

February 23, 1979.

Pthisthdcgmptrbdfhjzxcblmpagtbaczkatzmbdtczkqgmbyacett
cozkrqchdflguocyacca...

Well guys, you better pay close attention to the above lines, as they pretty well resume the ordinary introductory page...Anyways, there's no need to repeat the ordinary stuff, as you know it all by heart from the previous issues, I'm sure...

Oh yeah. I'd better give the essential info if I don't want to get into trouble...My name is Francois Guerrier, and we live at Stanton Residence, Room 6038, University of Ottawa, Ottawa, Ont. K1N 9A7...I'm very lucky as we publish PASSCHENDAELE and am of great renown for all my ~~gods~~ prouesses...

Hear-guys-who-receive-this-zine-as-a-sample-copy: if you like PASSCHENDAELE, don't be shy and rush in \$\$\$\$. If you hate it, pass it on to your best enemy, and hope that he'll be sucked in and sub to this ~~first~~ masterpiece.

Headlines...

1. Note that Steve Berrigan's new postal code is K2C 2L4, but that the rest of his address remains the same.
2. The standby list presently includes Ron Killeen*, Jan Jensen, Bob Acheson*, Brian Johnston, Frank Maika, John Lipscomb, Ron Kelly, Craig A. Reges, Shaun Naus. If your name is immediately followed by an asterisk, this means that you have been asked to submit standby orders and that your name will be put at the end of the standby list if you become the player of record.
3. The All-GM game is stagnating. Only seven persons are interested: Randolph Sayth, Cal White, Richard Jarvinen, Brian Johnston, Bob Beardsley, Craig Reges, and Ron Kelly. You bunch of cowards! (And I'm talking to the other GMs, or former GMs) When are you gonna get up your royal asses and enter this game? Gamefee is only \$1.50, and playing in that game will permit you to say, in the future: "I was in 1979---", and will make you an estimated GM. (This made sense, I hope...Arg. forget it.)
4. There was lotsa response to my survey. However, I'll take my time in compiling the results and analyzing them. So you might not hear from them for a while...this will also give some time to those who didn't answer the survey yet. Hurry up!
5. I dunno if youse guys are interested, but I've got tons of things to do this week-end, namely playing football, listening to music, partying, and preparing for a mid-term. But it won't affect the quality of this zine ~~because it's pretty hard to go lower~~.
6. Dunkerque. Oh yes, to Dunkerque or not to Dunkerque, that is the dumb question. Well I guess it will be No Dunkerque for this issue yet. My list presently includes Steve Berrigan, Bob Acheson, John Lipscomb, Roy Norton, Robert Paquin and Dan MacLellan. Only one more person needed. If I missed anyone, please notify me right away. If you want your name to be on or off the list, tell me, man. Far out, ain't it?

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7. Richard Jarvinen has informed me that NON SEQUITUR will be late because he's moving. He'll be back in the hobby, as soon as possible. By the by, it's been a long time since I've last heard of the dream Richard had...remember? They wanted to unify the hobby house rules...what's going on?

8. New subbers' list:

- (1) Jim Benes, 417 S Stough St., Hinsdale, IL 60521, US.
- (2) Steve Colombo, 179 Marlborough Road, Thunder Bay, Ont. P7B 4G6.
- (3) Larry M. Pond, PO Box 11090, Oakland, CA 94611, US.
- (4) Barry Hickey, Apt. B, 679A St. Clair Ave. W., Toronto, Ont. M6C 1A7.
- (5) Tony Watson, 201 Minnesota St., Las Vegas, NEVADA 89107, US.
- (6) David Steele, 65 Grosvenor St. South, Box #855, Southampton, Ontario, NOH 2L0.

A young lion, shipped to a small city's zoo, felt quite superior to an old lion in the next cage who did nothing but loaf and lie around. "That's no way for a lion to act!" he thought, so he paced up and down, roared at visitors and clawed the bars of his cage. When the keeper threw a big hunk of steak to the old lion, but gave the new arrival only two bananas and a bag of peanuts, the young lion complained: "I don't get it. I work at being a lion, and look what happens. You lie there like a rug and get a full meal." "Young fellow", the old lion said, "this is a small town and a small zoo. The budget can't stand two lions. You're booked in here as a monkey."

