.S. had been willing to recognize portions of China as a Japanese sphere of influence. Certainly President

Theodore Roosevelt with the Root-Takahira Agreement of 1908, and President Wilson with the Lansing-Ishii Agreement of 1917 had set the basis of Japanese involvement in China. "Theodore Roosevelt, after boldly plucking the Panama pear, could not turn a deaf ear to Japanese pleas for a bite of the Manchurian melon."¹⁵ The Japanese government simply continued in the tradition of protecting spheres of influence. However after the rejection of Woodrow Wilson's internationalism the United States became overwhelmingly isolationist and moralistic. Foreign policy dictated to by this laissez-faire attitude often pursued naive policies such as the ridiculous Kellogg-Briand Pact of 1928 (an agreement attempting to ban all wars). ((Heh, heh... and this sort of reminds me of the present White House chief executive officer... y'know, the guy who is elected every four years...)) Oddly enough some members of the U.S. Congress in 1946 were still in accord with this naive moralism as they found Japan "in complete disregard of her obligations under the Kellogg-Briand Pact of 1928 for the renunciation of war as an instrument of national policy."¹⁶ ((Of course, it might be a bit less naive than at first sight, as they had their own axe to grind... namely, an indirect way of making people forget about the use of nuclear weapons and incendiary raids on Japan was to talk about Japan's alleged many faults...))

The American government was sincere in their efforts for peace; unfortunately the isolationist diplomacy was doomed to failure. After ten years of Japanese expansion in China; and then at the invitation of the French Vichy government, Japan prepared to include Indochina in her Co-Prosperity Sphere; Roosevelt suddenly took a very stern step in July, 1941. Instead of simply demanding a withdrawal of Japanese troops from just Indochina, Roosevelt also demanded the complete evacuation of China by Japan. "Wise American statesmanship, thus would have bartered for adjustment, agreeing to relax our economic restraint little by little as Japan, little by little, went our way. By insisting that Japan promise in black and white, then and there, to conform to every requirement, it made Konoye's task impossible."¹⁷ The inflexible American isolationist attitude was unable to compromise its principles to conform to the reality of Japanese nationalism. Inevitably this forced the resignation of Premier Konoye's moderate cabinet and ushered in the militarists. "The Japanese militarists decided to fight rather than accept what they regarded as a demand for a humiliating surrender... in any case, they preferred national suicide to what they viewed as an ignoble capitulation to American demands."¹⁸ ((It might be pointed out that most high officials at the time of the attack on Pearl Harbor were hoping to blitz the Pacific and impose peace on the United States... and they came close to it, if only they hadn't blown up their chances during the battles of Guinea and the Coral Sea, and also before Midway...))

Premier Konoye sought to negotiate directly with Roosevelt and Japanese envoys inquired into this possibility through exploratory talks. However "the President and Secretary Hull regarded the Japanese proposal for a Pacific conference as essentially dishonest, as if a kind of subterfuge to deceive the Government of the United States while Japan went on with aggression and conquest."¹⁹ Subsequently Konoye's Cabinet fell on October 16, 1941 and was replaced by General Hideki Tojo. The Japanese proposed a 'modus vivendi', a temporary conciliatory measure to eventually lead to peace in the Pacific. Influenced by Chinese and British diplomatic agents, FDR and Secretary Hull rejected the modus vivendi on November 26th in favour of an inflexible ultimatum. The isolationist/traditionalist historians believe that Roosevelt was truly sincere in his attempt at conciliation; ((how can they? Frankly, when one really wants to negotiate and attain conciliation, he does NOT send ultimatums and he stands ready to make concessions... Contrast FDR's attitude towards the Japanese in 1941 to his attitude towards the Russians throughout the 1941-1945 period, when several concessions were made to Russia concerning the share of the spoils...)) however "the Japanese were realistic about their position throughout, they did

not suddenly go insane. The attack was an act of desperation, not madness. Japan fought only when she had her back to the wall as a result of America's diplomatic and economic offensive."²⁰ The ultimatum was an uncompromising mistake and "nor did Roosevelt's eleventh-hour message to the Japanese emperor on December 6 contain any suggestion of compromise. It was a moving appeal to reason and peace, but ultimately on American terms."²¹

Basically the two schools agree that America exerted diplomatic and economic pressure on Japan that eventually provoked the attack on Pearl Harbor. The question that remains is whether this pressure was motivated by isolationism or the 'back door to war' theory. Is it so astonishing to find that "Japan was goaded, provoked and coerced into making war on us by the Roosevelt administration"²² for the purpose of entering the European conflict? The writer of this article believes that Roosevelt did intend to use Japan as an American back door to war. In light of the evidence presented, inter alia, there is no doubt that Roosevelt desired American involvement in World War II. The traditionalist historians are correct in assuming that America was overwhelmingly isolationist in 1941 - however it does not necessarily follow that FDR and his advisors shared that attitude. In November 1941, Secretary Stimson wrote that "war with Germany and Japan would ultimately be inevitable ... If war did come, it was important, both from the point of view of unified support of our own people as well as for the record of history, that we should not be placed in the position of firing the first shot, if this could be done without sacrificing our safety, but Japan should appear in her true role as the real aggressor."²³ If however FDR knew that Japan was going to attack, he almost certainly did not know where the attack was to be directed. The 'conspiracy' historians maintain that Roosevelt invited an attack on Pearl Harbor itself; however only circumstantial evidence points to this conclusion. The "consensus in the War Council on November 25 was that the Japanese attack would fall on Siam, Malaya, or the Dutch East Indies rather than the Philippines ..."²⁴ Pearl Harbor was not even considered as an objective of the Japanese because the American military felt it was too risky and therefore dismissed Pearl Harbor as a very unlikely target. With 'Magic' on their side and therefore the ability to read Japanese secret messages a mood of overconfidence blinded the United States to the actual target. The only surprise to Roosevelt and his advisors was that Pearl Harbor was attacked as well as Siam, Malaya and so on. Unfortunately for the U.S. Pearl Harbor, by design or otherwise, was not prepared for a sneak attack even though in hindsight it is easy to see that Pearl Harbor was the only target worth attacking by the Japanese. It was certainly "just a dramatic failure of a remarkably well-informed government to call the next enemy move in a cold-war crisis."²⁵

ENDNOTES

- 1) Robert A. Theobald, "The Final Secret", Pearl Harbor, Roosevelt and the Coming of War, ed. G.M. Waller (Lexington: D.C. Heath and Co., 1965) p. 79
- 2) W.H. Chamberlin, "Roosevelt Maneuvers America into War", Pearl Harbor, Roosevelt and the Coming of War, p. 1.
- 3) H.E. Barnes, Pearl Harbor After a Quarter of a Century, ed. M.N. Rothbard, (New York: Arno Press & The New York Times, 1972), p. 16.
- 4) Robert A. Theobald, supra, p. 79.
- 5) Ibid., p. 79.
- 6) H.E. Barnes, supra, p. 16.
- 7) Roberta Wohlstetter, Pearl Harbor: Warning and Decision, (Stanford, California, Stanford University Press, 1962), p. 239.
- 8) Ibid., p. 240.
- 9) Report of the Joint Committee on the Investigation of the Pearl Harbor Attack, United States, 79th Congress 2nd session, (Da Capo Press, New York, 1972), p. 102.

- 10) Robert A. Theobald, supra, p. 80.
- 11) Ibid., p. 81.
- 12) S.E. Morison, "Who Was Responsible?", Pearl Harbor, Roosevelt and the Coming of War, p. 18.
- 13) Ibid., p. 94.
- 14) C.C. Transill, "Back Door to War", Pearl Harbor, Roosevelt and the Coming of War, p. 95.
- 15) Ibid., pp. 19-20.
- 16) Report of the Joint Committee on the Investigation of the Pearl Harbor Attack, p. 2.
- 17) Herbert Freis, "The Road to Pearl Harbor", Pearl Harbor, Roosevelt and the Coming of the War, p. 40.
- 18) Daniel M. Smith, The American Diplomatic Experience, (Boston: Houghton Mifflin Co., 1972), p. 371.
- 19) Charles A. Beard, "Appearances and Realities", Pearl Harbor, Roosevelt and the Coming of the War, p. 99.
- 20) P.W. Schroeder, "An Appraisal", Pearl Harbor, Roosevelt and the Coming of the War, p. 99.
- 21) Norman A. Graebner, "Hoover, Roosevelt, and the Japanese", Pearl Harbor As History. Japanese-American Relations, 1931-1941, ed. Dorothy Borg et al., (New York: Columbia University Press, 1973), p. 51.
- 22) S.E. Morison, supra, p. 98.
- 23) Report of the Joint Committee, supra, p. 173.
- 24) Roberta Wohlstetter, supra, p. 241.
- 25) Ibid., p. vii.

((Steve wanted these to be included, so here they are...))

((There are a couple of parallels that one could draw between this and regular Diplomacy... however, I'll leave it up to you to find them...))

((Here's another article from another guy who apparently wanted some footnotes to be printed...:))

DIPLOMACY AND THE GENERALIST, SPECIALIST DICHOTOMY (by Hugh Polley)

States must have a sound understanding of one another's culture and maintain an open dialogue on problem areas if the diplomatic process is to be mutually beneficial. For, between states, there are many ways of arriving at a decision, and when negotiation breaks down because of poor communication or miscomprehension, the alternate modus operandi is either to the total benefit of one party, or as is more often the case, to the mutual disadvantage of both. It is for this reason that the effective practice of diplomacy is of extreme importance to one's country.

Over the courses of centuries, the diplomatic process has become institutionalized. There are certain laws, or rules of the game, by which all states agree to play. One such rule is diplomatic immunity--unless you happen to be an American diplomat in Iran.

"To institutionalize a process is to give it a kind of life, and a life force, distinct from those of the people whose behaviour it evokes. An organization is a type of institution and its momentum is that assured to it by the institutionalizing of the activities that keep it on the go. To interpret the process of history in terms only of the behaviour of individuals is even less convincingly representational than it would be to do so in terms only of the functioning of organizations as going concerns. It would be as though a rugby football match was construed as the playing together of thirty men, rather than as the playing against one another of two teams of fifteen players each.

The match, in fact, is meaningless unless appreciated as involving both the men, as observed through one lense, and the teams, as seen through the other lense of a pair of mental binoculars designed for the synthesized appreciation of both. What is thus true of teams and players is likewise true of states and other organizations, and of statesmen, officials, and citizens as such. An intelligence capable of appreciating rugby football need feel only slightly the strain of watching international politics simultaneously on so many planes." (C.A.W. Manning, The Nature of International Society, (G. Bell and Sons Ltd., London: 1962), p. 66.)

A priori, a team tends to be a synergistic result of the players who form it. Today, the by-word of organizations is "specialization". Gone are the days when diplomats tended to be a soldier, tinker taylor or spy. ((Well, Hugh, now the military attachés are the soldiers, and the spies are the Embassy C.I.A. staff...)) Today they are tinkers, with such a vast knowledge of tinkering that it tends to color ((colour)) and drown other facts which haphazardly come to their attention.

Thus the foreign policy of a country tends to depend on what type of specialists reach the top of the organization. If it is a tinker, he will have the organization marching according to tinkersh principles and phobias. This contributes little to diplomatic understanding and communication with his soldier counterpart in another state.

An organization's power (its ability to influence positively or negatively on the course of events) ((and also, its ability to convince others of the value of such and such ideology... but that comes with the ability to influence on the course of events...)) depends on three factors:

1. Its capacities (in terms of human and natural resources.)
2. Its ability to mobilize these capacities (this depends upon organization and harmony of thought.)
3. Its ability to focus these mobilized capacities (strategical acumen.).

When intellectuals advocate unqualified specialization for the diplomatic corps, it is because they have overlooked, ignored, or discounted the importance of being able to properly focus mobilized capacities; i.e., strategy.

Strategy can be defined as the conscious or unconscious methods used, or the means employed to reach or affect a goal or end. As such, strong strategical development depends upon:

1. Knowing the goal or end you are attempting to attain.
2. Knowing the restrictions or problems involved in reaching the end; restrictions of time and information; will the strategy employed allow the goal to be approached cybernetically, or will only one path to the goal be available.
3. Is the goal one of necessity or one of selection?
4. What elements in the environment must be neutralized, and which elements must be played upon.

Thus, to properly utilize a diplomatic strategem, a wide range of basic knowledge is required by the entity involved. The more colored ((coloured... aren't you Canadian, Hugh?)) this knowledge is by specialization, the more out of kilter any resultant strategem will be. One playing on the "world stage" must be able to see through American eyes, Russian eyes, Arab eyes, Jewish eyes, et cetera in order to understand the posturing of the other side. So, if the men at the top are not generalists in outlook, but see through the eyes of a tinker, the posturing may not be identified as such, let alone be understood. This has been the cause of many a diplomatic disaster.

Hypothetically speaking, a man can be compared to a machine. Each has certain capacities of input and output, a certain potential for modification, and a certain useful lifetime. The most useful diplomatic machine would be capable of high input capacity and low output projection in the sense of absorbing

high frequency information and experience, and producing low frequency conceptualization.

Such a diplomatic machine could only be produced by immersing the recruit over a long period of time in all the facets of the diplomatic game. Then, eventually like cream, these individuals will rise to the top. They will have attained an understanding of the complex "world stage" and the actors therein. Given such a situation, Fuller's view of specialization need never become a reality.

"We are in an age that assumes the narrowing trends of specialization to be logical, natural, and desirable. Consequently, society expects all earnestly responsible communication to be crisply brief. Advancing science has now discovered that all the known cases of biological extinction have been caused by over-specialization, whose concentration of only selected genes sacrifices general adaptability. Thus the specialist's brief for pinpointing brevity is dubious. In the meantime, humanity has been deprived of comprehensive understanding. Specialization has bred feelings of isolation, futility, and confusion in individuals. It has also resulted in the individual's leaving responsibility for thinking and social action to others. Specialization breeds biases that ultimately aggregate as international and ideological discord, which, in turn, leads to war." (R. Buckminster Fuller, Synergetics, (Macmillan Publishing Co. Inc., New York: 1975), p. xxv.)

((Does everyone fully understand the above? I doubt it... and now you should repent for not taking those political science courses when you were in school...))

((If you do understand, then I see at least one parallel that can be drawn to Diplomacy. But you can find it as easily as I can... heh, heh, if you want something, work for it...))

Variety is the Spice of Life (by Andy Lischett)

And now gang, direct from The Motor City - the home of soul - here's the sensational "Rhoda Dendrum and her Straight Shooting Pistils" (Yay! Woo! etc.) ... singing the title song from their new album on Columbia Records, "Pig's Feet Suite!"

(Yay! Clap! Clap! Woo! Whistle! Stomp!)

I need ya. I want ya. I gotta have ya. Ow! (oop, oop)...

(Yay! Woo! Clap... (ad infinitum))

Hey! That was great Rhoda. What's your next number gonna be?

"Pig's Feet Suite", Chuck.

Oh! I need ya. I wantcha. I gotta have ya. Ow! (oop, oop)...

(Yay! Whistle, clap, stomp...)

Thank you. This next song, which I'm sure you'll all recognize, is a particular favourite of mine. Ready girls?

Oop, oop.

Okay, let's go.

Oh! I need ya. I wantcha. I just gotta have ya. Ow! (oop, oop)...

(Whistle, clap, burp)

Oh, thank you, thank you. You're a great audience. And now we'll sing a request for Clay and Sue, Billy and Diane, and all the kids down at the malt shop, for "Pig's Feet Suite!"

Oh. I need ya. I want ya. I gotta-gotta have ya. Ow! (oop, oop)...

(clap)

And now a song that needs no introduction, "Pig's Feet Suite!"

Oo. I need ya. I wantcha: I gottsta have ya. Ow! (oop, oop)...

(zzzzzzzzzzzzzzzzzzzz, yawn)

MEANWHILE, ON THE OTHER SIDE OF TOWN IN A TOTALLY UNRELATED INCIDENT

Did you send for me sir?

Yes Anderson. Come in. Have a seat. Well now Bob, I'm sure you know why I called you here?

Yes sir.

How long have you been with us here at H.J. Heinz, Bob?

Eleven years, sir.

And how many of those years have you been in charge of our sun-ripened tomatoes?

Eight sir.

Now tell me, Bob, are you happy in your job?

Oh yes, ...very, sir.

Well this slip is very serious Bob. Our customers won't stand for a drab ketchup. It may seem trivial now, but eventually they will tire of only 56 varieties of sun-ripened tomatoes.

Yes sir.

Do you understand what I'm trying to show you, Bob?

Yes sir.

Then tell me, Bob, why Heinz demands 52 varieties of sun-ripened tomatoes.

Variety is the spice of life, sir?

That's right Bob.

((Andy did say that this was a really odd article... but nevertheless, I think that this is an understatement... really, Andy...))

((And for Blitzkrieg players...:))

ALTERNATE RULES FOR BLITZKRIEG

(by Hugh Polley)

Here is my version of Blitzkrieg (by Avalon-Hill) that truly provides for

the psychology of lightning warfare. I was never impressed by the title of the Avalon-Hill game because it was all but impossible for a small force to overcome a larger force by surprise, firepower, and quick movement. But try playing the game with my amended rules.

After large initial gains supply lines get over extended, and counter-attacks on the flanks can be devastating. In the game I played with Dan MacLellan, he suffered an initial setback or two initially but he sent a pile of one factor infantry around my flanks. I (not knowing they were such units as they were all face down) used my air factors to destroy them on my attack phase. Now not being able to intercept his factors on my defense phase he blew away my key units and eliminated the bulk of my forces by putting them out of supply. By the time I was able to slow him down he was almost to my Capital City. Thus I lost the game even though it was played under my rules. I intend to clobber the next time we play. That dummy ruse can work both ways!

A) A Player turn is his Attack phase plus his Defense phase. On his Attack phase a player may combine in any sequence, movement and attack all his units. Example: player A moves 2 (66 armour) on his attack phase besides unfriendly 4th infantry, and he wins the ensuing battle. This victory creates a gap in the unfriendly line of units, and A can now move through the gap a 66 armour two squares away (not previously moved). This unit can now attack other units if desired and if possible.

B) Supply.

Rule 1: For a unit to be in full combat supply it must be able to trace

supply by road to its capital city at the beginning of its attack phase. If a unit cannot do so, it is reduced to half its combat value after all combat alterations (i.e., doubling due to being in a city square, etc.) have been taken into consideration. Only half of the units tracing supply to a friendly city that is not joined with the capital city by friendly road hexes may move on that attack phase. Example: two units trace supply to city A; three to city B, and one to city C. In each case only one unit may move its full movement factor. Units must be within three hexes of a road or of a supplied unit to be in supply.

Rule 2: when a unit has no supply line extending to a friendly city at the end of its defense phase, it must be back into supply by the end of its attack phase, or it is removed from the board. When a unit is eliminated in this manner, half of its combat factor is added to the replacement total of the non-owning player.

Rule 3: rule 1 applies to units affected by rule 2.

Rule 4: A die must be rolled to determine supply when said supply is to be traced through a port city. A roll of 1-3 means that there is complete combat supply. A roll of 4-6 means that supply is to be governed by the provisions of rule 1. Supply from a beach hex (after initial combat) is governed by the provisions of rule 1.

C) Air Power. Each player may have up to 12 air power factors. For airpower to be used in combat, at least six air power factors must be present in the target hex. In a given player turn an air unit may do only one of three missions: (1) attack ground units, (2) intercept enemy air units, and (3) change bases. An air factor in (1) or (2) must always return to the city it flew out of. When moving to attack a target hex, the plane's flight path must be shown so that interception is possible. In (1) or (2), air factors may move no further than ten hexes away from their base.

(1) Attack upon ground forces. On his attack phase a player may have his air factors attack enemy ground forces. The table below is used to determine the damage done to enemy ground forces.

die roll	1	2	3	4	5	6	7	8	9	10	11	12
1	1	1	0	1	1	2	2	4	6	4	8	24
2	0	0	1	8	2	6	2	8	4	8	11	6
3	2	2	0	1	1	2	6	4	9	10	4	12
4	0	0	3	2	1	4	2	6	4	4	4	6
5	0	0	0	1	5	12	14	4	18	20	22	10
6	0	4	6	4	10	2	2	16	4	4	4	6

(The number of ground factors lost is the result as computed by indexing the die roll and the number of air factors involved.)

(2) Interception. In his defense phases, a player may use air factors (which were not used during his preceding attack phase) to attack enemy air factors before they complete staging (changing bases) or before they attack your ground forces. For interception to occur the player must have built a radar station within ten hexes of the flight path of the enemy aircraft. If the intercepting factors are equal to or larger than the unfriendly air factors in number, then the unfriendly air force must return to base without completing its mission (once air combat has been resolved). Each player indexes his number of air factors involved in the battle with a die roll to determine his opponent's losses on the table above (and the result is divided by two to determine losses).

(3) Staging. In his attack phase a player may move air factors from friendly city base to friendly city base, within a maximum range of 20 hexes.

If a city where air factors are located is attacked successfully, the said air factors fly out to a new base unless they have already flown an air mission. In the same turn, in which case they are eliminated and contribute half their number of factors to the replacement total of the non-owning player.

D. A radar station costs five replacement factors and may be built in any hex from which a line of supply can be traced to the owning player's capital city. Once built radar stations may not be moved and are subject to capture by the non-owning player (i.e., through occupation of the hex where the station is by ground forces). Radar stations may be destroyed by the owning player only in his attack phase.

E. Once occupied by any player, a city acquires an intrinsic defense of one combat factor. The city also acquires a zone of control into every adjacent hex.

F. Eighty-eights. The 8-4 artillery unit behaves as an eighty-eight. When attacked by air factors a die roll is rolled for each such unit to determine the number of unfriendly air factors lost (e.g., 2 (8-4) units are attacked by 12 air factors. The die is rolled twice, giving "2" and "4" as results. Six air factors are eliminated.). The air attack then continues with the table being used to calculate ground forces losses for the number of destroyed air factors (in our example, six).

During its defense phase an eighty-eight may fire more than once if attacked on more than one occasion (i.e., it fires every time it is attacked).

G. Infantry. Infantry units, like all other ground units in this game, have a zone of control extending into every hex adjacent to the unit. Any unit moving into a zone of control must stop.

However, tanks may move through infantry zone of controls in the following fashion: the first tank stops after entering the zone of control, and then other tanks may move over the first tank and ignore the zone of control in that hex.

H. Replacement factors. A player's force pool consists of all 6, 8, and 4 armour units, all infantry units, and all artillery units, up to 12 air factors, all airborne units, and as many radar stations as he wishes to build. Also, 12 one factor infantry units may be built from dummy pieces.

Each player has a replacement pool of 50 replacement factors plus his 12 one factor units to start the game with. A running tally of how many factors he has used and how many factors he has left is kept. Units may be created only during a player's defense phase, and must be brought on the board once built, appearing in the owning player's capital city. (There is no stacking limitation in this case; but in the following attack phase the player must move his units to conform to the stacking restrictions (three ground units per hex). This may be ignored only when the capital city is surrounded by enemy forces in such a way that this is not possible.)

Each player gets one replacement factor per city at the end of his defense phase.

I. Poker anyone? All units may be kept face down provided that they do not use more than 4 movement factors in an attack phase, and do not enter enemy zones of control. Of course this does not apply to radar stations and air factors, which must be kept face up at all times.

((Yes, yes: I haven't forgotten that this is supposed to be a regular Diplomacy 'zine...))

FAMOUS FIRST WORDS (by Mark Berch)

The first issue of a Dip 'zine! Hooray! What does it portend? What kind of image does the publisher want to give? How much does he understand? This will be a look at the first two "first issues".

Postal Diplomacy as we know it began in Graustark. Issue #1 appeared in May 1963: "In Knowable #3 ((Boardman's SciFi fanzine)) a proposal was made to begin playing by mail the board game Diplomacy. The response to this proposal has led to the inauguration of GRAUSTARK, a magazine of postal Diplomacy." He then set forth some proposed rules. The Rulebook would be followed as "far as is practicable". A game fee of \$1. is "payable to the Umpire". All correspondence, even between players, "shall be by first-class mail". Deadlines were to be 2 weeks, with 3 weeks for the first move. In case of NMR, "civil government will be assumed to have collapsed in his country for that move", but this would "not affect his right to take part in the subsequent moves". John's mailing list was very local. Nine of the twelve subscribers were from the East Patterson Diplomacy Club, the first formally organized Diplomacy Club. And there was the first suggestion of press, too, in a letter from Fred Lerner: "It might be interesting to publish a "newspaper" which would contain player's propaganda, and serve as a vehicle for negotiation, intimidation, ultimatums, etc. This could be the job of the umpire, one of the players, or a neutral party." A five player game was announced in issue #2.

Whether Graustark #1 was the first Dip 'zine is a matter of some doubt and controversy. Supposedly, Conrad F. von Metzke started a postal game in the fall of 1962, using people who had played face to face. In 1969, Rod and Conrad were contacted by one of the original players, and they thought they'd be able to get the records of the game from him, as they had lost theirs. They also mentioned this fact to others, but were then left in the lurch when the player vanished again.

Pranksters that both of them are, they decided to forge the issues, relying on their memories. Thus, the "1962 A" story was sprung on the hobby. However, supposedly they found the task of faking the issues "too much trouble" and decided to label the whole thing a hoax, saying it had been done to get Boardman's goat. For those interested in the merry details, there's a good account in Diplomacy Digest #17 ((Mark L. Berch, 492 Naylor Pl., Alexandria, VA 22304)).

Anyhow, next Rod's mother calls him up to ask to fetch an old box of materials which contain - you guessed it - all the accounts of the game. Rod has recently reprinted them in Ruddigore #2, available from him for \$1.00 (Rod Waler, "Alcala", 1273 Crest Dr., Encinitas, CA 92024).

Is any of this true? Who knows. These could be just the fakes that they couldn't get around to before. But somehow I doubt Rod would go to all this effort. And why would he do a hoax he's already done before? ((Ah, but you've perhaps missed the point, Mark: fooling the hobby once is very little as compared to fooling the hobby twice, on the exact same subject...!)) But there's really no way of being certain.

At any rate, even if true, that doesn't really change the status of 1963 A or of John Boardman. At most it establishes that Conrad thought of the idea first, and tried it first. But his game went nowhere, ended after W02 in fact, and, as Rod puts it, "existed more or less in a vacuum". Boardman is still the founder of the hobby.

Anyhow, the first "issue" was in fact just a circular letter from Conrad to other face to face players as in many first issues. He explained that "a

lot of you moved away and now my Diplomacy set is sad and lonely." And "because it appears that we are not extremely likely to get back together for a long time" he proposed to play "through the mail". He volunteered to be the "referee", and suggested 2 week deadlines, as did Boardman. The idea of a named 'zine apparently didn't occur to him, perhaps because he had no publishing experience, so the name MONGO GAZETTE, later shortened to "Mongo", didn't appear until issue #6. This presumably arose from a press release printed along with the S01 moves (Mongo I believe is from "Flash Gordon"). The press releases in Mongo would not look at all out of place in a 1980 'zine ((which might be an indication that the 'zine was printed in 1980, and not in 1962...)). And that, folks, is how it all began!

PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS

Assorted Garbage (John Lipscomb, 1201 Osler St., Saskatoon, Saskatchewan, S7N 0T8; no game fee; sub: 10/\$2.00--dirt cheap): this is essentially a 'zine with very little to offer to the casual onlooker. The 'zine basically contains two reports with the occasional paragraph or two thrown in to keep the non-players interested. Most of that reading material is variant- and ARDA- oriented (e.g., announcements that a given issue of ARDA is out). And there was a description for two variants once. All in all, it isn't that bad considering the extremely cheap rates, especially since whatever appears there is generally written in a humorous fashion. And John has the personal touch, too.

The 'zine is xeroxed, fairly legible, and generally one 8x14" page long. Though claiming to be monthly, John appears to have had his problem with regularity lately but he seems to be hanging onto the Faith fairly well and is as reliable as a relatively-novice GM can be. His typing is horrible, though, and I don't really care too much for his abbreviations (e.g., "you" becomes "u"; "to" and "too" become "2"...); while I feel there's room for considerable improvements in this area, I suppose that this is only a minor inconvenience.

The quality of the GMing will make or break this 'zine: and while John still has a way to go before his GMing is perfect (the adjudication mistake is not infrequent, though I don't recall of one requiring a game delay), it appears to have been improving steadily over the months (for instance, John used to make omissions, such as forgetting to print a standby's address or his own address--but that problem has now disappeared altogether). And while his game-results presentation leaves a bit to be desired (the game results tend to be scattered a bit, and frequently John will present results disorderly--nothing major), John excels in the field of GM-player relations and is generally flexible. Thus, whenever he thinks there might be a problem with a given policy (such as using the same standby in the same game repeatedly--for different positions), he consults a competent authority (hah!... I'm one person to make a judgement... he consults me...!); and GM-player dialogue appears to be good. Therefore I suspect that playing a game with John as GM should be an interesting experience (I'm playing in one of his games and am enjoying it reasonably well... that must mean something, because I'm not doing too well...), especially as no game-fee is charged... and the press section is just plain hilarious.

Of course, it is hard to tell where the future of the 'zine lies, though I'd say that it is closely linked to the games and game-openings. In this respect, the 'zine should therefore be around for a while yet as one game is only in 1906, and the other, in 1902. But Assorted Garbage isn't really worth a sub unless you play--or plan to--in it; and as I expect and trust that John will improve his GMing gradually (as indeed most novice GMs usually do), I suspect that playing there may not be a bad idea at all...

Batoche (John Leeder, 121-19th Ave NE, Calgary, Alta. T2E 1N6; ditto, and very legible; game fee: \$5.00; sub: postage plus 2¢/p.): this one too is essentially a warehousian 'zine, though I am given to understand that John would be glad to print reader contributions. As such the emphasis is placed on the letters (when there is any reading material, which is quite rare), and the topics under discussion can range from politics to Diplomacy (the Diplomacy discussions centering on ethical discussions). Too bad there's so little material, as most of what does appear there is good, and John's response to letters is always level-headed.

Batoche is a bi-weekly affair, with one or two game reports included in each issue (the 'zine is generally one page long, and sometimes two pages long). Though John has had his problems with regularity lately (most delays are due to duplicator problems, though), reliability is quite high as John has been publishing the 'zine continually ever since 1976 or so. Right now, Batoche is approaching its 70th issue, and is indubitably the only French-Canadian 'zine that can be considered reliable.

