PASSCHENDAELE#47

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This is <u>Passchendaele</u>, a Diplomacy-oriented 'zine now published by Princeton Enterprises and edited by François Cuerrier of the above address. The anticipated content of a typical issue will be as follows:

Editorials 1 page Games and Analysis 2 pages Letters to the Editor 2 pages Commercial Game Evaluations 1 page History and/or Politics 1 page Hobby News, Contests and other Neat Stuff ½ page Strategy and Tactics Articles "How To" Articles 2½ pages

PLUS much, much more, including:

- § Polls and Surveys
- § Humour and Fillers
- § Passchendaele in-house information (the exclusive news!)
- § Critical Reviews and 'Zine Plugs
- § Reprints from past hobby stalwarts
- § Hereuntofore unpublished Memoirs from former hobby celebrities
- § Special Offers
- § Guest Contributions
- § Neat characters such as § and ¶
- § Wild Surprises

This 'zine (pronounce it "zeen" or "zine" - I prefer "zeen", but we live in a free society that allows idiots to cpt for "zine") will have much of relevance and interest to offer to the mainstream Diplomacy players (and even others as a sideline). We will aim to serve and please a North American audience - not just Canadians - though British, Continental European, and subscribers of another nationality are most certainly welcomed. Come one, come all! Forty subscribers are required to obtain and maintain optimal viability.

U.S. and foreign currencies welcomed - your account will be credited with exactly what my bank gives me for your money. This means, of course, that all transaction charges get passed right back to you.

Trades and mutual subscription arrangements have not been ruled out. The editor is eager to reach an agreement with the publishers of Everything and Diplomacy World and will contact the others. Or you could contact me. Don't be a stranger.

SPECIAL OFFER!

Send your subscription money to me before December 31, 1987, and - ta daaa! - receive a matching dollar for dollar non-refundable subscription extension to <u>Passchendaele</u> from yours truly. Postmarks will be checked to verify date of mailing. But hurry! Only the first five (5) subscribers will qualify for the offer. Buy NOW and save LATER.

INSEPTEMBEROFTHISYEARIPURCHASEDABRANDNEWSD300SMITH-CORONAELECTRONIC MEMORYTYPEWRITER.ITDOESWONDERS.NEVERHAVEIOWNEDAUNITCAPABLEOFPRINTING SOMANYCHARACTERSINBOTHOFFICIALLANGUAGESPLUSSPANISH.

MAILBAG V. DOGHOUSE EDITORIAL POLICY

Editors rule their 'zine like medieval barons did their castle. Have you ever noticed how they always get both the first and last word in any printed discussion? The editor writes about any given topic, prints the letters he gets, and then his reply. This is not an entirely fair advantage, justified only by his/her ownership of the publication.

Worse yet, the editor always has the power to undermine the morale and credibility of his correspondent, deservedly or not. This can be done by deliberately missetippyinge woardse annude semtenshes too mak the contreebutor looke foolishe, or by omitting entire words, sentences, or . More often, the contributor will be treated with less consideration than deserved, to wit:

¶Dear Editor:

¶Let me commend you on an outstanding job with your last issue. You put a lot of effort into the 'zine and it really comes through. I make a point of reading your publication twice over, with really clean hands, before carefully filing it away for repeated future reference. Keep up the superb work.

¶Joe Average.

[You jerk. Don't think that you can suck up to me after that stab in 1987-ZZ! Your mother wears army boots and you drink bath water. Go pound salt.]

All joking aside, they do occasionally use this innate advantage to run down opponents. In the above example, this and other subscribers could, perhaps with some justification, get somewhat tiffed off by such treatment and accordingly refrain from making further submissions in future. Hardly a positive result!

Another common form of interference is censorship. The contributor is ostracized and denied the privilege of expressing his views to an audience.

This will never be allowed to happen in <u>Passchendaele</u>, because of the following dual editorial policy:

1. The Mailbag.

This column will appear in much the same format as in other publications. Letters submitted for this column will be:

- eligible for payment of non-refundable <u>Passchendaele</u> subscription credit of 80¢ per page <u>pro rata</u>
- subject to editing and censorship by me without notice due to poor taste, irrelevance, incoherence, or length
- free of editorial interruptions and interjections
- followed by courteous and concise editorial reply

2. The Doghouse.

In this column, the editor will undertake to print all correspondence without interference. The contributor, however, must specifically request to get published in this column and will not be paid for his contribution.

