

Passchendaele 332

This is the January 9, 1981 issue of Passchendaele, a "zine devoted to the play of Diplomacy and published by Francis Guerrier, Box 32, Station "A", Ottawa, Ont. K1N 0T9 (1-613-238-1126). This is TetraSaurus Presses Publication 97.

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

There are three openings in Jena (as Bob Acheson, Alain Martine, Steve Colombo and Ben Schilling are paid up), a regDip game. The game-fee is \$5.00, and I will be the GM.

The prize game is still almost filled up, as Dan Falter, Claude Gauthier, Hugh Polley, Blair Gussack, and Bob Acheson are signed up. Plus, Steve Berrigan is a strong tentative. So there's only one spot left: if you were interested in the past and had in mind to join, get your buns in motion and send money before someone else does... The prize-fee is \$33., which almost all goes into a giant jack pot, awarded at the end of the game as follows:

- \$200 to the winner, if any;
- \$90 to all drawees in a 2-way draw situation;
- \$60 to all drawees in a 3-way draw situation;
- \$45 to all drawees in a 4-way draw situation;
- \$30 to all drawees in a 5-way draw situation;
- \$20 to all drawees in a 6-way draw situation;
- \$10 to all drawees in a 7-way draw situation.

As you can see, your chances of winning big are big, as you will win a sizeable sum of money in 4-way draw situations and better - and, face it, a 4-way draw isn't such a big accomplishment, especially in this game since no standbys will be used (thus, a desperate position could suddenly turn into the best position as a large chunk of vacant supply centers go in GD just next to your hungry units...). On the other hand, players will always be allowed to submit moves (regardless of consecutive or numerous NMRs...) so long as they do not cheat (see the appropriate provisions in my HRs) and have a current positive sub balance (if not, then orders will be rejected until the sinful player sends \$\$ in...). All in all, this will perhaps be an interesting game (even though some - including I - wouldn't play in such games) because of the likely cutthroat action.

If you find \$33. to be too much for a one-shot payment, I will accept monthly payments (in \$10. increments). But at any rate, the game will not start till everyone is fully paid up. Join!

The current standby list includes Bob Acheson, Mike Carroll, Steve Colombo, Blair Gussack, Barry Hickey, Steve Hutton, Ron Kelly, Eric Ozog, Al Rodriguez, Nick Russon, Clive Tonge, Dave Weatherhead and John Davies.

Some people have change of addresses; figgers, I just printed a mailing list last issue. Always happens this way:

1. Steve Colombo, 129 Woodward Ave., Sault Ste. Marie, Ont. F6A 3T6.
2. Dan MacLellan, 59 Gloucester Cres. SW, Calgary, Alta.
3. Steve Hutton, 982 Wales Ave., Mississauga, Ont. L5E 1K5.

...and I'll give a prize (a giant toad) to anyone who can prove that Steve Colombo's GMA is identical to his "former" address as printed in issue 31. Actually, my records show that I made an error originally in spelling "Woodward" (spelled as "Woodwand" in the original mailing list). Or perhaps the address really is "Woodwand" and my records are in error... oh well...

I guess that the poll results in regard to five-week deadlines were decisive enough: all (16) respondents were in favour of the change. So Passchendaele deadlines will be five-week long in future, except for this deadline (February 6, 1981); the reason for this four-week deadline is that I'll probably be in Chicago February 12-23 (barring financial problems), making

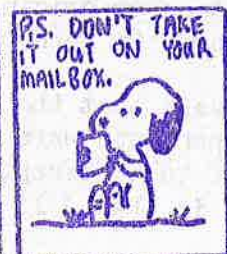
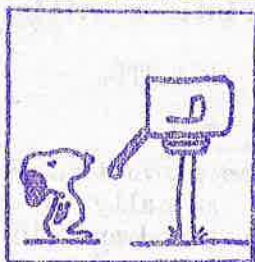
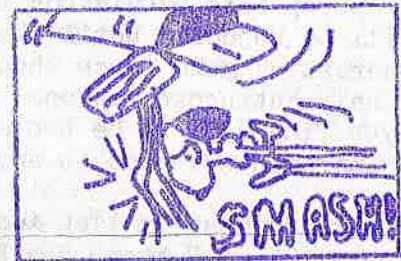
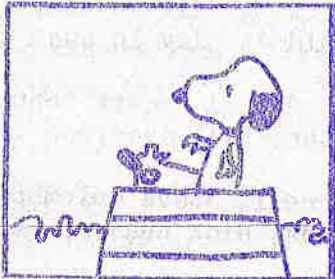
any other arrangement but a seven-week deadline (which is too long) unworkable. But deadlines will generally be five-week long thereafter.

Actually, I don't believe that longer deadlines will really ameliorate the current Passchendaale NMR situation (which isn't bad as is anyhow); most NMRs here occur only when the player really asks for it, as I call all NMR players before adjudicating the games. So, NMRs really happen only when (1) I don't have the time (happened only once so far), (2) the player didn't tell me his phone number, or didn't give me permission to call collect, or wasn't around when I did. Oh well, I suppose that longer deadlines will give you players more effective negotiating time...

An Announcement:

"Lone Star Diplomat announces the opening of nominations for official Diplomacy Hobby Mascot for 1981!"

"For too long we've been talking about a mascot - now it's time to do something about it. To streamline the election process, I am soliciting nominations from publishers only (others who wish to nominate must find a publisher as sponsor)."



"Nominations must be received here by 1 February 1981. You may include a short (not more than 50 words) nominating 'speech' and a black-and-white illustration of the candidate, not larger than 3" x 5" in size. ((7.62 cm x 12.7 cm for us Canadians...))

"Upon expiration of the nominating deadline, ISD will send you a list of the nominees and their elections materials which you may publicize in your 'zine. Voting procedures will be outlined in the election packet, but briefly, each person may vote for 1 candidate, and election deadline will be in late March.

"Please publicize this election. It will mean so much to all of us to have a hobby mascot with which to identify."

((Write R. Michael Conner, 3214 Beverly Rd., Austin, TX78703, sending your nomination, if you wish to participate.

