

5. Calvin White, the illustrious pubber/GM of Electra Glide Blue came to Ottawa last week-end. He gave a critique of PASSCHENDAELE.

First, he said: "No. No. Not 1961...The first postal Diplomacy game was played in 1963...not 1961...urgh." And then: "Get Boardman Numbers. If you don't, your games won't be rated...so, get a Boardman Number for each of your games. It's conventional. It's better." Finally, Cal complimented the zine on its form, and added: "There's one thing I really like in your zine...it's like a personal letter; you're talking to an audience. That's really good. I like that. Randolph, there's some of that in your zine too." (I forgot to mention that Randolph Smyth was there too.) Sometime during the evening, Cal also glanced at my house rules and commented: "These look familiar..."

Oh, I almost forgot. At the beginning of the evening, Cal mentioned: "I've got a complaint? You know the plug you gave me in PASSCHENDAELE #2? You said I put out zines 6-10 pages in length. I've got news for you: in all my years of publishing (of EGB), my zines have always been 10 pages in length, and no blank space!"

After that, we went on talking Diplomacy and ingurgitating vodka and coke (mikes of vodka and coke...pardon me, vodka and pepsi—there's a difference.), and had lots of fun. Looking forward to see you next year, Cal. Too bad Randolph will be out west then...but we'll get along just fine, won't we?

A father to his son: (just having read the news in a newspaper)

"What's this about a serious drug problem at your school? Is this true?"

"Golly no, dad! You can get all you want..."

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Letters to the Editor:

François- Thanks for the sample of P. I will sub and enter a game. I was quite impressed with your zine. (signed: John Kelley)

Dear François: Liked your last issue (not ish); but the only thing I didn't like was your Politics Article. But then, I don't like hardly any politics articles, so don't feel bad. What hell's wrong with this Qn? Dont his typewr hav all t kys? Chrst, drvs me crazy... Re your chess problem: I guess part of the problem was trying to figure out where the pieces are; there were a couple pieces that didn't mention K or Q side. Anyway I assumed the Black pieces were B/QN6, R/QN5, P/QB5, R/KR1. OOps, now it looks like Black King on K5 interferes with White Kt on K4. Hmm, I can put King on Q5, but then I can mate in 2 (you figure it out!) Maybe on K4...nope, then Q-E3 mates. Let's try setting the Black pieces from the "White Side" (ie., Black B not on Black QR6 but White QR6. wrong, Q-B3 or N2 mates. Sorry, I give up. Chess problems are not the place for typos! Try again? (signed: Richard Jarvinen)

Dear François: I thank you for putting me in a game...you could have chosen a better name, but what can I do? ((protest))) I find PASSCHENDAELE very good, even though I don't read English very well. (signed: Raymond Couture)

Dear François: Concerning your chess column, I was wondering if you had thought of arranging some kind of postal game of chess. I for one would be interested to take part in such a game. Also, someone mentioned that you should use algebraic notation...I think you should use his advice! The

main problem with the English notation is that you have two points of view to consider: black and white. With the algebraic notation you look at the board from one angle only, eliminating a lot of confusion. (signed: Oded Klinger)

Dearest François: I have received your second issue today. Congratulations on a job well done!!! I thoroughly enjoyed your second issue. (and so did one of my friends) By all means, go ahead and print super-issues whenever you feel up to it. I take it that you are anti-liberal. ((Not necessarily. Read the article. I only analyzed the Canadians' feelings...)) This is refreshing for myself--a conservative living among a regular stronghold of the NDP and Liberals. Perhaps some day these people here in Windsor will cease to be so shortsighted in politics. (signed: James Clarke)

François, PASSCHENDAELE #1 looked good, keep it up! (signed: Doug Hayward)

I think I'd prefer a Boardman Number. (signed: Trevor Baillie.)

Dear François: Rec'd Pass #2 yesterday. My comments: It's a good thing that I trade with you; I couldn't swing the prices for huge issues like that! ((You think that's huge? Cal White once published over 40 pages for issue #45 of JANUS! And he's far from being the only one!)) If you wouldn't waste so much space, the subbers would get a lot more for their money. I could squeeze your 27 pages into 20 pages with no problems at all. ((With your style, yes. With mine, no. And I don't have blank spaces, generally speaking. Are you asking me to change my style?)) Chess is interesting. I'm a fanatic myself. ((The following section is censured! I don't print derogatory comments on any of the subbers...)) Don't use so many different colors of paper! It freaks my eyes out! The ditto is rather faint, too. Politics: who cares about Canadian politics? Beside the Canadians, I mean! ((Look at the subbers' list: you can see easily that the Americans are outnumbered exactly 4:1)) ((Therefore, there are lots of Canadians in this zine. Also, who cares about American politics? Certainly not the Canadians! And yet, this doesn't stop me from pleasing (euphemism) the 20% of my subbers that are Americans with articles on American politics!))