The quality of GMing is good, though John has made more adjudication errors recently than in the past; nevertheless, John's GMing remains the best in Canada, and--with John apparently making a "come back" in the hobby--I am looking forward to seeing some more of his formerly excellent GMing. And the quality of the GM-player dialogue is probably as good as it can be with a mailing list of 30 or so, and in this respect the occasional ethical discussion is aptly functional.

It's hard to tell where the future of this 'zine lies, as it appears to depend on the games; unfortunately, there seems to be apathy among the French elements of the hobby for any kind of game-opening at present, as John seems to have problems filling his next regular Diplomacy game... as the other games appear to be winding down fairly rapidly, John may have to close shop due to lack of interest, whether he likes it or not... (an ironical situation, as John is responsible for his games winding down fast: his GMing abilities make game-delays generally unnecessary...)

As Batoche is written in French, there isn't much point in subscribing if you don't know the language at all. Nevertheless, I strongly recommend that you sub and join a game if you can understand French (even if only a bit): it would be an occasion to brush up on your French... And don't think that you will be impaired (by your insufficient mastery of the language, or whatever) in your negotiations: Dave Pengelly (and formerly, Henry Kelley) have played in French-language games (not necessarily in Batoche) and have done/are doing fairly well... (and their knowledge of the language is somewhat skimpy...)

The 'zine is particularly recommended if you'd like to join a game.

Did You Know God is Watching After You? Welllll. Let Me Tell You About It...
(reprinted from Poictesme #10)

I was walking along the campus at an abnormally sedate pace when I heard some one call to me. I looked about and saw a pretty girl wave to me, then saunter over to me with an almost forced casual air. "Ah, you handsome devil," I thought to myself arrogantly, smoothing my hair and remembering to straighten my usual Neanderthal stoop.

She flashed a smile, displaying heavenly white teeth. I felt a vague uneasiness at that description, but I was doing my best to ignore it. "Do you go to school here?" she asked, displaying a heavy French accent that I find too hard to render into print. I answered in the affirmative as suavely as one can with a stinker like that for a line. "Oh, good," she squealed delicately, taking my arm in hers. "Have you heard about The Church of God and the Latter Day Saints of Obscurity?"

Trapped! I felt my arm squeezed in an arm-lock known to but a few masters

of the martial arts. She looked at me with wide-eyed innocence, not displaying the slightest strain from the crushing grip that she had applied to me. "Er, no," I replied rather lamely, but I was concentrating on trying to surreptitiously worm my arm out of my jacket figuring that it was worth the price of a new one to escape the speech that was forthcoming. I didn't have to wait long, as she started telling me how my soul was lost, but the one true religion would save my worthless soul (damn, how did she know its current market value?). She successfully thwarted my squirmings, so I tried to halt passerbys, claiming that she was an escapee from a mental institution and that she was going to kill me. Most looked the other way and hurried on, though one laughed, displayed a vicious looking bruise on his arm, and danced out of my frenzied reach.

The girl took no notice, obviously delighted with an audience that was more attentive than normal. I was doomed!

Halfway through telling me that no one else but the Church of God and Latter Day Saints of Obscurity was the only to interpret the Bible correctly she inquired into what religion I professed to, undoubtedly intent on converting me.

I saw my chance. "Well, I'm a Druid, and when a full moon is out, we dance naked under the trees, which is usually followed by a mad orgy consummated by the sacrifice of a virgin." I looked at her intensely. "You aren't a virgin, by chance?"

She looked at me in stark terror, jumped up and ran, shrieking something about, "You'll never get me. I'll disqualify myself!" I sat there congratulating myself, thought for a moment, then shouted, "Hey, wait for me!"

((Yes, I know I said "no religion" would go in this issue... but I thought I should make one, small, exception...))

((And here your editor strides briskly into the quicksand. Yes. How's that, you say? Weeellll, read the following dy-na-mite, and y'll know:))

"Diplomacy" and "Politics"
(by Tom Kissner)

When Allan Calhamer sat down to design the game "Diplomacy" during the Cold War, he had the difference between "Diplomacy" and "politics" very clearly defined in his mind. In designing a game involving all of the elements of strategy, tactics and negotiation, Mr. Calhamer was able to skirt politics and come up with a game dealing with diplomacy. Thus, instead of a Cold War game, we received a game dealing with the European diplomatic community before the First World War. A game, incidentally, which outlived the Cold War of the day.

It's unfortunate that the people who play Allan Calhamer's game cannot always distinguish between Diplomacy and politics themselves. Recent moves in the Diplomacy hobby have evidenced this quite clearly. Aside from the intrusion of real world politics into certain Diplomacy publications (Fol Si Fie and Passchendaele come leaping to mind), we are once more moving to a new round of eternally boring hobby politics. ((Tom has always had quite an anti-organization point of view, to put it mildly...))

((I'm sorry that Passchendaele contains intrusions of real world politics, and am doubly sorry that such material appears somewhat frequently in these pages... but then, I await the articles (from the readers) that would replace such stuff... they usually are very rare...))

I'm sure that some of the old Diplomacy cronies reading this must remember the political battles of five to ten years ago between John Beshara and the "Diplomacy Association" on the one hand, and Rod Walker and the "International Diplomacy Association" on the other. ((Not to forget the political battles

within the "International Diplomacy Association", i.e., Lakofka v. the Canadian membership, as well as the other inside battles... but that's a more recent event.)) As I recall, Walker and Company won out in a lengthy round of mud-slinging, etc., only to have IDA disappear into a cloud of apathy once its sole reason for existence (an egocentric battle with TDA) was gone. ((I'm sure that a lot of people would disagree with this analysis of the situation...))

Whatever graves may have been dug for the above rubbish, however, must now be left empty. Over the last year or so, there has been an apparent rebirth of political obsession among a handful of influential Diplomacy figures. Once again the call issues forth for an all-encompassing Diplomacy organization (the North American Diplomacy Federation) to oversee a myriad of paper-pushing exercises. While I might be willing to concede a limited need for such things as an "Orphan Games Organization", ((Orphaned Games Service??)) I don't really see a need for much else. ((I disagree. I feel that a novice project (to introduce the novices to the postal hobby, and to have a flyer advertising the hobby put in each Diplomacy set by House of Games) and an ombudsman (to help resolve GM-player disputes, which could otherwise turn sour...) are as - if not more - important than an orphaned games service. I'd agree that the rest may not be as important, but I feel that these three services are almost indispensable (though obviously I have my own axe to grind here: I'm the CDO Ombudsman...!). But, chacun son goût...)) What we especially do not need is a lot of political jargon and b.s. being hurled around.

I know that François will be inserting a long list of "valuable" political functions at about this point ((A confident fella', ain't he?)) and so I'll head him off by saying that they are almost all designed solely as an ego boost for their respective directors. The benefit which the average player gets from such functions is minimal at best. More often than not we are left with two or more camps trying to dominate the hobby by running on at the mouth about why they are God's gift to mankind. And, more often than not, we get a clique of "good old buddies" who reap all of the benefits from such a situation. An example of the latter would be Mark Berch having a copy of his 'zine Diplomacy Digest included within the covers of Diplomacy World, the 'zine with the largest circulation in the hobby. I ask you François, when is an entire issue of Passchendaele going to be included within the pages of Diplomacy World? ((And: when is any part of Passchendaele going to be included within the pages of Diplomacy World?... Never, probably, and certainly not before a loooong time. And I doubt that I'd actually want to have Passchendaele included with Diplomacy World--not even for one issue only--because it would cause interminable delays in the final distribution of the 'zine, which would be intolerable because of the games herein... and I doubt that Jerry Jones would be agreeable, considering Passchendaele's rating in the last Leeder Poll...))

The above is probably one of the more blatant examples of such favouritism in the hobby. While I will give Mark Berch his just dues as an independent publisher, he clearly took unfair advantage of his liaison with the publisher of Diplomacy World in order to push his own product. This sort of buddy-buddy patronage system (involving a lot of very presumptuous and ethically questionable behaviour) is exactly what a political trend or character in Diplomacy will lead to.

Given the financial and time constraints that most people are subject to, it is virtually impossible to have an open forum on any political topic in the Diplomacy community. The obvious result, of course, is a political domination by a handful of people who have larger resources than most of both time and money. The only way to avoid this is to shun all political activities and movements in the hobby. To sum it all up: let's send the politicians packing and return some semblance of democracy to Diplomacy.

((You mean, "let's send the politicians packing and return some semblance of anarchy to Diplomacy." Democracy is a system whereby everyone has equal

say in the decision-making process when it comes to determining how the collective affairs of the community are to be handled. But you're proposing a "Final Solution" whereby there would be no forum for hobby-wide discussion at all, and thus there would be no collective decision to be made (and "democracy" is totally replaced by individual freedom--or dictatorship--in such situations). You're proposing a "system" whereby entropy would be the rule, and where everyone would make purely individual decisions and not bother about his fellow hobbyists: that is anarchy.

((Tom also wrote me a note, saying, "I'm almost positive you'll disagree". He's quite right, you know: as a "hobby politician" myself (that's the way he'd label me, I'm sure...) I can't agree with such an anarchistic view. I feel that some "hobby politicians" do perform some valuable functions, while some others don't. I've already listed three "political" jobs that are quasi-essential, and indeed the hobby wouldn't be half as enjoyable if, say, orphaned games were not relocated efficiently (i.e. some orphaned games could easily be "lost", some orphaned games could be picked up simultaneously by two different GMs--thus the need for a central service and a director), disputes were allowed to turn sour and ruin a particular game, or if the influx of novices was not encouraged and was left to sheer luck and hazard alone... Granted, the hobby could survive (though it would probably be only marginally successful at that... what would happen once the influx of "new blood" ceases, for all practical purposes?), but I personally would not tolerate it and would drop out (some may argue that this would be a good reason to do what you suggest, but...)).

((Aside of these essential services, there are other "political" services which are also valuable. Such as the BNC, the archivists, etc. But I'll concede that they are by no means vital to the hobby, though my preference is to retain them as valuable... chacun son goût.)

((You give examples of what you call "buddy-buddy patronage" - I won't answer these directly (others will...), but I will say that (1) I have lost money performing "political" services (indeed, all the required funds have come from my own wallet--until, that is, I get \$\$ once the CDO financial campaign is over) and, (2) I have never derived any benefit from performing these services - that I can see (But then again, I've got my own axe to grind, and I wouldn't tell you if I had derived benefits, right?).

((You also say, "they ((the services)) are almost all designed solely as an ego boost for their respective directors". Is this really so? In some cases perhaps. Perhaps even in all cases... I do think that people do the jobs for the ego boost in part, just like most - if not all - publishers publish a 'zine for the ego boost. But if the services themselves weren't valuable, and were not recognized as such by at least a portion of the hobby, they could not survive but as isolated uncoordinated (and ineffective) actions.

((And yes, people who have larger resources than most (in time and money--and I'd add, stamina) tend to have a larger share of influence in this hobby. But that doesn't mean no open forum is possible: there is a forum for anyone willing to invest his time and - to a lesser extent (to a lesser extent, because part of his expenses will likely be reimbursed by one organization or another) - money. Isn't that normal? Face it, almost everything in society (in spite of the presence of "welfare states") is based on that criterion: them who invest more "time and money" into anything gradually rises to the top layers generally speaking. Except that the great majority of people in this hobby are smart (and egocentric?): they know that "rising to the top" in this hobby is quite meaningless, and quite useless - to them - ...which leads to attitudes (that are "political") such as, "If I don't like a particular service, then the hobby doesn't need it..."

((I'm sorry that my answer turned out to be more "political" than you'd proba-

bly have preferred... but come to think of it, your very a-political (or anti-political?) attitudes are political, too...))

MORE ON HOBBY POLITICS...

(1) in regard to the CDO Novice Package: it would appear that Nick Russon (353-2503 Hurontario St., Mississauga, Ont. L5A 2G7) will be taking over the project: nothing firm yet, but that's the way it seems it will be. Nick has sent a flyer to all CDO publishers informing them that he has reached an agreement with House of Games in regard to getting the postal Diplomacy flyer back into the Diplomacy boxes and in regard to a related mail box. He's also asking all CDO publishers to send a short plug for their 'zine for publication in The Cepheids (the novice 'zine--or so it has been called until now...). Good luck to Nick in his new position if it's confirmed by CDO Coordinator Randolph Smyth. This is a reminder to all CDO publishers to send their plug in, and is also a "news scoop" for the general public...

(2) in regard to the Orphaned Games Project: it appears that Randolph will be transferring this function over to Bob Albrecht (17-5 Acadia Rd., West Lethbridge, Alta. T1H 4C1). Again, nothing firm. In any case, good luck to Bob, conditional on him being confirmed in the job. If you know of any Canadian orphaned game, write and send Bob the game statistics...

Come to think of it, the CDO will soon have a good geographic distribution in terms of officers: 1 from Quebec (Pierre LaBrèche), 3 from Ontario (Nick Russon, probably Bill LaFosse, and myself), 1 from Saskatchewan (John Lipscomb), and 3 from Alberta (Randolph Smyth, John Leeder, and probably Bob Albrecht). And of the two senior executive positions (Ombudsman and Coordinator), one is in the hands of an Albertan (Randolph) and the other is in the hands of an Easterner (myself)...

(3) in regard to some "lost" Canadian games: Randolph Smyth has published the following request in FSF/130 some time ago. I have taken the liberty of reprinting it for publicity purposes (and also because Randolph and I had discussed the matter a long while ago and had decided to print the announcement in our respective 'zines... I think...):

"Some time ago, I wrote Lee Kendter, the Boardman Number Custodian, about a number of games which have finished long ago and never made it into Everything ((You Had Always Wanted to Know, But Knew Better Than to Ask)). It all started when I noticed that several Canadians (including me) have not been given credit for all their eligible wins in the ratings systems...why?: because they've vanished without record. I don't put a whole lot of faith in the ratings, but after you've put in 2-4 years and who-knows-how-much postage into a game (and won!), it's still kinda nice to have the fact acknowledged for posterity. My comments to Lee concerned mainly Canadian games, though it now appears that they've "disappeared" from both sides of the border. Excerpts from his reply of April 1:

'1) You're right that a lot of games have never been reported, and most were during White's tenure ((as BNC)).

'2) There is no list of unfinished games. I only have a list of all started games. When one finishes the BNC is supposed to mark it with an "F" and note which issue of Everything ((...YHAWTK, BKBTIA)) it was reported in.

'3) There is no separate listing for Canadian games.

'So, what can be done? Pick a year (or two) that you would like to start with. I'll then search that year's list for non-finished (or at least, non-reported) Canadian games. It will be a lot of work, but I'll give it a go. After you do what you can with that year, you can ask me to search another year. O.K.?"

"...which is more interest and help than I had a right to expect, but I then realized that I had to decline. The problem is that I don't keep copies of most 'zines for more than six months or so: I'm no archivist. But an archivist is exactly what is needed to do anything useful with the Boardman numbers that Lee offered to supply: the games can only go into Everything (...etc.) of the records on it are available. It won't even do any good to publicize the list: a player could come forward to say "yeah, I won that one", but I think Lee would be quite proper to refuse such a claim without something to back it up.

"So, are there any people out there with 'zine copies that go back some time (say, 5 years) and willing to undertake the fairly massive job of re-creating missing games from the game records, knowing the Boardman numbers from Lee? Or, are you willing to make your records available to someone else who is keen to track things down? (In many cases it may be a simple matter of checking the final season, if the GM kept his own records and published them in his own 'zine; but if not, it would mean a season-by-season cross-check for each game.) Your 'zine library need not be extensive: every issue of a single 'zine going back several years would be a valuable piece of the puzzle, and the whole thing would be too much work for a single sleuth anyhow. Nor need you restrict yourself to Canadian 'zines: as I said, it seems the problem is on both sides of the border.

"I'm willing to coordinate this effort, if any coordination is needed; could any interested people inform me about what records they have available? Me rather than Lee, I suppose, just on the off-chance that he'll be swamped with replies to this...though he's on my address list if you want to write him directly." ((Write to Randolph if you're interested: Randolph Smyth, 275-3rd St. SE, #314, Medicine Hat, Alta. T1A 0G4. By the same occasion it may be a good idea to ask him for a sample copy of his 'zine, Fol Si Fie, which placed first in this year's Leeder poll...))

(4) in regard to the CDO finances: the CDO officers need your help, and more specifically, your money...

The CDO is a non-profit group devoted to promoting the Canadian postal Diplomacy hobby, and the hobby in general. Everyone subscribing to a Canadian 'zine will likely be entitled to its services (if the latest constitutional proposals pass...), and indeed every Canadian is entitled to its services as is. All expenses are covered by voluntary contributions or are paid by the individual officers.

CDO's services include:

A) a novice package (The Capheids), which introduces novices to the hobby; further, I think that copies of The Capheids are also available to American players who are exploring the possibility of joining Canadian games or subscribing to a Canadian 'zine. Thus, this project is worthy of support, as without it the influx of novices would probably go down; players would find it harder to join new Canadian games, for lack of opponents; and GMs would have problems filling their games for lack of players.

B) suppose that you are playing a 16-center country and are just about to win--but your GM abandons the game and drops out of the hobby. Wouldn't that be frustrating? But lo and behold, your friendly neighbourhood Orphaned Games Director will diligently relocate your game and arrange for a GM to take care of it to conclusion. We hope that you find that worthy of support... your games could get orphaned some day...

C) an Ombudsman is constantly available to help resolve game disputes and injustices in general. Do you feel that your GM has treated you unfairly recently? Is there any dispute (which could turn sour any minute)? Write your friendly neighbourhood Ombudsman, and he will examine your complaints and attempt to resolve them. This service is available to both GMs and players, and is worthy

of your support, but then who am I to know (I'm the CDO Ombudsman)...

These are the services that help you, players and GMs alike, directly. Nevertheless, there are other services which help you indirectly (by making the job easier for the servicemen described above): the CDO Coordinator (who supervises and coordinates the other offices, thus making sure that they provide the services adequately), The National (a 'zine carrying CDO news and articles aiming at improving general GMing quality), and the CDO Returning Officer (who gives every member a voice in the affairs of the CDO, counting votes and accepting nominations). And for all the variants fen, the CDO Variants Officer is available for advice and whatever else needs to be done.

Thus, we believe that the CDO performs valuable services and deserves your financial support. You may not agree that some - or even most - services are valuable; but if you think that one service is valuable, then the CDO deserves your support, as the moneys will be reapportioned among all officers (the priority being given to the officers with the greatest outstanding deficit and to those who have not received funds in a long while). When the last appeal for financial contributions was made back in 1978, the CDO netted a little over \$50.00. We hope to beat this record this time around, as costs have risen (due primarily to inflation, but also to the expansion of our services--both qualitatively and quantitatively...) since then. Every contribution - any contribution - big or small, will be appreciated. Send your cheques or money orders to Randolph Smyth, 275-3rd St. SE, #314, Medicine Hat, Alta. T1A 0G4. And contributions from the Americans are invited too, as they benefit from CDO's services too (at the very least, those who play in Canadian games do, and should indeed consider contributing).

(5) in regard to the CDO plebiscite: John Leeder informs me that he has extended the deadline (for sending your votes in) a bit. If you haven't voted already get your buns in motion (this applies to the Canadians alone). You are asked to answer to the two following questions:

(a) Do you agree that the CDO should have any Constitution at all?

(b) Do you agree with the formula for allowing U.S. citizens in as proposed by Randolph Smyth and Francois Guerrier?

The constitutional proposals were widely printed in most Canadian 'zines (and namely, Passchendaele#23), and they include our "formula" for allowing the U.S. citizens to participate in the organization.

We ask you to vote on the principles, and to express disagreement in principle only. That is, voting "no" to "(a)" will be interpreted as meaning that you do not want any Constitution at all. Discussion on the details will begin once the plebiscite results are known, if positive, so we can always plug in amendments later for the areas where there is dissatisfaction...

The same criteria apply to question "(b)" as well. In this respect, though, some persons have expressed fears that the Americans would dominate the CDO if allowed to participate. Indeed, I can understand these fears and you should vote "no" if that's really the way you feel: however, I feel that you should pay attention to the following considerations:

- the two senior offices (Ombudsman and Coordinator) as well as the CDO Returning Office may never be held by non-Canadians. This provision - unless amended (which is unlikely, as any amendment would require 66% favourable votes among those casting a ballot) - would leave us Canadians with a good measure of control over the CDO.

- if the Americans are allowed to become members, the Canadians will still be the majority group--as the Canadians are 50% of the total number of people subscribing to a Canadian 'zine (the criterion for being a member), as opposed to 40% for the Americans.

- keep in mind that the proportion of Americans interested in CDO is likely to remain smaller to the proportion of Canadians interested; therefore, I am confident that we will retain a firm grip over the destiny of the CDO. On

the other hand, if the opposite occurs then we deserve to be "dominated" by the Americans...!

I hope that this has convinced those who feared American domination of the organization; let me add, however, that we are going to lose a lot of eminent-ly qualified Yankees (who are ready and willing to do a lot of work...) if the results are "no"... which would be sort of sad. Nevertheless, if the Canadians feel what CDO should do without the Americans, then so be it...

In any case, you may still change your vote or cast a ballot (if you haven't already done so) yet... but do it now, as I have no idea what the new deadline is.

A Practical Consideration On Postal Rating Systems

Of all the articles on rating systems, most deal with philosophical considerations. Thus, some people will argue that rating systems are useless as they cannot evaluate every player fairly (as some players have some non-diplomatic advantages over others, e.g., unlimited, cheap, access to a phone as a means of communication with other players, etc.); others will complain about the undue influence of rating systems over the play-of-the-game (e.g., rating systems may influence a GM into adopting house rules such as "no game may end before 1904", etc.); others still will have no qualms about the rating systems' per se but will argue about rating philosophies instead. But few articles discuss practicalities: in an attempt to rectify this situation in part, this piece of writing (yawn) will discuss the following practical consideration:

Suppose that you are playing Germany in 1982 UK; all is going well except that in 1906 your game is orphaned and transferred to another 'zine (this could have been done by the former GM himself before dropping out, or yet by another player in the game: no matter). But the problem is, you don't like the new GM and his methodology, and know that you will definitely not enjoy playing under him (this knowledge might have been derived from past experiences or after a couple of gameyears played under his yoke: again, no matter). What do you do? One solution would be to convince the other players to transfer the game, but suppose that won't work. And suppose that all other alternatives fail to yield the desired results (e.g. an appeal to your friendly neighbourhood Ombudsman). The only thing you can do is resigning or dropping out...

But, oh-oh, wait, you happen to care about rating systems and about your rating therein... but most - if not all - postal rating systems will generally penalize you (in one way or another) for dropping out and - to a lesser extent - for resigning. (And you can't get the game to be declared irregular just because you don't like the new GM, as the hobby as decided that a GM - any GM - may take over an orphaned game...)

So a problem with rating systems is that they tend to ignore a player's right to resign, or at least penalize him for using his prerogatives (for instance, Dragonsteeth makes little or no difference between a drop out and a resignation--and part of the players' rating is determined by the timing of their departure of the game, be it through resignation, drop-out, or elimination; CPS and ACCPS make no distinction whatsoever; only ODDMOD seems to make a difference - and even there, only to an extent...). This can be sad, as a player may have good reasons for resigning - and not in the above situation alone - without making his playing ability any worse. Perhaps rating systems should make allowances and treat player resignations more leniently in some circumstances such as above (where a player entered the game under some condition - expressed or tacit - and now wants to leave due to alterations in the original conditions). But is there any solution? A ratingsmaster must draw the line somewhere, and it would appear that the only solution satisfactory to everyone would be examining every game on a case-by-case basis (resulting in an appalling workload for anyone...). No rating system can be entirely lenient

for all resignations, if only to discourage players from resigning to avoid a poor rating (for bad performance). It is sometimes difficult to differentiate between a "valid" resignation (unrelated to the degree of success in the game, but due to other considerations--which have little - if anything - to do with player ability) and a "non-valid" resignation (where the player has resigned just because he was losing...). So perhaps the rating systems should stay the way they are after all, while the hobby discusses a solution to the problem to a greater extent (I doubt that there is a solution, but anyhow...). And perhaps the players shouldn't pay so much attention to the ratings, though it can be annoying to see that one can't resign without seeing his rating go down the tubes. Any ideas?

Reading this article over, I see that I ended up discussing rating philosophy after all; well, maybe I did - theory and practicality are related, and it is difficult to keep a discussion of the two separate...

PLUGGOLA CRAPPOLA PLUGGOLA CRAPPOLA PLUGGOLA CRAPPOLA PLUGGOLA CRAPPOLA...

Brutus Bulletin (John Michalski, Rt. 10, Box 526Q, Moore OK 73165; xerox, near perfect legibility; subs are 12/\$5. or 12/\$4. for resubs; no game-openings): don't even consider subscribing to this 'zine if you are weak of heart or weak of stomach, please: Brutus Bulletin has got to be one of the most outrageous 'zines that ever existed in this hobby, and is presently the scandal sheet of the hobby, no less! Denunciations and counter-denunciations follow one another in endless reams and reams of paper; just recently, there were feuds and all the related mudslinging involving John Boardman and Steve Cartier, with the result that Boardman got so fed up that he asked John never to send him a copy of the Brutus Bulletin again; Curtis Gibson accused Konrad Baumeister of being a nazi, with Konrad replying that John really shouldn't print such letters; more recently still, Brutus Bulletin carried a discussion whereby John proposed that all homophiles doing their thing in public washrooms should be shot on the spot - no less - by cops hiding behind peeping-holes in the ceiling - prompting Mark Berch to send several replies, to which John replied that Mark was just another eastern liberal; and et cetera. Nowadays, though, Brutus Bulletin appears to have settled for, ah, "gentlemanly", exchanges between Curtis Gibson and Rod Walker on the Bible, astrology, and what not. All in all, Brutus Bulletin is a terrific 'zine for those - such as I - who don't treat the material therein seriously, but rather as a form of gross humour (--and get kicks out of it); the hobby would most definitely be not the same without Brutus Bulletin, and as such the 'zine occupies a unique position in the hobby. But, as I said above, don't sub if you're weak of heart or weak of stomach: you just can't handle so much... (Brutus Bulletin averages about 25 pages per issue, most of which taken up by the material described above...)

In addition, Brutus Bulletin often features reprints from other 'zines or outside-the-hobby sources (e.g. Conservative Digest, I think), covering a myriad of subjects, and especially politics and science fiction. While the politics stuff often is plain, unadulterated, b.s. (which again contributes to the outrageous nature of the 'zine... as such, I loooove it!), the sci-fi stuff can be sound and interesting.

My one minor complaint is that I wish John would be more verbose in answering the letters he prints... for instance, there was just recently a discussion on codewords between Randolph Smyth and John---and in the second exchange of letters (or was it the first?), John didn't bother answering Randolph's points and almost brushed them off as a difference of opinion. In other circumstances, John appears to be quite satisfied with firing a cliché going like, "ah, but this is just another typical eastern liberal attitude...", instead of refuting the author's (often well-documented) points (which adds to the outrageous nature of the 'zine?)... but this is relatively not too serious.

Brutus Bulletin has rarely been regular, meaning that John publishes issues very frequently--receiving two issues per month is normal, and I suspect that John must have published three issues in one month somewhere down the line. John is a very reliable publisher, and I'm sure he gets his game reports out on time.

While I recommend the 'zine very heartily, I must warn all Canadians against entering a Brutus Bulletin (or related, e.g. "Perils of Paulina" or "Canal Dregs") games; not that the GMing is bad - on the contrary - but Brutus Bulletin games have very short deadlines, such as: 1-week deadlines, 10-day deadlines, and 3-week deadlines, I think. As such, it would be very difficult for any Canadian to hang in there... (though I think a couple play there) but if FAST games are your bag, go ahead.

It seems to me that John is fairly flexible in dealing with his players, as he once said that he'd allow codewords if all players in any one game so desired, even if he's personally against their use. Aside of this, I have little to say on his GMing but that there seem to be few errors.

I don't expect Brutus Bulletin to fold or otherwise change very drastically for a while yet...

Would You Believe...

When you're looking for that ultimate sexual high watch out for vacuum cleaners...

The Canadian Medical Journal recently reported that a surgeon has treated two men - Clive Tonge and Nick Russon, publishers of Infidel - who injured their ah, lower organ, with vacuum cleaners. The doctor felt the patients were "probably in search of the ultimate satisfaction".

All patients insist, however, that the encounters were purely accidental. Nick Russon told the doctor that he was dressed in a loose-fitting dressing gown when he reached across the machine to turn it off. At that moment his dressing gown became undone and his private parts were sucked into the vacuum cleaner.

The two cases involved a brand of vacuum cleaners with fan blades about six inches from the inlet. The patients may well have thought that they would be clear of the fan but were, ah, drawn to new lengths by the novelty of the experience and came to grief....

LETTERS... YES, WE DO GET LETTERS (ONCE EVERY SHORT WHILE)...

Dear François, "I do not think your judgements of my play-of-the-game (p. 19) ((Passchendaele #24)) are either helpful or accurate. I refer to "Your approach involves rehashing something most already know, except that you bring up a couple of statistics here and there. Thus, you are the type of guy I would imagine would write a five or six pages (or more?) essay proving that A-Con-Bul occurs almost always in SOL." In terms of usefulness to the average reader, I will stack up my play-of-the-game articles against anyone in the hobby writing today. ((This is perhaps a bit presumptuous of you, but yes...)) The epitome of my approach was my Turkey article in Diplomacy World of Spring 1979. Both I and Jerry Jones received numerous letters (including one from you) about how good the article was, and several mentioned how they'd like to see more in that vein. As for A Con-Bul, exactly one short sentence was devoted to that (six words). ((Yes. However, note that I had said your articles had drawbacks - and unless you deny that (a tall order for anyone), I'll stick by my guns - I didn't say they were entirely bad, or even close to bad.

((Also, I said you were the type of guy I'd imagine would write an article on "A Bul-Con" - and this statement cannot be refuted, as it represents the inner workings of my mind, which you have no access to - not that you'd actually

written it...))