((Michael, my nomination is "Dire-Berch", of which you will find the illustration on the cover of Passchendaele 31. Yes, I know it is probably bigger than 3" x 5", and that it is a buff and blue illustration. But surely you can make this small tiny exception? The nominating speech: "Dire-Berch is a truly unique specimen; it may only be found in Virginia. Nevertheless, it is the ideal candidate for hobby mascot, as it has the ability to discuss non-essential matters ad sternum without ever addressing the actual situation when discussing any subjects; the mark of a true diplomat." This is 49-words long: not bad.))

I'll get going with the games first, and then type the usual window dressing as time and space permits.

1976CX, Winter 1916/Spring 1917.

BRACE YOURSELF FOR SOME ACTION IN GERMANY THIS FALL...

England (Steve Berrigan): Builds A Lon, A Edi. F Ion-Aeg; F Lvn-Fru; F Kie S F Bal-Ber (ret - Bal, Den, OTB); F Hol-Nth; F Bal-Ber; A StP-Mos; F Nwy-Nrg; A Bur-Mun; A Lon H; A Edi H.

France (Eric Kirchner): Removes F Adr. F Tyn-Ion; A Bel-Hol; F Syr-Smy; F Eas S F Syr-Smy; A Ruh S English A Bur-Mun; A Tyo-Boh (ret - Pie, OTB).

Italy (Ron Kelly): F Apu-Adr; A Rom H, unordered; A Ven H, unordered.

Russia (Steve Hutton): Builds A War; F Kie ret - Hal, A Tyo ret - Vie, A Syr ret - Arm.
A Mun-Ruh (ret - Boh, OTB); A Boh-Tyo; A Ber-Kie; A Alb S A Tri; A Mos-StP; F Bla-Con; A Tri H; F Smy S F Con-Aeg; F Gre S F Con-Aeg; F Con-Aeg; A Pru-Lvn; F Hal S A Ber-Kie; A Vie S A Boh-Tyo; A Arm S F Smy; A War-Sil.

The deadline for Fall 1917 is February 6, 1981. Ron says his new phone number is 1-703-532-8723.

Press:

Germany: I would like to thank the players and GM for participating in this game. Basically my win was due to the co-ordination of moves between myself, England, and France.

Russia played valiantly but was doomed from the beginning basically due to lack of talent ((yeah, but then he's improved a lot: not only has he (outrageously!) convinced the other players and the GM and the rest of the hobby that you hadn't won yet, he also has managed to get you down to 0 centers from the 18 you had...!))

1977AZ, Winter 1907/Spring 1908.

IT'S NOW 6:3 IN THE WEST...

Austria (Steve Berrigan): A Bud-Gal; A Ven S A Tri-Tyo; A Vie S A Bud-Gal; A Tri-Tyo.

England (Mike Carroll): F Lon-Eng (annihilated); F Por H.

France (Ron Kelly): A Pie-Ven; F Tun-Ion; F Tyn S F Tun-Ion; A Rom-Apu; A Spa-Por; F Nap-Apu; A Bre-Gas.

Germany (Randolph "Cowboy" Smyth): Builds A Ber. F Bel-Eng; F Hol-Bel; A Boh S A Mun-Tyo; F Nth S F Bel-Eng; A Gal-Rum (ret - War, OTB); A Mun-Tyo; A Yor-Lon; F Lpl-Nat; A StP H; A Wal S A Yor-Lon; A Ber-Sil.

(cont'd on p. 4)

Russia (Bob Acheson): A Ukr S German A Gal-Rum; A Mos S A Ukr.
 Turkey (Eric Kirchner): A Sev-Ukr; F Ion-Nap; F Gre-Ion; A Apr S F Ion-Nap; F Aeg S F Gre-Ion;
F Bla S A Rum; A Rum S Austrian A Bud-Gal; F Adr S Austrian A Ven.

The deadline for Fall 1908 is February 6, 1981.

Press:

France to Austria: Karen Hall said to tell you she will meet you and "the others who came from the same point of origin" at the same southern location on the honoured day in April.
 ((Have you ever noticed how people just will not write press in this game? Excluding the above memo, the last "press" release was in May or in June... oh well, I s'pose they try...))

1978Q, Spring 1909.

KEEP IT UP, FELLOWS, AND WE'LL NEVER MAKE IT TO THE END-GAME...!

Austria (Oded Klinger): A Vis-Gal; A Tri S Italian A Pie-Tyo (no such order); F Tus S Turkish
F Ion-Tyn; A Bud S A Vis-Gal.
 France (Bob Acheson): F Mid-Spa(sc); F Bre-Mid; F Naf H, unordered; F Tun S F Iyo-Tyn; F Mar-Ly
F Eng H, unordered; F Iyo-Tyn; A Bur-Mar; A Yoe-Wal.
 Germany (Randolph Smyth): A StP-Lvn; F Bar-StP(nc); F Bal S A StP-Lvn; F Wes S French F Iyo-Tyn
A Gal-Vis (ret - Boh, OTB); A Mun S A Boh-Tyo; F Bal-Eng; A Boh-Tyo; A Ber-Sil.
 Italy (Steve Colombo): F Nap S Turkish F Ion-Tyn; A Pie-Mar; A Rom H.
 Russia (Mike Carroll): A War-Sil; A Mos-War.
 Turkey (Hugh Polley): F Adr-Ion; F Aeg S F Adr-Ion; A Sev-Ukr; F Ela S A Ser-Rum; A Ser-Rum;
A Alb-Ser; F Ion-Tyn.

The deadline for Fall 1909 is February 6, 1981.

1978R, Fall 1909.

THE DRAW PROPOSAL IS PLACED ON THE BACK BURNER AS ITALY NMRS!

France (Trevor Baillie): A Gas-Par; A Pic-Bre; A Pie-Ven.
 Germany (Shelley Foster): F Eng-Mid; A Bur-Pic; A Ruh S A Mun-Bur; A Mun-Bur; F Mid-For;
F Spa(sc) S A Mar; A Mar S F Spa(sc); A Bal S A Bur-Pic; F Hol-Nth; A Tyo S Russian A V
 Italy (John Lipscomb): NMR! F Nap H; F Tyn H.
 Russia (Hugh Polley): F Wes S F Tun; A Rum S A Tri-Ser; A Bud S A Tri-Ser; F Tun S Italian
F Tyn-Ion (no such order); A Tri-Ser; A War-Sil; A Mos-Sev; A Ven H; A Gal S A Rum;
F Bar H, unordered; A Ukr S A Mos-Sev; F StP-Nrg (no such unit and impossible).
 Turkey (James Clarke): A Rum ret - Bul. A Ser H (ret - Gre, OTB); F Adr H; F Ion H; A Arm H;
A Bul H; F Hla H; A Alb H.