Dear François, I have received issues #1 and #2 and am very pleased with them. When are the Dip variants or articles on dip variants going to start. ((Foreknowledge variants have started; I'm only waiting for one person to sign up to start WWI variants...)) ((Articles on variants will most probably start next ish.)) I agree with Curtis Gibson in that press should not be paid for, as it is a privilege and not something you should have to solicit. Again, I should comment on the general good quality of articles, but please cut down on the quantity of politically oriented articles; a little humour and fantasy (à la D&D if you're into that) injected into the articles would make the magazine a bit more refreshing. ((I'll try to--but I'm not too good at mixing humour and seriousness (eg Diplomacy, politics, etc.) together into a same article...)) (signed: Ron Killeen)

HIGH COMMAND: That's it...Now, my comments: first of all, I wish to thank all these who took part of their time to comment on the zine...it is appreciated, even when the comments are negative, as long as they are constructive. I'm half convinced to turn onto algebraic notation...

Also, I have decided to ask for Boardman Numbers, the only reason being that I want my games to be rated.

I won't start to argue over what colour of paper I should use! There, in the future, I'll always use 1 yellow page, 1 green page, 2 pink pages, and white pages. Konrad should be satisfied with that, as well as with the style I used on the front page...Konrad, I'd like to get more specific comments on this point—what do you think I should cut out?

As far as the Politics Articles are concerned, the opinions are shared: Cal White, and Konrad Baumelster, are definitely against them. (OOps...they're only against Canadian Politics Articles...) Randolph Smyth and Ralph Morton say that a Politics Column is OK. Ron Killeen thinks I should cut down on all Politics Articles. James Clarke thinks they're super. But, the people who tend to be against the Politics Articles seem to be a little bit confused: keep in mind that I won't write that many Politics Articles. Only in super-ishes...which will occur roughly once every nine months... (The time of a gestation (rather, pregnancy), you know...) Not because I'm weird or something, but rather because a good proportion of the subbers have good feelings about them...and I want to more or less (more more than less) please all the subbers at least once a year...if everybody writes and says: get rid of these Politics Articles, then I will, and with great joy. But, if I write, or publish, Politics Articles, I will not eradicate Canadian Politics if the Americans don't like it, and I won't get rid of American Politics if the Canadians don't like it. Subbers, make a decision. Write to me, telling me how you feel about it. One way or another, I'm more than fully ready to conform to the overwhelming feelings of the clients...

In London's Trafalgar Square there lived a boy pigeon; (at St. Paul's, winged pigeons flitted; they almost flew into each other over the Law Courts. They looked: They fell in love, too, one each; they courted very happily. They met every day, alternately on the dome of St. Paul's and on Nelson's Column. One glorious morning in early May, when hearts as well as birds were singing, the rendez-vous was set for 11 o'clock in Trafalgar Square. Usually so prompt, the girl pigeon had not arrived by 11:05, and the boy pigeon began to feel anxious. At 11:15, he was pacing the balustrade. Just when he was about to phone the police and ask whether any serious accident had been reported, he saw his little friend strolling gaily down the steps of the National Gallery. He hastened to meet her. "Darling," she said, "I'm so sorry, but it was such a lovely morning, I thought I'd walk." —quoted in Laughter in a Damp Climate.

EVERYONE'S SUGGESTIONS ARE INVITED AS TO WHAT KIND OF TIP PRODUCER I SHOULD BUY.....

Now, the games.

Adincourt, Spring 1901. LOTS OF AGGRESSIVE MOVES, BUT NO STAND-OFFS.
 Austria (Oded Klinger): F Tri-Alb; A Vie-Gal; A Bud-Fri.
 England (Richard Jarvinen): F Edi-Wng; E Lon-Nor; A Lpl-Edi.
 France (Robert Acheson): F Bre-Eng; A Par-Bur; A Mar S A Par-Bur.
 Germany (Randolph Smyth): F Kis-Den; A Ber-Kis; A Mun-Buh.
 Italy (Brian Johnston): A Ven-Tyo; A Rom-Ven; F Nap-Ion.
 Russia (Jan M. Jensen): F StP(sc)-Bot; A War-Ukr; A Mos-Sev; F Sev-Rum.
 Turkey (Hugh Polley): A Con-Bul; A Smy-Ank; F Ank-Con.

FROM:

England: Take on England! (Lain?) Antekel, olen. Verekas! Sakulakron on petollinon.

FROM: THE COMMAND: Most of the other players are not "good"; 2 of them are "dolls" while the 6th is an idiot!

HIGH COMMAND: Then you should have no trouble winning, Est. Can't wait to see this game finish...