"Of course no game is the same or even "similar" to the next; the reader understands that. And of course I exercise "subjective selectioning" ((thus, the drawback...)) in picking a particular game. Anybody can pick a random game. I am applying my skill as an analyst in selecting games which I feel have valuable lessons to teach. For the raw statistics, the games are chosen at random, of course. ((This all goes to show that I was perhaps correct in implying that one must be extremely cautious when using game models---and I'll remain leery about game models, with your permission.))

"In this regard, you say "by presenting statistics (which once tortured will admit to anything) to "prove a point" you mislead your audience into believing that whatever you support will apply to all situations (or at least to a particular type of situations..." Just what do you mean here? Are you saying that I torture statistics? If so, please exemplify. And if not, why did you put it in - we are, after all, discussing my expository technique. And I have never said that any statistic will apply to "all situations" or even to any "type of situations". Statistics reveal the what or how the game has been played. It is up for the analyst and the reader to speculate--and draw inferences if he dares--about "how" and "why".

"I'll give an example. Some time back in Fol Si Fic, Smyth opined that after England opens A Lpl-Wal, F Eng-Pic was a common follow through. However, my statistics show that this is actually quite rare. The reader/analyst must decide whether this indicates players decide the move won't succeed, or isn't desirable, or some other choice. And I noticed that in five tries at F Eng C A Wal-Bre, there were five successes. Did I say "and thus in 'all situations' A Wal-Bre will succeed"? No, of course not. My inference is that the move is only tried when the player has a very good reason to think it will work. (Bel is the much more common target.) The reader might have a different conclusion but that's up to him. Thus, the reader can "participate"--I don't just give "magistral courses". Author/reader interaction is always implicit in statistical discussions because we can always debate the "why" and the "how", once we have established the "what".

((First off, let me illustrate what I meant by "torturing statistics". Suppose that you want to write an article on the respective performance of all the countries of the board. Unless you take all games ever played as your sample (something which I'm inclined to think has never been done), your statistics are generally going to vary according to your sample - thus you will have Germany and Austria alternating for 2nd and 3rd place, and Russia may actually be shown to have a poor performance, again, depending on the statistics you use.

((Moving on, I feel that I can use your own example to further my own argument. I remember that Fol Si Fic discussion (which was back in 1978, or late 1977, I think...), and, the way you presented your statistics, no novice - no nobody - would have even dared to question your statements once you had tripped Randolph with your statistics. It's perhaps because of the authoritative tone you used then; and I think that statistics will generally impress people to the point where they will fear saying anything, from fear of being "tripped" (perhaps even Randolph felt the same way at the time...).

((Nevertheless, I will withdraw my statements and apologize for them.))

--Mark L. Berch.

François: "Just received Passchendael#25. Sorry to read your announcement on p.2, but it sounds very similar to what I was saying last year. I hope that your outlook will continue along the path that I have taken, and that the "fold" will get pushed further into the future all the time. If we work this right, Fol Si Fic and Passchendael will both still be around long after today's "active" 'zines have received the last rites. ((Humph... the guy obviously thinks he's got me all figured out... but perhaps he's right... I'd only add Runestones

to the Fol Si File/Passchendaele list of invincible 'zines...))

"Regarding the post scriptum ((towards the end of Passchendaele #25...)): leave things as they are. Eggnog uses the "professional" (?) format: it's the only thing I don't like about the 'zine. Konrad just wastes space in creating a center margin, it's harder to read, and looks no better. ((Check...))

"No, I'm not about to "chicken out" on our discussion until we can arrive at some conclusions: I think we're getting closer on a few things. ((Glad to see you agree with my analysis of the situation... we'd better arrive at some conclusions quick, though, as I must admit this discussion has "done its time" and is my top priority for winding-down... as per my promise made earlier in this issue.)) For instance:

"(p. 13) OK, I won't dispute your 14% figure: "half (the) rules" was just a manner of speaking: I lied. My reference to being complimented was not to describe an explicit congratulation, but I felt complimented that you had found my rules valuable enough to use as much of them as you did. ((Yeah, you may feel complimented... I have never said your houserules weren't valuable - they are pretty good, as a matter of fact - I only wish that you'd follow them every once in a while... but since you've accepted the notion that a GM should follow his houserules and promised to do that (cf. #25...), then I no longer have so many qualms...))

"Regarding implied orders, the Rulebook seems to back you up in VII.7, all right, though it never goes so far as to say "each unit must be individually ordered." If you believe that a "soft-line" approach is invalid in light of VII.7, then I'll never change your mind about implied orders. However, I would submit that the "soft-line" is plausible as a system of GMing. All the GM has to do is make the mental leap of saying, "I will accept unambiguous implied orders", and the adjudication can be carried out effortlessly. I believe the Rulebook leaves enough room for individual preference in this matter: you don't, I guess. ((You are correct that the Rulebook doesn't say that units must be ordered individually, though VII.7 implies it. Also, take a look at XII, "The Convoy Order":

(("...the army must be ordered to the intended province and the fleet must be ordered to convoy it... The order to the fleet must give both the location and the destination of the army being convoyed. The orders must specify the same destination or the army may not move. Thus: A Lon-Bel, F Nth C A Lon-Bel".

((It seems obvious that the Rulebook implication that implied orders are not permissible (cf. VII.7) is too strong to be ignored, especially as it is reinforced in XII.

((However, since you and a few others seem to feel that implied orders are permissible, then I will attempt to introduce this interpretation in my next set of houserules - even though I can't quite see how one can have such an interpretation - as it removes some limits from the players. And since you and others can see such an interpretation, then the said interpretation must be there and must be plausible...))

"Skipping forwards a bit, I see nothing unclear about an implied order. What other possibilities exist for the player's intentions? Why should he order one unit to support/convoy another unless he wanted the other unit to move appropriately? Why ~~should~~ he give you Spring orders for certain units, unless he wanted to make Winter adjustments which were required for the creation of those units? You might say "he wanted the move to fail", but under my policies, there are a hundred ((A hundred?)) other ways to miswrite the order to make it fail. Except in Passchendaele where you've defined your position so clearly, implied orders are a rather dangerous way to make the move fail--other GMs may well accept them! ((And other GMs may well not accept them...))

"You can argue your side from either the implications of the Rulebook, or the simple statement "I don't want to be bothered interpreting implied orders:

it takes too much time and may confuse things in the adjudication if I miss something." Either of these are valid, it that's the way you feel. But implied orders are not ambiguous or unclear; and as I've said before, the idea that the player wants to screw up is really stretching the point. ((I think that there's at least one case where a player may effectively want to screw-up. Take a German player who has just promised France to attack England and build fleets; but he doesn't really want to, but nevertheless wants to lure France into thinking that he did intend to. So he submits no Winter builds, along with Spring orders based on new fleets--that's his only hope to deceive the French player successfully (an outright Winter and Spring UMR would not be acceptable as it might damage his position), as an attempt at building "F Pru" or "F Ruh" would look rather fishy. Aren't you depriving the player of a potentially important diplomatic weapon by interpreting his intentions here? And there are other cases as well - which I've listed before - but which you've ignored throughout the discussion as though I hadn't said anything.

((And you appear to have missed the point, in my opinion: I've not said that a player will always want to screw up when he writes an implied order, just that he might want to; it's just a possibility, but a possibility that must be taken into account nevertheless. And that's why I tend to be somewhat distrustful of GMs who merrily-merrily interpret player intentions...))

"(p. 14) I lied again when I said "most players". ((Didn't your mother ever spank you for lying, Randolph? Are you a compulsive liar? Heh, heh... now you know why a certain English player has stabbed a certain German player in a certain Cheesecake game... his word can't be trusted...!)) And in fact, I can't disagree with your other arguments on "strictness" here either. My point is that novices are most prone to the errors we are discussing; and yes, I am "interventionist" when it comes to ensuring that novices get a satisfactory game. I'm therefore particularly keen to ignore a novice-type error (though, to be fair, I must ignore the same error when made by an experienced player.) Forget about GMing for a moment: I think we have a responsibility to introduce newcomers to an interesting hobby which doesn't end when we mail off a novice packet. If their first game is ruined because a GM wouldn't accept an implied order, do you think they'll stick around? Some, the mature ones, will (probably in another 'zine); but others won't. ((Fiddlestickous. Novices don't drop out because of the disallowance of the occasional implied order--they stick around (generally) until either (1) they find the game itself doesn't interest them as much as they originally had believed it would, (2) they "burn out", or, (3) they find that perhaps they aren't as good as they had originally thought they were (i.e., they're getting beaten too often...).

((I think that "mature" players will stick around even when they have been beaten--as opposed to the "immature" players--but the "immature" players themselves will usually stick around even when one implied order has been rejected - they just make a mental note and don't do it again - until defeat is imminent. And rejection of an implied order rarely ruins a position - any position - and I certainly feel that you've stretched the point a bit too far here.

((And no, I don't want this discussion to spill over to why a novice drops out... it's been too long since either one of us was a novice, so we can't be sure any one of our novice-related theories is "right" or "wrong" (especially when it comes to determining why novices drop out--since none of us has ever dropped out...))

((I should answer your "we have a responsibility to introduce newcomers to an interesting hobby..." Fine, I agree, but we have an even greater responsibility to have the game played as it should. This, after all, is postal Diplomacy - and nothing else - and if newcomers don't like the way it's played, there's little we can do, especially when/if it comes to dissatisfaction on the fundamental rules. And I see little value in attempting to keep the "immature"

players within our ranks--I'd rather if we'd drive all the "immature" and "incompetent" players out of the hobby, so that we may concentrate on attaining a higher level of quality and sophistication... (note: this applies to some GMs as well... but then, that's another story...)

((To expand a bit on the GM's "responsibility": while I do feel the GM has a responsibility to educate newcomers, I wouldn't go so far as make it the Holy Messianic Mission you make it to be. The GM should never go so far as to break established-in-advance rules but in the most compelling of circumstances for fairness' and coherence's sakes if nothing else. If the GM wishes to be lenient fine, all he needs is a lenient set of houserules (as I've said repeatedly before...)). There are other ways in which a GM may help a novice, such as informing him on the obscure points of hobby tradition, the Rulebook, and his own houserules, for example. Or by publishing discussions such as these, which can enlighten the novice as to the various styles of GMing; et cetera. Also, the GM can help the novice by having as-lenient-as-possible houserules.))

"I don't want to be responsible for the loss to the hobby of people who are giving it a whirl for the first time, even if their orders aren't letter-perfect. If the experienced, "good" players can't win without the added advantage of the novice's initial unfamiliarity with the precise details of order construction, maybe they're not as good as they think they are. If they prefer your 'zine as a result, there you are waiting for them. ((How can you be held responsible for the loss of people to the hobby if all you did was follow the Rulebook and your own houserules (which the novice was made aware of)? A GM can only do so much--and if the Rulebook is too restrictive for you, Randolph, well why, just rewrite it and get Muller Numbers for your games...!)

((I feel that your premises need some work, perhaps: my experience is that the novice tends to be more careful than anyone else in writing his orders: contrary to most everyone else, he often types his orders; he often doesn't use abbreviations; and he is generally keener to meet the GM's standards.

((And finally, it's not so much a matter of the "good" players not being able to win as a result of not following the rules than a matter that players are entitled to have the game GMed in accordance with the rules you, the GM, said would be used. But this is all getting horribly repetetive...))

"On the stinkbomb problem, might I suggest another solution, the one I had in mind? Make a houserule stating, "No player may send stinkbombs to the GM, upon penalty of being thrown out of the game." If the guy wants to keep playing, the stinkbombs will stop. Perhaps now the analogy is clearer to the guy who harasses the GM with ridiculous orders: the only difference is that my houserules are already in place to constrain the latter type of player. In either case, the rule only has application to "nuisance players." ((Ah, but you've missed the entire point, Randolph: I wouldn't make up such a houserule because I like to receive stinkbombs, so far as they're harmless. Really. In fact, I'm looking forward to receiving my first stinkbomb... pity the sender, though, because I'd send him more stinkbombs than he had ever cared to see in his entire life, just so I can have a bit of fun as well... I generally keep intra-game and extra-game factors separate... but you don't, I guess.))

"My original statement was 'due warning' to you not to send the most obscure set of orders you could dream of, in an effort to prove that a liberal policy is unworkable. I know the way your orders are usually presented: unusually well. I'm not interested in having this discussion spill over into my GMing efforts by deciphering orders which are intended only to prove a point.

"I can see the point you make at the bottom of p. 16, though: obviously you have to be very careful and use common sense combined with a lot of patience and efforts to determine the motives of the player. Come to think of it, my view of our different styles could be summarized by saying that I depend on common sense with the rules as a backup, while you rely entirely on the Rules

((Balderdash--you are attempting - consciously or not - to misrepresent me again, now that you are apparently unable to argue the reactionary label any more: I rely on the rules (no capitals), with common sense as a back-up. Make of it what you will, but I don't think that this is fundamentally different from your approach. But then, perhaps it is...))

"(p. 17) I would disagree here: my discussion on game popularity is actually more relevant to our relative GMing styles than the matter of 'zine subscriptions: I don't understand your reverse argument at all. There is a lot more to a 'zine than the games and the GMing styles that affect them.

((OK, though my original point was that a lot of people subscribed to both our 'zines--and you replied that Passchendaele game were popular. The popularity of the games herein doesn't necessarily mean that several players play in both our 'zines, and the notion is therefore irrelevant. But that's OK, my own notions were rather unclear, and I apologize for that.))

"(p. 18) Yay, I can keep this point short: I agree with you where it really counts. My next edition of houserules will include a lot more "waffle" statements to conform with my actual policies. I have always assumed that the players in my games would challenge me only on "sensible" ((that's a rather subjective adjective...)) matters, but there's no point in allowing them to embarrass me with anything unreasonable either. My upcoming set, then will give me more discretion than ever before: I can't shake the feeling that this is going the wrong way, but since I use my discretion anyhow...

"(p. 19) Here, you misinterpret my use of "necessarily": not "it will always happen", but exactly what you said, "it is bound to happen sometime". Necessity doesn't imply universality. ((I apologize for misinterpreting you then, though I'll just stand behind what I've said before (In P/24.)--which you haven't refuted in detail, but just came up with that sole sentence instead (which is hardly sufficient if you ask me)--and which needs no repetition here.))

"(p.20) Come, François, will you not even admit such a tiny error as your statement about our subscription lists? Three-four months is not time at all in the lifetime of a subscriber to a 'zine, and I'd be astounded if 25 "discrepancies" suddenly appeared in that period. I have less than five traders now; my last address list (three months old now) gives exactly five; and in fact most of them do subscribe to Passchendaele, so don't affect the argument. Surely you wouldn't be hard pressed to identify five Fol Si Fie non-Passchendaele subbers, no "opinion" about it. Gimme a break! ((Haven't I already done so? Didn't I say, "I'll let you go with this one... you're entitled to your "moral victory"... " But OK... I'm sorry that I didn't admit this clearly, and doubly sorry that you didn't take it as intended, which was more my fault than yours. So here's your "break", Randolph, in black and white: "I was wrong, and I apologize for that statement..." I generally avoid obvious statement, but if this pleases you...))

"On your summary:

"(1) Agreed; but Bill LaFosse is your problem, unless/until he moves out to the Good part of the country. I got plagues of my own, even if they never come to visit!

"(2) I'd also like to see the feedback--we've proven impermeable to each other's arguments--we need to bring up more units to storm the fortifications. ((Well, impermeable may be a loaded word... but, yes...))

"(3) Yep, this seems to be settled, too. I don't think we were side-tracked though: comments on one system are naturally made from the viewpoint of another (Communism looks good after a few centuries under the Czars.) ((All depend on what criteria you use in comparing Communism to Tsarism... but no, I won't get side-tracked into an historical debate, oooooh nooo...))

"(4) I think that we're fairly close on "ethical" matters, actually, when I look at the whole spectrum of policies throughout the hobby. This kind of

debate always highlights the differences: we don't discuss whether a player should be ejected for moving A Mar-Spa because I think we agree to the answer to that one. ((Yeah, our ethical "differences" are in fact small nuances.... which nevertheless make us individuals with varying conceptions, as I said originally...))

"Liked Cal's description of Dipcon (his dip to...). Actually I wouldn't have any hesitation about going to one west of the Mississippi next year, if there was someone to go with me. Even if I had a car by that time, a lonely drive to California would be both costly and boring. Maybe a couple of Calgarians..." ((Well, get married, quick, and start working on getting kids--then you'll have "someone to go with" you next year, as I hear the next DipCon will be held west of the Mississippi.))

The Case for the Unexpressed Order (by Mark L. Berch)

Consider the player who has A Lon, F Eng, and whose orders are, in their entirety, F Eng C A Lon-Pic. The move "A Lon-Pic" is implied but unexpressed. This is not an unusual kind of error and gives the GM a question: does the army move?

First, some premises: (1) the solution must not contradict the Rulebook; (2) the GM must not make a decision with regard to a player's intentions; (3) Diplomacy is a game; the Rulebook is there to facilitate the enjoyment of the game. ((I'd say: there would be no game, and thus no enjoyment of the game, without the Rulebook...!))

There is no general agreement among GMs on this matter. A few years ago, an experienced GM (Jim Benes) asked Allan Calhmer his opinion. Allan said he'd permit the move. Jim decided not to. So much for precedent.

The Rulebook requirements for a move order are quite simple. The location of the piece, a hyphen or "to", and the intended destination. All these elements are present in the orders as submitted to the GM. "A Lon-Pic" appears within the F Eng order, but it does appear. The player can accurately state that he did actually take pen to paper and say "A Lon-Pic". As no other order appears for A Lon, the GM does not have to make a decision as to what the player intends.

The problem is, the player has combined his A Lon order with his F Eng order. Is this permissible? The Rulebook does not say each piece must be separately ordered. But the Rulebook does permit badly written orders provided it "can have only one meaning" (VII.4). And "A Lon-Pic" admits of only one meaning.

One way to look at this is to see how other combined orders are dealt with. A common type is this: "A Wal-Mol; F Eng & F Nth C A Wal-Hol." Very few GMs would disallow this. But this situation is really very similar to the implied order. The orders for the two fleets have been combined, so that certain things ("C A Wal-Hol") are not repeated--just as in the implied order, certain things are not repeated. There is also precedent for different orders being combined (e.g., A Lon-Bel, F Eng C & F Hol S A Lon-Bel). Another common, but probably not universally acceptable form is "A Lon-Bel, C by F Eng". Perhaps the most extreme form is the occasionally seen "A Hol Mutual Support A Bel".

((Of course, I disagree with all of this.

((Yes, in most cases the army order in a convoy may have only one meaning, and thus VII.4 could be used... but nevertheless, a GM should never have to interpret player intentions, however probable they may be... for what I know, you could have the situation, F Nth u/o, French F Eng, A Yor-Bel, F Nrg-Nwy. For what the GM knows, perhaps the English player wanted his army convoyed by the French player, and perhaps he wanted his F Nth to support F Nrg-Nwy. And he might have wanted his moves to fail, for whatever reason: this is only a remote possibility, but a possibility which the GM must take into account never-

theless; however, this repetition is getting pretty boring and non-sensical. So, my response to your arguments remains the same as that to Randolph.

((I think I can refute all the examples you give, in that they are quite different from the implied order, i.e., nothing is implied; everything is expressed. For instance, F Eng & F Nth C A Wal-Hol means the same thing than F Eng C A Wal-Hol, F Nth C A Wal-Hol; but, say, F Nth C A Lon-Hol does not imply "A Wal-Hol". Some things are omitted from the former, but the meaning is not omitted.))

The unexpressed order situation should be distinguished from two others:
 (1) A Lon-Pic, F Eng unordered is an incomplete order. The F Eng unit has not been ordered, as "F Eng C" does not appear and so F Eng C A Lon-Pic is implied. But in order to convoy, you must write convoy or its equivalent.
 (2) A Lon-Hol, F Eng C A Lon-Bel is a contradictory order. Unless there is F Nth C A Lon-Hol, A Lon-Hol is illegal and is thus treated as A Lon H. Similarly, A Lon-Pic, F Eng C A Lon-Bel will produce an immobile army. Even if the GM were to treat A Lon-Bel as an order, the unit is double ordered. And under XII,1 the army cannot move to Pic unless a fleet has been ordered to convoy him there.

Thus, I conclude that the implied order should be permitted, assuming there is no other ambiguity. Such a ruling is not inconsistent with the Rulebook and would seem to be encouraged if not required by the "badly written" rule. Of course, since including A Lon-Pic inside another order is bad, the GM should feel free to chastize the player. Finally, a GM who permits other types of combined orders would be inconsistent in not permitting the unexpressed order.

((No he wouldn't--it all depends on whether the meaning has been deleted from the orders or not...))

((Funny, but I can't shake the feeling that there's something missing in this article, such as a discussion on "implied" builds/removals/retreats/straight forward moves (e.g., "A Bur S A Pic-Bel, A Pic unordered"). But anyhow...))

CLOGS PLUGS CLOGS PLUGS CLOGS PLUGS CLOGS PLUGS CLOGS PLUGS CLOGS

Caméleon à Binoculaires (Pierre LaBrèche Jr., 7000 Lamont #1, Montréal, PQ. H4E 2T9; mimeo - not very legible; rates: postage + 1¢/page, gamefee: \$2.50): horribly irregular and poorly reproduced, this 'zine has lost in quality steadily since its inception in the hobby. Over the past year, I have seen about... four or five issues. Perhaps Pierre doesn't send them all to me, even though I'm a subscriber... Pierre claims to publish his 'zine every 5 weeks...

The 'zine per se is generally about two to four pages long (it used to be a ten-pager... but that's a long while ago), and contains the results of two games as well as a couple of features. The 'zine usually contains a good humour section--too bad it's ruined by the irregularity of the 'zine... The other articles - when they appear - deal with politics or Diplomacy, and are generally emotional and provocative, but the personal touch is there so it may be worth a look...

Of course, the quality of the GMing is bound to be affected negatively by the irregularity of the 'zine--I'm sure no one actually appreciates seeing a game report only once every other month or so (especially when it's supposed to appear every five weeks...)... but then perhaps Pierre sends his adjudications by flyer, but I doubt it as there seems to be continuity in the game seasons from late issue to late issue. Errors seem to be relatively rare (though, if compared with the actual number of game reports, the error rate is higher--but all of this is relative), but combined with the irregularity tends to give me an unfavourable impression. But Pierre has a fairly good set of house rules, so I hope that he will GM his games to conclusion. But he really should work on getting his 'zine and game reports out on time..

I can't say that the future of this 'zine looks promising, because it does

not. The decline in 'zine quality combine with the irregularity and the generally negative tone in which the material is written (in addition to recurring NMRs in a Batoche game.) to give me shivers. Yet, Pierre seems to be hanging on in there all right and is opening new games--though he frequently mentions the possibility (probability?) of a fold soon. The 'zine is written and edited in French.

Reading back over this review, I realize that I'm not, ah, exactly recommending this 'zine... so be it, and make of it what you will. For my part, I am perfectly willing to reconsider my impressions if Pierre - or any Caméléon à Binoculaires supporter for that matter - wants to speak out in favour of the 'zine (at the very least, your arguments will be printed herein, even if they don't convince me, though I suspect it would perhaps be more appropriate to transfer any discussion to the Caméléon à Binoculaires if needed...).

Cheesecake (Andy Lischett, 3025 N. Davlin Ct., Chicago, IL 60618; rates: everything is GRATIS to the players and standbys--the 'zine is not available otherwise; reproduction method: xerox??): superbly edited, perfectly legible, and absolutely hilarious when Andy puts his mind to it (and he generally does), this has got to be my favourite "warehousian-of-sorts" 'zine. I say "warehousian-of-sorts" because several issues include game reports alone; nevertheless, most issues contain a few short (--and I do mean short) articles. And a few other issues - while containing nothing but games - are set up in such a fashion as to be worth more than one article. In this respect, issue #14 (#13?) was indeed the most hilarious 'zine issue I had ever seen--and I've seen a fair lot of 'zines in this hobby. While this 'zine is hardly recommend to those who like to have long hours of reading, Andy's 'zine offers hilarious and thought-provoking articles in turn. The serious articles will generally cover a range of themes (and will even include mathematics puzzles!) but will generally center on question of houserules, GMing, and other related items. All in all, you get a good bargain--especially as it comes free-of-charge to you if you are a player or a standby. Indeed, this 'zine deserves its twelfth placing in the Leeder Poll.

The 'zine appears once every five weeks invariably and is always on time (just like a SEIKO watch...); and Andy is perhaps one of the most reliable publishers in the hobby. The five-week deadline system is a wise move indeed, as several Canadians play in there.

The GMing is top-notch, and the Leeder Poll results lead me to believe that Andy is a grossly underrated GM: he should have placed somewhere in the top five GMs, though of course I don't know how good the actual top five are. Andy has never made any error (that I can remember of) in any of the four Cheesecake games I am/have played in. His concern for player welfare is supreme, resulting in generally ultra-lenient GMing. As a result, GM-player relations occupy a high priority in the 'zine, with numerous discussions on houserules, GMing, preference lists (!), game problems, etc., with Andy generally presenting sound and well-thought out points and admitting he was wrong where he thinks he was.

The only "things" Andy lacks in the general GMing area are quite minor: game commentaries (which are by no means essential) and lots of game-openings. Andy only accepts orphaned games and has game-openings only occasionally, which is sad in a way but then allows Andy to maintain a firm grip on his workload. As a result, the future of the 'zine seems assured, which is aptly functional as Cheesecake performs a valuable service to the hobby (i.e., taking orphaned games over...). As far as I know, this is one of the very few game 'zines that take such an active interest in GMing orphaned games to a happy conclusions (EEGIART is the other 'zine that comes leaping to mind...): we need more!

Thus, for enjoyable reading and an excellent game, I recommend Cheesecake very highly. Write Andy and ask about game-openings. Or yet, ask to be placed on the standby list.

Ooohh no, I shouldn't recommend Cheesecake games after all: Andy probably wouldn't like getting seventy sample requests or so; and I want to enter one of his games some day too, so I have an obvious interest in not too many of you asking, as the number of game-openings is limited, but...

In addition to regular Diplomacy games, Cheesecake carries a couple of Battleship games, so there's a bit of variety there too. After all, variety is the spice of life, right Andy?

((And the following comes from Paroxysm #48...))

THE STRUCTURE OF THE DIPLOMACY HOBBY

Publisher

Leaps tall buildings in a single bound
Is more powerful than a locomotive
Is faster than a speeding bullet
Walks on water
Gives policy to God.

Gamesmaster

Leaps short builds in a single bound
Is more powerful than a switch engine
Is just as fast as a speeding bullet
Walks on water if the sea is calm
Talks with God.

Ombudsman

Leaps short buildings with a running start and favourable winds
Is almost as powerful as a switch engine
Is faster than a speeding BB
Walks on water in an indoor swimming pool
Talks with God if special request approved.

Boardman Number Custodian

Barely clears a quonset hut
Loses tug-of-war with a locomotive
Can fire a speeding bullet
Swims well
Is occasionally addressed by God.

Hobby Project Director

Makes high marks on the wall when trying to leap buildings
Is run over by locomotive
Can sometimes handle a gun without inflicting self-injury
Dog paddles
Talks to animals.

IDA President ((now, perhaps this would apply to the NADF President?))

Runs into buildings

Recognizes locomotive two out of three times
Is not issued ammunition
Can't stay afloat with a life preserver
Talks to walls.

IDA Council Member ((nowadays, a NADF Steering Committee Member))

Falls over doorsteps when trying to enter buildings
Says, "look at the choo choo"
Wets himself with a water pistol
Plays in mud puddles
Mumbles to himself.

Player

Lifts buildings and walks over them
Kicks locomotive off the tracks
Catches speeding bullets in his teeth and eats them
Freezes water with a single glance
HE IS GOD.

Convoy Rule Refinements (by Eric Verheiden)

Not long ago, Mark Berch asked me to adjudicate this hypothetical situation to clarify the houserules for the demo games I run in Claw & Fang and Diplomacy World:

France: A Bel-Hol
England: F Nth C A Bel-Hol
Russia: F Nrg S F Nwy-Nth.

His comment was, "Note: Army move is unopposed so it should go. But convoy is disrupted, so it should fail. Would it differ if Russian fleets were French?"

I pointed out to him that though this is a potential problem in the 1971 Rulebook, it is no problem in my houserules, since the following two additions are specifically included:

- 1) A CONVOYED ATTACK MAY NOT AFFECT THE CONVOYING FLEETS. If a convoyed army's attack would affect the outcome of an attack on any of its convoying fleets, however directly or indirectly, then the convoyed army must hold in its original position.
- 2) ALTERNATE CONVOY ROUTES. A convoyed attack may take place so long as there is a continuous line of convoying fleets from convoy origin to destination, none of which are dislodged outright and none of which are subject to (1) above. In case of conflicts, this rule has precedence over (1).

Rule (1) was intended to eliminate "Pandin's Paradox" and similar situations e.g., the "Paradox" itself:

England: A Wal-Bel, F Eng C A Wal-Bel, F Lon S F Eng
France: F Bre-Eng, F Mid S F Bre-Eng
Germany: F Den-Nth, F Bel S F Den-Nth
Russia: A Nwy-Lon, F Nth C A Nwy-Lon.

Here two competing convoys affect the results of attacks on each other's convoying fleets in contradictory fashion. In other "two-convoy" examples of similar complexity, it may be found that two separate internally consistent

resolutions are possible under the current rules, rather than none as above or the desirable one found in normal situations.

A rather more plausible one-convoy example through a standoff may also be found:

England: A Edi-Den, F Nth C A Edi-Den, F Swe S A Edi-Den

Russia: F Nwy-Nth, F Den S F Nwy-Nth

France: F Eng-Nth, F Bel S F Eng-Nth.

It is usually possible to convoy through a standoff, however here the convoyed army has the effect of breaking the standoff protecting its convoying fleet.

While (1) resolves the above examples, it does not deal with the alternate convoy route problem. Since the rules state that if an alternate convoy route is disrupted, the convoy fails, the possibility of "unwanted help" arises, e.g.,

England: F Eng C FRENCH A Bel-Lon

France: A Bel-Lon, F Nth C A Bel-Lon, F Bre-Eng, F Mid S F Bre-Eng,
A Wal S A Bel-Lon.