Could Barry Hickey please standby for the Italian position? The vote on the G-R draw proposal is postponed until we hear from either John or Barry; if they NMR, (both!) then the results (whether negative or positive) will be enforced. Of course, all players may change their vote.

The deadline for all votes and Winter 1909/Spring 1910 orders is February 6, 1981.

Due to the near-100% predictability of the action, there won't be any commentary this time. My general comments in Passchendaele 29 still apply here anyhow... I might add that the possibility of G-R conflict is now enhanced by the presence of a Russian army in Sil.

1909 S.C. Chart:

France: Par, Bre, Mar (2). Remove 1.
 Germany: Home, Hol, Bel, Den, Lpl, Lon, Edi, Spa, Mar, Por (12). Build 2.
 Italy: Rom, Nap (2). Even.
 Russia: Home, Bud, Vis, Tri, Ven, Bul, Swe, Nwy, Ser, Rum, Mar (13). Build 2 as played 1 short
 Turkey: Home, Gre, Bul, Hla, Ser (5). Remove 2 or 1 depending on the retreat.

1978S END-GAME COMMENTARY:

Curtis Gibson (Austria, eliminee): "I was going to let 1978S go without contributing a game review, but now that Haika gives his, with outright lies, your readers and especially the players of 1978S deserve to see a true review. So here it is. Will try to be brief, but I did the most letter writing of anyone, and could say a lot!

"At a game-start I first note what is apparently required by Justice. Haika calls it "hate" when I carefully explained to all that I aimed to punish Italy (Acheson) for his abuse of my ally McNally in 1976DU. No hate involved, not a taint of it.

"My second concern was to be fair to the Frenchies, Paquin (France) and Couture (Russia), because I know they feel up against us, two vs. five, especially one like Couture with little English ability. So I did my best to persuade Turkey to lay off Russia, and England to lay off France. Kelley (Turkey) did so, and was my good ally to the end.

((Well, gee, Curt, I certainly hope we meet in a game some day, so that you may help me because of my poor English abilities. Yu see, I due notte speeks or wrytte Anglais verrie welle.

"Now Haika (Germany) claims he and England attacked France because his 1901 orders were not as agreed. He simply lies, as you can see (Passchendaele 6, February 1979) Germany, Spring 1901: "A Mun-Bur!! He must think I'm too discouraged to write and expose his lie. His spiel of lies to England about me kept England as his disgraced lacky.

"I lost my chances early, when Russia (Couture) wouldn't help me vs. Germany, and though he was anxious to help save France, his ally, he stupidly thought he could do it better by invading me in my weakness (with my army in Silesia), to become a power himself; and so he became the eliminee."

((As I believe I've said earlier on, it all sort of depends on one's definition of a stab.))

1979AC, Fall 1908.

EXCELLENT CROPS WILL SUSTAIN TWO ADDITIONAL UNITS NEXT YEAR...

Austria (Bob Acheson): A Pie ret - Ven. A Tri-Tyo; A Boh S A Tyo-Mun; A Ven-Rom; F Adr-Ven; A Tyo-Mun; A Apu S Turkish F Ion-Nap (no such order).

England (Steve Colombo): A Fin-StP; F Nth-Nwy; F NAT-Nrg; F Bot S A Fin-StP; F Bar S A Fin-StP; A Lvn-Mos.

France (Steve Berrigan): F Tus-Tyn; F Rom S F Nap; A Ruh S German A Mun; A Mar-Spa; A Pie-Ven; F Nap S F Rom.

Germany (Roy Norton): A Mun S A Ber; A Ber S A Mun; F Bal S A Ber; A Kie-Den.

Italy (Dan MacLellan): F Tun-Ion.

Turkey (John Lipscomb): NMR! A Lvn ret - OTB. A Pru H; A Sil H; A Nwy H; A Mos H; A Bul H; F Aeg H; F Eas H; F Ion H.

The deadline for Winter 1908/Spring 1909 is February 6, 1981. Could Eric Ozog please submit standby orders for the Turkish position?

Winter 1908 S.C. Chart:

Austria: Home, Ser, Gre, Ven, ~~Rom~~ (6). Even, as F Rom was annihilated.

England: Home, Swe, StP, ~~Nth~~ (5). Remove 1.

France: Home, Bel, Nap, Por, Spa, Rom (8). Build 2.

Germany: Home, Hol, Den (5). Build 1.

Italy: Tun, ~~Sil~~ (1). Even, as A Apu was annihilated.

Turkey: Home, Bul, Rum, Sev, Mos, War, Nwy (9). Build 1, as A Lvn was retreated off the board.

GM Commentary: The amount of pressure exerted on the A-T alliance has increased considerably in 1907, to the point that now the onus is on A-T to hold the line, or fall back on a more appropriate line. While the Italian front will now stabilize - and probably even static - the German and Russian fronts should start disturbing the sleep of even the least conscientious of Austrian and especially Turkish players. England has now developed its position fully, and with the support of German armies could well push Turkey out of either War or Mos, while either Germany or England have a shot at taking Pru. Plus, if all goes well in the Spring, the Allies could well be in a position to exploit their gains in the Fall... and "things" will be better still if Turkey (or, to a lesser extent, Austria) NMRs...

However, Anglo-German progression in 1908 is by no means certain. The northern situation will be in a way a guessing game very similar to that of the past years in Italy and the Mediterranean (the difference being that A-T have few offensive options here...). An English attempt to capture Moscow (i.e., either A StP S A Lvn-Mos or A Lvn S A StP-Mos) can be countered by Turkey (i.e., A Nwy-StP will counter the first option, A Pru-Lvn the second). The only possible attack on War (English A Lvn-War) can easily be foiled by any of A Pru, A Sil, or A Mos. In fact, the only way for E-G to attack and be 100% sure of capturing something would be to do A Mun-Sil (cuts Turkish support), A Ber S English A Lvn-Pru, F Bal S English A Lvn-Pru, and even that would entail serious risks, such as weakening the defense of Munich (A Sil S A Tyo-Mun, A Boh S A Tyo-Mun, A Tyo-Mun would be a cute - and embarrassing for E-G - move in this situation...!).