Ankara: There has been a popular revolution backed by the armed forces of the Sultan. Conflicting reports are coming in ((what?? They're (the people and the army) not sure they can beat the poor, isolated Sultan??)), but the movement of an army into Bulgaria has been confirmed.

HIGH COMMAND: Interesting gamestart...I guess two most interesting events will take place in Austria and France. The future will tell...

BODA-FORMA

Orders from France (Frewer Baillie), Turkey (James Clarke) and Italy (Raymond Couture) have been received and are on file. The other players are: Robert Paguin (Austria), Robert Acheson (England), Shelley Foster (Germany), and Hugh Polley (Russia). Send orders please.

The deadline for both Agincourt (Fall 1901) and Boda-Forma (Spring 1902) is: December 30, 1978. (and not December 28 for Boda-Forma, as said last issue.) Warning: send in orders as soon as you receive the zine, if you don't want your letter to be caught in the Christmas rush and get an NMR. Remember, you lose one issue if you NMR.

Doug Hayward has sent the particulars for 1977A2. This is a call to all the original players in this game. If you're interested, please send in orders by December 30, 1978. Also, send \$15. All I ask is that you guys pay the sub fees to PASSCHENDAELE—I won't charge any gamefees of any kind for the game. I'll be willing to get the game going if 4 of the original players send orders. Please, send orders...

The game stopped in Spring 1902...Here are the positions:

Austria (Steve Berrigan): A Ven, A Tri, F Adr.

England (David Hansen): A Nav, F Nth, F Eng, F Iri.

France (Don Kelly): F Pic, F Bre, A Par, A Por.

Germany (Randolph Smyth): F Bel, A Ruh, A Mun, A Kie, A Ser.

Italy (Bert Van Den Hoogaard): F Ion, F Nap, A Rom.

Russia (Doug Hayward): F Swe, A StP, A Fin, A Sil, A Vie, A Bud, F Rum.

Turkey (Hal Naus): A Ser, A Gro, A Bul, F Con, F Eas.

The centres after Winter 1901 were:

Austria: Tri, Bud, Ven. (3)

England: Home, May (4)

France: Home, Spa (4)

Germany: Home, Bal, Hol (5)

Italy: Rom, Nap, Tur. (3)

Russia: Home, Swe, Vie, Rum. (7)

Turkey: Home, Bul, Ser. (5)

Finally, Doug thinks the players' addresses are:

Steve Berrigan, 1208 Albany Dr., Ottawa, K2C 2L4.

David Hansen, 6312 92 Ave., Edmonton, T6B 0S5

Don Kelly, 6058 Richmond Highway, Apt. 314, Alexandria, VA 22304.

Randolph Smyth, 249 First Ave., Ottawa, Ont. K1G 2G5.

Doug Hayward, Box 291, Huntsville, Ontario.

Bert Van Den Hoogaard, 8833 161 St., Edmonton, T5R 2L3.

Hal Naus, 1001 Barrett Ave., Chula Vista, CA 92011.

Now, to the variants...

Foreknowledge Variant #1, Fall 1901. (Curt Gibson vs. Francois Guerrier)

G: A Mun-Bar; F Rol-Hol; A Kis-Den.

I: A Tyo-Ven; A Rom S A Tyo-Ven; F Ion S TURK A Bul-Gre.

E: F Rum S TURK A Con-Bul; F Bot-Swe; A StP-Way; A War-Gal.

T: A Bul-Gre; A Con-Bul; F Hla-Con.

A: A Ser H; F Tri-Adr; A Vie-Tyo.

S: A Yor-Hol; F Nth G A Yon-Hol; F Eng H.

F: F Mid-Spa(sc); A Bur H; A Pic-Tus.

Winter 1901 SC Chart.

G: Home, Hol, Den. Build 2. (5)

I: Home, even. (3)

R: Home, Swe, Rum. (6) oops, build 2. Sorry, Nay, builds a third one. (7)

T: Home, Bul, Gre. Build 2. (5)

A: Home, Ser. Build 1. (4)

S: Home, Hol. Build 1. (4)

F: Home, Spa. Build 1. (4)

Press:

"In oppressed Serbia the Hapsburgs met their enemies, and there the clouds are now blackening in the south."

HIGH COMMAND: Maybe I should have moved F Edi-Nrg and F Lon-Nth in the Spring, which would have permitted me to stand-off the Russian from Nay. But then, this would have been only temporary, since next Spring Russia could have gotten Nay anyway by using F Swe and A StP combined. And F Eng will be useful in my scheme against Germany.

At first glance, the advantage of GIRT is enormous: 7 builds against 3. But, I still have a great potential in neutral centers (ie.: Por) and a fair strategic position against Italy and Germany. I might get lots of centers in 1902 from these 2 foes...but I probably will lose many Austrian centers too. Arg, the future will tell.

Foreknowledge Variant #2, Spring 1901. (Curt Gibson vs. Francois Guerrier)

E: A Isl-Yor; F Edi-Nth; F Lon-Eng.