England normally would have no chance of preventing the French A Bel-Lon, however by exploiting the Rulebook loophole about alternate routes and the notational loophole (by Rulebook and tradition) which does not require an army order to specify convoy route, the convoy could be prevented. Rule 2) eliminates all that of course, and also the potential problem discussed by Berch in a more or less intuitional fashion.

There remains one final convoy pitfall for the unwary, namely the unwanted "merry-go-round", e.g.,

France: A Por-Spa, F Bre-Mid

Italy: F Spa(sc)-Por, F Mid C FRENCH A Por-Spa.

This is the only way for Italy to get into Portugal without giving up the Mid Atlantic Ocean (Portugal is frequently of strategic importance in making or breaking stalemate lines and for serving as an essentially uncuttable support for moves into Mid/Spa). Normally, France is safe in moving A Por-Spa (to cut support or whatever) since a dislodged unit in Portugal can never retreat anyway and an alternative move must give up the Mid-Atlantic or be blocked. Here, since "merry-go-rounds" are specifically allowed, there is nothing France can do, save specify no move by convoy, e.g.,

A Por-Spa, &
would seem a plausible notation.

The Soft Underbelly of Europe

Several people have a myriad of complaints about the game of Diplomacy. The wargamers wish that Diplomacy would be more realistic (and frown on such "things" as the "offensive retreat", e.g., Turkey: F Eas-Ion, F Aeg S F Eas-Ion; Italy: F Ion H, dislodged, retreats to Gre--all that when Turkey owns Gre...); the diplomats wish Diplomacy would be more flexible tactically (a suggestion sometimes made is that Winter adjustment swaps (e.g., Germany: "remove A Mun, A War; build F Kie, F Ber...") be allowed--thus giving each player more flexibility). But the most frequent complaint concerns Italy's (and - to a lesser extent - Austria's) alleged weaknesses.

Austria is not really a weak country; granted, a lot of Austrias are eliminated from play in the opening game--but, like other countries, if given a chance initially Austria will often do quite well. Indeed - depending on the statistics used - it can be shown persuasively that Austria ranks third in the number of wins--just behind Russia and Germany, which isn't bad at all.

The problem, then, seems to lie with Italy. Italy isn't all bad. Several players do well as Italy. Randolph Smyth does well as Italy (cf., 1976A et alii.); Trevor Baillie does well as Italy (cf., 1976CR); just in present Passchendaele games alone, Thom Burnett (1979KH), Steve Hutton (- sort of - 1979HI), and Al Hoffman (1980 U) are doing fine as Italy. The difficulty with playing Italy seems to be mainly psychological. Just as an example, I'm sure that the astronomically high number of NMRs among Italian players (who NMR presumably because they consider their position to be hopeless) in the opening and mid game is not alien to Italy's poor showing in the ratings...

Italy could be a lot better. Few average-caliber players win - or draw - as Italy, which indicates that the problem may be positional in part. For one thing, Italy is probably the hardest country to play when it comes to growing fast early. To be sure, many Italys capture two centers in 1901, and some even three--but progress is generally slow thereafter. Indeed, pre-1905 10-center Italys are quite seldom seen, as compared to 10-center Russias and 10-center Germanys.

What can be done, then, to improve Italy's initial geopolitical position? First, some premises: (1) while Italy should be strengthened, it should not be done at the expense of other countries; (2) the basic character of Italy should not be changed, merely strengthened (i.e., Italy shouldn't be turned into a corner power or any such thing); (3) the changes shouldn't restrict Italy's options (e.g., the traditional attack on Austria should not be reinforced--indeed, Italy's other options should be made to look more attractive); (4) simplicity must be preserved.

Some people have suggested board alterations, either by giving Italy an extra center or by tacking on one center somewhere in the Mediterranean.

While it is true that the Mediterranean bassin is devoid of easily accessible centers (Italy can only grab Tri and Tun with ease), the idea of adding centers is probably best left to the variant hobby. Adding centers to the mapboard is not simple, as some basic rule changes (e.g., the victory criteria) may have to be changed. Adding a Mediterranean center may not necessarily help either - all depending on the location of the new center - as Italy would then only have more choice in 1901 (she has only one fleet, so can take only Tun or that extra center), may have to end up fighting for the center in 1902 (or at least tie units in the vicinity to defend the center), and may 'tilt' Italy in one particular direction (e.g., if the center is in NAF, then Italy will be "tilted" against France; if the center is in Albania, then Italy will be tilted against Austria; et cetera.). As for the addition of an Italian center, it may make Italy too strong (even if one would still give Italy 3 units in 1901 for her four centers). And besides, adding a center - any center - is likely to change the nature of Diplomacy by revolutionizing several important concepts, e.g., stalemate lines.

Others have proposed simpler changes. Chief among these is that one unit in the initial alignment of forces be changed, i.e., A Rom would become F Rom.

This proposal is indeed sensible, and would in all likelihood strengthen Italy's position--as Italy is - before all - a naval power in most cases. Nevertheless, this interesting option poses some problems.

Chief among these is that Italy - for all intents and purposes - loses one of its most important options: the early attack on Austria. With only one army Italy can no longer devastate Austria in 1901. At best, she may take Tri or Vie, and the latter choice entails risking losing Ven and giving Austria advance warning.

Conversely, it is harder for Italy to defend against an early Austrian attack. Venice will fall invariably to the "Von Metzke" blitz (F Tri-Adr, A Bud-Tri, A Vie-Tyo) unless A Ven moves to either Tri or Tyo and does F Nap-Apu in 1901: a rather far-fetched expectation.

And in general Austria will have a better position for attacking Italy. An Austrian attack would remain unlikely to occur, but nevertheless Austria's position would be greatly improved--and it remains to be shown that Austria's position actually needs improvements...

Italy, however, would be much stronger vis-à-vis France and Turkey, as she could move with greater speed and efficiency against either of them. Do we want that? Yes. While France and Turkey aren't exactly the strongest countries on the board either, Italy could use the added potential.

Nevertheless, there seems to be an even better option. Why not give the Italian player the choice between A Rom and F Rom in 1901 (of course the other players wouldn't be allowed to make their Spring 1901 moves conditional on what Italy has, so that she may have a bit of surprise on her side - whatever that's worth...)? This would appear to be fully functional, as the Italian player would then have an awful lot of flexibility in 1901--allowing him to move quickly against France and Turkey, and yet allowing him to attack Austria as efficiently as ever. And perhaps Italy would now have neighbours anxious to please, as each would probably have his own preference regarding the Italian unit... and I suspect that Italy's performance would be improved considerably.

Only the main suggestions have been covered above, though there should be enough to provoke long discussions. That's all we can do: discuss. It will take a lot of time and pressure before Avalon-Hill consents to adopt the change--any change. With reason, too: as is, the game is generally well balanced. As I've said, Italy isn't all bad--no country is all bad (for instance, I'd love to play Serbia some day... but no gamesmaster will let me).

MORE PLUGS MORE PLUGS MORE PLUGS MORE PLUGS MORE PLUGS MORE PLUGS MORE PLUGS

Claw & Fang (Don Horton, 16 Jordan Court, Sacramento, CA 95826; subs: 6 issues for \$2.50, no subs past issue #124; no game-openings; reproduction: mimeo, legible): with 117 issues behind him, it is really unfortunate that Don has decided to fold Claw & Fang with issue #124, and as such a sub at this point is not particularly recommended. I had noticed a certain dip in quality in recent issues, but nevertheless Claw & Fang remained a good buy, carrying some good articles on possible improvements to the game and some interesting game commentaries (in addition to some 'zine reviews).

Don had a generally low profile in producing his 'zine: basically, he reproduced it and mailed it to the subscribers. Aside of that, most of the articles were written by Ben Zablowcki (spelling?), Mark Berch, and others; the game-commentaries were provided by a myriad of analysts; and even the plugs were written by an outsider (Dave Perlmutter?). Nevertheless, the 'zine provided good reading. Now, however, I suspect that Claw & Fang will become more and more warehousian in nature as it nears issue #124. Too bad.

Don was also probably the hobby's foremost user of guest-GMs and thus provided a service to the hobby in regard to training competent GMs, etc. However, he did not apparently believe in any form of supervisory control of his guest-GMs, which is how it should be (methinks) except that this brought him some problems (involving Bernie Oaklyn as guest-GM) some time ago. Today, Claw & Fang has a few GMs of high repute, such as Rod Walker and Eric Verheiden.

Diplomacy Digest (Mark L. Berch, 492 Naylor Pl, Alexandria, VA 22304; subs: 10/\$3.50; no game-openings; reproduction method: offset, legible): this is one of the reference 'zines of the hobby, and indeed people are advised to send Mark a cheque as this 'zine is one of the "musts" in this hobby (assuming there is any such thing).

The 'zine carries no games, just reading material, which is arranged in special theme issues or potpourri issues of general interest to the hobby, with the emphasis being clearly placed on the former. Although Mark claims that Diplomacy Digest is essentially a reprints 'zine, I maintain that there is no special emphasis on reprinting old stuff anymore, as Mark appears to have departed from his original "editorial aloof" attitude (and the ratio of old articles to original material has fallen fairly drastically). Not that this is bad: though my own preference is for article reprints, the original material is quite interesting and contains sensible ideas.

The original material includes the occasional contribution from a subscriber, convention reports (e.g., issues #24-26), and especially editorials. Mark is generally quite, ah, vocal, in his editorials--which cover general hobby issues such as the Oaklyn business, rating systems, etc. Though Mark's exposés can be quite long at times, they are generally interesting and always present defensible viewpoints. Also, just recently Mark produced a triple issue (Diplomacy Digest #34-35-36) containing an amazingly long Lexicon on hobby terminology and related items. Though inaccurate in rare places, the Lexicon is quite complete and has potential for providing an appreciable service to newcomers who order it, and to the hobby in general (though I do wish Mark had kept it separate from his 'zine).

The reprinted material is quite extensive and covers a broad range of topics. Issues #1-37 covered several aspects of the hobby, such as: GM-player relations (##4,5,32), villifications and tirades (##7,8), face-to-face Diplomacy (#13), Austria (#16), the replacement player (#18), hobby history (##21, 22), the philosophies of stabbing (#28), stalemate lines (##10, 11), the 1975 CM Affair (#30) and hobby personalities (#33). The material is almost always quite interesting and I generally always look forward to receiving the next issue of Diplomacy Digest.

On the negative side, Mark's typing tends to be unqualifi^(ing)ly horrendous, to the point that someone once said that his habit consisted of knocking one key off his typewriter regularly and then typing on merrily as though nothing had happened. Aside of this minor inconvenience, my only (minor) complaint is that Mark really should put more emphasis on reprinted articles, as they give insight on hobby tradition--in addition to being just as good as most original articles. But then, I suppose that tastes in this matter vary, and Diplomacy Digest is Mark's 'zine, not mine...

To conclude, reiterate, and expand: Diplomacy Digest is a "must", and can be of enormous use to newcomers and veterans alike. Among all the loads of information (in this respect, the name Diplomacy Digest may be misleading--summaries of any given topic are very uncommon, much unlike Reader's Digest...) there is always something that is bound to interest virtually everyone. Contrary to all other genzines, Diplomacy Digest has a fairly long and stable history behind it with only one editor at the helm throughout. I cannot recommend this 'zine enough. Get it.

The average Diplomacy Digest issue usually contains from ten to twelve pages, digest format (i.e., the material is "reduced" electronically so as not to take so much space...).

"I HAVE SIX CHILDREN. CAN YOU TELL ME WHY?"
(by Doug Ronson; reprinted from Paroxysm #17...)

The following sentences were taken from actual letters received by the Toronto Welfare Department from applications for aid and assistance:

"I am writing to the Welfare Department to say that my baby was born two years old. When do I get my money?"

"I am forwarding my marriage certificate and six children, I have seven, but one died and was baptized on one sheet of paper."

"Mrs. Jones has not had any clothes for a year and has been visited by the clergy regularly."

"I cannot get sick pay. I have six children. Can you tell me why?"

"I am glad to report that my husband who was reported missing is dead."

"This is my eight child. What are you going to do about it?"

"Please find for certain if my husband is dead. The man I am living with can't eat or do anything until he finds out."

"I am very annoyed to find that you have found my son illiterate, as this is a lie. I was married to his father one week before he was born."

"In answer to your letter, I have given birth to twins in the enclosed envelope."

"In accordance with your instructions, I have given birth to a boy weighing ten pounds. I hope this is satisfactory."

"I am forwarding my marriage certificate and my three children one of which was a mistake as you will see."

"My husband got his project cut off two weeks ago and I haven't had any relief since."

"Unless I get my husband's money pretty soon, I will be forced to lead an immortal life."

"You have changed my little boy to a little girl. Will this make any difference?"

"I haven't any children as yet as my husband is a bus driver and works day and night."

"I want money as quickly as I can get it; I have been in bed with the doctor for two weeks and he doesn't do me any good. If things don't improve I will have to send for another doctor."

What are some Realistic SOL Replacement Moves

or

What are the Most Common Openings Anyhow?

(by Mark L. Berch)

How to deal with SOL NMRs is one of Postal Diplomacy's enduring problems. Such misses are fairly common, often occurring because a person has changed his mind about playing after he sent in his game fee. The simplest approach is just to let all units hold. Boardman, Boyer, and Baumeister, to name three Bs, use this system. Without getting into a big discussion, suffice it to say that many people, myself included, feel that this approach does not give the best game, and makes life even more difficult for the standby, who will frequently be taking over the position. ((Not to mention those players who can't take advantage of a SOL NMR occurring at the other end of the board, as opposed to those

who can...!))

A second approach, common in England but virtually unknown here, is to delay the game, select a new "original" player, reset the SOL deadline, and get on with the game. Of course, this delays the game. ((Also, since I presume the positions aren't scrambled, the standby is likely to be isolated diplomatically as the original players already have negotiated among themselves and worked out a network of alliances... This, by the way, is called the "Good bye Charlie" approach, I think.))

By far the most common approach--in the U.S.--is substitute orders. The least controversial approach is simply to list seven relatively "neutral" orders in the house rules. But this has two drawbacks. If a neighbour can determine that an NMR will occur (never responded to mail, or a phone call determines that he's not interested) he can reap enormous advantage from knowing precisely what the country will do. For example, if Austria is slated for A Vie H, F Tri-Alb (a common choice), Italy can confidently stride into Tri. Second, if the neutral orders happen to be (or were planned to be!) just what you wanted to do, a player might deliberately NMR, and in this way have an excuse for not doing some other plan that he had promised to do. I'm not 100% sure why, but some consider this abusing the system.

Alternatively the moves may be made up. The GM may do this himself, but this is very ill-advised. Somebody is bound to think, if not scream, that these substitute orders (not to mention the NMR itself!) were engineered solely to screw him. Further, the GM has probably looked at the other orders coming in. How can he avoid being influenced, consciously or not, by what he knows the other players will do? Further, this comes awfully close to direct GM involvement in the game.

A more common system is for some unknown party, often a FTF player in the local area, to submit "phantom orders". This can engender the same suspicions as GM-generated orders unless the GM has a starting reputation ((?)). If the GM gives a name that no one can locate (e.g., Oaklyn's "Becky Cofman") suspicions may rise. Further, the player may decide to use some relatively aggressive moves. If the GM rejects them, he really is entering the game. If he doesn't, gripes will occur.

Finally, a few GMs have a designated backup or set of backups submit backup orders by the deadline date. This may strike some GMs as unduly pessimistic. Actually, it gives the player even broader range for a deliberate NMR, since now he is not limited to just one set of moves. This necessitates player-backup diplomacy, probably not what Calhamer had in mind.

Clearly (well, it's clear to me) another alternative needs to be considered. Why not have the moves selected by chance, but weighted according to how often the move is actually used? Thus, if F Tri-Alb, A Bud-Ser, A Vie-Tri occurs 32% of the time, it should have a 32% chance of being used. The first thing the GM will need is a random 2 digit number, from 00 to 99. An easy way is the "cents" figure for the closing DOW Jones industrials (e.g. 808.42 is "42"). The GM can use that figure from the afternoon of the deadline (assuming he doesn't allow phoned orders on the evening of the deadline. If he does, he'll have to wait a day). He can get it by phoning a broker about one hour after the market closes, or can get it from the next day's paper. This figure is easily verified by the players, so there will be no fears of GM involvement.

Next, there is needed a table for converting the numbers into moves. For this I have relied on the data in New Statsman#3 which covers 541 British games. I have done some "rounding up" to drop a lot of minor openings (0.4% or less) that are often based on misorders.

AUSTRIA

F Tri-Alb	A Bud-Ser	A Vie-Tri	0-31
F Tri-Alb	A Bud-Ser	A Vie-Gal	32-50
F Tri-Alb	A Bud-Ser	A Vie-Bud	51-65
F Tri-Alb	A Bud-Ser	A Vie-Tyo	66-70
F Tri-Alb	A Bud-Ser	A Vie H	71-74
F Tri-Ven	A Bud-Ser	A Vie-Gal	75-77
F Tri H	A Bud-Ser	A Vie-Gal	78-80
F Tri-Ven	A Bud-Ser	A Vie-Tyo	81-82
F Tri-Ven	A Bud-Rum	A Vie-Gal	83-84
F Tri-Alb	A Bud-Gal	A Vie-Tri	85
F Tri-Alb	A Bud-Rum	A Vie-Gal	86
F Tri-Alb	A Bud-Ser	A Vie-Bom	87
F Tri H	A Bud-Ser	A Vie-Bud	88
F Tri-Alb	A Bud-Tri	A Vie-Tyo	89
F Tri-Adr	A Bud-Tri	A Vie-Tyo	90
F Tri-Ven	A Bud-Ser	A Vie-Bud	91
F Tri-Adr	A Bud-Ser	A Vie-Tri	92
F Tri-Alb	A Bud-Tri	A Vie-Gal	93
F Tri-Adr	A Bud S A Vie-Tri	A Vie-Tri	94
F Tri-Alb	A Bud-Rum	A Vie-Tri	95
F Tri H	A Bud-Rum	A Vie-Gal	96
F Tri H	A Bud S A Vie-Gal	A Vie-Gal	97
F Tri-Adr	A Bud-Ser	A Vie-Gal	98
F Tri-Alb	A Bud-Gal	A Vie-Tyo	99

A Vie moves to Tri, its most common target, a mere 35.5%, the lowest figure (for a most popular designation) of any piece, making A Vie the most unpredictable piece.

ENGLAND

F Edi-Nrg	F Lon-Nth	A Lpl-Yor	0-36
F Edi-Nrg	F Lon-Nth	A Lpl-Edi	37-67
F Edi-Nth	F Lon-Eng	A Lpl-Yor	68-87
F Edi-Nth	F Lon-Eng	A Lpl-Wal	88-95
F Edi-Nwg	F Lon-Eng	A Lpl-Edi	96
F Edi-Nth	F Lon-Eng	A Lpl-Edi	97
F Edi-Nrg	F Lon-Eng	A Lpl-Yor	98
F Edi-Nrg	F Lon-Eng	A Lpl-Wal	99

The list is short, because English pieces have so few options. The actual figure for the first is 36.3% but had to be rounded up.

FRANCE

F Bre-Mid	A Mar S A Par-Bur	A Par-Bur	0-22
F Bre-Mid	A Mar-Spa	A Par-Bur	23-36
F Bre-Mid	A Mar-Spa	A Par-Pic	37-50
F Bre-Eng	A Mar-Spa	A Par-Pic	51-57
F Bre-Mid	A Mar-Bur	A Par-Pic	58-63
F Bre-Eng	A Mar-Spa	A Par-Gas	64-68
F Bre-Eng	A Mar S A Par-Bur	A Par-Bur	69-72
F Bre-Mid	A Mar-Spa	A Par-Gas	73-76
F Bre-Mid	A Mar H	A Par-Pic	77-79
F Bre-Pic	A Mar S A Par-Bur	A Par-Pic	80-82

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F Bre-Eng	A Mar-Spa	A Par-Bur	83-85
F Bre-Mid	A Mar-Bur	A Par-Gas	86-88
F Bre-Mid	A Mar H	A Par-Bur	89-90
F Bre-Eng	A Mar-Bur	A Par-Pic	91-92
F Bre-Pic	A Mun-Spa	A Par-Bur	93-94
F Bre-Mid	A Mar-Gas	A Par-Pic	95-96
F Bre-Mid	A Mar-Pic	A Par-Bur	97
F Bre-Mid	A Mar-Pic	A Par-Pic	98
F Bre-Eng	A Mar-Pic	A Par-Bur	99

It's interesting to note that France opens to the channel 21.7% of the time. When France moves A Par-Bur, it is supported by A Mar a majority of the time, regardless of the fleet move (58% overall).

GERMANY

F Kie-Den	A Ber-Kie	A Mun-Ruh	0-41
F Kie-Hol	A Ber-Kie	A Mun-Ruh	42-62
F Kie-Hol	A Ber-Kie	A Mun-Bur	63-74
F Kie-Den	A Ber-Kie	A Mun-Bur	75-84
F Kie-Hol	A Ber-Kie	A Mun-Tyo	85-86
F Kie-Den	A Ber-Kie	A Mun-Tyo	87-88
F Kie-Den	A Ber-Kie	A Mun H	89-90
F Kie-Den	A Ber-Kie	A Mun-Sil	91
F Kie-Den	A Ber-Pru	A Mun-Sil	92
F Kie-Den	A Ber-Sil	A Mun-Ruh	93
F Kie-Hol	A Ber-Kie	A Mun H	94
F Kie-Den	A Ber-Kie	A Mun-Boh	95
F Kie-Hol	A Ber-Kie	A Mun-Sil	96
F Kie-Den	A Ber-Pru	A Mun-Ruh	97
F Kie-Bal	A Ber-Kie	A Mun-Ruh	98
F Kie-Den	A Ber-Mun	A Mun-Ruh	99

The First opening listed, at 41.6%, is the most popular opening for any country. A move to Sil, often talked about, is actually quite unusual--4.9%-- compared to 6.6% for A War-Sil. Similarly, the F Kie-Bal move, mentioned in the last Diplomacy World, was only 0.9%.

ITALY

A Rom-Ven	F Nap-Ion	A Ven-Tyo	0-22
A Rom-Apu	F Nap-Ion	A Ven H	23-39
A Rom-Ven	F Nap-Ion	A Ven-Pic	40-54
A Rom-Ven	F Nap-Ion	A Ven-Tri	55-66
A Rom-Apu	F Nap-Ion	A Ven-Tri	67-71
A Rom-Apu	F Nap-Ion	A Ven-Tyo	72-75
A Rom-Nap	F Nap-Ion	A Ven H	76-78
A Rom-Tus	F Nap-Tyn	A Ven-Pic	79-81
A Rom-Ven	F Nap-Tyn	A Ven-Pic	82-84
A Rom-Ven	F Nap-Tyn	A Ven-Tyo	85-87
A Rom-Apu	F Nap-Ion	A Ven-Pic	88-89
A Rom H	F Nap-Ion	A Ven-Apu	90
A Rom H	F Nap-Tyn	A Ven-Pic	91
A Rom H	F Nap-Ion	A Ven H	92
A Rom H	F Nap-Tyn	A Ven H	93
A Rom-Tus	F Nap-Ion	A Ven-Tri	94

A Rom-Tus	F Nap-Ion	A Ven H	95
A Rom-Tus	F Nap-Ion	A Ven-Pie	96
A Rom-Tus	F Nap-Tyn	A Ven H	97
A Rom-Apu	F Nap-Ion	A Ven-Tus	98
A Rom-Ven	F Nap-Tyn	A Ven-Tri	99

Combining the fleet options, the A Ven-Tyo, A Rom-Ven opening is the most popular--but only at 25.6%. This is the lowest two-piece total for any country's most popular opening. In this sense, Italy's openings are the most unpredictable.

RUSSIA

A Mos-Ukr	A War-Gal	F Sev-Bla	0-22
A Mos-Ukr	A War-Gal	F Sev-Rum	23-39
A Mos-Sev	A War-Ukr	F Sev-Bla	40-47
A Mos-Sev	A War-Ukr	F Sev-Rum	48-54
A Mos-StP	A War-Ukr	F Sev-Bla	55-61
A Mos-StP	A War-Ukr	F Sev-Rum	62-67
A Mos-StP	A War-Gal	F Sev-Rum	68-72
A Mos-Sev	A War-Gal	F Sev-Rum	73-75
A Mos-Ukr	A War-Sil	F Sev-Bla	76-77
A Mos-StP	A War-Gal	F Sev-Bla	78-79
A Mos-Ukr	A War-Gal	F Sev H	80-81
A Mos-Ukr	A War-Gal	F Sev-Rum ¹	82
A Mos-Ukr	A War H	F Sev-Bla	83
A Mos-Ukr	A War-Sil	F Sev-Rum	84
A Mos-Ukr	A War H	F Sev-Rum ¹	85
A Mos-StP	A War-Ukr	F Sev-Rum ¹	86
A Mos-Sev	A War H	F Sev-Rum	87
A Mos H	A War-Ukr	F Sev-Rum	88
A Mos-Ukr	A War-Lvn	F Sev-Rum	89
A Mos-StP	A War H	F Sev-Rum	90
A Mos-StP	A War-Lvn	F Sev-Rum	91
A Mos-Sev	A War-Sil	F Sev-Rum	92
A Mos H	A War-Ukr	F Sev-Bla	93
A Mos-Lvn	A War-Gal	F Sev-Rum	94
A Mos-StP	A War-Sil	F Sev-Rum	95
A Mos-Sev	A War-Lvn	F Sev-Rum	96
A Mos-War	A War-Gal	F Sev-Rum	97
A Mos-War	A War-Sil	F Sev-Rum	98
A Mos-StP	A War-Ukr	F Sev-Bla	99

More individual Russian moves are listed than for any country, due mostly to some "splitting" caused by F StP(sc). Above, F StP-Bot occurs all the time unless a "1" appears, in which case F StP-Fin.

TURKEY

F Ank-Bla	A Smy-Arm	0-31
F Ank-Bla	A Smy-Con	32-61
F Ank-Con	A Smy-Ank	61-78
F Ank-Con	A Smy H	79-92
F Ank H	A Smy-Con	93-96
F Ank-Con	A Smy-Arm	97
F Ank-Bla	A Smy-Ank	98
F Ank-Arm	A Smy-Con	99

A Con-Bul in all cases. ((Hah! I thought that you'd write an article explaining how "A Con-Bul" occurs in all cases...!))

In some sense, Turkey resembles England, in that the first four openings total over 90%, and only eight openings are needed.

Anyhow, if you have wondered what are the most - and least - common openings for each country, this should help. Since everything is rounded to an integer, some precision is lost. However, the difference between, say, 9.6 and 10.3 is not really statistically significant.

((I think that the notions you set forth are valuable, but they still need a lot of work: I, for one, wouldn't use the system as it stands.

((I see two problems. First, some countries (England and Turkey, for instance) have openings more predictable than that of other countries; this is a disadvantage as you then get a situation similar to that you described for listed-in-the-house-rules neutrals, when it comes to England and Turkey.

((But this isn't so important as the second problem. Some moves are too aggressive to be used as neutrals. For instance, there's a 8% chance that Austria will do F Tri-Ven, 4% for F Tri-Adr, and 10% for A Vie-Tyo. Under these conditions, what competent Italian player will even dream of discussing a 1901 demilitarization with Austria? And Austria will be at least equally reluctant, as there'd be a 42% chance of Italian A Ven-Tyo or A Ven-Tri (if EMP). This criticism can apply to all other countries as well. I feel that your system would be too restrictive, from the player's point of view, diplomatically-wise. Using your system, why bother playing SOL at all? The Italian player may successfully negotiate a I-A superalliance and find himself at war with his own ally anyhow...

((One way of improving the system would be to eliminate the aggressive moves and use weighed chance in selecting the other moves. Thus:

AUSTRIA

F Tri-Alb	A Bud-Ser	A Vie-Gal	0-37
F Tri-Alb	A Bud-Ser	A Vie-Bud	38-67
F Tri-Alb	A Bud-Ser	A Vie-Tyo	68-77
F Tri H	A Bud-Ser	A Vie H	78-85
F Tri-Alb	A Bud-Ser	A Vie-Gal	86-90
F Tri-Alb	A Bud-Ser	A Vie-Boh	91-92
F Tri H	A Bud-Ser	A Vie-Bud	93-94
F Tri-Alb	A Bud-Tri	A Vie-Gal	95-96
F Tri H	A Bud S A Vie-Gal	A Vie-Gal	97-98
F Tri-Alb	A Bud-Gal	A Vie-Tyo	99

The problem with that, of course, is that certain units become fairly - though not entirely - predictable. But I feel that's better than accepting even the possibility of an aggressive move...

((And now see what you've done: you've moved onto Michael Mills' turf and covered material he probably wanted to use in Enchain Macha...))

((Some players seem to have had technical problems in the general order construction area lately, so I might as well cover the matter here:))

Winter Separations

When can a player obtain a Winter separation? Can he get his GM not to separate a given set of Winter and Spring seasons? How does he go about doing all of this? There seems to be some confusion on these questions (in spite of an adequate houserule provision on the matter), as one player was under the impression that he could demand that I not separate seasons, and others wondered how and when they could get a Winter separation.

It is in fact quite easy to get a Winter separation in Passchendaele games. All you need do is ask for one, and justify your request. A separation will be granted if you can show that making conditionals would be too difficult to be practical. Thus, if combining Winter and Spring would necessitate four sets of conditionals, you may get a separation for the asking (but don't forget to point out why you'd need several conditionals...). And the situation involving conditionals must be of some relevance to your position (that is, Turkey couldn't use the complexity of the French removals - unless they affect his position in some way - as justification for a separation request...). Winter 1901 is usually kept separate from Spring 1902, so you need not request a separation then. The need for more negotiating time is not a valid justification, and nor is a change of address. It's pretty much a matter of common sense.

From my viewpoint, never announcing a separation in advance and waiting for a valid player request instead is advantageous and gives the players some flexibility: if the players do not want a separation, then any GK would probably be ill-advised to play Winter only; on the other hand, if a player can justify a separation request (which is easy, if he really needs one), then more power to him...

The other side of the coin is a player not wanting a Winter separation. Usually, a player will cite one of the two following grounds when making such a request: (1) "I want a fast game...", and, (2) "I don't want the other players to see my builds/removals."