Still, E-G definitely have the upper hand, and it will be nice to turn Turkey into a wet hen as she attempts to defend her holdings and to outguess E-G...

...Assuming, that is, that E-G stick together and co-operate: there is some doubt about it now that Germany has taken Denmark from England. Is this indicative of an upcoming F-G assault on England? After all, Germany didn't really need Denmark in respect to defending or attacking A-T, as then the logical build would be A Kie - and how superior is A Den, A Kie, A Ber, and A Mun superior to A Kie, A Ber, and A Mun in terms of attacking A-T? Still, I suppose the extra army could be useful in filling the gaps or moving in behind the front (for supportive action) as the forward armies (A Kie/A Ber/A Mun) advance, but only marginally so (A Kie would aptly accomplish these functions alone...). Or perhaps E-G plan to take Pru by convoying A Den there, thus keeping the Ber/Mun sector strong while landing another army on the A-T front... but then, convoying an army there will be difficult, as it will tie up F Bal - which could be necessary in a supportive function. Lots of questions, few answers; still, a stab of England - especially in light of France's two builds - is not a totally absurd speculation, although it does imply a big gamble on F-G's (especially Germany's) part.... an English counter-attack in the Baltic Sea area could help Turkey take Berlin and then achieve an un hoped-for breakthrough...

Aside of that, there are two other interesting considerations. Namely, what will England remove? And, what will France do now that the Mediterranean/Italian front is relatively locked-up?

The English removal is not likely to fill England's eyes with tears of joy. However, it is difficult to speculate on what unit will actually be removed - all pieces were to varying degrees important. The fleets in Nrg and Nth could have been handy in hunting down the Turkish army in Norway; the fleets in Bar and Bot are important for supporting the armies on the mainland. The armies on the mainland are very important if any (English) progress is to be made. Anyone's guess is as good as mine, although the English removal is likely to be influenced by England's perception of F-G intentions - if England distrusts them, the removal is more likely to affect an eastern piece. If not, then a western piece.

France's new policy is as unpredictable as the English removals. Perhaps France will elect to saturate its fronts in Italy and the Mediterranean with fleets and armies. Or perhaps he is planning a stab of either Germany or England, though these alternatives entail great risks (i.e., increased A-T power). More likely he might just decide to build up his strength and wait for a big opportunity (involving fewer risks than now) before making his sprint.

1979AC press:

London-GM: It is interesting to note the potential influence commentary can have in a game. In your commentary of the Fall 1907 season of 1979AC, you imply... no, you actually predict (!) that I am preparing to stab France or Germany. If I were planning to stab I would not appreciate someone drawing attention to the fact, even if it seems as obvious as the nose on Dan MacLellan's face. If I were not going to stab (which I am not... probably), then your commentary could evoke a stab of me in self-defense. This appears to verge extremely close to GM involvement in the course of a game, a supposedly dreaded occurrence. I personally look forward to commentary, but I could understand some objections to its use. Also, it makes it very difficult to find moves which the commentator has not suggested, so that the player can not be accused of being the puppet of the GM!

((Is this press? OK:

((While your remarks are interesting - astute even - they fall short somewhat of being persuasive.

((The notion that game-commentaries can influence the action in a game is in a way misleading and asymmetrical; at any rate, the reverse case could be argued: the absence of game-commentaries also influence the game - albeit indirectly - as it negates the presence of game-commentaries and of their influence. It seems to me that the point here should be whether game-commentaries exert undue influence on the game.

((Whether game commentaries exert undue influence on the game is a debatable point. My own guess is that the commentator does nothing but spell out the information already in the adjudications for the players. Now, I could see why some players (not you) would find this objectionable, as they feel that perhaps they would then have an "edge" over the other players (who are liable to "miss" opportunities unless the options are spelled out for them). Well, I suppose that this is their privilege - and there are plenty of games around to satisfy them - but if they feel they must have this edge to do well perhaps they're not as good as they think they are.

((There can be no question that the GM gets involved in the game when he writes a commentary. Yet, this is not necessarily: the nature of the involvement is much more important than the involvement itself. What must be determined is whether the said involvement is undue or not. For instance, I would consider modifying orders, interfering with player negotiations, or otherwise transforming the game into an 8 player match (with himself as the eight player rather than the referee) to be forms of undue GM involvement in the game. I don't think that well-written game-commentaries are forms of undue involvement, though, as all the commentator does is spell the alternatives out for the players, leaving the final choice and decision up to them.

((Still, I for one tend to prefer games with a minimal amount of GM involvement - of any kind. (In any event, there is always some involvement, e.g., adjudicating the game, setting deadlines, etc.) But I do not believe that writing commentaries really increases the degree of GM involvement significantly. At any rate, taking a few lines to explain the implications of a given set of Italian moves is no different than writing a game-headline ("ITALY GRABS TRIESTE! VIENNA NEXT?") - a "thing" that most GMs do.

((You do have a point, however, when you say that some people object to commentaries; game-commentaries are as blondes, you either love them or you hate them (though naturally you'll swing a one-night stand with them, any time...). Anyhow, that is why I asked all players to see if they objected to game-commentaries before doing them. None objected, so I saw no reason to hold back. I realize that you came in only later - as a standby - and weren't consulted, but then the commentary was part of the position just as the number of centers were. Also, there was (and is) no turning back unless a player asks for the withdrawal of the commentaries specifically and no one objects. Doing otherwise would be treating the players unequally, as players benefit from commentaries differently depending on the period the commentary was done. Besides, you never objected to their use in the game when you took over the position or later; and I note with satisfaction that you look forward to commentary.

((I don't see how picking one of the many options described by a game-commentator can be grounds for accusing someone of being the GM's puppet. Indeed, the player has no choice but pick one if all (an impossibility?) the possible options were described... and besides, what's wrong with this? I could see a player being the puppet if he consistently followed the commentator's advice and when the commentator described only one of the many options available (assuming they were all of equal value, or even, assuming the described option was inferior to those not described) consistently; but accusing anyone of puppethood when so many alternatives were discussed would really be reaching too far, I'm afraid...))