All initial contributions will be printed, no questions asked. Encore contributions on the same topic are strictly prohibited. Contributions of more than one page will be returned to the author with a request that it be shortened to conform to this standard.

Contributions will be printed as is, without correction of syntax and grammatical errors.

Graphics and anything reprintable on a Xerox photocopier will be fair game.

Personal attacks, tasteless efforts, racial slurs, innuendos, etc., will nevertheless be printed but followed by the editorial disclaimer, "The above material represents the opinions of the author and are not necessarily those of the editor or of Princeton Enterprises."

There will never be any other comment or reply from the editor in any shape or form.

Freedom of speech will not be deried in these pages.

SPECIAL OFFER!

Anyone mentioned as a reference by a new subscriber will receive \$1.40 in non-refundable <u>Passchendaele</u> subscription credit. Get a friend, ally, or acquaintance to subscribe and mention your name - and get paid for it!

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GAME OPENINGS:

There are 35 openings for the next five Diplomacy games in <u>Passchendaele</u>. Game-fees and deposits have already been explained in the colophon on page one.

Games will be started as soon as seven contestants have been lined up for each. Players will be awarded positions on a first come, first served basis. Players are requested to submit a list of the seven accepted Great Powers in order of personal preference, and every effort will be made to satisfy the greatest possible number of players by giving each the highest possible preference on his or her list.

Twenty-six games are slated to appear in these pages over the next four years. This amounts to an average of 6½ game starts per annum - quite a tall order for a Canadian-based 'zine. At least the monthly deadlines will go some way towards attracting American players, as shorter deadlines would place them at a disadvantage.

Each game will be awarded a BNC number at the earliest convenience of the Boardman Number Custodian. To compensate this hobby official for his volunteer work, I hereby commit to send him the sum of \$3.00 for each and every game start.

Each game will also be assigned a name by me. In order of game start, these names will be:

§Arnhem §Borodino §Caporetto §Dunkerque §El Agheila §Fort Munroe §Gallipolli §Harper's Ferry §Ihonzo §Jerusalem §Kasserine Pass §Liege §Marne §New Orleans §Okinawa §Phillippeville §Quatre-Bras §Riga §Somme §Tannenberg §Ulm §Verdun §Waterloo §X §Ypres §Zara

You may have noticed that one of the names in the list is "X", which is a letter, a rather poor substitute of a name. The first person to submit the name of a battle starting with that letter vill be awarded a non-refundable subscription extension of \$1.40 (\$2.80 if the battle happens to be famous, for this author will be kicking himself) to Passchendaele, and the name will be used in lieu of the current designation. In addition, I undertake to write a totally subservient open letter of admiration and appreciation to the lucky entrant, and, should he or she (hopefully she) insist, I hereby undertake to wash his or her underwear at a location convenient to me.

This GM is also willing to referee wargames, but reserves the option not to if the game in question has too many operations within a single turn. You name the game, I'll take care of setting the game-fee.

SPECIAL OFFER!

The first lucky 7 persons to enter their name for a game start will qualify for free admission to another. Entrants must still pay the \$4.00 refundable deposit for that free game, but will have the opportunity (ample opportunity!) to decline the offer.

ERROR-FREE UNLIMITED WARRANTY

- § Any player who points out a GMing error under the Rulebook in one of his games in <u>Passchendaele</u> will qualify for a non-refundable subscription extension of \$0.70 per time, for every error spotted. This warranty will apply for the duration of each game ever started in this 'zine, except when under the auspices of a guest GM.
- § Serious disagreements with a GMing judgement call of any kind will always be referred to an impartial ombudsman with no prejudice to the plaintiff at all.
- § Games may be moved to other GMs by simple player majority consent, at which point all game-fees and deposits for the game(s) in question will be transferred to the new GM.

 No ifs, ands or buts.
- § This GM has an extensive and comprehensive set of houserules that contain no surprises. A set will be made available to all players before any game-start, and opportunity given to withdraw to all those that so desire.

STANDBYS WANTED, DEAD OR ALIVE.

In every game NMRs and drop out players are a fact of life that everyone had better get accustomed to. The deposit policy is designed to encourage sloppy or careless players to be more considerate of their colleagues' enjoyment of the game. Nevertheless, it will not completely resolve the problem as some people do develop outside commitments that take their attention away from what is, after all is said and done, only a game.

Standbys have been the most commonly accepted traditional solution. However, standbys often perform a thankless task; as a result, it can occasionally be difficult to entice them to volunteer. In recognition of this, standbys who complete a position will be awarded a non-refundable subscription credit in accordance with the following formula:

\$4.00 x x/y

¶where x= the number of Spring/Fall seasons played
by the standby player.