F: A Mar-Pic; A Par-Bar; E Ere-Mid.

R: F StP-Bot; F Sev-Hla; A War-Gal; A Mos-Ukr.

T: A Con-Bul; F Smy-Ank; F Ank-Con.

A: A Bid-Rum; A Vie-Gal; F Tri-Alb.

G: A Mun-Bar; A Ser-Kis; F Kis-Hol.

I: A Ven-Tri; A Rom-Ven; F Nap-Ion.

Press:

Edinburg: The squeeze is on, but it looks like t Central Pwra wll be a hard nut to crack. Worst is tt they have spies everywhere, and learn all our moves while we can only guess theirs! Some call them fey, but they're really fes, wch may be fair. But mist we fret be reft? (our punnishmeant)

Another thing I forgot was to publish Curtis' letter. Anyway, in summary, Curtis complained on my interpretation of his shorthand, and also said that in the US, the Americans would like to get ishes 6-7 pages long.

My response to this is that I type the letters I receive as I read them. If the writer wants to write in an unconventional way, fine. But, if I misinterpret a few minor things, it's tough heads. I guess I'll put out 6-7 pages ishes once a year, or once every 18 months...but I've found out the masses prefer 10-15 pages ishes.

For a forthcoming dance, a teenage daughter was experimenting with new hairdos. After deciding on the one she liked best, she asked her father and mother for their opinion. As she returned to her bedroom she said to her best friend, "It must be all right. Neither one likes it."

VODKAKRHUMSCOTCHWHISKYBRANDYGINCHAMPAGNEVINROSESNAUCKVINST.RAPHAELMARITENIETC

I received a few bios during the month. Without any ceremony, here they are:

I am 15, blond hair, blue eyes (Aryan) (der master race) and stand 5'4" without shoes. I am a sophomore here in high school and have been kicking about the gaming world for about two years. I plan to enter either the astronomy-related fields, the US Diplomatic corps (hence my big interest in dippy) or law, except if the Soviets bomb us in which case I will head for the military. My hobbies are model-building, gaming of course, hockey (bet all you Canadian readers didn't think a Yank'd care for hockey, but I follow it as closely as these idiotic Washington newspapers will let me) football, soccer, and girls. I also enjoy working on the yearbook staff here (typist) and speak fairly fluent Spanish. My Russian isn't great, and my German's even worse. My ancestral background is about half German and half British and I'm as aloof as a German and as stuffy as an Englishman. I also daresay I have a raging temper, but never has it elbowed its way into my games and it never will. My playing style; ah, what is my style? Intrepid, I suppose; I dislike stabs, but will do so if someone asks for it enough. Usually it takes quite a bit of provocation to get me to attack someone. ((How can you get centers after 1901 this way?)) I'm an active diplomat and letter-writer as I enjoy correspondences. I've never won a Dippy game; (I'm always in the way of where someone wants to expand) so not everybody pick on me at once, OK? (That was John Kelley.)

Richard Jarvinen: I'm 31 years old, married (to Chloe), have a daughter (Sarah--too young for Diplomacy, thank God!), and am an ex-computer programmer. Well, I'm trying to be an ex--ex-computer programmer, but that's not quite as easy as it sounds. Got a 3B in math (aptly named) and spend most of my life playing games and writing articles. I publish the highly underwhelming NON SEQUITUR, which is just about as confusing as I am. I'm a terrible Dippy player, always feeling sorry for people at the last minute. Oh yes, I'm practically Finnish, except I wasn't born there. Not my fault, though; just ask my Ma. Love rum, hate whisky. End of story.

A girl was home from university on vacation. The house was filled with undergrads. They argued for hours, until the girl's mother had to flee the house for some quiet. She made a luncheon date with a friend.

"I don't understand it," she said. "They get on a subject and stab it to death! Last night's bull session went on for hours. They were arguing about heredity and environment. In our day, we didn't need discussions. We knew that if a baby looked like his father, it was heredity; if he looked like the neighbor, it was environment."

COLT45MOLSONBLUEMOLSON"X"O"KEEFELABATT5OELACKLABELCARLSBERGERADOKLAURENTTDEtc.

SOME COMMENTARY ON THE PASSCHENDAELE HOUSERULES
by Mark L. Berch.

The Houserules in #1 are, taken as a whole, quite good. They are far more thorough than most, allowing players to know what to expect. However, there are some areas which could use some work. My comments follow.