1979HY, Winter 1916/Spring 1907.

IBERIA AND ITALY TO BECOME ENGLISH AND AUSTRIAN COLONIES?

Austria (Mike Carroll): Builds A Bud. A Tri S A Tyo-Ven; A Tyo-Ven; A Gre-Alb; A Rum-Bul; A Ser S A Gre-Alb; F Bul(sc)-Aeg; A Bud-Vie.

England (Bob Francis): Retreats A Kie-Mun. Builds F Lon, plays one short. F Hal-Kie; F Ber S F Hal-Kie; F Nth C A Yor-Den; A War-Mos; A Pru-Lvn; A Hol S F Hal-Kie;

F Iri S F Lon-Eng; A Ycr-Den; F NAT-Mid; F Mid-Por; F Lon-Eng; A Mun S F Hal-Kie.
 France (James Clarke): Ret F Iri-Eng. A Gas-Spa; A Pic-Wal; F Eng C A Pic-Wal; F Bre S F Eng;
 A Bur-Mun; A Bel-Hol.
 Germany (Eric Ozog): Removes A Ruh. A Kie-Den (ret - Ruh, OTB).
 Italy (Steve Hutton): A Sil-Mun; A Gal-Ukr; A Ven S A Alb-Tri; A Alb-Tri (annihilated).
 Russia (Barry Hichey): NMRL A Rum ret - OTB. No units left.
 Turkey (Bob Acheson): Builds A Ank. A Smy-Con; F Con-Bla; A Ank-Arm.

The deadline for Fall 1907 is February 6, 1981.

1979KH, Fall 1905.

IT'S THE "GREAT LEAP FORWARD" ALL OVER AGAIN,
 BUT AS APPLIED TO GERMANY THIS TIME AROUND.

Austria (Alan Turner): F Ore H; A Alb-Adr (impossible); A Ser S A Rum; A Rum H; A Pie-Tyo;
 A Boh S A Pie-Tyo.
 England (Steve Hutton): F Tun S F Wes-Tyn (ret - Naf, OTB); F Wes-Tyn; F Mid-Wes; F Nwy-Nth;
 F Eng-Nth; F NAT-Mid; A Bre S German A Par; A StP S German A Ukr-Mos.
 France (Eric Ozog): F Spa(sc) S A Gas-Mar; A Gas-Mar.
 Germany (Claude Gauthier): F Swe-Ska; F Den-Ska; A Par H; A Ukr-Mos; A Sev-Rum (annihilated);
 A Mun-Boh; A War S A Ukr-Mos.
 Italy (Thom Burnett): F Spa(sc) ret - Lyo. A Gal-Ukr; F Nap-Rom; F Lyo-Wes;
 A Mar-Spa (ret - Bur, Pie, OTB).
 Russia (Steve Barrigan): F Sev ret - Arm. A Mos-Sev; F Arm S A Mos-Sev.
 Turkey (Bob Acheson): A Bul-Sev; F Bla C A Bul-Sev; A Con-Ank; F Ion S F Tyn-Tun; F Tyn-Tun.

The deadline for Winter 1905/Spring 1906 is February 6, 1981.

Winter 1905 S.C. Chart:

Austria: Home, Ser, Ore, Rum (6). Even.
 England: Home, Nwy, StP, Bel, Bre, Tyn (7). Remove 1 or Even depending on the retreat.
 France: Por, Spa, Mar, ~~Mar~~ (3). Plays one short.
 Germany: Home, Den, Swe, Hol, Mos, War, Par (9). Build 3, as A Sev was annihilated; however,
 will play one short.
 Italy: Ven, Nap, Rom, Mar, ~~Spa~~ (3). Remove 1 or Even depending on the retreat.
 Russia: Sev, ~~Mar~~ (1). Remove 1.
 Turkey: Home, Bul, Tun, ~~Nth~~ (5). Even.

Press:

Munich-London: Now 'em down.

Munich-Rome: Run away! Run away!

Munich-Vienna: I blow my nose at you!

Munich-Moscow: I fart in your general direction!

Munich-Constantinople: Can I interest you in a deal?

Munich-Paris: There was much rejoicing! Rah! Rah!

Munich-Spain: Sorry about that, chief!

Constantinople-London and Berlin: Austria and Italy are not doing too badly, they just need a little skilled technical help.

1980 U, Winter 1903/Spring 1904. FRANCE OUTGUESSED AND ITALY ROLLS ON.

GGM: Steve Barrigan, 1394 Highgate Rd., apt. 6, Ottawa, Ont. K2C 2Y6 (1-613-829-7289).

Austria (Tony Schafer): A Bud-Vie (ret - Gal, OTB); A War H.
 England (Bob Acheson): F Nwy ret - Nth. F Den-Swe; F Ska-Nwy; F Nth S F Ska-Nwy; F Nrg S F
 Ska-Nwy.
 France (Barry Hichey): Builds A Bre. A Bre-Lon (impossible); F Eng S A Bre-Lon (you should
 try convoying some time, Barry); A Bur-Ruh; A Hol S A Bur-Ruh (annihilated);
 A Bel S A Bur-Ruh; A Par-Bur; A Gas S A Par-Bur.

(cont'd from p. 8)

Germany (Steve Hutton): A Kie S Russian F Hel-Hol; A Mun S A Ruh; A Ruh S A Kie.
 Italy (Al Hoffman): Builds A Ven, A Rom, F Nap. A Rom-Ven; A Ven-Tyo; A Via S A Tri-Bud;
 A Tri-Bud; A Bul S A Ser; A Ser S A Bul; F Nap-Ion; F Gre-Aeg; F Aeg-Eas.
 Russia (Claude Gauthier): F Den ret - Hel. F Hel-Hol; F Bar-Nrg; F Swe-Ska; F Sev-Blas;
 A Nwy H (ret - Fin, StP, OTB); A Rum H.
 Turkey (Dave Weatherhead): NBR! Will play one short. NMR! F Ank H; A Con H.

Note that "F Con" of the two last seasons was in fact "A Con"; fortunately, the fleet apparently attempted no naval action, so there's no problem re-converting it to what it actually is; otherwise, a fleet it would have had to remain.

The deadline for Fall 1904 is February 6, 1980. Could Ron Kelly please standby for the Turkish position?