Neither reason can receive much sympathy around here. The first reason - while in part sensible (I myself dislike games that are delayed every game-year unless the situation is complex or interesting...) - is out of place in Passchendaele games. They aren't specifically designed for a hasty conclusion, or to be fast-paced. While I will strive to avoid facetious delays (thus, the "justification" clause), speed will always be sacrificed to natural justice and common sense (as I perceive them to be), and games will be delayed whenever a player - any player - can justify his request. I might point out that those who want FAST games should play in 'zines that actually carry them...

The second reason is selfish. First, the Rulebook suggests that players should always know what builds/removals were made before carrying on with Spring, and indeed this is the way it's done in all the F-T-F circles I've been in contact with. In postal play, Winter and Spring are combined to save time - nevertheless, all players are entitled to know the Winter results (through conditional orders or a season separation) before they play the Spring season, "no separation" requests notwithstanding. Indeed, I suspect that many of those who evokes this reason are only attempting to give their opponents a tough time as they are attempting to deprive them of their fundamental rights... (i.e., the right to play Winter separately.) And besides, the absence of a separation does not prevent one's opponents from knowing the new positions, as they can use conditional orders...

CONDITIONAL ORDERS

Conditional orders are a method of making moves conditional on past events (such as a Summer retreat when making out Fall moves) unknown at the time. As such they are very useful as they allow for season combinations (e.g., Summer/Fall, Fall/Winter/Spring, etc.) with no damage to the players' knowledge of the board situation.

First, some premises: (1) allowing conditionals must not contradict the Rulebook (which is relatively easy, as conditionals are purely a postal practice; nevertheless, careless allowance of conditional orders could break the simultaneity-of-movement rule), (2) Diplomacy is a game played for fun; there's no reason why a player shouldn't have all the facilities we can think of; (3) the conditionals used shouldn't enable a player to "see" in the future.

So, conditional orders are based on "past events". In Passchendaele games past events are defined as past builds, removals, retreats, and adjudication errors.

(1) moves made conditional on past builds, etc. You are Russia and have F Sev, A Rum, A Gal and A Mos in the local situation and Winter 1902/Spring 1903 orders are due; Turkey has one build, all his home centers being vacant. One way of writing your Spring 1903 builds would be:

"If Turkey builds a fleet in either Con or Ank, my orders are:

F Sev-Bla, A Rum-Bul, A Gal-Ukr, and A Mos-Sev.

Otherwise: F Sev-Rum; A Rum-Bud; A Gal S A Rum-Bud; A Mos-StP."

And there are several variations to this format: your conditionals may establish any condition you like or may relate to past events anywhere on the board. They may be based on a combination of past events... about anything goes.

Note that while the player is entitled to know what happened, he has no right to know why or how it happened. A player may learn whether England built at all; but not whether this failure to build was due to a NBR. This is very important as a player would probably gamble on a Spring NMR if he knew his opponent had NBRed, as NBRs and NMRs usually come together. Allowing such conditionals would allow a player to guess with reasonable confidence what his moves are, i.e., all units hold - which is forbidden by the simultaneity-of-movement rule.

(2) moves made conditional on adjudication errors. Sometimes it is difficult for a player to be sure an error has been committed, or what type of error his GM has committed. For instance, a player could be hard pressed to know for sure whether "F Sev-Bla, F Ank-Bla" means "F Sev-Bla, F Ank-Bla" or something else, such as, "F Sev-Rum, F Ank-Bla". He could then submit conditional orders contingent on "F Sev-Bla, F Ank-Bla" being the correct adjudication, asking for a delay if this isn't the case.

This covers the "chronological" type of conditionals; however, there are other circumstances where a player may also use conditionals. A sketchy list of these follows:

(1) moves made conditional on whether there will be a season separation or not (e.g., "If Winter 1904 is played alone, I want A Par; otherwise, I want F Mar."). This doesn't really break the simultaneity-of-movement rule, while it gives player greater flexibility. A player may be willing to gamble on an opponent's sloppiness (and hope that he won't write conditionals) if the seasons are combined and make aggressive builds; his strategy may be quite different if he knows his opponent will know his builds for sure through a season separation. I believe that allowing this doesn't prejudice the simultaneity-of-movement principle as the player is not attempting to know what his opponent will do - or whether he has submitted conditionals or not - but rather how the game is to be played.

(2) moves made conditional on a question, or rather, on the answer to the question ("Dear GM: Is F Tus S A Rom-Ven legal? If so, I do...; if not, then ..."). This is a bit in the "innovation" area, but is nevertheless perfectly legal; it is also a way of helping players avoid screw-ups, without endangering the principle that concurring moves should be secret.

(3) moves made conditional on the submission of a codeword by a specified player. A more controversial rule. In short, codewords are a useful method of saving up on precious negotiating time; instead of writing player A and waiting for his reply, and then discussing his reply, and then waiting for his reply to your reply, you can send him a message saying, "Dear Ally: we have a choice - we can do any of A, B, C. If you like A best, submit codeword Orange to your GM along with your moves; if you prefer B, submit "Blues"; if you like C, submit "Yellow". Then, you make your own orders conditional on his submitting one of the three codewords, or none at all, and that's it...

Some say that codewords should be disallowed as they might be used as a NMR probe; thus, a player could submit conditionals on his ally not submitting a codeword, deduce that this equates with an NMR, and stab. Balderdash; a player may

not include a codeword along with his orders for a myriad of reasons (e.g., the proposed plans are unacceptable to him, or he just forgot, or he may even have omitted the codeword deliberately to prepare the ground for one of his stabs...!). If a player just assumes that failure to submit a codeword equals a NMR, then he might be in for a nasty surprise...

Others have said that codewords could act as a probe of player intentions; this too is fallacious: a player may submit a codeword and do the exact opposite of what was requested...

Therefore, codewords are accepted in this 'zine... (4) moves made conditional on who controls a position. Every once in a while a player NMRs and the GM selects a standby, who will replace the original player if he NMRs a second consecutive time. This naturally creates some measure of confusion, as the players aren't too sure as to who will control the country in the coming season. Allowing the players to make their moves conditional on who controls the country allows them to act on the basis of the standby's diplomacy if he should take over. This minimizes the usual plight of the standby by adding credibility to his initial negotiations. Some people object to this, but I don't really see why: this does not - in any way - violate the simultaneity-of-movement principle...

Some concluding notes: always remember that moves made conditional on a player NMR per se or on simultaneous moves (e.g., "If France moves A Par-Bur, then I do A Mun-Bur") are disallowed in this 'zine, as per VII(4) of the Rulebook. If you are uncertain as to whether your GM will accept a certain conditional, it might be a good idea to make your conditional contingent on its acceptability, i.e., "Dear Mr. GM: here are my orders made conditional on...; since I'm not sure whether this type of conditional is acceptable, you will also find alternate orders to be used in case you don't accept my conditional..." This may save you a lot of grief.

Well, that was long... I'd be surprised if I have discussed anything new, so the above must have been boring to the veterans out there... nevertheless, it was necessary, as people have been asking questions. I could have kept the article shorter (i.e., print a list of acceptable conditionals only, with no discussion as to their validity...) but then, that would have been against my very nature...

PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS

Emhain Macha (Michael Mills, 1585 Quaker Road, Macedon, NY 14502; reproduction method: mimeo, legible; rates: subs--12/\$5.60, no game-openings): Averaging 20 pages, this 'zine is very regular and interesting. This is really a "variety" 'zine instead of the usual Diplomacy 'zine, as the contents often include varying items of general interest (e.g., short stories, politics, history). Discussions on Ireland make it big. All in all, there is generally enough material to interest any subscriber. I find the various statistics on the different country openings interesting and valuable, especially to the novices in the crowd. There tends to be a bit too much stuff about Ireland and how cruel the Brits are (to the general Irish sub-/human/race), but then I can see why someone would like to talk about his country...

The GMing appears to be good enough, and Mike is very responsible indeed in not allowing himself to be overloaded with games: I think that he GMs only six regular Diplomacy games at any one time. Besides that, variant game-openings abound, and Mike is presently GMing a variant (you guessed it, about Ireland and Ireland). Right now, I think Mike has game-openings in another variant, VAIN RATS, which combines sorcery (players have special magical powers) with Diplomacy. All in all, this is a recommended 'zine: though Mike is a relative novice at publishing and GMing, he seems to be doing the job right.

Reading this plug over, I see that I'm not actually saying an awful lot about Emhain Macha: well, what can I do? The very brief nature of this review only indicates that I have no qualms about this 'zine...!

Everything You Always Wanted to Know (But Were Afraid to Ask) (Lee Kendter Sr., 4347 Benner St., Philadelphia, PA19135, USA; reproduction method: mimeo, very legible; rates: postage+2¢/page): this is the BNC organ 'zine (it carries no games) which performs a very valuable service to the hobby, as it contains all the game-starts and -finishes. This allows the ratingsmasters to rate games and players and otherwise do their job. In addition, Everything is useful as a source of statistics since you will find a wealth of information on games there.

Everything has varied widely in format and quality depending on who was at the helm; thus, the 'zine served as a tool for the general education of the hobby when Doug Beyerlein was the BNC, only to become extremely irregular and relatively skimpy with Cal White, Dennis Agosta, and Bernie Agosta. Now, though, Everything seems to have "settled down" a bit under Lee's leadership. Lee is producing the 'zine on a quarterly basis, and all BNC-related business seems to be finally relatively up to date.

Fol Si Fie (Randolph Smyth, 275-3rd St. SE, #314, Medicine Hat, Alta. T1A 0G4; rates: subs= 10/\$4.00; game-fees: \$7.00 (!...And you thought Passchendaele game-fees were expensive...); repro: ditto, occasionally legible): Well written (more or less), interesting (more or less), voluminous (more or less), this 'zine certainly has a lot going for it (more or less). This 'zine is a "must" (more or less) for all Canadian hobby members (and many other hobbyists as well).

Am I just letting a prejudice show through, or is it that most Canadian 'zines are much better than their Yankee counterparts? Generally, I think Canadian 'zines are larger, more interesting, and more reliable. Canadian 'zines also tend to be more sophisticated, too, as most of them are ditto 'zines. (Face it folks, mimeo and offset may look a bit cuter at times, but Ditto is the True Faith.) Fol Si Fie is no exception, and indeed this fine product belongs in the five top spots in the Annual North American Poll (more or less).

Fol Si Fie features a lot of neat stuff, such as: letters, ethical discussions, and a myriad of articles (on GMing, houserules, and general game strategy); all are generally well written (though I've told Randolph a couple of times about my mild dissatisfaction concerning his editorial policy). The 'zine averages about 12-14 pages, but is often twice that size - this 'zine is particularly recommended (I like it... but then I suppose that you uneducated bums have different tastes...).

Randolph's style is generally thoughtful, occasionally humorous, and sometimes rude. But overall the quality of writing is good and gives the readers some insight on his philosophy (which professes to be one of leniency towards his players).

In regard to GM-player relations, Randolph seems to be very conscious all right, as he tends to lean back and make sure that no player was molested by one of his decisions. On the other hand, Randolph is truly a, ah, shitty, GM when it comes to actually adjudicating a game after the tenth season: adjudication errors are frequent. Still, Randolph has a good set of houserules (which Randolph assures me he will follow in future - a great improvement) and his games are GMed well in accordance with his principles... which is a lot better than I can say of many other GMs. You just might enjoy playing in a Fol Si Fie game as a player or standby, especially as Randolph does not fear to have his judgement reviewed by others, apparently, which is highly functional.

Randolph only has openings for an invitational game (open to subscribers alone). The gamefee is pretty hefty, but then Randolph is very reliable.

The future of Fol Si Fie looks quite bright, as Randolph is reliable: I can't imagine Fol Si Fie folding before 1982, unless Randolph is run over by a truck. I look forward to the day when Fol Si Fie will be more readable as games wind down one after another.

In regard to Randolph himself: I'm sure I know something no one else (in this hobby) knows. Yes. Randolph is planning to get married. Moreover, he is ENGAGED. Yup. To Darlene Dee. Now (knowing Randolph), he'll probably deny everything, and come up with a weird story (e.g., "Oh, Darlene is only my script-girl for the Firehall theatre) or some such: don't you believe him. He met this girl where he works, and now it's the great romantic ah, love, and all that....

FURTHER CONSIDERATIONS ON THE "VON METZKE BLITZ"

(by Rod Walker)

The point at which Diplomacy, as a game, becomes dull varies with the individual, not to mention the time factor. Playing the third game-year in any one game generally does it, although interest may revive at a later time if one is sufficiently stoned. Amazingly, many players of postal Diplomacy actually remain interested long enough to complete a whole game...and some (amazingly!) seem to be interested in playing more than one game, sometimes more than one at once. I do recall that I was able to get through several games, winning a couple of them. but at the time I was married and in the service, which might explain my need to occupy my mind with other things. Canasta would probably have been better, now that I think of it.

Fortunately, one can maintain interest in the game on a more or less continuing basis by the simple expedient of getting wiped out, preferably in a creative manner. Otherwise (and perhaps even so), there is so much that is depressingly same-o/same-o about each game that one hardly knows whether to stifle the yawns or let them out for the sheer relief of it.

Part of the problem is that the players are so predictable. For instance, you know that:

- Peggy Gemignani will either be a total puppet or a total wipeout.
- Steve Cartier gave up in Winter 1900.
- Brux Linsey is going to attack Kathy Byrne.
- Ron Kelly is going to attack you.
- "Bernie Oaklyn" (or whatever Buddy Tretick is calling himself this year) is going to lie to you.
- Lee Kendter Jr. is really writing the moves for Lee Kendter Sr. (or perhaps the other way around)
- Mark Berch will tell you exactly what to do, so relax, relax, relaaaaax, go to sleeeeeep....
- Eric Verheiden is making a stalemate line...and he knows one that will work with one unit.

And so on. This situation is made worse by the fact that so many players resemble other players. For instance, it is really hard to tell a well-known player like John Boardman from, oh, a relative unknown like, say, Eric Blake.

The palling dullness of the game can be partially alleviated by writing reams of press...but most of the press one sees these days is about as boring as the game. Try the demo game in DIPPY WHIRL, for instance. These games cease to be interesting just before Spring 1901, usually.

Another way to relieve drowsiness...which almost universally occurs the minute a Diplomacy board is set up...is to do something completely screwy during

the game. That will usually pep things up for a season or two. However, the other players will probably then stomp you to fudge. They don't realize you're just being a free spirit.

Hence the famed "Von Metzke Blitz", hereuntobefore referred to (y'd, the title, in case you've forgotten or, as is more likely, fallen asleep). For those who don't know this world-famous technique, it is the highly creative Austrian opening: A Vie-Tyl, F Tri-Adr, A Bud-Tri, thus rather completely threatening Venice.

(The classic Italian defense, A Ven-Pie, A Rom-Ven, F Nap-Apu, will be discussed by the present author in his upcoming article, "Strategic Considerations of Italy's Totally Ignoring Tunis, not to Mention Greece, in 1901", in VOICES OF DUMB.)

The advantages of this opening are boundless. With any luck at all, the Turks will be in Serbia, and the Russians in Budapest, by Fall 1901, and you'll only have to suffer through one more game-year. That is, of course, unless Italy is played by Curtis Gibson, in which case you'll doubtless survive until 1904 or so (and get at least Venice and Rome before the roof caves in). Unfortunately, you will also be plagued by hate mail and crank phone calls until 1996 or so.

The principles of the "VMB" can be applied universally. The elegant German opening based on VM's pioneering approach would be: A Mun-Sil, A Ber-Pru, F Kie-Bal.

(A classic "Cartier Counter-Blitz", F StP(sc)-Fin, A War-Lvn, A Mos-Ukr, F Sev-Arm, is discussed by the present author in his forthcoming article, "Transcendentally Meditative Strategy in Diplomacy as a Viable Alternative to Unintentional Self-Destruction", with illustrative footnotes by Bruce Schlickbernd, in CRAW AND FINK.)

(The novice is advised against using the highly sophisticated "Gemignani Gambit", which is a subtle variant of the "VMB" when playing Germany. Spring 1901 orders in this variant are: A Mun-Hol, F Kie-Nth, A Ber-Den. See my forthcoming article, "Fifty Million Years of Diplomacy" in ULTVOMIT.)

A "VMB" approach to alliances can also make a game bearably interesting, at least for a game-year or two. One excellent pattern is England-France-Germany. Some stick-in-the-mud will no doubt observe it's been done before. Why bless you, so it has. However, in this superior version, England attacks Austria, France attacks Russia, and Germany attacks Turkey.

Creative alliances of this sort can have you back in the kitchen, mixing up a neat batch of Strip'n'Go-Nekkids almost before you know it. And if there's anything more fun than actually getting a palatable drink out of beer, vodka, ice, and pink lemonade, it's swilling down a couple of quarts or so of the stuff.

By the way, let me add for the connoisseur that a fascinating variant of the "Gemignani Gambit" occurred in 1975AT, where Peggy ordered (in Spring 1901) F Con(sc)-Bul. A subsequent alteration of this basic strategy forced a prolongation of ennui in the Balkans until 1904. It might have gone on longer but for the brilliant Turkish stroke of inviting an Italian army into Smyrna as a defense against the Russian fleet (still stationed in Sevastopol).

If, however, all else fails to liven up your games, you can always try

the "Von Metzke Blitz, Little Big Horn Variant". Come running into the room (after drinking a quart of Strip'n'Go-Nekkids...and possibly also having followed the directions), scream "Geronimo!!", and hurl yourself bodily onto the gameboard. (See my forthcoming article, "An Intriguing Variant of the Flying Dutchman Ploy: Throwing Jack Brawner Into the Game", soon to appear in LUSCIOUS LORNADOON.)

((Boy, if someone picked up all the fine allusions in this article, he knows the hobby fairly well. Even I had a bit of trouble with a couple of them.))

A PLEA FOR ACTION

(by Steve Hutton)

There is a clear crisis in the Diplomacy hobby. Few if any publishers are able to turn a profit. Most do not even break even. In addition to their financial problems, they are required to settle the petty disputes of the players in their 'zine, trade or MS with other publishers (whether they like them or not) to stay current on hobby news, act as foster parents to an endless supply of novices, write letters to each other so that they will have something to fill up the empty spaces, write headlines and (()) comments so that no one forgets for a minute that this is their 'zine, and attempt to be cheerful even when the only issues they get compliments about are fakes. Certainly this is too much to expect of any individual.

"Well, what can we do?" you ask desperately. I have been in correspondence with others who see the problem. There are two basic solutions which have been presented. I choose to call them "The American Solution" and "The Canadian Solution" because the one solution typifies the American approach to a problem and the other is a typically Canadian approach.

First, the American Solution. As we well know, the Americans always attempt to solve problems with new technology. This is the approach which won World War II and lost Vietnam. "Why not" they would say, "replace the pubbers with a machine?" Certainly machines could be devised to staple pages and lick stamps. I understand that there is even a computerized GM program somewhere. A machine would never get angry over the frustrations of its job. But the real question is: Can we design a machine with enough intelligence to write witty (()) comment and headlines? The only way to devise a program capable of this feat is for Dippy Pubbers to have a "Manhattan Project". For each set of moves, there would have to be on file an appropriate headline. This would be difficult even for the first move, but in future seasons it would approach impossibility. Still, it is only by confronting the seemingly impossible that anything is accomplished. The (()) comments would be equally challenging. Someone would have to search through every 'zine ever printed recording the press releases. Then, it would be necessary to create the ultimate (()) to go with each press release. If someone wrote a press release that was not on file, the computer would turn to its bank of about 500 all-purpose replies. This bank could include: "Why don't you just fuck off?", "That's the worst press release I've ever seen!", "This is my 'zine; you guys are supposed to be my straight men" and "Why don't you go up to the North Pole and marry Bob Acheson?" This, then, is the American Solution.

But, we in Canada do things differently. As anyone who observed our last election knows, Canadians march like lemmings into the sea of Big Government. There's no reason why this approach could not be turned to the Diplomacy hobby. First it would be necessary for there to be a hobby-wide organization (Enter NADF!). Then the government (Canadian, American, or a combination of the two) could contact the organization with a proposal. In exchange for allowing them-

selves to become a government department (or "Crown Corporation" in Canada) the Dippy hobby would be subsidized. The problem of money-losing publishers would disappear. The publishers would be able to form a union which would demand (and get) a good wage. The extra cost would not be passed on to the consumer (not within four years of an election, anyway) but would be absorbed by the government. Also, those in areas under-represented by Dippy publishers would be encouraged to start up their own 'zines with tax incentives. All 'zines would have to be bilingual (French being the second language in Canada, Spanish in the US) and would be censored for obscene (i.e., anti-government) material before going to the presses. Special 'zines would be created to serve various minorities. At least $\frac{1}{2}$ of all Dippy players, publishers and "custodians" would have to be female. All moves which could have possible international repercussions (e.g., the Lepanto Opening) would have to be cleared by the appropriate government departments. Orders, 'zines and even negotiations would have to be done in triplicate with one part going to the intended recipient, one part to the appropriate government agency and the third being used as toilet paper in 24 Sussex Drive (or the White House in the United States). Every five years, there would be a government inquiry into the functioning of the Diplomacy hobby. Buddy Tretick would be tracked by the Mounties, the FBI, Interpol and the Unification Church. At last, the hobby would be organized in such a way that it could not be swayed by the efforts (good or bad) of a few individuals. Even Jerry Jones' "Diplomacy Players Association" would have its place. It could become a sort of players' union modelled after the successful Polish trade unions.

Which course we choose is up to the members of the Diplomacy hobby. Each course offers its own advantages. But either course is certainly preferable to inaction. We dare not sell the future of the Diplomacy hobby for short term peace of mind. As President Carter would say, we have "a choice between two futures". There should be a real debate throughout the hobby as to which course we take. It is certainly the most important decision the hobby will ever have to make.

((Dream on...))

DUMPING AN ALLY (by Randolph Smyth)

Of all the subjects on the play of Diplomacy, this is perhaps the touchiest. For any novice who is beyond the stage of quitting when he fails to find an ally in the first place, losing an ally is the cause of most dropouts. Being stabbed is far more traumatic than losing a well-fought game to an enemy. Stabs are only the most violent means of breaking-off an alliance, though: sometimes, goals change as the game progresses and allies simply drift apart. How does one terminate earlier commitments, and which of these ways are "best"?

To avoid any stain on your reputation, the best way is to put a specific time limit or other similar constraints (until one of us reaches ten centers, until Germany is eliminated) on the duration of the agreement in the first place. The ally will then be aware that your relationship is about to end, but if you're the type of player that progresses by diplomacy rather than hacking away with the knife at every opportunity, this won't bother you much.

The fence-sitting route is for those who want the benefits of surprise without being branded as an actual liar: word your alliance agreements with a loophole which (you hope) the other guy won't see until you're ready to take advantage of it. The disadvantage here is that, while the ally may not be able to complain effectively to other players, he may be just as angry at being "tricked" as though you'd actually stabbed him.

The most renowned and immediately effective method is, of course, the stab. Generally it's over-used: players get impatient and stab too early; or realize that the best opportunity has passed them by and attack belatedly anyhow, or do

it just for fun. Results in any case are likely to be disappointing in terms of substantial progress in board position, but are usually a roaring success in terms of ending the alliance.

I've heard some players advocate a "black-and-white" strategy: if a fellow player is not an ally, make him as much of an enemy as possible with insulting press and letters, until you are no longer on speaking terms. The idea is to make him so angry that he attacks you to the exclusion of all else - which makes him very predictable and gives your new ally an easy target. The problem is that your defense/counterattack is perforce equally predictable, and it's rarely to your advantage to go to so much trouble for the exclusive benefit of a third party. Also, even if your enemy is not normally a cross-gamer, it's only natural for personal hostility to affect other games if you ever meet him elsewhere. So, however an alliance is broken off, I try to pour oil on the rough waters with explanatory letters.

Suppose you have an ironclad contract with another player which is obviously working against you, but you're not the stabbing type - is there any way out? Of course. Many such players seem to feel obliged to drift along under the terms of the agreement, getting a lot less from their potential than they should; there's some cause to be extremely bitter when your old ally then turns around and stabs you later (not infrequent). One idea is to take the bull by the horns and simply tell your ally, "Sorry, guy, this agreement isn't doing me any good, I'd be glad to renegotiate it if you're willing to give me a better deal, but on the original terms the treaty is off." Even players who have little compunction about stabbing everyone in sight will balk at washing their hands of outdated commitments in this way. Yet it's not a stab, and if you have a legitimate grievance, breaking the contract is less unfair to the other guy than continuing it would be to you. Most players have an exaggerated respect for their own agreements except in the absolute context of a stab.

However, you may feel that even this breakoff of an existing treaty will violate your ethical standards. OK - then you have to depend on diplomacy to get you the best alternative deal you can. Approach your ally and suggest changes which you think will give you a better deal. The other fellow isn't likely to simply make you a gift of something that was given to him in the original treaty, so you'll have to look further down the road. Point out the inequities in the current deal and demand a larger compensatory share of whatever wasn't agreed on. Then you may offer him back some of this pie-in-the-sky for more immediate profit - otherwise he may stab you just when he's at his strongest. Or, he may be very inflexible and demand his pound of flesh in the agreement, while denying you anything further... perhaps then you will feel less justified in sticking to your original ethical standards....

Actually, the postal hobby has become more sophisticated in recent years, insofar as there seems to be less reliance on written "treaties" with 14 specific clauses, signed by both parties with a copy to each. These arrangements can be best for a novice, since he knows exactly when the agreement is being broken, except that a more experienced player will often take advantage of the novice in the initial composition of the treaty. Today, though, most agreements are more informal: season-by-season cooperation as determined by immediately preceding correspondence. Even the word "ally" seems out of fashion among the better players, in recognition of the constant shift of fortunes and relationships. The fact of alliance becomes implicit after a period of constant cooperation, without either side ever saying, "Let's be allies!" Thus, players' successes or failures are dependent on continued performance as negotiators each season, rather than on the terms of a contract signed five game-years ago.

PRINCIPLES OF END GAME PLAY, PART I

LAST STAND IN STP

(by Mark L. Berch)

Literally hundreds of articles have been published on play-of-the-game.

Most deal with a particular country or alliance, techniques of negotiation, psychology deception and alliance building; the opening game, or openings themselves. Very little is devoted to middle and end game play, especially the latter. Players usually assume that if they can make it through the mid game, the rest will take care of itself. This is often not true. This series, which will continue in other 'zines, will examine different aspects of the endgame, with particular emphasis on how preparation for the endgame is essential.

If a country enters the endgame in a strong position, her home centers are not normally a problem. The expanding shell of units are usually pushed far ahead of the centers. The enemy is more likely to attack on the periphery. Dislodged units can be retreated OTB and rebuilt at home. This is particularly true when the enemy is not a neighbour. By the time a home center is taken you are likely to be in a very weakened state.

There is one conspicuous exception to this: StP. Even if Russia is very powerful StP can often be picked off with remarkable ease. Indeed, I prefer to look at StP as a scandinavian center - ownership of StP, by late midgame, is more likely to be linked with who-owns-Nwy/Den/Swe than who-owns-Moscow. If a southern alliance is carving up "Russia" they are really carving up just Sev, War, and Mos - StP is almost as out-of-reach as the rest of Scandinavia.

For the purposes of this article, "you" are either Russia alone, a Russia leading an alliance against a strong western alliance, e.g., England/France or Germany/Italy. You want to retain StP and keep the west from rolling over you. Later, I'll look at a few ways of dealing with the loss of StP.

The entire key to holding StP is this: northern fleets! Lots of them. And that is where long range planning - even back to 1901 - is needed. The normal inclination is not to build such fleets. Russia figures to make his gains in the south - so units are built there. Units built in the north are there mostly for security reasons, not for aggression. These are usually armies, as you don't want to distract England or Germany from squabbling in the west by F StP. Fleets can be built when you're ready to attack England or Germany, or when you feel you are about to be attacked. But by then, it's too late - you probably can't build and position your fleets fast enough. The problem is that the only supports available are Lvn, Mos and, say, your original fleet in, e.g., Bot. But Lvn can be cut from Pru, Bot can be cut from Bal or Swe. That gives you A Mos S A StP - facing enemy units in Fin, Nwy, and Bar. Adding new armies - even covering Scandinavia with them, shifting the fleet to Barents - nothing will help. You can't do it with one fleet; almost always you need 3-5. And you will need some of Germany! And that takes planning.

The simplest case is when you seek to hold off all of Scandinavia - all the way through Denmark. There are two ways of doing this. One is to control all of the south (south=Austria, Turkey, "Balkans" - not Italy) except Tri and Gre (often the case if the western alliance includes Italy), plus hold Berlin. Yes, Berlin - you're going to need Berlin for any chance of holding StP. That means you've either grabbed a bite of Germany or allied with him - there's no in between. Anyhow F Bal & F Ska S A Den and F Bar S A Nwy locks up Scandinavia. Your armies run Pru-Sil-Ber-Boh to hold the entire north. There is a variation on this which is the only way I know of to get by with only two fleets in the north (and still be under 18 centers). If you can push A Pru to Mun, or A Rum to Gre, you'll gain one more supply center (to 17). Then you can replace F Bar with A Swe & A StP S A Nwy.

The second way to hold Scandinavia is to hold all of Germany, meaning that in the south you can do without Tri, Gre and Ser. Again, three fleets are needed: F Ska & A StP S A Nwy and F Den S F Hel - notice how far forward your fleets must be. Likewise your armies, running A Ruh-Kie-Mun-Boh-Tyo to hold the north. If you've got Serbia, you can dispense with Norway. To do that you need to add a fourth fleet (F Swe) plus A Fin, replacing A Con & A Rum with A Ser

in the south. This situation would arise if an early France-Germany war results in England and Russia swallowing both of them. In that case, you can expect to get all the German home centers - but you won't want to antagonize England by taking Nwy. Or maybe you will grab Nwy anyhow!! In that case getting Ser will allow you to dispense with Mun instead, but again, you will need a fourth fleet, this time in the Baltic Sea, using A Ber & F Bal to hold the now forward A Kie. Your forward armies in Ruh and Tyo can be replaced with the much-easier-to-place A Sil and A Ber. In a practical sense, if you're allied with Germany, A Tyo & A Ruh won't be hard to get - those will be his. But if you're at war with Germany, you may be stopped before you get that far.