¶where y= the number of Spring/Fall seasons played
in the game at completion.

Upon assumption of their new position, standbys will be treated exactly like regular players in every respect.

LOOKING FOR ORPHANED GAMES...RELUCTANTLY...MAYBE...

I would \$\text{Mink in Northor from greatly appreciate any information leading to the identification and location of any orphaned game out there and of all players still in it. The former GM must have either announced that he will no longer be discharging his responsibility, or, must not have given any sign of life in the last 15 weeks.

This data will be treated with kid gloves, meaning that I will not jump up and run with it...right onto someone else's turf. The Orphaned Games Director, or whatever he/she's called will be contacted, and efforts to relocate the games will be continued from there.

The players of any orphaned game relocated in this 'zine will be required to subscribe to <u>Passchendaele</u>. Both game fee and deposit will be waived in this instance, as it would not be fair to either

- § require players to pay a game fee where one was already paid, albeit to another GM
- § require players to pay a deposit, even where refundable, when previous NMRs and drop outs in the game presumably went without penalty (or at least, the same penalty).

You may bet your mortgage, though, that reasonable effort will be made by me to collect some kind of compensation from the previous GM, using every persuasive skill at my disposal. Voluntary donations from the players will certainly be gratefully appreciated!

SPECIAL OFFER!

Any publisher kind enough to diff print a favourable review of this 'zine will qualify for complimentary issues of <u>Passchendaele</u> #48, 49 and 50. Offer expires January 31, 1987, and is obviously void where a trade or mutual subscription agreement is subsequently entered into.

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I hate to carry on and on like this about a silly typewriter, I really do. But I am proud of it, damn it. So please bear with me while I show you another one of its abilities, that to introduce itself to its owner. In return for your forebearance, I promise not to mention anything about its half space and dictionary capabilities.

Here goes nothing:

Hello.

Please type in your name followed by the RETURN KEY.

My name is François.

My name is François., I'd like to demonstrate some of my features. After each feature, press the RETURN key to continue.

The first feature I'd like to show you, My name is François., is the WORDERASER key. I can erase a whole word with a single touch of a key. Press the WORDERASER key once for each word you want me to erase on this line. Again, press RETURN to continue.

The next features I'd like to show you is LINE MODE. Type in a few words and watch them appear on the display. If necessary, turn the knob next to the display to improve the visibility. Use the CORRECT key and the WORDERASER key to remove letters and words from the display. Press the RETURN key to print what's on the display and continue to the next feature.

When I said "My name is François.", I meant: My name is "François".

I can automatically center a title between the margins. Type the name of your favorite movie star and I'll center it for you. Press the RETURN key when you're done.

My favourite star is Daryll Hannah.

I can automatically underline for emphasis.

Type in a few words and I'll underline them automatically.

Again, press RETURN to continue.

You don't catch on quick, do you?

I have many other features such as....

- MEMORY mode...allows you to store up to 3,000 characters in your typewriter's memory, even when it's turned off.
- SPELL-RIGHT II option, a 50,000 word electronic dictionary which beeps gently when you misspell or mistype a word. It also finds errors for you, can display the correct spelling, and can automatically print it too.
- Triple Pitch...allows you to use a variety of typestyles in different sizes of print
- With a Messenger Module accessory...I can become a computer printer for use with your home computer.

Thanks for getting to know me, My name is François.. For a full demonstration of these and my other fine features, please see a salesperson.

I guess I $\underline{\text{will}}$ have to see a salesperson if you're to get my name straight.

THE PASSCHENDAELE GUARANTEE

The original <u>Passchendaele</u> was incepted in 1978 and lasted through to 1982-3. Although the vast majority of its 85 subscribers were refunded all outstanding balances (including money due for the prize game), here is a listing of the people owed money that I never did get around to squaring off:

1.	Robert Acheson, c/o Echo Bay Mines, Lupin Project, P.O. Box 2938, Yellowknife, North West Territories.	
	X1A 2R2.	\$36.23
2.	Mark L. Berch, 492 Naylor Pl., Alexandria, VA22304	[\$1.58]
3.	Steve Bergstrom, 1107 State St., Rolla M065402	\$14.10
4.	Steve Berrigan, 1394 Highgate Rd., #6, Ottawa, Ont. K2C 2Y6.	[\$51.98]
5.	David Carter, 118 Hosham Ave., Willowdale, Ont. M2N 1Z9.	\$11.03
6.	Blair Cusack, 656 Josselyn Ct., Kelowna, British Columbia. V1X 2R2.	[\$74.03]
7.	David Davies, ***last address unknown***	\$3.73
8.	John Davies, P.O. Box 968, Port Hardy, British Columbia. VON 2PO.	\$20.48
9.	Allan Hoffman, 224 Pawling Ave., Troy, NY12180.	\$6.30
10.	Steven Hutton, ***last address unknown***	\$7.88
11.	Andrew Lischett, 3025 N. Davlin Ct., Chicago, IL60618	[\$122.50]
12.	Ralph L. Morton, ***last address unknown***	[\$75.05]
13.	Daniel S. Palter, P.O. Box 156, Cedarhurst, NY11516	\$1.58
14.	Hugh Polley, 2620-16th St. S.W., #208, Calgary, Alberta. T2T 4C2.	\$9.45
15.	Ronald Polley, 40 Daniel Ave., St. John, New-Brunswi E2K 2A6.	ck. [\$11.03]
16.	Paul Rauterberg, 4922 W. Wisconsin Ave., Milwaukee, WI53208.	\$11.03

The above are only the last available addresses in my records. Surely over a period of four years some if not most will have moved... or dropped out of the hobby.

Still, this is as good a place as any to launch an impassioned appeal for assistance in locating these subscribers of old. Please write me with any information regarding the whereabouts of these individuals, and qualify for a \$0.70 non-refundable subscription credit to Passchendaele if your data turns out to be accurate. Starting in December, I will go ahead and send enquiries to the addresses that I do have (or receive), in hopes that some may still be good. Yet, any information will save me the expense

of forwarding items to the wrong address, and will certainly make the ex-subscriber happy as he will then have the opportunity to get his money back.

Everyone on the list is entitled to a refund in Canadian funds for the amount shown on the right hand margin should they (horror of horrors!) indicate lack of interest for a continuance of their subscription. Everyone, that is, (there's always a catch!) except for those whose amount is shown inside vicious []. These are people who had received a subscription credit from yours truly as recompense for a non-monetary service or contribution. As you can see, some of the amounts were quite generous, although quite in line with the nature of the service rendered. But a specification was made at that time that the subscription credit would never be refundable under any circumstances. Anyhow, these guys are in for virtually a lifetime subscription if I am able to contact them, at no cost to their own wallet.

The amounts shown above are much more substantial than the sums actually owed at the time of the fold. This is because a flat 75% interest has been added to the total by me as compensation for the inordinate wait that they have had to endure. If your subscription is refundable, then, and only then, so is the interest. I would hope that most, if not all, of those contacted will opt for the renewal, as I hate sending cash as much as the next fellow.

I will keep an ongoing record of all people that I am unable to reach so that they will still be eligible for the refund and interest should they, for whatever obscure reason, ever resurface in the hobby themselves. They will not, however, qualify for further interest disbursements as there ought to be a limit to my responsibility somewhere.

The rest of you out there may be pondering whether a subscription at this time would be advisable considering a track record of folding. Well, it is not really a track record of failure, as <u>Passchendaele</u> did OK, thank you very much, for a period in excess of four years, well above the average two for the typical North American 'zine, before finally going under.

Nonetheless, in order to allay all possible fears, the sum of \$25.00 has been sent by the editor (that's me) to the following hobby personalities of repute:

- § Robert Acheson
- § David Carter

They will keep the money for the period of six (6) months before returning it to yours truly. In the meantime, they will entertain refund claims out of that money from distressed individuals should anything go seriously wrong with the 'zine. There will be no risk involved with opening up a subscription account here, a security offered by no other publisher past or present.

A real crowd-pleaser, that: the <u>Passchendaele</u> guarantee... that no one will get hurt.

HIGHLIGHTS OF PASSCHENDAELE

In its heyday, <u>Passchendaele</u> developed into quite a respectable publication, referred to occasionally even by some as a hobby "institution" or "tradition". Over the four years of its existence, <u>Passchendaele</u> featured:

- § issue #2 at 27 pages, #10 at 27 pages, #23 at 25 pages, #24 at 53 pages, #25 at 25 pages and #29 at a whopping 104 pages...
- § 46 issues, more or less on a monthly schedule (bi-weekly for three months)...
- § a total of 83 letters, 63 articles, 31 game-commentaries, 23 reprints, 20 humour articles, and 16 editorials...
- § 2 fakes and 1 hoax announcing a fold, not to mention a real fold...
- § 18 games, including-
 - ¶ 1976A and 1976CX
 - \P 1977AB, 1977AT and 1977AZ
 - ¶ 1978Q and 1978S
 - ¶ 1979AB, 1979AC, 1979AQ, 1979CR, 1979HY, 1979HZ and 1979KH
 - ¶ 1980CC, 1980HI, 1980IH and 1980KM...
- § contributions from hobby greats such as Mark L. Berch, Doug Beyerlein, Eric Verheiden, Rod Walker, John Leeder and Randolph Smyth...