Press:

France-England: C'est la guerre ((uh, oh, ha, ha, ha)).

France-Germany: Out of the way, Krauts.

Paris-London: Just interested in you, not your friend in the north.

Russia-England: Truth?

Moscow-(UPI): Bolsheviks have been causing uprisings in Western Russia, as Austrian troops entered Warsaw last year. The Bolsheviks want to cause dissension in Russian troops, but we say, "Nyet, nyet, Soviet!"

Rome-Budapest and Warsaw: Another one bites the dust, and another one bites the dust.

Rome-Constantinople: And another one gone, and another one gone, and another bites the dust.

((No need to rub it in...))

1980 HI, Winter 1901.

GOM: Steve Berrigan, 1394 Highgate Rd., apt. 6, Ottawa, Ont. K2C 2Y6 (1-613-829-7289).

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

England (Dan Palter): Builds F Edi. Has F Nrg, F Bel, F Edi, A Yor.

France (Steve Colombo): Builds A Par, F Bre. Has F Bre, A Par, A Spa, A Pie, F Por.

Germany (Bob Acheson): Builds A Ber. Has F Den, A Kie, A Ber, A Hol.

Italy (Mike Carroll): Builds A Rom, F Nap. Has F Tun, A Rom, F Nap, A Tri, A Ven.

Russia (Steve Bergstrom): NBR! Will play one short. Has A Sil, A Sev, F Rum, F Bot.

Turkey (Dan MacLellan): Builds A Ank, F Smy. Has A Ank, F Smy, A Bul, A Ser, A Tri, F Bla.

The deadline for Spring 1902 is February 6, 1980. Could Ron Kelly please standby for the Russian position?

Press:

Antwerp-Amsterdam: The problem is really very simple. You do not answer your mail. I've written to everyone and as usual find myself guided by your non-response. Every time we are in a game together this happens. The net result will of course be your destruction, followed by mine. So it goes.

Paris-Rome: This is not Italy's favourite opening.

1980 KM, Spring 1901.

NOW, AUSTRIA COULD BE IN BIG TROUBLE...

Austria (Dave Barker): A Vie-BUD; A Bud-SER; F Tri-ALB.

England (Julian Presber): A Lpl-EDI; F Lon-NTH; F Edi-NRG.

France (Bob Francis): A Par-BUR; A MAR S A Par-BUR; F Bre-MID.

Germany (Blair Cusack): A Ber-KIE; A MUN-BUR; F Kie-DEN.

Italy (Al Hoffman): A Rom-APU; A Ven-TYO; F Nap-ION.

Russia (Bob Acheson): F StP(sc)-BOT; F SEV-BLA; A War-GAL; A Mos-UKR.

Turkey (Deane Sperkados): F ANK-BLA; A Con-BUL; A Smy-CON.

The deadline for Fall 1901 is February 6, 1981.

Press: The King of Great Britain and Northern Ireland sends his greetings to all. May harmony and good will characterize all our relations. Long live the King!

1979AQ commentary (by Eric Verheiden).

1979AQ (all-GM demonstration game), Winter 1905/Spring 1906.

France (Clive Tonge): Builds F Mar. F Mid-NAF; F Tun-NAF; A Bur-Pic; F Nrg S F Cly-Edi; F Cly-Edi; A Lpl S F Cly-Edi; F Lon-Eng; F Mar-Lyo.
 Germany (Bill LaFosse): A Cal ret - OTB; F Swe ret - Bal. Removes A Sil. F Bal S F Bot-Swe; F Den S F Bot-Swe; F Bot-Swe; A Hol H; A Pru-Sil.
 Italy (Andy Lischett): Removes A Tyo. F Nap-Ion; A Ven-Tri; F Tyn S F Nap-Ion.
 Russia (Randolph Smyth): mA Pru ret - Lvn. Builds F StP(sc), A Mos. F StP(sc)-Bot; A Mos-War; A Nwy S F Swe; A Rum-Bud; F Edi S German F Den-Nth (no such order; ret - Yor, Nth, OTB); A Vie S Turkish A Tri-Tyo; A War-Sil; A Cal-Bon; A Lvn-Pru; F Swe S F StP(sc)-Bot (ret - Fin, Ska, OTB); F Bal-Eng.
 Turkey (Blair Cusack): Builds F Con. F Aeg-Cre; A Ser S A Alb-Tri; F Ion-Adr; A Tri-Tyo; A Alb-Tri; F NAF-Mid; F Con-Aeg.

"It appears that I called the winter adjustments about right, signs of the power shift to the east are beginning to appear as well.

"The crucial fact is that France, Germany and Italy currently have a single mainland army each. They have a corresponding edge at sea, of course, but they have yet to turn this into significant gains. The way things are going, they may never get a chance.

"Munich is lost to the German and Venice will fall to the Turk. In compensation, the France will take Edinburgh and maybe France or Germany will take Belgium or Sweden. It will be interesting to see how this goes, since Germany will have to drop back quickly to cover the new threat from the Russian A Mun. Likewise, France will have to cover Burgundy and Italy will have to do what he can to hold onto his remaining home centers. In short, a very few Russian and Turkish units are shortly going to be tying up a lot of units of the contending alliance.

"Before I get too carried away, I should note that the balance could shift the other way again if France, Germany and Italy play very precisely and they have a bit of luck. However, the initiative is now for the east to lose, not the other way around.

"Incidentally, in regard to the standby discussion of last issue, in my games, I always give the standby at least the chance to submit orders and frequently delay the game as well. I'd rather have a well-played game than a fast-played one.

"Finally, in case anyone was wondering why I don't play in Canadian games, Passchendaele 29 arrived on 26 November."

((Well, I'm sorry if the impression conveyed by my original remarks was that I actually prefer fast-played games, and doubly so if my games aren't well-played or well-GMed or well-whatever (yes, I know you didn't specifically say that). To start back from square one and expand a bit:

((I for one do not believe that good adjudicating and a well-played game should be sacrificed to quickness of pace: I don't believe that anyone could say my games are fast played in any event (the average is 4 game-years per "real" year; for 1979AQ, 2½ game-years per "real" year). Now, I have made a few errors in this game - for which I've readily admitted as you full well know - but in this case I find your argument to be unpersuasive.