Pretty boring so far, eh? Cheer up, I'm almost done. ((Is this a promise?))

So far this has covered either having all of Scandinavia, or all minus Norway. There is one final way that allows you to give up Den, holding only Nwy and Swe. This requires you hold Ber, all of the south and five (!!!) fleets. Yes! F Bar S A Nwy, F Swe S F Ska and F Bot S F Bal are all essential. And don't sneer at this. If England does F Nth-Ska and F Kie-Bal there's no way you can take Denmark.

So much for the details; now for the summary. To hold StP against a vigorous west, you will need all of the following in the north:

1. With one exception, three to five fleets.
2. 16 or 17 centers (total).
3. Either Berlin, Berlin and Kiel, or all of Germany.
4. Sweden, and either Norway or Denmark or both.

The far-sighted Russian player, if he anticipates (or just wants to be prepared for) a strong western alliance must keep his eyes on those requirements. If he cannot meet them, he must go for the quick victory in the south, or prepare to lose StP. Dealing with the latter is the subject for the next article.

PRINCIPLES OF END GAME PLAY, PART II

StP IS LOST, BUT RUSSIA HANGS ON!

(by Mark L. Berch)

In the preceding article, we saw how Russia should go about trying to hold StP against a vigorous west. What if she should fail? Can she retain Warsaw and Moscow? This is relevant also if "Russia" is in fact a southern alliance of Austria/Turkey, Italy/Turkey or Austria/Italy, or perhaps one of them alone. Ordinarily, such an alliance cannot take StP, let alone hold it, against a vigorous west because of the lack of fleets. The one exception is if the remnants of Germany can supply the fleets.

The answer is yes. Russia can (this would be a mercifully short article if she couldn't!). But to do it, Russia (or the Russian alliance) must have a good toehold on or near Italy. They must also hold the remaining Russian, Austrian and Turkish home centers and the rest of the Balkans. And with one exception, you'll need at least Berlin plus at least three fleets (sound familiar?).

First off, ditch all the northern fleets. You won't need them and in most cases you'll have no spare units.

Might as well start with that exception. You lock up the sea with F Adr S F Ion. But you must have A Apu & A Nap S A Rom. You need both Italian centers but no German ones, relying instead on a War-Gal-Boh-Sil-Tyo line (with back-ups)

The total is 15 centers.

Most of the time, though, you won't get as far as Rom, and in those cases you'll need Ber plus one or two more fleets. If you have Naples and Venice, add F Aeg to support F Ion, because F Adr will have to support that new A Ven.

If you have only Venice - not able to get into the south, you will need Ber and Mun. And you will need either a fourth or a fourth and fifth fleet. If you can at least slip a convoy into Apu, you can get by with F Aeg & F Eas S F Ion, F Adr S A Apu. Thus, your units run the line Ber-Mun-Tyo-Ven-Apu-Ion - due south!! However, if you don't hold Apu, the enemy can, which means - you guessed it, another fleet is needed to hold F Ion: F Alb, F Aeg & F Eas all S F Ion, with F Adr still supporting Venice.

Summary time. Once you've lost StP, you can still hold War & Mos provided you've pushed well into the Mediterranean. If you have Nap and Rom, you can get by with just two fleets and nothing of Germany. Otherwise, you'll need Berlin and Venice, plus either Naples or Munich. And you'll need three to five fleets to hold the Ion, depending on how many fleets the west can place on the Ionian littoral.

All this should be of particular interest to the Turkish player, who figures he can swallow Russia (except StP) and Austria, but isn't sure how much more he needs before he cannot be pushed back.

THE UNORTHODOX GAME-LONG EASTERN ALLIANCE

People can really be unimaginative at times. Players generally enter a game with a set of preconceived notions, are unwilling to give unused options a try, and tend to throw their lot with the common alliances. To be sure, Franco-German, Italo-German, Austro-Turkish and even Italo-Turkish alliances are occasionally seen; but (unfortunately?) most don't appear to enjoy the popularity they should. Such seems to be the fate of a seldom-mentioned-and-used eastern alliance, the Austro-Russian pact.

Such an attitude isn't entirely unreasonable: players tend to reason that unbroken paths are more risky than beaten trails, and that they might as well employ the "proven" strategies. The result is a relatively predictable game, with - as an example - Austria at the top of Russia's list of targets in the opening and mid game. This article will attempt to rationalize the Austro-Russian game-long alliance, and explain the optimal circumstances it generally works best in.

Now, I'm not saying that this alliance is the best, ideal, or superior. It has a myriad of inherent disadvantages and weaknesses. Still, it should be given a try by the more imaginative players...

Suppose that, as a member of the AR alliance, you could create the following diplomatic conditions:

(1) Turkey has been sucked into moving her F Ank west (F Ank-Con-Aeg) in 1901 thus leaving the Black Sea open. Suppose further that Turkey has been convinced to demilitarize Arm. Russia and Austria may then kick Turkey out of Bul (remember - T has agreed to move F Con-Aeg in F01, which makes Bul very vulnerable) in Fall 1901, and occupy Bla in Spring 1902 (Turkey being in no position to contest this, as her fleet is in Aeg and she gets no build - unless, that is, she ret A Bul-OTB and builds a fleet; but then this could be countered by Russia building a second fleet in Sev..). Following these crippling blows, RA should be able to move onwards and conquer Turkey by 1904 (assuming no or little Italian interference). Curtains.

(2) France and Germany have been persuaded to attack England. This will generally keep effective German intervention in eastern affairs to a minimum, and virtually eliminate the sheer thought of England invading Scandinavia in strength.

Further, Russia will be in position to grab Norway (and possibly even Edinburgh...) and build lots of northern fleets relatively unchallenged. Free of northern distractions, RA may concentrate on their other campaigns.

(3) Italy has been persuaded to attack France. The Italian move west will not only help keep the West in turmoil and weaken France (thus isolating Germany somewhat), but it will also remove the one RA worry in the East. Free of Italian intervention, Austria will remain a healthy ally and the campaign against Turkey will be that much easier. Further, the Italian move west will prepare the ground for a propitious Austrian stab of Italy.

So much for the diplomacy. If your opponents play into your hands this way, the tactics and the timetable become a piece of cake. Turkey should be destroyed by 1904. You can invade Italy in 1903 and destroy it by 1906, while at the same time Russia annexes Norway and possibly Edinburgh. Soon thereafter, Germany could well be crushed by the converging AR assaults, while France is too weak (partly due to the early Italian stab, partly due to the AR Mediterranean forces now at her doorstep) to lend a helping hand. On the other hand, expect a bit of heavy fighting if your plans don't turn out as hoped for. For a quick campaign, you really need to achieve all of (1), (2), and (3)...

So much for the positive side of the coin: the alliance does have liabilities (which presumably is the reason for its unpopularity). Leaving aside the myriad of stab fears (real and imaginary) which may disrupt the alliance at any time during the game (...even in 1901...), the main ones are:

(1) the share of the spoils and the rate of growth: this shouldn't be much of a problem if both partners are reasonable and sincere (an impossibility?), but generally one ally will grow faster depending on how well "things" went on his front as compared to his partner's lesser fortunes. Austria will do poorly if Italy gets strong; Russia will do poorly if England fares well. And dismiss the entire idea if Turkey is not sucked in initially and a 1901 GE alliance forms (not uncommon)...! The final division of spoils will also present a problem, as one member of the alliance will probably have to "reach farther" than his partner for his 17th center (e.g., Austria may have to get Bel for her 17th center...).

The rate of growth is a very delicate problem, as Russia will probably grow much faster - especially towards the end - as the Austrian fleets are slowed down before the Mid bottleneck. This may not be too much of a problem if France is kept weak throughout the game; nevertheless, compensation to Austria for quicker Russian expansion will likely be imperative somewhere down the line.

(2) the "encirclement" of Austria by Russia: often the result of (1) above. This may be a huge problem (but no worse than, say, Turkey encircling Austria in an AT alliance...), as in the end Russia will have possessions in the Balkans (Rum, and perhaps Bul), Turkey, and Germany (and perhaps even the Mediterranean, if her fleets were allowed through Con...!). The problem can be avoided by "exchanging" centers (i.e., Austria takes the Russian centers south, Russia takes the Austrian centers north...), but it will nevertheless likely remain until game-end.

(3) game-end. One side could easily decide to double-cross his partner by going for his 18th center (a problem common to all game-long 17-17 alliances). The problem can be avoided by only going for a simple 2-way draw, before the alliance controls all 34 centers. Nevertheless, a great deal of mutual trust and sincerity will be required here again.

This covers the interrelational problems. However, there are other problems RA must keep their eyes on to prevent their opponents from denying the two-way draw:

(1) stalemate lines: usually an acute problem for powers such as Austria, Turkey and Italy (and even Russia). Most partial stalemate lines RA must keep an eye on are centered on Mid/Spa/Mar and Mun/Ber/Bal/Bot/StP or thereabouts. The latter is no problem if Russia has expanded north (beyond the stalemate positions) and is quite strong in the area (through division among the Western powers, or sheer number of units); yet, it may be a good idea for RA to move quickly on

Germany, so that few strong defensive lines may be set by their adversaries. Stalemate (or partial stalemate) lines to watch for run along Ber/Mun - and even Kle/Ruh/Bur.

The Mid bottleneck is extremely difficult to get through, and is extremely consequential to the future of the alliance. Austria just can't afford to wait while Russia picks up most of the pieces in the North. So, the main problem with this stronghold is the possibility for major inequities to develop within the alliance. If France has been kept quite weak, then this may not be a problem (most unlikely, as the stronghold can be held with A Gas S A Mar, F Mid & F Por S F Spa).

(2) "Getting into one another's way" (as far as it can be kept separate from the "encirclement" business) should not be too much of a problem, as Russia and Austria both have their "natural" routes of expansion: Russia can move north-west while Austria moves south-west.

So this covers the alliance, all right. This alliance is actually quite difficult to keep afloat efficiently, as the diplomatic conditions listed at the beginning are rarely assembled in one game; nevertheless, I'm sure there are variations to the alliance which eliminate the need for all diplomatic conditions to be present simultaneously as the prerequisite for success. I hope that I have been successful in presenting an alternative form of alliance to the novices in the crowd while at the same time pointing out the main difficulties. Try it out, for creativity's sake if nothing else...

"THE BLUE PLAN"

(by Michael Mills)

August in New-York can be gruesome. Coupled with a heat wave, the city's high humidity can leave you totally exhausted after two hours of mild exertion, but such was not the case at the Democratic National Convention. As a matter of fact, New York was very, very cool.

I am sure most of you saw it on TV and you all can cite one obscure verse of political trivia: did Rockefeller take his brass bed from Blair Mansion when he left? After Monday night's rule challenge was defeated and Kennedy made his speech, there was precious little front page material to cover, except the Carter-Kennedy posturings of unity.

So, many newsmen spent much of the time scouring the galleries, corridors and meeting rooms for off-beat colour material.

On Tuesday at about one pm the contingent of issue-orientated workers arrived to set up their information centers and the like. They trudged in large boxes of stickers, press kits, mailings, booklets, position papers, xeroxed magazine articles and editorials from leading papers and press releases, which all had to be checked at security. No one really paid them much attention until three pm, when reporters would make the rounds to all the groups, gather reams of propaganda and return to their typewriters in the Felt Forum to write up some side bars.

But it was on Tuesday that I noticed a strange fellow, seemingly out of place in a three piece black pin striped polyester suit, arguing with the team at Security Point 17. He was shortly whisked away by the guards to the service corridor, that runs throughout the Garden, and is actually a hidden passageway of sorts. It was the place where the Secret Service and others had set up their command posts, or so it was rumoured.

About a half hour later, this same strange man was pacing frantically in Room 123B, before an assembled throng of seven people. He was running for President, and haranguing the audience on the failures of each candidate--Democrat,

Republican, and Independent.

"I'm going to get this country moving", he stressed with his booming baritone voice. "Wyoming will be evacuated and used for nuclear testing. We need nuclear power...I will see to it that marihuana is legalized and the death penalty reinstituted!"

He handed out some papers, which he said would explain all that he had said, but from the looks of it this man was a fiscal conservative.

All the other candidates had literature printed on expensive, multi-colored paper--litho jobs. Some even had engraved letterheads complete with pictures of the "fearless leader" of the cause or some momentous event, but this guy used mimeo on blue paper. The paper was marred with ink smudges, misspellings and handwritten corrections in the margins. It was totally in character.

I left with my copy folded and crumbled in my coat pocket. It may be an historical oddity some day, I thought.

I saw this particular hopeful many times between Tuesday and Thursday pm. He'd be thrusting these papares into the hands of reporters, delegates, police, anyone he thought could read.

I often wondered and even asked a reporter from the "Santa Fe Journal" how a guy so off-the-wall, doing solo acts could get into the Garden day after day. The reporter just laughed, and we left it at that.

Thursday night. You all saw it. Fritz. The Movie. Jimmy. And Ted's acidic stage appearance. Everyone in the press box was writing about the deterioration of emotion from Tuesday to Thursday--and that was a charitable assessment.

On the podium a beleaguered President was trying to rally a divided party, trying to ignore four years of a stand-in performance in a lead role, trying to fend off GOP demons, and trying to convince us that he was what we wanted--no, needed.

I did a quick mental recall on the Reagan/Bush ticket, their convention, their promises and the prescription that they had written. What saved me from a nervous breakdown was remembering that Canada was not far from Rochester, New York.

The President was trying, but he was failing.

The Georgian on the podium continued with his "memo" to the nation. The non-partisan members of the press continued making notes on their copies of the "memo", but it was all getting worse. The notes had been vivid adjectives to be added to future paragraphs: they were now expletives to be deleted later.

Like milk Carter was curdling under the hot spotlights, but he would not stop. Someone behind me made the suggestion that we walk-out and watch "Happy Days" instead.

It was then that I took out the political platform handed out by the man in Room 123B. The Santa Fe guy did likewise. I read it again, and this time it started to make sense, at least more than some others I'd heard.

Well, the Santa Fe guy and I started a chain-reaction. I turned around and saw about 300 reporters in the press box reading those blue pages. Copying down comments made, discussing the points and staring wide-eyed, as if they'd just found a way to have $1+1=3$. Soon, there were clusters of people standing flailing their manifestos in the air in rabid support. The entire press corp was then on its feet their copies of the "Blue Plan" in their hands, chanting, shouting and stomping their feet.

But at the same time, as I later learned, the networks were concerned about "The Hostage Balloons" above the Garden floor, and we were never exposed to Mrs. and Mr. America--we couldn't be, actually.

How could we and the "Blue Plan" be explained to simpletons concerned with polls and delegates and blind to the ramifications of the issues?

Nearly 800 of us held out "Plans" to the ceiling and chanted in unison.

But we were the visiting team. But united and determined we faced the ugly political reality of America and didn't bat an eye. Chanting together to keep faith, "LaFosse! LaFosse! LaFosse!"

((Somewhat out-of-date, but still good, comes, from Arrakis:))

MANIFEST DESTINY QUEBEC STYLE¹

(by Steve McLaughlin)

René Lévesque, Premier and potential President of Québec turned up for an interview yesterday. I proceeded to check out the views of Lévesque on the eventual fate of his province. Without further introduction, here is the complete and unabridged text of that interview.

Arrakis: I hear you are planning on changing the name of Québec upon its becoming an independant nation.

Lévesque: Yes, I think I will call it Cuba.

A: Haven't you heard that some Western politicians, Americans in particular, are afraid of Québec turning into another Cuba?

L: It's none of their goddamn business (An'I excuse myself to all those Catholic in your reading audience) if I choose the same name for my country as Fidel chose for his.

A: How about a compromise name, like Cubeque? Or something a little different still, like the Weimar Republic?

L: That second one is a good idea, but I have to sleep on it.

A: There's much talk of an independent Québec being a financial failure. How do you propose to keep Québec financially stable upon separation from the rest of Canada? What about the sudden drop in the Canadian dollar following the victory of the Parti Québécois in the provincial election?

L: Well, first off I get everting I can out of the government in Ottawa before we leave, and the extra money we need we get by nationalizing Coca Cola. As far as the drop in the Canadian dollar is concern, this drop reflects the fear that Canada might not let Québec leave Confederation.

A: So you plan to make Coke the national beverage?

L: Yes, I make sure everbody drinks Coke, and that way I make all kind of money, and Québec has a big surplus.

A: What about trade? Do you plan to allow free trade with English Canada?

L: Yes. I plan to have free trade on two tings. The first is asbestos, and the second is wheat. I let asbestos go out tax free in return for tax free wheat entering from the West. The price of asbestos I will index to the price of wheat.

A: How do you propose to organize defense?

L: I plan to pour all the surplus from Coca Cola in my army. I will make the Olympique Stadium into my main barracks and training ground, and take over Mirabel Airport that everbody is bitching about and turn it into my airfarce base.

A: Does Québec have any military objectives?

L: No. Québec will be a peace-loving state. The only reason I need an army is to liberate Labrador.

A: Aren't you afraid that will start a war?

L: Jesus Christ, no. You look at any map and you see that Labrador must be part of Québec to make that map look sensible.

A: But apart from Labrador, Québec has no further territorial ambitions?

L: No, only the logical additions such as Vermont, New Hampshire, and Maine. You look on any map and you see Québec must control these places. Besides, they

all have large French population who will want to join Québec anyway.

A: What about the English in these areas? Don't they have a right to self-determination?

L: Yes, so long as they don't do it in the new Québec.

A: What about the Americans? Won't they view these annexations as a threat to their security?

L: Hell no! All this area is to them is a large pain in the oil barrel. They will be happy I am taking it off their hands.

A: What do you plan as far as a fleet is concerned? With these new coastal areas, you'll certainly need a large fleet to maintain control and guard against pirates.

L: Yes, of course. What we do is to gather up all the boats that use the St. Lawrence, and sell them back to their owners, for a good profit, of course, or if they can't pay for them we equip them with cannon and that sort of thing, and presto we get ourselves a new navy.

A: What about the threat from frontier areas like New York, Newfoundland, Nova Scotia and New Brunswick?

L: Well, as far as New Foundland is concern, look at any map and it will tell you that New Foundland is part of Labrador, which will belong to Québec. Those other places our navy will bomb into submission. And what we don't get our air farce will. Of course we will have to take over Virginia too, so that we have no shortage of tobacco.

A: There are reports going around that agents from France have been fomenting revolution in French Canada. What do you think of this?

L: You look at any map, and you see that France is smaller than Québec. Therefore, because it is smaller, it must become part of Québec. Once we build up our navy sufficiently to match that of the Soviet Union, we will liberate Western Europe, starting with France, which we will use as our major colony.

A: What will be the position of minority peoples in Québec?

L: Minorities will be OK in Québec so long as they only speak French when I am hearing them. Of course they will attend separate schools, use different parks, beaches, etc. from regular Québeckers.

A: Thanks for your time, Mr. Lévesque. I hope in return for allowing you to air your views candidly in the English press you will grant Huntsville autonomous status when you liberate Ontario.

L: You can be certain that I will.

1 With some editing from the original 1977 version.

2 Huntsville is a small city in Southern Ontario where - I think - McLaughlin used to live.

OK, YOU'VE GOT A 'ZINE: NOW, HOW ABOUT SOME WINDOW-DRESSING?

Of all the problems novice publishers must contend with, getting reading material for their 'zine is probably the largest. In comparison, filling games is a piece of cake, as game supply doesn't appear to meet player demand quite adequately - and if the publisher should ever get desperate, he may always pick up orphaned games (available at a dime a dozen). For those who want more than a warehousian product, then, getting filler is the problem...

Generally, the best way to get material is to keep reader interest up. The first step in this direction is to publish regularly, market a legible product, and generally meet hobby standards of quality (e.g., it should be obvious that publishing an unreadable and inferior product once very other month - when you claim to publish a monthly - generally will not arouse much interest...). Your product needs not be perfect, just reliable and interesting. Obvious, you say?

Perhaps. Nevertheless, I have come across many a publisher who ended up losing the interest of his readers just because he didn't meet these criteria.

OK, suppose you have a decent product but could use some more reading material. What is to be done? In a nutshell, following the eastonian principles of input/output/feedback and provoking your readers into contributing something is a good idea. Some examples:

(1) write some articles of your own (preferably, you should have made contributions to other 'zines before starting your own so as to have more experience and visibility in that general area): you must start somewhere, and you should not expect contributions to come your way out of the blue. Eventually somebody - anybody! - will find your stuff interesting and write a rejoinder, which is a good start (Suggestion: get Mark Berch to subscribe to your brainchild... and he'll write something... some day...).

(2) encourage discussion by printing the interesting letters you get, and be sure to include an editorial reply: this will generally encourage further discussion (from the original contributor and other readers alike). Be careful that one particular discussion doesn't drag on and on and..., though: in my experience, this may bore the average reader.

(3) ask your friends for articles: in general, they will find it quite difficult not to comply. And fear not to harass people: ask for contributions in public (i.e., in the 'zine) and in personal letters (which should be longer than just the short note... people are generally more responsive to long personal letters), and remind people of your request at short, regular intervals: eventually, they will give in. And if someone refuses to write something, just ask him again and again. If you want the contribution to be in by a specific deadline, start asking well in advance: people do not like being rushed and many can't write anything on short notice. In general, try to be specific ("I'd like an article on hobby history...") while giving your would-be contributor some flexibility at the same time ("...but you may write on anything you like if you prefer."). This will give your contributors a general idea of what you really want, while not turning them off (e.g., should they feel that they can't do a good job on the requested topic...).

This method may require a great deal of effort, but it is necessary nonetheless if you're looking for several contributions. Generally, concentrate on the most experienced folks, as they are normally more apt to actually meet your request (Mark Berch and Randolph Smyth - and perhaps even myself (I'm always willing to write something, that is) - are good persons to ask in this regard.).

(4) explore the possibility of having "trade" agreements with other publishers, whereby you'd exchange some of your articles for some of theirs. You may encounter problems in this general area if your articles are inferior in quality (the other publishers may be leery of any such agreement then...); nevertheless, you just might strike a mutually acceptable deal with someone. And as your articles eventually improve, all your problems should disappear altogether.

Allow me to make a warning: be sure that all and any trade agreements are made in advance; do not assume the other party has agreed to anything tacitly. More important yet, do not contribute articles to another publisher and then demand something in return, more or less reasoning your way backwards: "You owe me...!" More often than not the other party will be offended and will refuse to comply.

(5) give good money for articles, and make sure your readers know about it. Mentioning how much you've paid your contributor after his essay is powerful advertising (cf. Voice of Doom) and usually works fine. If desperate, pay for letters...

(6) for those who prefer long term investments: be especially friendly to your new subscribers, and especially the novices... if you befriend them, they just might come to you with their articles when they start writing: since the newer

generation will replace the veterans sooner or later, you might eventually have an untarnishable source of articles at your disposal... Of course, feelings - such as friendship - can not be bossed around very easily: but that's your problem, not mine.

In short, you have to put in some effort to get contributions. A few - the lucky ones - don't have to, but they tend to be the exception, not the rule. You generally won't have to follow all the recommended prescriptions mentioned above (which are in no way an entirely exclusive list)... but keep in mind that if you don't make an effort of your own you can hardly expect others to do the work for you. Then, it becomes a vicious circle: your 'zine doesn't carry much reading material because no one - you included - contributes; no one contributes because your 'zine doesn't carry - and doesn't appear to encourage - interesting material...

Some concluding notes: try to be courteous when discussing a given subject matter. Lack of courtesy may discourage your other subscribers from participating in an otherwise interesting discussion, while the original contributor may decide to boycott your 'zine (he may not contribute any more material of his own if nothing else...). Keep in mind that your contributors are at a disadvantage - you have the power of the press - and that they are at your mercy; so treat them well if you wish to see them again.

Never fear to disagree: polite differences of opinion can only provoke more discussion. Do not fear to admit you were wrong on some point: your readers will realize that you are flexible enough to give their opinions some room in your 'zine. On the other hand, stick by your guns if you really believe you are right.

(An exception to all of this may well be Brutus Bulletin (plugged earlier on in this issue): I suppose that John's editorial policy (i.e., outrage - or attempt to - everyone) is a viable alternative, even though John has lost a couple of contributors (due to feuds) a while back... but then, Brutus Bulletin discussions aren't entirely serious, so the general style is probably OK...)

Never fear to reject poor contributions, as they are not likely to interest your readers (and as such may do some damage to the 'zine's visibility). But try to be courteous, and explain your reasons for the rejection. Suggest improvements. You do not want to use the contribution as is, true; but you don't want to discourage the contributor either. Who knows? Perhaps he will give it another whirl and submit a second - acceptable - version...

Upon reading the above over, I've just realized that some of the suggestions would be beneficial to some veterans as well...! So be it: make of it what you will. For my part, I believe that several veterans are actually much worse than some novices when it boils down to editorializing and editorial policy anyhow...

AUTUMN MEMORIES

(by Doug Beyerlein)

As I write this the feel of autumn is in the air. Autumn brings back memories. They are good memories. I am reminded of my youth and growing up in Seattle, Washington. I am reminded of my introduction to Diplomacy and the thrill of entering my first postal game. And I am reminded that times and people change. The past is gone; only the memories remain. But if you will indulge me, let's take a journey into the past and bring back some of these memories.

I was a high school sophomore when Diplomacy discovered me in the fall of 1965. I liked the game from the start even though I didn't understand it.

Diplomacy was different from the Avalon-Hill war games I had been playing. Diplomacy required more than the technical skill of moving units about a board. It was - and is - a challenge to start with nothing and build it into everything. It was a challenge I would avidly pursue for the next ten years.

One year after my introduction to Diplomacy I was discovering the world of postal Diplomacy. What a fascinating world it was. The 'zines were larger than life. There was Boardman's Graustark, Koning's Slab, McCallum's Broddingnag, Walker's Erehwon, Miller's Diplophobia, and others. The top players -- Derek Nelson, John Koning, John Smythe -- were my heroes. I watched their games and read their press. Someday I hoped to be as good as they and win games with the same relative ease.

Autumns passed. I published a 'zine (EFGIART) for a year before starting college. I saw 'zines born and 'zines die. I won games. I made friends. Making friends is the most enjoyable part of the postal hobby. Hobby greats like John McCallum and Rod Walker helped me join and understand the postal hobby. Later as I learned the ropes I tried to help newcomers into the hobby. I remember Walt Buchanan's entry into the hobby in 1970. He was interested in starting a 'zines archives. I sent him boxes of 'zines dating back to 1966. Later I wrote articles for his 'zine, Hoosier Archives. It was great to watch a new 'zine and publisher grow and prosper. I watched the progress of many new publishers as they set about making their mark on the postal Diplomacy scene. I remember John Boyer and Impassable, John Leeder and Arrakis, Brenton Ver Ploeg and Platypus Pie, and so many others.

But times change. People have come and gone. Many have left their mark on the hobby: some good, some bad. I remember fondly Conrad von Metzke, Edi Birsan, John Boyer, Walt Buchanan, Jeff Key, and even Len Lakofka and Larry Peery. I remember not-so-fondly John Beshara, Gordon Anderson, Charles Reinsel, and Buddy Tretick. But one way or another they have all contributed to make the hobby what it is today.

Today I feel that I am in the backwaters of the hobby. After I ended my three-year period as Boardman Number Custodian in the autumn of 1977 I cut back sharply on my contact with the hobby. I stopped trading with over 100 'zines and started subscribing to fewer than ten. I played in only one or two games at a time. And slowly I lost touch with the hobby. Today I no longer have the big picture or the pulse of the hobby. I have my little 'zine (EFGIART -- a one-page 'zine devoted to finishing orphan games), my handful of subscriptions to other 'zines, and a small circle of friends. It is all that I need to be content in the autumn of my hobby days. That is why I enjoy autumn and hope that it lasts a long, long time.

FROG FABLES AND BEAVER TALES

((This was originally written by Stanley Burke and Roy Peterson, and printed by James Lorimer & Co.; the analogies are now almost out-of-date but, I feel, still good enough to warrant publication. The illustrations have been deleted.

((I don't think that anyone with less than fairly good knowledge of Canada's history and political actuality will understand the fine allusions in this short story - and as such, you just might be bored or puzzled, so it might be a good idea to skip over the section altogether. Unless, that is, you do have some notions on Canada's history and political actuality...))

Once upon a time long ago there dwelt a race of Beavers. These industrious

animals lived in a faraway Swamp called Canada, where they built dams and cut down trees and were prosperous and happy. They wished all the other animals in the world could be as happy as they were. So the Beavers would go to the United Assembly of all the animals and say, "Love one another and be like us." But the other animals were quarrelsome and did not love one another and the Beavers would go away saddened.

On one great occasion a wise Beaver named Lester persuaded the United Assembly to form an animal army to keep the peace. The other animals thought this was such a wonderful idea that they gave Lester the Noble Prize, the highest honour in all the forest.

This pleased the Beavers enormously. They went around slapping their tails and telling one another what wonderful animals they were. Soon young Beavers were all over the world keeping the peace. It was very noble, but the Beavers were modest - they said it was simply that they were more sensible than other animals.

For a time the United Assembly's animal army was successful, but gradually the other animals tired of the effort. Finally, the peacekeepers were sent home.

This saddened the Beavers and they wondered, "Why can't everyone be like us? But they decided to be sensible about it and keep to themselves. After all, in a sad, mad world, they still had the peace and beauty of the swamp which they shared with the lesser creatures - the Muskrats and the Water rats and the high-spirited Frogs who made the Swamp ring with their music. There were also the fun-loving Otters, who lived on the west side of the Swamp, and their friends, the Gophers. And the Turtles, the original inhabitants, who had been there long before the others arrived.

The Beavers were happy in their Swamp and, protected by the dam, they thought that their happiness would last forever. Alas, it was not to be! It was all the fault of the Paranoid Eagles and the Perfidious Frogs.

To the south of the Swamp, you see, lived the Eagles, the richest and most powerful of the animals, who ranged on their great wings out across the forest and waste lands beyond, seeking always and everywhere to make a killing.

They were very good at it and they attributed their success to their system and their way of life. Under this system, the biggest and strongest Eagles lived in the tops of the trees and ate the best food, while the other Eagles lived in the lower branches and ate what was left over. The Eagles called this Equality of Opportunity, saying that every Eagle had the same opportunity to be big and strong and to get to the top of the tree. They wanted animals everywhere to have this wonderful system and to be as happy as they were.