MYTEAMWASSMEARED8-OJUSTACUPLEOFMINUTESAGO.THAT'SPRETTYDISAPPOINTINGIFYOASKME

Letters to the editor: Naasa...I just don't feel like printing some right now...maybe later. In any case, they'll all be printed in P 7.

You know what? I just feel like I should publish all the adjudications right now, and then know how much space will be exactly left for other things.

Agincourt is delayed, as well as 1977AE, since Randolph Smyth presented a rather stringent case in favour of it. The new deadline for both games is March 23, 1979. By the way, Agincourt will from now on be referred to as 1978Q. Take good notice, players.

Beda-Fonn will from now on be referred to as 1978R.

1978R ~~1978R~~ Fall: Austrian A Rum ret-Ser.

Winter 1901. The situation in the West could become confusing...
Austria (Robert Paquin): Builds A Bud, A Tri. Has A Vie, A Ser, F Gre.
England (Bob Acheson): Even. Has A Yor, F Nth, F Nwg.
France (Trevor Baillie): Builds A Par, F Bre. Has A Por, A Bur, F Spa(sc)
Germany (Shelley Foster): Builds A Mun. Has F Bel, A Kie, A Ruh.
Italy (Raymond Couture): Builds F Nap. Has F Tun, A Pie, A Ven.
Russia (Hugh R. Polley): Builds F StP(nc), A Mos. Has A War, A Rum,
F Sev, F Swe.
Turkey (James Clarke): Builds A Con. Has F Aeg, A Bul, A Ank.

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No Press. By the way, would Ron Killeen take over Austria and Bob Acheson take over Italy? Addresses can be found last issue. Deadline for Winter 1905/Spring 1906 is March 23, 1979.

SC Chart, Winter 1905.

Austria (Ron Killeen): ~~Yhd~~, Vie, Rom. Even, as one army was annihilated. (2)
France (Barry Hickey): Home, Spa, ~~Por~~, Bel, ~~Lxx~~. Builds 1. (6)
Germany (Jan Jensen): Home, Den, Hol, ~~Bel~~. Even, removes 1, depending on the retreats. (5) or builds 1,
Italy (Bob Acheson): Nap, Ven, Tri, Tun. Even. (4)
Russia (Trevor Baillie): Home, Swe, Nwy, Edi, Lon, Lpl, Bad, Rmd. Builds 1. (10)
Turkey (Dan MacLellan): Home, Gre, Bul, Ser, Rum. Builds 1. (7)

GM ~~should~~ comments: An RF alliance has clearly emerged. If it lasts, it's going to do wonders. In the south, Russia kept its guard up and didn't trust Turkey; but it was no use, as Turkey got Rumania anyway.

Germany clearly hoped for Russian support, and was caught ~~in~~ pants down when this help didn't materialize, and in fact, turned to be help against Germany. This cost him Belgium and Picardy.

In the future, if G and T work a little bit at it, we should see a battle between GT vs RF, with Italy probably supporting RF and Austria definitely on GT's side. The future will tell whether this prediction comes true or not, but I'm pretty sure it will come true.

RF have the lead right now, and GT will have a hard time stopping it. By the way, guys, tell me if you mind my comments. If only one of you does, I'll stop.

1977AJ will NOT be continued under my GMing, since Ralph Morton, Cecil Nurse, Geraðd Drews, Gary Lenius, and Robert Pryslak NWRed. It would be pretty ridiculous to nominate so many standbys. (And, in addition, Cal White sent in orders but resigned.) So I guess that pretty well makes it a concession to Trevor Baillie, as everyone else has defected: I don't know what the raters will say about that, but, according to me, Trevor, you're the winner. Congrats.