((Your argument could use some development, as I am not at all entirely sure what your current position is. I must assume that you are not arguing in favour of using a standby's orders whenever there is an NMR: in first NMR situations I would reject your argument. After all, the moves on the board should reflect to some degree the diplomacy that went on during the season; this is impossible when you pick a standby out of the dark to submit moves. Well, I suppose the standby's name could be published in advance (e.g., a standby is assigned for each position at the beginning of the game), but that would allow for player-standby negotiations - something I'm not sure Calhauer intended. Plus, the original player may well NMR on purpose after getting his standby to submit a given set of moves, and then shun responsibility for the moves and avoid some of the consequences...!

((Delaying the game frequently is also harmful to the game as a whole. Note that I'm not saying that the game will be too slow and that this is bad necessarily; I'm just pointing out that a game just might be seriously disrupted by frequent delays. 1979AQ appears to be an excellent case in point: had I followed your advice that we'd still be in 1902, after almost two years of play. I can't believe that these delays would have produced a significantly better game, as all players and standbys alike would probably have lost interest and in the end analysis the game would have been better off if abandoned. Well, perhaps this game should have been abandoned a long time ago, what, with all the players NMRing and giving a poor example of how GMs follow their own advice (viz, not to NMR...). Still, I think my system is fairer to the remaining players, as it gives them a reasonably (?) paced and better, yes, better, game.

((I would agree, however, that the standby should be given a chance to submit orders if a second consecutive NMR occurs... but then we're back to my system (which also gives them negotiating time); since you disagree with it, and especially since the present discussion arose from a resignation-type situation, I'll assume that your comments apply to player resignations in the following paragraphs:

((Your system is probably far stronger if applied to resignation-type situations alone. Resignations do not occur all that often, and may warrant a delay after all. Still, my system is perhaps more sophisticated than you might think it is, as my house rules carefully explain that resigning players should at least include a final set of orders. (Further, they also contain pertinent detailed information on how to avoid NMRs; I will also call players when they are NMR if I have their permission to call collect and if I have the time, which reduces significantly the impact of NMRs on my games: this doesn't apply to the resignation-type situation under discussion in this paragraph, but still, I thought you might be interested.) At any rate, I'll consider your argument (viz, making sure the standby has a chance to submit orders, and failing that, delaying the game) as applied to resignations for inclusion in my next set of house rules.

((Your comments regarding the slow mail from Canada to California (and the reverse, for that matter) are quite true... there's not much that can be done about that, however... but perhaps you could pass this information on to Rod Walker, who in Numenor 26 appears to believe that mail service takes only 5 days... well, perhaps it is true in his case, which I'd find very surprising... he must be the only Yank to receive Canadian mail within 5 days...!))

Enough said. Perhaps I should put some of the letters that have been waiting in my files for weeks just about here...:

Michael Mills (undated):

"Naturally I loved the 29th((Passchendaele 29)). 104 pages is quite an accomplishment, and unlike Griffin only nine pages in Passchendaele were devoted to actual game-reports, etc. I do think that record will stand for quite some time. Additionally, no. 29 included so much valuable information on rules, general topics, and humour that I doubt if anyone could duplicate such a massive and valuable issue.

"I like Berch's idea on 1901 standby moves... though I wouldn't care to reprint the tables for the players, and I think it's fair that they should know how it is arranged. Actually, Mark's source and mine are the same, but I've slacked on printing the statistics for Russia and Turkey... oh well.

"Moving on... I forgot to commend you on your issue no. 30 cover of Bullus O' Brutatin... nice touch...

"Just received the new Passchendaele ((no. 31)). I found this issue very good reading, especially the portion on US-Canadian relations, but before I get to that, I've got to put in a few quick comments.

"Agadabongbong"? Who was growing tired of "Fine Jig-A-Do"? Is this a case of some weak-kneed publisher giving in to peer pressure, or have the right-wingers threatened your life? Another fine tradition bites the dust without a wimper. How casual we are with the things of value.

((Actually, neither. This isn't the case of a weak-kneed publisher giving in to peer pressure, because I have no peer in this hobby. What, are you insinuating that there is any

one with near equal intellectual capacities in this entire hobby? Weeelll, I just won't stand for such insults!... Just keep this up, buddy, and I'll cut our trade. And after, well, who knows? Maybe I'll decide to drive you out of this hobby by sheer psionic strength in no time at all, before you even have the time to say "Garagabaldongdong!"

((Additionally, I was growing tired of people laying it thick on me and constantly complimenting me for the artistic beauty of "Fi-ne Jig-a-Doo..."... well, I couldn't stand that any longer... imagine, even Randolph Smyth - who usually is not all that imaginative - tried to imitate my genius and once closed Fol Si Fie with a degradation of my masterpiece: "Chuck-a-doo..."... So I thought I'd change my closing words and replace them with "Agadoobong-bong"... when he (Smyth) tries to imitate that, he'll get it straight, hopefully. But no, come to think of it, perhaps he'd just end up with an altered inferior version of his own, such as: "Boo-boo-ga-go-goo..."... Horrors! It's no use, and no matter what I do, people will still unknowingly desecrate my genius... I might as well stick to "Fine Jig-a-Doo" after all...))

"OK, now to Canadian-US relations. Yes, all Canada should be wary of Reagan. Many of the points you made are valid and some of the predictions you've made are probably going to be manifest. US-Canadian relations have always been slanted to the US in the past, and Reagan won't help matters by giving his Administration the US corporate look. To the US Canada functions much like any state in the US; for business, vacations, investment, etc.

"The problem has always been, in my opinion, within Canada, itself. Before a country can work for a more equitable relationship with another country like the US, that country must have its own 'house in order'. Canada appears to be a country unsure whether or not it wants to be a nation. The words country and nation project different images with 'nation' denoting a certain amount of power - economic. Canada's provincial-federal controversy certainly keeps Canada under American influence.

"I do, however, agree with many of your countrymen that nationalization of 50% of the oil industry will help Canada at the bargaining table. US industry - Mobil, Exxon, etc. - naturally says that they'll stop pumping money into the Canadian West, but they are just peeved at the idea that Canada's government will get the rights to make the big oil dollars in the future.