1. The material in 1b is a bit confusing and contradictory. You say that a unit won't move into "another Great Power's territory", but can move into neutral areas. Don't these concepts overlap? ((Definitely not.)) Would A War-Gal be moving into a neutral area or into Austrian territory? Also, you say that orders are valid to stand off enemy units. What about F Bre-Eng? Normally this is thought of as a pretty aggressive move, and would presumably not be used. However, if England was doing F Lon-Eng, would you then consider it proper, under the "orders are valid to stand off enemy units" language? It would seem so. Yet such an attitude would violate the notion that moves should be simultaneous. Similar reasoning would apply to Germany NMRing in FOL with F Den—would F Den-Swe be proper???

2. The phrase "units with no valid orders" could get you into trouble. Suppose a player deliberately miswrote an order in spring 1901. This may have indeed occurred in the last DW demo game. Your house rule REQUIRES you to move the unit anyhow, overriding what may, in fact, be the players express desires. Your rule says "will be moved" as further, if a player specifically tips you as the GM off that the error is deliberate, you still have to do it. Even if you don't order it, the players will know that the error is deliberate, because other wise they know that you would follow your houserule and order the unit anyhow. I suggest that you use the phrase "an unordered unit".

3. Polley's suggestion in #2, which you seem to have endorsed, is a very risky proposal. What this means is that when such a situation occurs, all the players will scramble to get their friends to send in orders. The more friends, the better the odds that the "right" orders will come out of the hat. This gives a big advantage to a person who has either been playing a long time, or someone who is in alot of games. In addition, the "No home centers" idea is absurd. There have been a number of cases where countries have been quite strong, yet lost all their home centers.

4. The notion that a position which has fewer than three units is not worth replacing is just plain wrong. Sometimes the country will be hopeless. But not always. I am in a game (1977/1) in which a standby is playing a country with one unit. He is very important, and I write him every season.

5. The idea of confiscating a person's sub account because he has dropped out, or subtracting 33% from the sub account for an NMR, is going to label you as a thief. If you want to penalize a person financially, then require a deposit, which will be returned only if the player does not drop out.

6. You might be interested in knowing that yours are the only HRS that I have ever seen which will not automatically grant a winter season separation when a clear majority of players request it. Whose game is this, anyhow?

7. Under GM errors, 11 is a good idea. When I saw 11i, I first thought: What a splendid idea! But on reflection, I think that this will be nothing but trouble. The problem is not finding the error. The problem is determining what is the right situation. Thus suppose Sol has F Sey-Ela, F Ank-Ela. Now, it is obvious that we cannot have both of these moves succeed. The error is apparent and can be found by inspection. But what is right? It is probable that you just left out the underlining. But not certain. Rather than errors in both the Russian and Turkish orders, the Russian ones may be right, with the Turkish orders F Ank-Con. These things do happen. In fact, aside from typos and cases where the GM is providing

extra information (eg in a list of retreats, he leaves one out), there will rarely be an error where the players will be certain as to the correct situation.

8. You allow a player to appoint a temporary substitute. May he be a player already in the game? ((Nope.))

9. Why do you reveal the name of the person who makes the vote proposal? This is very rarely done, as it will discourage people from offering them.

10. What do you mean by "the votes will never be kept secret"? Do you mean that you'll reveal the vote score (eg 4 in favour, 2 against), or that you'll reveal each person's individual vote? ((I'll reveal each person's individual vote.))

11. Your example in Iia is garbled; the 3rd move is illegal, since Con is ordered to move.

12. I trust that realize that Iib is expressly contrary to the rulebook, which gives no provision for refusing anything. Will players be able to reject possession of a supply center they inadvertently took in fall from an ally? Where will it all end?

13. Iic is poorly written and will confuse a newcomer. "Not moving" doesn't automatically make you eligible for support. You may order A Mun S A Boh, A Boh-Vie, and the support isn't valid even tho the A Boh didn't actually move because it was stood off perhaps.

14. Is A Mun S A Boh valid for "A Boh-Con"? For A Boh-Panama? How about "A Boh"?

15. IIIb is confusing. Suppose a strike occurs four days after you mail the zine. It lasts a month. According to your rule, deadline is one week after the strike is over. Surely you don't mean that?

16. Do you allow joint orders?

17. How are the HRS enacted? Is player consent needed for the change to apply to the game? If so, by majority or unanimous vote?

18. Need the nationality of a foreign unit being supported or conveyed be stated?

Finally, I hope that you will not take offense at the somewhat nitpicking approach, but that is my general style. All in all, I think your HRS are quite good.