Unfortunately, the Eagles had enemies called Bears who had a different idea. The Bears said that all should have an equal share of the food and should live in the same-sized dens.

The Eagles said that this idea was evil and would destroy freedom. And they said that all the animals must struggle against it.

All young Eagles were trained for combat and every day they flew patrols far to the North over the Land of the Bears to see what they were up to.

The Eagles were fanatical.

They looked for enemies everywhere.

They watched everything.

They listened to everyone.

Their friends. The other Eagles. The white-headed Eagles watched the black-headed Eagles and the black-headed Eagles watched the white-headed Eagles.

No one could be trusted. Not even the Chief Eagle himself.

All this puzzled and worried the Swamp Creatures. The Eagles told them that the Bears were their enemies too, but the Swamp Creatures were not sure. The Bears, they knew, had never started an animal war, and they had certainly never

harm the creatures of the Swamp. What's more, none of the Swamp Creatures had ever even seen a Bear.

Eagles, however, were all too familiar. They were seen everywhere and they controlled everything, including the poplar trees which the Beavers needed for food.

"We are slaves to the Eagles!" wailed the Beavers. "What shall we do?" The Beavers held meetings, made speeches, and slapped their tails in anguish but they were no match for the great predators from the South.

And then came the betrayal by the Perfidious Frogs, which was the cruellest blow of all. The Frogs, you see, were unreasonable.

In ancient times they had been owners of the Swamp. Then the Beavers came and took it and the Frogs never forgave them.

The Beavers said that this was unreasonable because they had been kind to the Frogs. They had even allowed them to help run the Swamp, and had given them important posts like being Chief Minister in Charge of Delivering Messages. "Above all," said the Beavers, "we built the dam which benefits the Frogs so much. They should be grateful."

But the Frogs never forgot and never forgave and the Beavers said that this was silly because it all happened so long ago, and why couldn't the Frogs forget a little thing like being conquered?

The fault, the Beavers said, must lie with the Frog leaders, in particular a nasty little Frog named René. "It wasn't like this before René came along," the Beavers said. "The Frogs used to be happy. They used to sing and dance and they didn't bother about dams and things they do not understand. Frogs are not good engineers. They should leave these things to us."

But, while the Beavers were annoyed, they were not worried because, as they said, "What can the Frogs do about it? After all, we control the dam. No dam - no water. No water - no food."

The Frogs, however, became more and more unhappy and, up at the shallow end where they lived, they began to croak: "Sep-ar-ate! Sep-ar-ate!" Booming voices reverberated through the Swamp: "Sep-ar-ATE! SEP-AR-ATE!" Soon it was a never-ending chorus.

"Ridiculous!" gnashed the Beavers. "Just like the Frogs. Emotional! No mind at all for practical matters!"

"After all we have done for them," they would say, sitting in their comfortable lodges chatting over drinks of poplar juice, "they should be grateful."

"All the animals should be grateful," the Beavers would say. "Without us the standard of living in the Swamp would collapse."

But the other animals weren't and the Beavers decided that something should be done about it. Many discussions were held. It was suggested, for example, that they might invite some of the other animals in for drinks of poplar juice. One or two might even be made members of the Beaver Club!

Finally, they came up with positively the best idea they had ever had. "We will have a flag!" they announced, "and this will unite the Swamp."

But the Swamp had never had a flag and the Beavers were not sure what one should look like, so they had a great debate. They talked and they talked and they talked. They had competitions. They argued. And down at the Legion Lodge they even had fights.

Finally it was decided. The flag would be a red maple leaf on a square of thin white birch bark.

With loving care it was put together and a great holiday was declared to celebrate the first raising of the new flag to the top of the Grand Council Lodge. The Beavers were delighted!

The Frogs, unfortunately, had become bored with the debate and, in the meantime, had adopted the lily as their emblem. The lily, you see, was the emblem used by Frogs everywhere and they came to feel that it meant more to them than the maple leaf.

The Beavers were outraged and they said that this was one more example of the bad faith of the Frogs. "After all, we went to this trouble mostly for them," they said. "They should be grateful," said the Lady Beavers in their expensive fur coats.

But they weren't and one night a group of fanatical Frogs built a deadfall and the next morning a Beaver was found caught in it and badly damaged.

A wave of indignation swept the Swamp. For the first time, the Beavers began to take the Frogs seriously. Immediately, as in all crises, they appointed an Almighty Commission to investigate.

After many months, the Almighty Commission reported that the answer lay in learning the Frog's language. "That will make them happy," said the Almighty Commission, "and then they will be grateful."

So the Beavers, diligent in all things, tried to learn the Frogs' language. They tried.

And they tried.

And they tried.

They took long hours off from their important work on the dam and cutting down trees and running the Swamp. They were to be found everywhere, sitting round in circles, making Frog-like noises. They tried.

And they tried.

And they tried.

But it wouldn't work. They couldn't talk Frog! Worst of all, the Frogs laughed at them. This outraged the Beavers. "After all our efforts, they should be more appreciative," the Beavers said.

But they weren't, and the chorus at the shallow end became deafening. Sep-ar-ate! Sep-ar-ATE! SEP-AR-ATE!!

But the Beavers were still only slightly worried. "After all," they said over drinks of poplar juice, "we still control the dam."

Then it happened. The Frogs learned how to build their own dam! Up at the shallow end they worked on it, month after month, all by themselves, and when it was winished even the Beavers had to admit that it was a good dam. And there, behind it, was the Frogs' very own pond!

The Frogs were terribly proud - and the Beavers were consternated. The Frogs had done it! "What shall we do?" cried the Beavers. "Let them go!" replied some. "Let them fuddle duddle," said others, using a phrase popular at the time.

"But if the Frogs go, then the Water Rats will go, and the Otters and the Gophers and all the others. And then the Eagles will get us all!"

And the Beavers began to wish they had been nicer to the other animals. They wished they hadn't been so mean to the Turtles. "We will all be lost!" they cried, slapping their tails in despair.

But then, as though by magic, a wonderful Frog arrived at the Council Lodge and said that he could save the Swamp. He was rich and handsome and had travelled the world, and he knew many things. "In particular," said the Beavers, who were not without a certain cunning, "he will know how to handle the other Frogs."

So, gratefully, they made him Chief Minister of all the Swamp.

His name was Peter E. Waterhole, and he was a great success. He was strangely attractive and at once he enchanted the Lady Beavers, whose male companions were, frankly, pretty dull.

"He is our Prince Charming!" they trilled, and delicious shivers went all the way from their whiskers down to their flat tails. Peter Waterhole went everywhere in the Swamp kissing girl Beavers and performing wonderful feats.

He was the first swimmer and diver in all the Swamp - jackknives, swandives, somersaults and one-and-a-half gainers!

He sang. He carried a rose in his teeth. Even the male Beavers grudgingly admired him. It seemed that there was nothing he could not do. He was truly the Wonder Frog!

So the Beavers once again were happy and the Chief Minister made them happier still when he married a radiant Otter princess. It was just like a fairy tale!

Now the Otters lived on the west side of the Swamp below the dam, where the water tumbled through a rocky gorge out to a lovely lake. They considered themselves the most fortunate of animals, and they thought that life behind the dam must be unbearably dull.

They played and fished and became rich, and the only thing that bothered their careless lives was the way the Beavers kept shutting their water off. This bothered them a lot.

Their neighbours, the Gophers, who lives in a sandy sort of place nearby, were even more unhappy. They were unhappy about the grasshoppers who ate the grass which they needed for food, and they were unhappy about the drought which killed the grass. These disasters, and many others, they blamed on the Beavers. "It's all the fault of the Beavers and their dam," the Gophers said.

But the Beavers were oblivious. For them, all life centred on the dam and they expected the other animals to be as interested in it as they were. "The dam helps everyone and everyone should help the dam," they said cheerfully.

The other animals, however, were unconvinced and the Frogs were particularly suspicious. The Chief Minister, however, had an answer. "What we need," he said, "is a Constitution. We shall call together the most learned animals in the Swamp and we will write new rules. Then all will be well."

In the past, the Beavers had never had much confidence in words written on pieces of birch bark, but now they became convinced that if only the right words could be found, the Swamp would be saved. Many meetings were held at which animals skilled in such matters tried to find the magic combination.

They tried.

And they tried.

And they tried.

But the words which suited the Beavers did not suit the Frogs and sometimes the words proposed by the Otters did not suit either the Beavers or the Frogs. No one listened to the Muskrats or the Water Rats or the Gophers. And the Turtles were not even invited.

It was all very difficult and frustrating and the animals began to notice, as time went by, that Peter Waterhole was becoming less and less charming. He no longer carried a rose in his teeth. He no longer went around kissing girl Beavers. And up at the shallow end, the Frogs became more and more unhappy.

Rumours flew. It was said that a Frog Liberation Army was ready to strike. Frogman units were said to be everywhere.

"How shall we keep the peace?" the Beavers cried. "Call out the army!" said some. "But armies are not good at keeping the peace," said others.

Everyone was very frightened. In this crisis, Peter Waterhole announced that he had a new plan. "We shall have an Election," he proclaimed. "Elections are the very best thing for keeping the peace. We shall decide how the Swamp is to be run and who is to run it. Then all will be well."

So it was decided that the animals would choose between Peter Waterhole; Lugubrious J. Standfast, a lobster who had somehow arrived from the farthest, shallowest, easternmost end of the Swamp; and Don Quickcoats, a Muskrat whose mother named him after being inspired by the noble words on the side of a cereal box so that he grew up to be a strong and vigorous champion tilting against the forces of evil.

Peter said that the animals should all vote for him because everything in the Swamp was perfect and that, in future, he would make it even better.

Lugubrious J. Standfast said they should vote for him because he was a Moderate. Never having done much of anything in the past, it was unlikely he

would do anything wrong in the future. Many of the animals, in particular the rich Beavers, said this was very wise. Unfortunately, Lugubrious made the mistake of addressing the Frogs in Frog, which meant that they were unable to understand him and he failed to get enough votes.

Don Quickcoats said that everyone should vote for him because of his Idea which was that the dam should be owned by all the animals instead of just by the rich Beavers. But he called the rich Beavers "bums", which made them angry and led them to tell the poor Beavers not to vote for him. Since the rich Beaver were rich it was assumed that they were wise, and the poor Beavers did as they were told. So Don Quickcoats was not elected.

Peter Waterhole didn't get enough votes either. In fact, when all the pieces of birch bark were counted, it was found that there was a tie between Peter and Lugubrious.

No one had won. The Swamp was more disunited than ever! No one knew what to do. Even John Diefenboomer, the Great Orator, was at a loss for words.

But Peter Waterhole had a new and even better plan. There would be another election and this time, he said, the animals would recognize their folly and give him enough votes.

But this election turned out to be worse than the first one. It ended in a three-way tie! In exasperation, Peter left on a long canoe trip.

Lugubrious announced that he was holding himself in readiness but no one was sure what he was ready for.

Don Quickcoats didn't know what to do. He could share power with Lugubrious and the rich Beavers and thus he might be able to Do Good. Or he could stay out of power and maybe not do so good.

No one knew what to do, and things got worse and worse. The animals began to say that it was the End of the Swamp. Then, at this black moment, a most wonderful thing happened. The voice of a Turtle was heard in the Swamp.

It was the Chief of the Turtles, very old and very wise, who climbed to the top of the Grand Council Lodge. "You are all mad!" he shouted. "Do you not see that you cannot unite a swamp? Nor can you separate a swamp. You can only live in it. And you can love it - or destroy it. In the days of my ancestors, the Swamp was a paradise, but now the trees are cut down and the waters are dark. You must live once again in harmony with the Swamp. Then all will be well because those who love the Swamp also love one another. So, as it was long ago, let the animals look after their affairs in the places where they live. Let the Frogs arrange things in the shallow end. Let the Beavers arrange things in the deep end. Let the Otters and the Gophers be in charge of the places where they live because they know these places best. Let the Muskrats and the Water Rats have a greater voice. Honour your trust with the Turtles. And, from time to time, let us meet at the Council Lodge". "Above all," he concluded, "remember that the Swamp has no problems - the only problem is with ourselves."

In the silence that followed, all that could be heard was the wind in the trees and the lapping of the water.

Suddenly it all seemed so simple. So they did as the old Turtle suggested..

...and lived surprisingly happily ever after.

The wise old Turtle was acclaimed a hero and became Governor General of the Swamp.

Peter Waterhole became a guru in the western wilderness where he was much admired for his wisdom and his ability on the Otter slides. So he was happy too.

There was still, however, the problem of the Paranoid Eagles. But one day the animals sensed that something was different. The Beavers paused at their work. The Frogs stopped singing and arguing. The Otters stopped playing.

And then they realized what it was - the Eagles had gone! Not an Eagle anywhere in the poplars. Not an Eagle in the sky. Where had they gone?

As the animals were wondering, a squirrel came flying through the treetops with the news: "The Chief Eagle, Richard, has fallen! The Chief Eagle has fallen. The Chief Eagle has fallen from his tree and ruptured himself. He will never fly again. All the Eagles have gone home for the crisis!"

And they never came back. So all was well with the Beavers and the Frogs and the Otters and all their animal friends, and they lived happily ever after...

...Until the day the Eagles started to drain the swamp...

POLITICAL AMBITIONS ANYONE?

For many people, hobby politicians are simply people who perform useless "services" just for the ego boost. As such they are considered dangerous as they force the hobby to pay at least some attention to their verbiage and they thus monopolize much of the "spotlight". That is not so. They are really quite harmless as they end up paying most of their expenses anyhow.

You may be tempted by this, yet are unsure whether to choose this career. I have devised this series of questionnaires to help you make your decision.

So you want to be a CDO officer...

Until very recently this position demanded a fairly high level of competence in administration, the ability to think and reason, plus some charisma. Now, none of this is required, it's just a matter of getting elected.

1. CDO stands for:
 - a) ...Canadian Diplomacy Organization;
 - b) ...Commies' 'n' Dopies' Organization;
 - c) ...what?
2. As a CDO officer, most hobbyists are...
 - a) ...venerating me;
 - b) ...asking me favours;
 - c) ...wonder if I really do lose as much money as I pretend;
 - d) ...unaware of my existence.
3. I feel very distressed when attacked by...
 - a) ...the CDO Coordinator;
 - b) ...another CDO member;
 - c) ...the hobby press;
 - d) ...my wife/female friend.
4. When annoyed at myself for taking things too easy, I...
 - a) ...get drunk;
 - b) ...write a new CDO Code of Ethics;
 - c) ...call for an election or a plebiscite;
 - d) ...argue with Mark Berch on whether the Ombudsman's Advisory Committee really should be called the Ombudsman's Oversight Committee instead.
5. During CDO elections, issues are...
 - a) ...dictated by the needs of the Organization;
 - b) ...based on reasoning;
 - c) ...what the members really want;
 - d) ...whatever will get me elected.

6. Fascism is...

- a) ...a form of despotism;
- b) ...based on prejudice;
- c) ...a dictatorship;
- d) ...what I'm really aspiring to.

So you want to be a publisher...

If you are on the verge of losing all your games (first man out) for the third consecutive year, or you simply have nothing to do, then this is for you. There is no need to be elected, you nominate yourself.

1. Most of my friends are...

- a) ...left-wing intellectuals;
- b) ...loose women;
- c) ...publishers;
- d) ...the CDO officers that I got elected.

2. My idea of a good 'zine is...

- a) ...a barely readable product;
- b) ...a 'zine with lotsa ramblings on how strong my puppy is or on how bad and terrible a summer we had;
- c) ...100-page long monsters;
- d) ...a 'zine which features Mark Berch regularly as main contributor.

3. Most players are...

- a) ...not informed about what I'm doing;
- b) ...not interested in what I'm doing;
- c) ...not very grateful for all the efforts I make on account of them;
- d) ...suckers - after all, all my nice cash comes from them...

4. During a postal strike, I feel most secure knowing that I have...

- a) ...enough money in the bank;
- b) ...that perhaps the postal workers will agree to give better service for better pay one day;
- c) ...that perhaps the government will not try and settle the dispute before long, so your 'zine is delayed and you've got yourself a small vacation

So you want to be a NADF Steering Committee member...

First, you must be from the executive of another organization or custodial office. This is not difficult as most people are acclaimed. Proxies are always available. The ability to write letters for near-interminable debates without going to sleep or having a nervous breakdown is an asset.

1. The NADF is...

- a) ...always difficult to understand;
- b) ...always working against our interest;
- c) ...always trying to have its own way;
- d) ...a bunch of idiots;
- e) ...what?

2. During a session, I always...

- a) ...participate in the discussion;
- b) ...try to pick up the latest gossip;
- c) ...pick my nose while reading Nomenor;
- d) ...write Mark Berch.

3. My idea of democracy is...
 - a) ...the episodic NADF executive elections;
 - b) ...the freedom of the hobby press;
 - c) ...a good debate on the Steering Committee;
 - d) ...bribing the chairman, screwing the other members, and soliciting financial contributions from the hobby.
4. When the Federation is out of money, I...
 - a) ...ask for a revision of the NADF Charter;
 - b) ...solicit financial contributions from the hobby;
 - c) ...demand an additional subsidy for my project;
 - d) ...propose that the NADF support a new form of money-raising project.
5. NADF Procedures are...
 - a) ...one thousand times more complex than the British North America Acts;
 - b) ...an instrument to facilitate discussion;
 - c) ...always very difficult to understand;
 - d) ...a great way to fool the other members.
6. I feel proud of myself when...
 - a) ...my motion is passed;
 - b) ...my lobbying is successful;
 - c) ...I manage to block a motion;
 - d) ...I write a good letter;
 - e) ...I move to table a motion to amend an amendment on a motion to reconsider another motion that was doubtfully adopted three months ago (and receive unanimous consent for it).

ON THE CLERKS' STRIKE AND OTHER RELATED MATTERS

Towards mid-August, Toronto was hit savagely by a government clerks' strike. This strike - though at first somewhat episodic - soon spread out to most of Canada. As a result, the entire mail system was slowed down as the CUPW sympathized with the Public Alliance (the CUPW is the Canadian Union of Postal Workers; the Public Alliance is - among other things - the union for federal government clerks). Since this action disrupted some of my games, I decided to delay Passchendaele for the duration of the strike plus two weeks.

I didn't regret this decision, as several people finally got their orders in (their orders had been slowed down through none of the players' fault).

Now, the strike is over, which means that everything should soon return to normal. This issue will be mailed prior to October 23, and the deadline for all orders is November 20, 1980. Despite my delays, a couple of players - living in areas almost totally unaffected by the strike - managed to NMR; but then there's little else that I can do, and besides, one player's NMR record is not good while the other player had no reason whatsoever not to get his orders in, as he lives in Ottawa. The only way I'll feel somewhat guilty about their NMRs is if their orders - dated prior to September 19 - arrive next week, but I doubt it, I really doubt it...

Steve Berrigan has decided to delay his games due to an extraordinarily high NMR rate. Nevertheless, all his players should pay close attention to the space reserved to his games, as some important information is located there.

Y'know, it's funny, but my interest in the hobby always seems to go down appreciably during and just after any strike that affects the postal system... It's funny, because I should appreciate the break and start the show again afresh, with renewed energy (thanks to the break during the strike)... but no, my interest just generally rock bottoms as loads of work accumulate because of

the strike. And this work just keeps piling up without your being able to do anything meaningful - due precisely to the strike. It's quite annoying.

Perhaps I should fold this rag right now after all...

NO, I HAVEN'T FORGOTTEN ABOUT THE GAMES:

1976A, game wrap-up. Lee Kendter Sr., pay attention:

'Zines: Janus (to F08), Electra Glide Blue (to W12), Passchendale.

GMs: Cal White (to S11), Brian Johnston (to F11), Andy Webber (to W12), François Cuerrier.

Austria: Ron Stephens (to W03).

England: Mike Rosen (dro F02), Bob Acheson (draws F18).

France: Norm Weinstock (dro F10), Ron Kelly (dro F11), Duane Skuce (dro S13), John Lipscomb (to F18).

Germany: Mike Dominskysz (to W08).

Italy: Jeff Anderson (res S05), Paul Clement (dro W08), Randolph Smyth (draws F18).

Russia: Jeff Van Steel (dro W01), Chip Charnley (to W03).

Turkey: Walter Blank (dro S11), Franco Cauz (dro S16), Barry Hickey (draws F18).

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18
Austria	3	1	0															
England	4	6	8	8	7	7	7	8	9	9	11	12	13*	13*	13	15	15	15
France	5	7	6	6	6	6	8	9	8	8	6	4	3	2	1	1	1	1
Germany	4	5	5	5*	4	4	2	0										
Italy	5	5	7	7	8	8	9	7	7	5	6	7	7	7	10	9	10	10
Russia	5	3	0															
Turkey	5	7	8	8	9	9	8	10	10	12	11	11	11	12	10	9	8	8
Neutrals	3	0																

* = played one short.

Random thoughts: I really have little to say about this game, as I picked it up in 1912 only and missed out on most of the action. Looking at the SC Chart, it seems to me that Austria and Russia had little influence on the outcome of the action, that Germany fell prey to an EF alliance and had nothing but a marginal impact on the course of events, and that - towards the end of the mid-game - England hacked away at France with the knife magnificently, but not decisively enough to win (Did the French resistance give IT time to organize their defense? Probably, in the early stages of the English stab...).

The game had lost almost all momentum by the time I picked it up. No one really ever managed to break-through (though a few break-ins were seen), even if the tide seemed to shift alternately between England and Turkey. There was a bit of suspense towards the end as Turkey grew increasingly unreliable and NMRed frequently, but once Barry took over and confirmed the IT alliance, the game was virtually over.

But... England probably blew away her win when she failed to take advantage of the Italian weakness in the western Mediterranean at some point during the game. Had England occupied Wes and NAF when they were vacant that the outcome would probably have been different altogether - as Randolph would have felt (justifiably...!) extremely threatened in the Iberia Peninsula...

To be sure, the ensuing battle would have been tough - but nevertheless, the odds would have been in England's favour, and besides, that was her sole real chance of ever reaching 18 centers.

Randolph Smyth (Italy, DRAWEE):

The only things I really remember clearly about this game are (1) I came in as a standby, (2) I was in constant terror of being stabbed, and, (3) the whole game was rather boring. Subject to correction by François' game statistics, I think things went something like this:

I got into the game in around 1908 in a rather dreadful position, apparently between an E/F alliance and a strong Turkey, who had between them knocked out the other powers and were preparing to lunch on me. Luckily, Turkey (Walter Blank at the time) was worried about the E/F alliance and was persuaded to send most of his units north while France proved to be rather a weak sister and was eventually attacked by his English ally. I was therefore able to gain a considerable number of French centers myself, and enough freedom to establish a solid stalemate line against England on my western flank.

The Turks, now under Frank Cauz, continued to give me fits by maintaining 4-5 fleets in the Mediterranean, which I'm convinced were only awaiting the best time to strike at me as I preoccupied myself with the West. I threatened Frank with suiciding to England, though, and kept enough force close to home to make the threat believable - he never did attack, and as the game wore on he eventually lost interest in it. A few Turkish NMRs worked to the advantage of both England and I, to the point where I became worried about an English victory via a Russian breakthrough. I was therefore glad when Barry Hickey took over Turkey, and after a few seasons to prove that we had a solid line against England the three-way draw was agreed.

Like I said, not a terribly interesting games - perhaps because the three finalists all played so well. Congrats to my co-drawers, and a big thanks to François for taking the game over.

((Thanks Randolph. Now, for some more serious analysis:))

Bob Acheson (England, DRAWEE):

Basically, I blew the win - I should have pressed Italy 4-5 gameyears back and didn't due to Randolph's diplomatic letters.

Congrats to Randolph and Barry and also to John for hanging in for so long. I believe that the surviving players including myself were all standbys.

1976CX, Winter 1915/Spring 1916. GAME LIVENS AS NUMEROUS DISLODGEMENTS OCCUR!

WHAT A SUPERB SCREW-UP IN THE WEST! BEAUTIFUL!!!

England (Steve Berrigan): Even. F Aeg S French F Smy (annihilated); F Tun-Ion; F Bot-Lvn; F Den-Kie; F Hol-Kie; F Bal S F Bot-Lvn; A StP S F Bot-Lvn; F Bar S A StP; A Bur S German A Kie-Mun.

France (Eric Kirchner): Even. F Tyn S English F Tun-Ion; A Pie-Tyo; A Bel-Bur; F Smy S English F Aeg-Con (no such order); F Adr S Italian A Ven-Tri (no such order); F Eas S F Smy; A Ruh S English A Bur-Mun (no such order).

Germany (Bob Acheson): A Kie-Mun (kaput).

Italy (Ron Kelly): F Apu S English F Tun-Ion; A Rom S A Ven; A Ven S French A Pie-Tyo.

Russia (Steve Hutton): ret F Aeg-Bul(sc); builds F Sev. A Alb S A Tri; A Mun S F Ber-Kie; F Ber-Kie; A Boh S A Mun; A Tyo S A Tri; A Pru-Ber; A Lvn S A Mos (ret-War, Pru, OTB); A Mos S A Lvn; A Arm-Syr; F Sev-Bla; A Tri S A Tyo; F Bul(sc)-Aeg; F Gre S F Bul(sc)-Aeg; F Con S F Bul(sc)-Aeg.

Sigh. Note that England lost Bel but gained Tun last turn, so needs not remove 1 unit - and France doesn't get to build after all. Russia builds one as F Adr was annihilated. So sorry. The deadline for Fall 1916 is November 20, 1980.

Press:

Moscow-Enemies (i.e., everyone else): You lucky bastards!

Kiel: Awake and behold the revival of the German war machine. ((Are you planning to recruit the Undead, Bob?))

1927AZ. Spring 1907 (partial) replay, finally. NOTHING HAPPENS.

Austria (Steve Berrigan): A Bud S A Tri; A Ven S A Tri; A Vie S A Bud; A Tri S A Ven.

England (Mike Carroll): F Lon H; F Iri-Mid.

France (Ron Kelly): A Pie-Ven; F Tun S F Tyn; F Tyn S A Tus-Rom; A Tus-Rom; F Nap S A Tus-Rom; A Mar-Pie; A Par H.

Germany (Randolph Smyth): F Kie-Hol; F Ber-Kie; A Mun-Boh; F Nwy-Nth; A Sil-Gal; A Rub-Tyo; A Yor-Lpl; A Den H; F Edi-Cly; A StP S Russian A Mos.

Italy (Steve Hutton): F Rom H (annihilated).

Russia (Bob Acheson): A Ukr H; A Mos S A Ukr.

Turkey (Eric Kirchner): A Sev S A Rum-Ukr; F Ion S Italian F Rom-Nap (no such order); F Gre S F Ion; A Ser-Alb; F Smy-Aeg; F Bla S A Sev; A Rum-Ukr; F Adr S Austrian A Tri-Ven (no such order).

Note that, even though only A StP, A Mos, A Ukr, F Bla, A Sev and A Rum were involved in the local replay, I reprinted the entire Spring 1907 adjudications (subject to modification by the replay) here for ease of reference. Fall 1907 orders are due November 20, 1980.

1978Q. Fall 1908. ...AND NOW IT BOILS DOWN TO THE TRADITIONAL EAST V. WEST CONFRONTATION... (YAWN).

Austria (Oded Klinger): A Vie S Turkish A Tyo-Boh; A Bud-Tri; F Tyn-Tus.

France (Bob Acheson): A Tus S Italian A Pie-Ven (no such order; annihilated); F Bre-Mid; F Naf-Tun; A Bur-Mar; A Yor-Pie (impossible); F Tun-Ion; F Eng C A Yor-Pie; F Mar-Lyo.

Germany (Randolph Smyth): A StP-Mos; F Bar-StP; F Den-Bal; F Mid-Wes; A Sil-Gal; A Mun S A Boh; F Nth-Bel; A Boh S A Sil-Gal.

Italy (Steve Colombo): A Tyo ret-Pie. F Nap S Turkish F Adr-Ion (no such order); F Ven H; A Pie-Mar; A Rom S Austrian F Tyn-Tus.

Russia (Jan Jensen): NMR! A War H; A Mos H; A Ukr H.

Turkey (Hugh Polley): F Adr S F Eas-Ion; F Aeg S F Eas-Ion; A Tyo-Boh; A Sev H; F Bla S A Sev; A Ser H; A Alb S Austrian A Bud-Tri; F Eas-Ion.

The standby for Russia is Mike Carroll, who takes over the position permanently, as Jan Jensen NMRed three times within four game-years. The deadline for Winter 1908/Spring 1909 is November 20, 1980.

1908 S.C. Chart:

Austria: Bud, Vie, Rum, Tri (4). Build 1.

France: Home, Spa, Por, Edi, Lpl, Lon, Tun (9). Build 2, as A Tus was annihilated.

Germany: Home, Hol, Bel, Den, Swe, Nwy, StP (9). Build 1.

Italy: Home, Tun (3). Remove 1.

Russia: Mos, War, StP (2). Remove 1.

Turkey: Home, Bul, Ser, Gre, Sev, Tri (7). Remove 1.

1978R, Fall 1908. THE (PREDICTED) FRENCH COLLAPSE FINALLY OCCURS...

France (Trevor Baillie): A Bur ret-Par. A Par-Bur; A Pic S A Par-Bur;
A Mar-Spa; F Bre-Eng.
Germany (Shelley Foster): A Hol-Bel; F Nth-Eng; A Bur S A Gas-Mar; A Kie-Ruh;
A Mun S A Bur; F Iri-Mid; F Mid-Spa(sc); A Gas-Mar; A Tyo S Russian
A Ven-Tri.
Italy (John Lipscomb): F Nap-Rom; F Tyn-Rom.
Russia (Hugh Polley): F Wes S German F Mid-Spa(sc); A Bud S A Gal-Rum;
A Mos-Sev; F Tun-Ion; A Tri-Ser; A Ven-Tri; A Gal-Rum; A War-Gal;
A Ukr S A Mos-Sev.
Turkey (James Clarke): A Sev S A Rum-Bul (impossible; ret-Arm, OTB); A Ser-Bud;
F Adr S A Alb-Tri; F Ion S Italian F Tyn-Tun (no such order);
A Bul-Rum; F Por H; F Bla S A Bul-Rum; A Alb-Tri; F Con H, unordered;

The deadline for Winter 1908/Spring 1909 is November 20, 1980.