"Another sign of prospective independence from American over-influence has to be the falling Canadian dollar. Though it bodes ill for the consumer, the Canadian government should be able to market more products to Europe, South America and Latin America with the decreasing value of the Canadian dollar. Perhaps by 1990 Canada will be exporting 50% of its production to the US instead of the 70% you quoted."

((Well, I find myself in agreement with some of what you have said, though a Reagan Presidency (assuming it carries out its promises and statements) would still hurt Canada regardless of how independent we are. In this regard, I was happy to hear on the news that Reagan appears eager to meet with Prime Minister Trudeau and to improve US-Mexico/Canada relations. Further, it would appear that some Reagan aides have stated his platform for pancontinental energy and resource sharing was "just a state of mind". Well, so much the better.

((But to answer new points that you've brought up: I for one would agree that part of the problem is within Canada itself, in a way, though I reject your notion that "things" have always been this way (i.e., until the end of the Mackenzie King era, Canada had more problems dealing with Britain than in dealing with the U.S., the "problems" here being defined as getting our independence, whether political or economic). It is true that provincial-federal feuding weakens Canada in its dealing with the US, which (to be effective) must be conducted as a united front and not as eleven different governments each trying to get individual arrangements with the US. (For instance, following the PQ election on November 15, 1976, both the federal and Quebec governments started competing for US support - or non-hostility - in their constitutional battle; this, of course, meant that they had to put several nationalistic policies of their own on the back burner.) I personally believe that the provincial governments should be stripped of all their economic jurisdictions, as economic portfolios and foreign affairs go together when dealing with the US. As an aside, I also believe that the provincial governments should be zapped, obliterated, as autonomous political institutions, but then that is another matter... and another story.

((You must have heard of a Canadian "identity crisis", which is also part of the problem. This, however, will always be difficult to resolve - after all, it should only be normal that Canadians should have identity complexes when the majority are either of French, British, or American ("Loyalist") origin and political culture. Thus, there's this big giant just down the pond, which forces us to define ourselves in relation to you: that's the best formula for developing identity crises if there ever was one...))

((Nevertheless, one must not under-estimate the US responsibility for Canadian dependence and the power of the penetrating American liberal-bourgeois ideology. The fact that our 'house' is not quite 'in order' is not the sole reason for the existing balance of power: at least, you couldn't apply this reasoning to, say, Mexico, which is also dependent on the US. (Or Haiti for that matter.) Canadian dependence on the US is almost a natural state - I suppose we could always maintain tariff barriers and drive all US investments out of the country, but we'd still be influenced by events in the US to a great extent - the most dramatic example being the outbreak of WW III due to a confrontation between the U.S. and the U.S.S.R. Plus, I doubt very much that we'd ever be able to reduce our trade with the U.S. below the/a "dependence level" (say, only 25% of our trade with the US) because of geographical factors. For instance, I would not rely that much on the fall of the Canadian dollar to make our products more marketable on non-US markets because in several cases the additional costs for transportation offset the fall and in other cases the export of products elsewhere than to the US will always be impractical, even if the dollar went down to \$0.50... (e.g., electricity)

((The penetration of the American ideology here also helps maintain the present state of affairs, as it slowly but surely has - and is - indoctrinated the Canadians into tolerating and even favouring the American presence here. Nowadays, Canadians prefer American movies, American magazines, American tourist sites, etc., thus promoting our cultural dependence towards the US, for instance.

for instance. ((I'd tend to disagree with your definition of 'nation', though there doesn't seem to be any consensus on that term. But anyhow, your definition is an exercise in reductionism and does not present a full picture of what a nation is: as a for instance, your definition would exclude the Iroquois, Algonquin, and Huron - to name only a few - nations. (Here, I'm only referring to the socio-cultural context before and during the initial White settlements.) These had little economic power and yet were nations - and much more so than the American nation of today, in some respects. Anyhow, my definition of nation is any entity (that has a minimum of social organization, cohesion, and solidarity) involving a specific human population occupying a specific territory (more or less - the specific territory might be diffusely occupied, as done presently by the French Canadian nation outside Quebec) and sharing a specific culture (including language, traditions (to varying degrees) and history). In this sense, Canada will never be a 'nation' (and thus Trudeau was wise to reject the very concept of 'Nation-States' as applied to Canada), but rather a country with at least two nations (The French- and English-Canadian nations... and possibly some others as well... nowadays, every ethnic group is more or less trying to be recognized as a 'Founding Nation' around here...).

((Upon re-reading the above, I've just realized that the above paragraph would belong much more in a thesis than it does here... oh well, so be it, and make of it what you will...))

[illegible]

Looking back at 1980, I sometimes wonder if all those eager persons are really at all serious when starting the production of a 'zine... In 1980 alone, the Canadian hobby has witnessed the decline and fold of several 'zines (i.e., Ram, Assorted Garbage, Citadelle, Toronto Telegram, and Caméléon à Binoculaires (?)) plus two stillbirths: Power and the Glory and Kobold (? - I haven't seen this one since July/August...). I suppose that the French 'zine folds could be justified by the current (apparent) apathy among French-Canadian players, but seriously, folks, those of you who started an English 'zine and folded shortly thereafter should have been more serious in undertaking the task of publishing. One general rule of the thumb before starting a 'zine is to have a relatively stable schedule: I mean, if there's a good chance that times will be hectic in six month's time, then please wait until you've passed

through the rough times before jumping into this venture. On the other hand, personal possession of reproduction facilities is not half as important (so long as you can get the use of facilities somewhere...!). As things stand, I expect all remaining Canadian 'zines (except for Zwafu!, which will only run all-Mensan games) to be filled up to the gills (again!) with orphaned games in 1981...

On well, on the other hand perhaps it is ego-pleasing to see that only RuneStone, Fol Si Fle and Passchendaele (which are all part of the same "zine-family") are cast in cement and just can't - and won't - fold... (and soon Infidel will join the group if they last the next one or two years.)

In closing, I'd like to remark that recent issues have contained relatively little Dip-related material... well, Mark Berch et al. types may look forward to the next issue, which I will try (no guarantees!) to make Diplomacy-heavy; such as a review of diplomacy and negotiation-type/oriented games other than Diplomacy itself (firm), a few 'zine plugs (not so firm), letters (possibly), and a Diplomacy article or two (probable, but don't bet money on it).

Fine Jig-a-Doc!

(And I don't care who knows it...)

François.

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