HIGH COMMAND: OUF! My replies:

1. A Great Power's territory is very clearly marked on any Dip map. For instance, Austria consists of: Galicia, Bohemia, Tyrolia, Vienna, Budapest, Trieste, and no less. A War-Gal is moving into Austrian territory. F Bre-Eng would be valid to stand-off England, as the English Channel belongs to noone. Yes, such an attitude violates the notion that moves must be simultaneous—but yet, neutral anonymous orders are not usually simultaneous, so what's the big fuss?? You should note that the neutral orders would not necessarily be F Bre-Eng, but such an order could pop out every once in a while, to stand-off England.
2. What I meant by "units with no valid orders" (and I think the context in which this phrase was used makes its sense unambiguous) was "units without specific orders", ie: a player sends only general orders, or codewords, or no orders at all, etc. Then, it would be considered an NMR, and neutral orders would be used. I didn't mean it for the cases where a player sends legitimate, valid orders for all his units but a few. Then the normal rule would apply, ie these units would stand. (The ones with invalid orders, I mean.)
3. You should note I didn't endorse Hugh's proposal yet. Besides, I would accept orders for such a position from the players in that game only. If a player starts scrambling for all the friends he's got in that particular game, then fine—that's just Diplomacy. Yes, the no home centers criterion couldn't be used.

4. A position that has less than 3 centers generally doesn't affect the game too much overall. Generally, it affects the game only locally (eg: a one-center Turkey doesn't count in a IAR alliance situation, etc.) I'll grant you that sometimes a one-center position can be crucial; but, when a one-center position is crucial, it is because it is an essential link of a stalemate line. (And that if the stalemate line is broken, it's game over.) But, then, the NMR itself will almost surely ruin the importance of the position. (Since the opponents will profit of the NMR to conquer it.) You may say that the one-center position is crucial because it just has to hold (maybe with your support) to repel the enemy. But then, a position in CD would be to your advantage, because then that unit would always hold, just as though the original player was playing...
5. The disadvantage with deposits is that they don't punish enough, or deter enough, for my taste. The guarantee that he'll be expelled, in addition to losing all his account, is a better deterrent than just losing a deposit for a player that wants to drop-out. Besides, who's the real thief? That player is robbing the others from their pleasure, by ruining their game. (I personally wouldn't like to win a game because of a drop-out. I want to win by beating up my opponents real good, not through their dropouts. But I'll profit of a dropout nonetheless, but that's besides the point.) He's robbing satisfaction from me, who likes to have games with no NMRs or dropouts in them. He's practically robbing a gamefee from me (his gamefee will have to be used to pay a standby--and don't ask me to reduce the credit I give to standbys who complete their position...). Anyway, if he doesn't want to be "robbed" all he has to do is write one letter: "I wish to resign from such and such game. That's just too easy to do to let a guy run away with a dropout..."
6. Your argument concerning winter separations is purely hypothetical... if a clear majority of players request a winter separation, then there will be a good reason (ie: lots of builds/removals/conditionals.) A majority of players will never request a winter separation if there's only one build to make, or if all the players are even. Since, there will be a good reason, I won't deny a winter separation.
7. I'm expecting the players to find apparent errors only. In the case of F Sev-Ela and F Ank-Ela, the players could assume that I've only left out the underlining, and base their orders on that; they should tell me what the error was. If they misunderstood the situation (ie. the orders were F Sev-Ela, and F Ank-Con), then the game will be delayed. But this rarely happens, so my way will allow games to go on relatively uninterrupted.
8. Revealing the name of the person who makes the vote proposal is very rarely done, and it will discourage people from offering them. But, "in real life", that's the way it's done: when countries sue for peace, they make proposals all powers concerned learn about--and all the powers know who makes the proposal...
9. The rule says "A Did S A Con"; but it should say "A Did S A Con-Rum".
10. The rule book is not very clear about this. It doesn't say you can't reject a convoy route; it doesn't say you can. They should clear that up in the next edition of the Rulesbook. Actually, I'm being a precursor of what they should say in next ed.: an army will embark on a convoy only if it wants to. Therefore, it can choose which convoy route it wants to follow...I just don't think it would be fair to a player to make his move fail because his much weaker opponent wilfully creates an ambiguity. (of convoy routes...) All this ends there, by the way. I wouldn't be ready to let a player "reject ownership of a center" because, when an army occupies a place, it owns it, and it just can't give the ownership to someone else other

- than by leaving the area. (And it can do that the next season...)
11. OK. The rule from now on will read: "A unit may receive support only if it is not ordered to move". (I mean it may ~~not~~ receive a support to ~~move~~ if it moves, and to hold if it doesn't order to move.) A Boh-Mun S A Boh is not valid for either A Boh-, A Boh-Panama, or A Boh-Con.
 12. No, I don't mean that. An unspoken rule of any zine is that the editor/GM will adapt to unusual circumstances so as to be fair. In such a case, I'd probably give a month of grace. (As a matter of fact, this happened with Oded Klinger in Agincourt—right after I sent the zine, the posties in Quebec went on strike before the mass of Canadian Possibles. For the whole month that followed, the Quebec postal system was always at least half-paralyzed. (And most of the time it was just plain dead.) I showed flexibility—there was an extension to the delay of Agincourt. But, usually, this rule is fair. Look at ESF, which has an identical rule—there weren't more NMIs than usual, despite the strike. So ~~its~~ its rule mustn't be all that bad.
 13. In the strict sense of the word, no. I don't allow players to put their sets of orders at the top of the same page, and sign at the bottom. Don't ask me why—it's just that I don't like the idea. But I'll allow players to send in orders in the same envelope, as long as one set of orders is on one sheet (and is signed on that sheet) and the other on a second sheet. But I don't like it...
 14. My NMs are amended in a very spontaneous way. There usually won't be "votes" to decide on an amendment. I'm relying on the GM/player interaction...I think I've got my index on the players' pulses...when I feel the players don't like a ruling, I change it, and if there are not too many screams, it survives.
 15. No, the nationality of a foreign unit being supported/convoysed doesn't need to be mentioned. But I'd like the players to mention it—if I make an error because the nationality wasn't mentioned, don't scream too much...