Cal White has written and told me to take the particulars from the last issues of ELECTRA GLIDE BLUE. So I guess I can print who's playing what in 1976A and 1977CX.

1976A (info taken from EGB#49) Bob Acheson (England), Randolph Smyth (Italy), Duane Skuce (France), and Franco Caux (Turkey). If I don't get moves from more than 2 persons by May 23, 1979, I'll drop the idea of taking over this game.

1976CX (info taken from EGB#18--if someone has a more recent alignment for this game, please send it to me and I'll print it down, and we'll take it from there. Otherwise, we'll have to stick to #18, and take the game from there.) Walter Blank, Kevin Adams, Bob Acheson, Ron Kelly, and Ron Killeen are the players for England, France, Germany, Italy and Russia respectively.

Here's the list of addresses for all these chaps:

Bob Acheson, c/o Echo Bay Mines, Port Radium, NWT XOE OXO
Randolph Smyth, Apt. 314, 275-3rd St. SE, Medicine Hat, Alta. T1A 0G4.
Duane Skuce, 3020 Keele St., #326, TORONTO, ONT.
Franco Caux, 209 Silverthorn Ave., Toronto, Ont. M6N 3K2.
Walter Blank, PO Box 84, Ontario, WI 54651, US.
Kevin Adams, 163 Howland Ave., Toronto, Ont. M5R 3B7.

Bob Acheson, c/o Echo Bay Mines, Port Radium, NWT XOE OXO.
 Ron Kelly, 6038 Richmond Highway, Apt. 314, Alexandria, VA 22303, US.
 Ron Killeen, Leonard Hall, Rm 324, Queen's University, Kingston, Ont.

By the way, if I don't get orders from at least two or three of 1976CX players, I'll simply drop the idea of taking-over the games. You see, it's absolutely ridiculous to re-start an orphan when well over 50% of its players are not interested in playing any more!

Concerning 1977AT--five persons have responded and shown deep interest in continuing the game in PASSCHENDAELE. However, (there's always a catch) Doug Hayward, publisher of ARRAKIS is also claiming the game, saying that many of the players already sub to ARRAKIS. My answer is: I PERSONNALLY HAVE NO OBJECTION TO SEE 1977AT TRANSFERRED TO ARRAKIS. So, if it's OK with the majority of you 1977AT players, the game will be transferred to Arrakis and will hopefully start next month. Let me know more on that before March 23, 1979, please. Note to David Steele, Steve Colombo, and Chris George: if you don't want to receive PASSCHENDAELE if 1977AT is transferred to ARRAKIS, please drop me a note about it. I'll refund the subs.

Replay of Foreknowledge #2.

Curtis has asked for this replay, because of his goof last season. OK. Just don't do that too often, Curt! By the way, the players should note that in seven-men games, if you make a goof, it's tough beads once the adjudications have been printed!

The Russian move A War-Rum (impossible) is changed to A Ukr-Rum. My A Rum is then dislodged; it retreats to Serbia. Then, Austria has Ser, not Rum, while Russia has Rum. Curtis, send in orders for Winter 1901.

Foreknowledge #1. Spring 02.

T.: A Bul-Ser; A Gre S A Bul-Ser; F Con-Aeg; F Ank-Con; F Smy-Eas.
 I.: F Lon-Adr; A Rom S A Ven; A Ven S GERMAN A Mun-Tro; (dislodged; ret-Pie, Apu, OTB)
 G.: A Mun-Tyr; A Kie-Hol; A Ber-Kie; A Den S A Ber-Kie; F Bel-Eng.
 R.: A Nwy-Fin; F STP(nc)-Nwy; F Swe-Ska; A War-Sil; A Gal-Bud; F Rum-Bul(nc); A Sev-Rum.
 .A: A Ser-Bud (dislodged; ret-Tri, OTB) A Tri-Ven; F Adr S A Tri-Ven;
 .E: F Nth-Hel; F Edi-Nth; F Eng H; A Hol H.
 .F: A Tus-Rom; A Bur-Mun; A Par-Bur; F Spais(nc)-Mes.