1908 SC Chart:

France: Home, ~~Por~~ (3). Remove 1.
Germany: Home, Hol, Bel, Den, Lpl, Lon, Edi, Spa (10). Build 1.
Italy: Rom, Nap (2). Even.
Russia: StP, Mos, War, Bud, Vie, Tri, Ven, Bul, Swe, Nwy, Tun, Sev (12).¹
Turkey: Home, Ser, Gre, Rum, ~~Ser~~, ~~Tun~~, ~~Spa~~, Por (7). Remove 2 or 1, depending
on the retreat.

¹ Russia builds three (as F Bul was annihilated) but will play one short.

GM Commentary: Well, GR supremacy should begin to be felt throughout Europe fairly soon: France is now reduced to the status of "small fish", Italy appears to be utterly unwilling to fight a war - any war - and Turkey is no match for the northern alliance anymore, as GR now have 22 centers between themselves and no firm stalemate line can be set up against them. Nevertheless, the possibility of a stab (G by R, or R by G) provides the potential for an interesting game. However (unfortunately?), there is no sign of an upcoming GR battle for the moment.

The only error (?) that I can see for 1907 relates to F Con - why was it left unordered? It would have been far more useful to do F Con-Bul, thus keeping Russia down at 11 and permitting Turkey to remove one less unit. Also, perhaps it would have been better for Turkey to support France into Spa, thus standing GR out (and if it hadn't, and France had slipped into Spa, Turkey would have lost little - but then I have the advantage of 20-20 hindsight).

Barring a GR war (a big assumption), the future must look pretty dismaying for Turkey. Now that F presents no obstacle, GR will likely concentrate their efforts in the Mediterranean, while at the same time zapping France. And they had better move fast before IT finally decide to cooperate efficiently: the four IT Mediterranean fleets may soon represent a formidable (though by no means impermeable) barrier.

Right now, though, the south-eastern situation is likely to be relatively stable, with most of the fighting centering on Rumania. That is, unless Turkey retreats A Sev-OTB, which'd allow Russia to slip into Arm (- and possibly Syr - and to leave Sev open through a stand off, and then building F Sev in W09...! Indeed, I expect Turkey to remove F Con (a relatively useless unit) and F Por (which will be annihilated in the Spring anyhow) this Winter.

Once Turkey is kicked out of Rum, she will probably retreat to Bul (thus exchanging Rum for Bul) and will have a relatively solid line with A Alb, A Ser, A Bul, F Bla and A Arm - until, that is, she loses Por and is forced to remove a critical unit (either in the Mediterranean or the Balkans). As of then, both I and T should go downhill as their forces are unable to hold on before the flow of GR fleets in the Mediterranean and GR armies in Italy - but, as I've said, that's barring a GR war...

1978S. Fall 1907. PAX BRITANNICA/GERMANICA IS INSTORED AS ALL MEANINGFUL MILITARY RESISTANCE COLLAPSES.

Austria (Curt Gibson): NMR! F Ven ret-OTB. No units left.
 England (John Lipscomb): F Tyn-Ion; F Wes-Tyn; F NAT-Mid; F Mid-Wes; A Ven-Tri; A War-Ukr; A Ukr-Sev; A Mos S A Ukr-Sev; F NAF-Tun; A Pie-Ven; F Iri S F NAT-Mid.
 Germany (Frank Haika): A Bud S A Tri-Ser; A Boh S A Tyo; A Gal S A Rum; A Rum S English A Ukr-Sev; A Vie S A Bud; A Tri-Ser; A Mar H; F Lyo H; F Eng H; F Hel-Nth; A Tyo S English A Ven-Tri.
 Italy (Bob Acheson): A Rom S F Nap; F Nap S English F Tyn-Ion.
 Russia (Ron Kelly): NMR! A Sev H (annihilated).
 Turkey (Al Rodriguez): F Tyn ret-OTB. A Arm H; A Ser-Rum (ret-Alb, Gre, OTB); F Bul(ec) S A Ser-Rum; F Ion H (ret-Adr, Alb, Gre, Aeg, Eas, OTB, and who cares?!).

The English-German draw proposal passed!

1907 SC Chart:

Austria: ~~Bud, Sev, Rom, Ven~~ (0). OUT! (Curt resigned, by the by...)
 England: Home, Bel, Nwy, Bre, Par, StP, Mos, Tun, ~~Mar, Sev, Tri, Ven~~ (13).
 DRAWS!
 Germany: Home, Den, Hol, Swe, War, Por, Spa, Vie, ~~Tyl, Bud, Ser, Rum, Mar~~ (14). DRAWS!
 Italy: Rom, Nap (2). SURVIVES.
 Russia: ~~Sev~~ (0). OUT!
 Turkey: Home, Bul, Gre (5). THIRD.

Press:

Rome: What some people will do to survive: good-bye Curtis, it's been good knowing you.

1978S. game wrap-up. Lee Kendter, kindly pay attention:

'Zines: Passchendaele.

GMs: François Cuerrier.

Austria: Curtis Gibson (res F07).
 England: John Lipscomb (draws F07).
 France: Robert Paquin (dro F03), Blair Cusack (to W06).
 Germany: Frank Haika (draws F07).
 Italy: Bob Acheson (to F07).
 Russia: Raymond Couture (dro F04), Ron Kelly (to F07).
 Turkey: John Kelley (res S07), Al Rodriguez (to F07).

See p. 95 for game-chart...

1978S game-chart:

	01	02	03	04	05	06	07
Austria	4	4	5	5	6	4	0
England	5	5	7	10	10	11	13
France	4	4	3	2	1	0	
Germany	5	6	8	9	9	11	14
Italy	4	4	5	2	2	2	2
Russia	6	5	1	1	1	1	0
Turkey	5	5	5	5	5	5	5
Neutrals	1	1	1	0			

No one ever played short...

Concluding Random Thoughts:

EG didn't work too hard for this win...! All they really did was to fill a vacuum - which perhaps they had helped create.

This was almost obvious as of the very beginning, when Austria attacked Italy... in 1901, with Turkey as a willing ally; however, neither Austria nor Turkey ever used their potential fully, as some units never really did anything meaningful, and others yet were misordered or uncoordinated. Simplifying matters further (from the EG viewpoint), Russia attacked Austria while France sent one army against Italy. This was great for EG, as the East was now in complete turmoil, the Russian northern front was exposed, and the French only weakened themselves by sending an otherwise much-needed unit (which proved to be quite ineffective in the long run, but which could have been of great value against EG) down south. All GE had to do was walk into virtually vacant Russian and French centers and then - with the help of a bitter Italy if need had been - proceed onwards with the conquest of Europe.

AT did not discontinue their earlier practices even as the GE threat became more and more imminent. They tied down a considerable number of units fighting Italy, while their other - more important - fronts just crumbled one after another. Curtains.

Congrats to John Lipscomb and Frank Haika for a well-played game; Bob Acheson also deserves a very special mention for his superb defense against a FAT 1901 attack (which lasted for well over five game-years... and even then Bob managed to grow for a while...!). These three were the only remaining original players at game's end (though their adversaries only dropped out (or resigned) recently, instead of just conceding the game gallantly).

I'm as high as a kite: 1978S is the first Passchendaele game I've GMed from start to finish...

Eng-game comments are invited...

1979AC, Fall 1907. TURKEY SLIPS INTO NORWAY!!!

Austria (Bob Acheson): A Alb-Nap; A Pie-Tus; A Ven S F Rom; F Rom S A Alb-Nap (no such order); A Boh S Turkish A Sil; A Tyo-Pie; F Adr-Apu.
 England (Steve Colombo): A Swe-Fin; F Nth H, unordered; F Nat H, unordered; F Bot-Lyn; F Bar S A Nwy-StP; A Nwy-StP; A StP-Nwy (no such unit).
 France (Steve Berrigan): F Tus-Rom; F Tyn S F Tus-Rom; A Ruh S German A Mun; A Bur S German A Mun; A Mar-Pie; F Nap S F Tus-Rom.
 Germany (Roy Norton): A Mun S A Ber; F Bal-Lyn; A Kie S A Ber; A Ber S A Mun.
 Italy (Dan MacLellan): F Tun S French F Tyn-Ion (no such order); A Apu-Rom.
 Turkey (John Lipscomb): A Fin-Nwy; A Pru-Ber; A StP S A Fin-Nwy (ret-Mos, OTB); A Sil S A Pru-Ber; A Lyn S A StP; F Eas-Ion; F Aeg S F Eas-Ion; F Ion-Nap.

The deadline for Winter 1907/Spring 1908 is November 20, 1980.

1979AC 1907 SC Chart:

Austria: Home, Ser, Gre, Ven, Rom (7). Even.
 England: Home, Den, Swe, ~~Nwy~~, StP (6). Even.
 France: Home, Bel, Por, Nap (6). Even.
 Germany: Home, Hol (4). Even.
 Italy: Spa, Tun (2). Even.
 Turkey: Home, Bul, Rum, Sev, Mos, War, ~~StP~~, Nwy (9). Build 1 or 2 depending on the retreat, as F Tus was annihilated.

GM commentary:

Besides Austria retaining Rom and Turkey slipping into Nwy there were very few surprises this year. Breaking through the AT lines is - and will continue to be - a very painstaking process, the success of which depending (in part) on lucky guesses.

For instance, the situation in Italy is somewhat dicey, as every single FI offensive can be countered by AT if they guess right. But FI have the "initiative", so - with time - AT should eventually guess wrong and lose a province. Nevertheless, AT could also land into FI provinces (or bodies of water) too, which would almost amount to trade-offs in territory. The situation is so unpredictable that it's hardly worth my while to go into specifics at any great length. But I will mention that better FI cooperation last Fall would have given better results; that is, France would have taken Rome had Italy done A Apu-Ven instead of A Apu-Rom (which was an "overkill").

Speaking of "overkills": A Bur S A Mun is redundant while F Bot or F Bal could have been used otherwise than both moving to the same location (Lvn). For instance F Bal S F Bot-Lvn or vice versa would have been far better.

Moving on to the north, the Turkish move to Norway was clever but shouldn't have succeeded: F Nth should have covered Nwy. And this raises a question: is England really interested in warring against Turkey indefinitely? If one takes the 1906 moves as well as the F07 orders (or lack thereof) for F Nat and F Nth, no: it seems obvious that England is intent on having strategically located units just in case she should decide to stab one day... but then, F Nth-Nwy would have been superior even in this case, as England could then have built F Lon and would have had the same opportunities - and perhaps better - to stab either France or Germany.

Yet, this error is by no means a disaster: England can retake Nwy and destroy the Turkish unit in S08, as F Bot S A StP, F Bar S F Nth-Nwy, A Fin-Swe, A StP H (or S German F Bal-Lvn), (German) F Bal-Lvn, and F Nth-Nwy should do the job all right (though T could try A Nwy-Fin, but then it would be annihilated in the Fall), with no risk to StP.

And once Scandinavia is finally secured, GE may capture Lvn and Pru, which AT can't keep. In this regard, AT may wish to "fall back" on the A Mos S A War; A Ukr S A War; A War S A Sil; A Gal S A Sil; A Boh S A Sil; A Sev S A Mos partial stalemate line, which'd hold out against any kind of attack until the West can break through Italy; however, AT clearly do not have the sufficient number of units in the area right now to do it - perhaps it would be best to start moving some units (such as A Alb, which is useless in its current position) in a general north-bound direction... But then, the "problem" will not be an urgent one until - more or less - the West has positioned armies in StP, Lvn, Pru, Ber, and Mun... (but then, the West will be able to do it as soon as England gets a build...).

1979HY. Winter 1905/Spring 1906. THE SITUATION IS NOW SOMEWHAT FLUID.

Austria (Mike Carroll): A Tri S A Vie-Tyo; A Vie-Tyo; A Bul-Gre; A Bud S A Tri;
 A Ser S A Bul-Gre; F Con-Aeg.

1979HY, cont'd from p. 96.

England (Bob Francis): Builds F Lon, F Lpl, A Edi. F Hel S A Hol; F Bal-Ber; A Den S F Bal-Ber (no such unit, impossible); F Nth S F Lon-Eng; A Kie H, unordered; A Mos-War; A War-Pru; A Hol H; F Wal S F Lon-Eng; A Edi-Yor; F Lpl-Nat; F Lon-Eng.

France (James Clarke): Builds F Bre. A Pic S A Bel; A Gas H; F Eng-Iri; A Bur S A Bel; A Bel S A Pic; F Bre-Eng.

Germany (Jan Jensen): NMR! A Ber H; A Ruh H.

Italy (Steve Hutton): Removes A Apu; F Smy ret-Aeg; A Ser ret-Gre. A Ven H; A Boh-Sil; A Tyo-Boh; F Aeg-Bul(sc); A Gre H (ret-Alb, OTB).

Russia (Barry Hichey): Removes A Ukr. A Sev-Rum.

Turkey (Bob Acheson): A Smy S F Bla-Ank; F Bla-Ank.

The deadline for Fall 198⁶ is November 20, 1980. Barry gave Bob power of proxy (as usual). The standby for Germany is Eric Ozog, who gets the position for sure as Jan as NMRed three times within four game-years, and therefore loses the position.

Press:

Ankara-Vienna: This year. ((????))

Ankara-London: Don't go overexpanding yourself now. Let's divide those centers evenly.

London: The Prime Minister announced the permanent takeover of the English Channel. With this acquisition, France is doomed. There will shortly be a sale on French pie, after all the German strudel (or pie) is sold.

London-Paris: Eat shit France, 'cause the Royal Navy is comin' down your ass!!!

An Ancient Myth: There were once eight Dieties on Olympus. Chief of them was the god François. He was Chief not because he was better than any of the other gods (he was a very nasty god!) and not because he had any great wisdom (after all, he voted Liberal in the last election) but because he was the most powerful. He controlled the great double parentheses which descended like thunderbolts unto the other gods. They could strike at the most unexpected time. They could even strike in the middle of a wo((Hi there!))rd. He decreed that the other gods should play a game called Diplomacy. This is a very bizarre game where treachery is regarded and goodness is punished. Just the sort of game an evil god like François would like!

In the beginning, Steve the god of growth and vigour (dressed in green) and Mike the god of war (dressed in red) spotted a fair maid (dressed in yellow). (Has everybody picked up the subtle and intricate symbolism I'm using?) At the sight of her, Steve, god of growth and vigour, grew and became vigorous. Mike, god of war, was immediately possessed with the desire to conquer some virgin territory. The two decided to co-operate in ravishing this maid which was certain to be a pleasant experience. But they were sorely disappointed, for this was Roberta, goddess of frigidity (get the pun?) and she was just no fun at all.

At the same time, Barry, god of semen (dressed in white) decided to have a go at Roberta, goddess of water (dressed in blue) (no relation to Roberta, goddess of frigidity) behind a barn in the north. Unfortunately, Barry forgot which side his penis was on, and the resulting anus/vagina intercourse was nothing more than a source of amusement for the other gods. Barry also attempted anal intercourse with Roberta, goddess of frigidity, with slightly more success.

What with womens' lib and all, Roberta, goddess of water decided she would seek satisfaction with James, god of very shallow water (dressed in light blue).

Roberta got help from the god of mystery (dressed in black. The god of mystery had no fixed name, as he was continually disappearing and when he reappeared it was often with a new identity.) Naturally, James thought it would be shameful to be raped by a woman so he sought and received the assistance of Steve, god of growth and vigour, Mike, god of war, and even Barry, god of semen. Steve, Mike and Barry managed to divert the attention of the god of mystery enough so that James was able to protect himself from the advances of Roberta, goddess of water.

Rome-Reading Public: The Myth will be continued, if anyone requests, in the next issue.

1979KH, Fall 1904.

Austria (Alan Turner): F Gre S Italian F Ion (no such order); A Alb S F Gre; A Ser S A Rum; A Rum S A Ser; A Tyo-Pie.
 England (Steve Hutton): F Wes-Tun; F Mid-Naf; F Nat-Mid; A Bre H; F Nwy-Nth; A StP S German A Mos; F Eng-Nth.
 France (Eric Ozog): F Spa(sc)-ret-Por; A Gas S F Por-Spa(sc); A Par-Pic; F Por-Spa(sc).
 Germany (Claude Gauthier): NMR! F Swe H; F Den H; A Bur H; A Ukr H; A Mos H; A Mun H; A Sil H.
 Italy (Thom Burnett): A Mar S F Spa(sc); F Spa(sc) S A Mar; A Gal-Sil; F Ion-Nap.
 Russia (Steve Berrigan): A War-Mos; F Sev-Rum.
 Turkey (Bob Acheson): A Bul S Russian F Sev-Rum; F Aeg-Gre; F Rom H; A Con S A Bul; F Bla S A Bul.

The standby for Germany is Blair Cusack. The deadline for Winter 1904 and Spring 1905 is November 20, 1980.

1904 SC Chart:

Austria: Home, Ser, Gre, Rum (6). Build 1.
 England: Home, Nwy, StP, Bel, Bre, Tun (8). Build 1.
 France: Par, Por, ~~Spa~~ (2). Remove 1.
 Germany: Home, Den, Swe, Hol, Mos (7). Even.
 Italy: Ven, Mar, Nap, Spa, ~~Rom~~, ~~Tun~~ (4). Even.
 Russia: Sev, War, ~~Rum~~ (2). Even, as A Rum was annihilated in Spring 1904.
 Turkey: Home, Bul, ~~Rom~~, ~~Nap~~ (5). Even.

Press:

London-Constantinople: If I let you take London and Liverpool, will you be my ally, too?
 London-Confused Multitude: If you read Bob's last press release, you might get the joke ((joke???)).
 London-Those Still Confused: Boy, are you ever slow! Did you take lessons from François? ((Boy, am I ever tired, tired, tired... maybe I should change my name... at any rate, it isn't worth my while to argue with a kid...))
 Constantinople-Sevastopol: Ask and it will be done.
 Constantinople-Vienna and Rome: Don't incur the wrath of "Aklavik Allah".

1980 U, Fall 1903 in limbo. GAME DELAYED DUE TO THE STRIKE.

CGM: Steve Berrigan, 1394 Highgate Rd., #6, Ottawa, Ont. K2C 2Y6.

cont'd on p. 99.

Positions:

Austria (Tony Schafer): A Gal, A Bud, F Gre is in retreat (-Alb, Aeg, OTB).
 England (Bob Acheson): F Nwy, F Nrg, F Ska, F Nth (F Lon-Nth should not have been underlined last issue).
 France (Barry Hichey): A Spa, A Par, A Mar, A Bel, A Pic, F Eng.
 Germany (Steve Hutton): A Mun, A Ruh, A Bur, F Hol.
 Italy (Al Hoffman): A Tyo, A Tri, A Alb, A Ser, F Gre, F Ion.
 Russia (Claude Gauthier? Ron Kelly): F Sev, A Rum, A StP, F Den, F Bar, F Swe.
 Turkey (Dave Weatherhead): F Bul(sc), F Con, F Ank.

The deadline for Fall 1903 is November 13, 1980. Note to Ron Kelly: send your orders to Steve Berrigan, not François Guerrier.
 Steve - Germany: F Bel had the option of retreating to Hol; however, you did not order the retreat, so you have no fleet in Hol and no additional build.

1980 HI, Fall 1901 in limbo, due to the strike...

GGM: Steve Berrigan, 1394 Highgate Rd., #6, Ottawa, Ont. K2C 2Y6.

Positions:

Austria (Alan Turner): F Alb, A Boh, A Ser.
 England (Dan Palter): F Nth, F Nrg, A Yor.
 France (Steve Colombo): A Pie, F Mid, A Gas.
 Germany (Bob Acheson): F Den, A Kie, A Ruh.
 Italy (Mike Carroll): A Tri, A Ven, F Ionl.
 Russia (Steve Bergstrom): A Sil, A Sev, F Rum, F Bot.
 Turkey (Dan MacLellan): A Con, A Bul, F Bla.

The deadline for Fall 1901 (sigh) is November 20, 1980. Note to Dan Palter: send your orders to Steve Berrigan, not François Guerrier.

1979AQ (all-GM game) Demo Commentary:Winter 1904/Spring 1905.

France (John Kelley): Builds F Bre. F Bre-Mid; F Wes-Tun; A Par-Bur; F NAT-Nrg; F Lpl-Cly; A Wal-Lpl; F Lon-Nth.
 Germany (Bill LaFosse): Builds A Ber. A Ber S A Mun-Sil; A Gal H, unordered; F Swe H; F Den S F Swe; F Bal S F Swe; A Ruh-Kie; A Mun-Sil; A Ukr-Rum (no such unit).
 Italy (Andy Lischett): Retreats F Ion-Tyn; removes A Ven. F Tyn S French F Wes-Tun; F Nap S F Tyn; A Tyo S German A Gal-Vie (no such order); A Tri-Bud (ret-Ven, OTB).
 Russia (Randolph Smyth): Removes F Sev. A Nwy-Swe; F Edi S F Ska-Nth; A Vie-Tyo; A Rum-Ukr; A Bud-Gal; A War-Ukr; A Pru-Ber; F Ska-Nth; F Bot H, unordered.
 Turkey (Blair Cusack): NBR! Will play one short. A Gre-Nap; F Bul(ec)-Con; A Ser S A Alb-Tri; A Alb-Tri; F Ion C A Gre-Nap; F Tun-Tyn (ret-NAf, OTB).

Eric Verheiden's comments: After a rocky start in which Austria and England were done in by a combination of NMR's and poor neutral orders, the game has finally settled down somewhat. France and Turkey have developed, after fits and starts, alliances of convenience with Germany and Russia, respectively. Essentially this means that Germany and Russia are locked in mortal combat while

their respective allies happily clean up around the peripheries, unmolested, and leave each other more or less alone.

There is of course one remaining element which has served mainly to preserve this state of affairs, namely Italy. My guess is that the Italian player (Lischett) is rather indifferent to the proceedings, either due to a perception of poor chances due to a diplomatic failure or a simple and common dislike of playing Italy. Certainly simply allowing the Turk to walk into the Ionian via F Nap H is not the sign of a player paying a great deal of attention. Secondly, since Italy chose to move east rather than west, the effect has also been an enhancement of the French position at the expense of Turkey.

For the future, I would expect the decline and fall of the Italian empire. How quickly this proceeds depends on how much (if any) back-up the French care to provide. Sooner or later, some sort of amiable division of the spoils between France and Turkey would be expected.

In the north, French intervention will be decisive against Russia's northern holdings. However most of the gains will likewise be French as Kelley's France continues to encircle his erstwhile German ally (LaFosse).

This may be counter-balanced somewhat if Russia (Smyth) and Turkey (Cusack) get their acts together, start making all their builds and moving to expunge Germany and Italy from the Austrian area. If Germany is permitted to gain a foothold, then even a subsequent French stab may be too late to save them. For this reason also, Russia has less to fear from Turkey than Germany has from France.

At the moment, the French/German combine has an edge over Russia and Turkey, mainly because France is providing more effective help in Scandinavia than Turkey has been able to do in Italy. However, this could change easily into a more drawish situation if Italy can be turned or removed (or both). Russia/Turkey/Italy have some 20 centers between them against a current opposition count of 14.

Incidentally, one minor complaint about the GM'ing; Francois seems to persistently miss possible retreats, as the erroneously listed "annihilated" TF Tun of this past season. A little more care would be appreciated. ((Oops! True enough, and will try...))

1979AQ, Fall 1905.

France (John Kelley): NMR! F Mid H; F Tun H; A Bur H; F Nrg H; F Cly H; A Lpl H; F Lon H.

Germany (Bill LaFosse): A Ber-Pru; A Gal-Vie (ret-Boh, OTB); F Den-Swe; F Swe S F Bal-Bot (ret-Ska, Bal, Fin, OTB); F Bal-Bot; A Kie-Hol; A Sil S A Ber-Pru.

Italy (Andy Lischett): A Tri ret-Ven. F Nap-Ion; A Ven S A Tyo; F Tyn S French F Tun; A Tyo S German A Gal-Vie.

Russia (Randolph Smyth): A Nwy S F Bot-Swe; F Edi-Nrg; A Vie S A Bud-Gal; A Rum-Ukr; A War-Ukr; A Bud-Gal; A Pru-Sil (ret-Lvn, OTB); F Bot-Swe; F Nth-Bel.

Turkey (Blair Cusack): F Tun ret-NAF. F Con-Aeg; A Ser S A Tri; F Ion-Tun; A Tri S Russian A Vie; A Gre-Alb; F NAF S F Ion-Tun.

John Kelley resigns and is replaced by Clive Tonge...

Eric's comments:

The turnover in the French leadership has clearly introduced some new complications for the western alliance of France, Germany, and Italy. In particular, Germany, two centers down, will probably have to remove armies Galicia and Prussia and try to hold off the Russian onslaught from the east until Sweden and Belgium can be recaptured and hopefully new armies rebuilt in Berlin and Munich.

The situation was exacerbated by messed-up German orders (F Den-Swe?) and Francois' refusal to grant a deadline extension to the new French player in the wake of the previous player's resignation. I guess it's easy to see which GM's have played standby positions and which ones have not. ((So, by your reasoning, I suppose you'd guess I haven't played standby positions... but the fact is, I've played, at least 6-8 such positions - which is admittedly not an awful lot, but is nevertheless a good sample to help me understand the usual standby plight when taking over a position...))

((What puzzles me is that you appear to be advocating that the game be delayed whenever someone drops out or resigns... which sounds pretty impractical to me - in this game alone, we'd still be playing Spring 1901 if I had followed that policy...!))

((While I deplore the conditions in which a standby must operate in initially, I believe that the mass of GMs is wise indeed in not delaying games whenever a standby is called in... otherwise, the shortest games would last well over three years... and the longest, well...))

((So, mea culpa, but...!))

In any event, the NMR certainly cost France Edinburgh for the moment and may have led to the loss of Belgium and/or Sweden by the Germans. Furthermore, the Italians might have been able to dislodge TF Ion for good or ill.

The Russians, faced with unexpected good fortune, should be able to capitalize to the extent of driving Germany back out of Prussia, Silesia and probably Bohemia. Whether they can do better depends on the coordination of the western powers. Best Russian builds I believe would be F StP(sc) and A Mos to continue to contest Scandinavia, particularly if Germany removes a fleet.

In the south, France will have to send one or two fleets down to help the Italians against the Turks. The Turks will probably build F Smy and continue pushing westward. Venice in particular will soon be vulnerable and the rest depends on how much and how fast the French are able to send south. Again, the missed builds may be critical.

Editorial Column #14:

BREAKING RECORDS

I've done it!

Yes. I've done it. Broken at least one record, that is. Passchendaele #29 will - I hope - go down in the annals of postal Diplomacy as the longest game 'zine ever published... well ahead of North America's The Pouch #53 (which had 77 pages) and ever so slightly ahead of England's Griffin #21 (100 pages long).

Gee, there's nothing like giving oneself a good pat on the back once in a while (if you don't, then nobody will...). In general, I am pleased that I was able to publish over 100 pages for a single issue, and doubly so as I've managed to get contributions from seldom-heard of persons, such as Tom Kissner, Ralph Morton, John Leeder, Doug Beyerlein... as well as some of the real old cronies such as Eric Verheiden and Rod Walker.

This issue was quite long. Yes. And perhaps some people will go so far as to say it was too long, or - heaven forbid! - boring. No matter. Irrelevant, even...! I wanted to break a record, aaand I did it. All else is not even worth dirt in my books...

I wish to extend my very sincere thanks to the following persons for their contributions: John Leeder, Hugh Polley, Steve Berrigan, Mark L. Berch, Tom Kissner, Randolph Smyth, Eric Verheiden, Rod Walker, Doug Beyerlein, Ralph Morton, Michael Mills, Steve Hutton, and whoever else I may have forgotten

Andy Lischett

(this is typed off the top of my head) that deigned contribute something directly. I am most appreciative...

In general, I've tried to keep the material organized, but was only marginally successful at it, due to the contributions that came in late.

Don't forget to vote on the poll...

Fine Jig-a-Do!!

François.

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Hum... not bad. Approximately 60% Diplomacy, 25% "humour", and
15% "Miscellaneous" (e.g., wargames, history, politics) in composition...

François Cuerrier,
Box 32, Station A,
Ottawa, Ont.
K1N 0T9.

Phone: 1-613-238-4128.

Your sub expires with issue # 35

Please standby: _____

NMR: _____

See p. _____

Trade: _____

Our Trade Is Kaput: _____

LATE ADDITION

Sigh.

obsolete The information relating to game-starts and Iwo-Jima (cf. p. 2) is now (no wonder, with all the time that has elapsed between typing and mailing...!) as Iwo-Jima STARTS...:

Iwo-Jima, Winter 1900 alignment. Could Lee Kendter Sr. please forward a Boardman number for this game?

Austria: David Barker (xxxxxx), 2050 Gillilan St., Placenta, CA92670.
 England: Julian Presber (GEFTAIR), 968 Clifton St., Winnipeg, Man. R3G 2Y3.
 France: Bob Francis (xxxxxxx), 11 Forest St., Danvers, Mass. 01923.
 Germany: Blair Cusack (GFRTEIA), 8816-46 Ave. SW, Calgary, Alta. T3B 1Y8.
 Italy: Al Hoffman (xxxxxxx), Rensselaer Polytechnic Institute, 206 Bray, Troy, NY12181.
 Russia: Bob Acheson (xxxxxxx), c/o Echo Bay Mines, Port Radium, NWT. XOE OXO.
 Turkey: Deane Sperkados (xxxxxxx), 154 West 70 St., #20, New-York, NY10023.

Spring 1901 orders are due November 20, 1980. However, if someone requests (note that an NMR is not the same than a request...), the deadline will be extended one deadline period due to the general length and complexity of Spring 1901 negotiations; the normal monthly period will be adhered to thereafter.

Enclosed everyone should find a copy of my house rules. Your GM is François Guerrier, Box 32, Station A, Ottawa, Ont. K1N 0T9. (1-613-238-4128).

This is the first time that I have four Americans as original players in any one Passchendaele game that I can recall of... we'll see if that's good or bad later...

Alain Martine and Bob Acheson are registered for Jena. The game-fee is \$5.00.

François.