The bride asked the marriage counselor; "Isn't there some way I can keep my husband in line?"
"Young lady," he replied, "your husband shouldn't have to stand in line."

PHILIP KICHALANGU PETER ADJIMO AVERTIERRE JEAN-PAUL ANDREY CHRISTOPHER MAURICE BROWLLEY JO

Chess column

This month's chess column is going to be short, but still lots of stuff in it. Let's start with a game Randolph Smyth played vs. D. Welski. Now, I'll shut up and let Randy boy speak:

I'm afraid this game can't compare with Paul Morphy's for genius, as it was just me playing a friendly coffee-break match a couple of weeks ago. Still, it may be just as interesting to those of us who haven't quite reached Morphy's level yet: ((i.e.: only me. Thank, Randolph. It's so sweet of you to think of me...))

D. Welski-R. Smyth. Irregular Opening. October 18, 1978.

1. P-K3 P-Q4

2. P-Q4 N-K3

3. P-Q3 ...

From previous experiences, my opponent has learned to beware my fianchettoed KB in QP games

but here he commits himself to preventing it before I even begin preparations! ((By the way, maybe I'll learn to beware your KB in a couple more thousand games...)) The game is already "out of the book" as a result.

3. ... B-N5
4. 3-R3 P-KR4
5. B-N5 QN-Q2
6. Q-Q3 P-K3
7. Q-N5 P-QN3
8. P-K3 P-B4
9. 3-N Qx8
10. Q-B6 Q-Q1
11. B-N2 PxP
12. BxP

KPxP would have kept my KB restricted, in line with his original strategy.

12. B-N5 c
13. N-B3 oo
14. N-R3 R-B1

19th move has little meaning.....

20. R-B7
21. QR-BL?/RdN
22. R-Q R-K
23. B-B1 R-K

And White cannot even check--now K-N2 is essential to break the pin.

squeeze a Q "sacrifice" and a strangling pin leading to a pretty mate in the last five moves. That's efficiency. If you want any more game scores just say so. I like to play with this guy because he usually creates interesting positions, then makes a fatal error, allowing me to be "brilliant". Most of our games are interesting enough to make up for the lack of technical accuracy.

HIGH COMMAND: Very good...loved the end. D. Malski maybe thought he'd be advantaged if he took your Q, but he wasn't...he paid a rook, another rook, a bishop, and a good defense for your relatively useless Q...

A FAIR PROPOSAL: Randolph, would you want to play a game (of chess, with me)? To be quite even, (and both have equal chances of winning) I would be white; also, right at the beginning, you would remove the following pieces: Q, QR, QB, QN, KR and either K or KN and KB. Agree?

By the way, to answer Oded: yes, I have thought of organizing games of postal chess. Curtis and I are supposed to play a game of Scotch chess, for that matter, but I haven't heard from Curtis lately on that matter. Curtis, choose your colour (and tell me about it). If you choose white, send orders.

Anybody interested in a game of postal chess or/and postal Scotch chess should write and send \$\$\$\$. My gamefee would be ridiculous: \$2.00 for a set of four games!

Everybody knows now: my chess problem last ish was all screwed-up. Here's another one, which is easier on both me (especially me) and the subbers:

WHITE MATES IN THREE MOVES:

positions are: B-P on QR1; K on Q3; P on KN2; P on KB3.

W-P on QN6; K on Q4; P on K7; P on KB7; B on KN5; P on KR4.

Now, if there's something screwed-up in this problem, tell me. Anyone who finds something wrong or screwed-up in this chess problem gets \$1.00 from me.

Tal

15. Q-B4 BxN c
16. PxB Rxf
17. Qx, oops, rather on
((that was me.))

But the lone R is really no threat and White could have afforded 17...QxRP. In fact this would have prevented the concentration of heavy artillery on the Q3 file.