In addition to <u>Passchendaele</u>, yours truly also took responsibility for (at one time or another):

- § C.D.O. Offices (Canadian Diplomacy Organization): Ombudsman, Novice Project Director (French & English), Coordinator...
- § 35 issues of <u>Antwerp</u>, a sub-'zine carrying game results only...
- § 16 issues of <u>La Citadelle</u>, a French-Canadian 'zine with a circulation that never reached 20 due to the minuscule size of the francophone population active at that time in the hobby...
- § 3 issues of <u>Der Gross Der Militarisch</u>, another French-Canadian 'zine jointly produced with Pierre LaBrèche, who later killed the publication...
- § 5 issues of <u>The National</u>, a semi-annual house organ of C.D.O. Coordinator and Publisher, killed by Randolph Smyth when he succeeded me in the position...
- § 3 issues of <u>Bear Ghost</u>, a house organ of the C.D.O. Ombudsman with no fixed schedule for the purpose of publicly recording his decisions in arbitrating GM-player disputes; killed by Randy Smyth when he succeeded me in the position...
- § 5 issues of The Diplomacy Chronicle, another house organ of the C.D.O. Ombudsman published on no fixed schedule for the purpose of publishing discussions on topics of ethical relevance; also killed by Randolph Smyth when he succeeded me in the position...
- § 1 issue of <u>V'la le Bon Vent</u>, the house organ for the French Novice Project Director, massively produced on a one-time basis so that copies of the same edition could be forwarded ad <u>infinitum</u> ad <u>nauseum</u> in standard response to enquiries from Canadian novices of the francophone persuasion...

THE NEW, IMPROVED PASSCHENDAELE

Now that you've seen what <u>Passchendaele</u> was like, it's only fair to let you know what format improvements are planned for the resurrected version:

- § REPRODUCTION: previously the 'zine was printed by the ditto stencil method. Although from issue #25 onwards many of the bugs had been ironed out of the system, the 'zine was typically plagued by reproduction quality problems such as print-throughs, smudges, fade-outs, and wrinkled paper. This will never happen again, because the 'zine is switching to photocopying with the remote future possibility of switching to computer print-outs.
- § TYPING: the typing was generally good but not without its problems. I mean, I can type and I can spell... equal or better than anyone. But because of the nature of ditto stencils, neat corrections are next to impossible. was done on antiquated typewriters that produced crooked lines and poor characters like this. My texts often ran pretty close to the bottom of the page or right off the right hand margin. This will no longer occur, and need I tell you why? (Think big, thing SD300 Smith-Corona Electronic Memory Word Processor, a machine that you ought to know everything about and more after reading this issue.) This typewriter is so fantastic, it allows me to back up right to the middle of a text, take out a four letter word, and substitute another word for it of up to 6 characters, thanks to a half-space feature. And it has all kinds of other neat features that make both correction and presentation a breeze and a pleasure...
- § SIZE: do not expect monster issues. They are definitely a thing of the past. They had a definite effect on punctuality and took a lot of effort to produce. Unduly large issues are also a bit of a waste, I found, in that many people (most?) will not read through it all. What you can expect cut of a typical issue, from now on, will be a standard 10 pages, put out with clockwise punctuality and regularity. This will be a real pleaser to the players out there. Instead of larger issues, the editor will use smaller pitch letters, such as these, in order to cram more material in as the need and occasion arise. This will have the advantage of keeping my costs (especially postage!) down, as 15 or 12 pages can be made to fit into 10 'depending on the type of pitch I use. Even this issue is way too big, running at 11 pages. This means that, instead of doing it the old way and continuing on and on till I run out of material, I will simply postpone an article, The Battle of Passchendaele, 1918, that I planned to run this issue until later. To hell with it...

This formally concludes this 47th issue of <u>Passchendaele</u>. Døn/t førget tø send in fønt mønef!

François.

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SEND TO:

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