17. Q-B2
18. R-B4 N-B3
19. KR-K1 R-B1
20. N-K2

Thrusting with 20...P-B3, B-B4, 21...P-K4 seems necessary for a more playable game: otherwise White's

24. Q-M4 R(2)-B5
25. Q-N5 B-R6
26. Resigns.

Mate in two. White's Q, so daring in the early stages, was nothing but a liability after move 17. No knight forks or pawn promotions--sorry. Still, I managed to

squeeze a Q "sacrifice" and a strangling pin leading to a pretty mate in the last five moves. That's efficiency. If you want any more game scores just say so. I like to play with this guy because he usually creates interesting positions, then makes a fatal error, allowing me to be "brilliant". Most of our games are interesting enough to make up for the lack of technical accuracy.

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PASSCHENDAELE #3, November 17, 1978.

Outside a restaurant, two men go for the same cab. After a short discussion, one returns to the curb and rejoins his wife. "Why did you let him have the cab?" she demands. "He needed it more than I did," the husband explains. "He was late for his karate class."

Chicago Tribune

12345678910111213141516171819202122232425262728293031323334353637383940--THAT'S

ASP BASIC COUNT... A B C D E F G H I J K L M N O P Q R S T U V W X Y Z **HEY I KNOW MY ALPHABET !!

A letter from the United States of America, from Richard Jarvinen, 2404 Sunset Ave., West Linn, OR 97068 more specifically, informs me that a couple of idiots (who's mental debility is only equalled by their physical difformities.. heh heh...they are like me...) now have the fixed obsession to standardize the house rules of the whole crazy North American hobby. They're asking the GMS to publicize their "campaign".--(And that's the best way they'll get people not to react...) They're looking forward to receiving comments from the GMS of the hobby. (They don't particularly care about the base, you see...well, I don't either, but who cares?) Those dummies hope that the eventual standardization of these rules will eventually/possibly lead to the formation of a Dip federation as strong as those of chess and bridge. (The dreamers...)

OK, now, let's get serious...Richard and his friend are asking the GMs to send a copy of their house rules as well as their personal views on what the standardized rules should look like. He asks them to discuss subjects of interest such as builds, removals, NMRs, standbys, orphans, black press, votes, draws, GM/player rights, ethics, written orders, adjudications, rule ambiguities, and rule contradictions. He'd like to get all the GMs' answers by December 8, 1978. (He surely doesn't know us Canadian GMs!)

Oh yes, anyone interested in supporting such a noble cause is begged to send a few kilobucks. (But, actually, one or two dollars will do.) Richard has figured out that the costs of such a project will come up to several hundred dollar bills. (But don't forget he's got a B+ in Math...) As a professional sucker, I encourage their project. Although the chances of success are rather small, it's worth a try.

A Florida man protested a tax clerk's ruling that a baby born on January 24 was not deductible on last year's income. "Why not?" he asked. "It was last year's business!"

DO NOT GET IMPATIENT BOYS. THE END IS COMING. THE END OF THIS ISH IS COMING. WHY DO YOU WANT TO STOP READING THE
NOW??????????

There doesn't seem to be much space left for a game or Dip variant description. Next issue, I promise. Sorry for having nothing on it this ish, Ron...

To prevent people from getting mixed-up, here are the openings available in PASSCHENDAELE:

1. All-Novice Game: nobody signed-up.
2. All-GM Game: Richard Jervison, Randolph Smyth, and Cal White are interested.
Seven more people needed. (7 players + 3 standbys at least.)
3. Regular: Robert Paquin, Robert Acheson, Frank Haika and John Kelley have signed up. Three more needed. Do you realize this is PASSCHENDALE first ish which doesn't have a gamestart?

PASSCHENDAELE #3, November 17, 1978.
THIS IS PAGE FOURTEEN.

4. Foreknowledge WHI variants: One person needed. (gamefee: \$1.00)
5. Two-men WHI "normal" variants: PEG to AIT
Only one person is needed for EFR-GAT and PEG-AIT.
Gamefee: \$1.00
EFR vs. GAT (EFR must have 2 centers more than GAT to win. GAT only needs to come ahead of EFR to win.)
Any combination as long as you get a partner. (Or ask me to find a partner.)
6. Battleship: two people needed. Gamefee: \$1.00 for 4 games.
7. Scotch Chess: two people needed, or one, if you want to play me.
gamefee: \$1.00 for 4 games.
8. Regular Chess: two people needed, or one, if you want to play me.
gamefee: \$1.00 for 4 games.

Deadlines: Agincourt, Fall 1901: December 30, 1978. Same thing for Boda-Pompe
THAT'S IT THAT'S IT THAT'S IT THAT'S IT THAT'S IT THAT'S IT THAT'S IT THAT'S IT THAT'S IT THAT'S IT
SPRING 1901.

PERSONAL NOTES:

Hi!

I'd like to trade with you, Also, I'd appreciate it if you'd join my All-GM game.

François Currier

Account Number: _____
Sub Credit: _____
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