Humm...pretty gloomy if you ask me...let's go on to the chess games:
 The chess games between Randolph Smyth and Oded Klinger are delayed again due to failure to submit orders from R. Smyth. But let's not forget that Randolph has just moved and thus has reasons for not sending orders in. I'll give him a break and give him until March 23, 1979 to submit orders or tell me whether or not he's still interested. I hope he still is...

(a) Scotch chess #1: Curtis Gibson (White): B-B4, Q-R5, QxBP cm.
 Francois Guerrier (Black): Noooo!!! These moves don't give you a mate, Curtis. Did you forget I can move K-Q2? Now, I could move K-Q2, Q-K1, QxQ, QxB and take advantage of the situation...but I won't. You've got until March 23 to submit a new set of orders. This time, however, please take a look at the first moves and at the board before writing the orders...
Scotch chess #2: P-K4, P-Q4 is Curt's moves, as Black. Mine are (White): Q-N4, QxB, QxQ, check. Your turn, Curtis.
 NOTE TO RANDOLPH SMYTH: Don't forget to submit orders for the second chess game you're now playing against Oded.

Russian Campaign...

Robert finally sent orders in...let's proceed!

July 1941, Germany:

24thA/F16; 39thA/F16; 46thA/K13; 47thA/Z23; 57thA/N15; 5th/M17; 6th/M17;
7th/J18; 8th/L17; 9th/J18; 12th/T23 (RR); 13th/N18; 20th/N18; 42nd/L18;
43rd/J18; 53rd/O18; 3rd I/L20; 41stA/I12; 56thA/I13; 1st/F17; 2nd/F17;
10th/X; 26th/I15; 28th/DD23; 38th/DD23; 3rdA/U22; 14thA/Z22; 48thA/EE21;
52ndPZGREN/AA20; 49thMOON/X; 4th/W23; 17th/X; 29th/V23; 44th/V23;
HITLER/BB31; 1stMOON/Z22; 2nd R PZGREN/CC19; 4th R/Z23; CR/Y21; 11th/CC20;
30th/CC20; 54th/DD24; 2ndF/I11; 4thF/A11; 6thF/B9; SSPZGREN/T23 (RR);
40thA(CC24) (was taken in CC31); 27th/L20 (RR); 1st H PZGREN/T23.

July 1941, German attacks:

1. RC, 1st R MOON, 14thA, R 4th, 3rdA, STUKA vs. 26th, 12th.
Odds: 5-1; Die roll: 2, DR, treated as a DE.
2. 29th, 44th, 4th, 3rdA, STUKA vs. 5th, 6th (W22)
Odds: 5-1; Die roll: 6, DS.
3. 41stA, STUKA vs. 9th, 3rdA. Odds: 3-1; Die roll: 1, AR-K12.

AUGUST 1941, Germany:

24thA/D14; 39thA/D14; 46thA/M13; 47thA/X20; 57thA/N14; 5th/M15; 6th/N16;
7th/J16; 8th/L15; 9th/J16; 12th/V22; 13th/O16; 20th/O16; 42nd/E16;
43rd/J16; 53rd/N17; 3rd I/L20; HQ CENTRE/V20; 41stA/E13; 56thA/I13;
1st/G15; 2nd/G15; 26th/I13; 28th/EE21; 38th/EE21; HQ NORTH/K13; 3rdA/X20;
14thA/X19; 48thA/I12; 52nd PZGREN/AA19; 49thMOON/X; 4th/W21; 29th/W21;
44th/W21; 55th/X; HQ SOUTH/DD18; 1st R MOON/Z22; 2nd R PZGREN/DD18;
4th R/Z23; RC/Y21; 11th/CC18; 30th/DD19; 54th/DD24; 2nd F/A11; 4th F/A11;
6th F/B9; SS PZGREN/V20; 40thA/CC20; 27th/K18; 1st H PZGREN/V22;
27th/I14 (sea invasion--die roll: 2); 5th R/BB31.

August 1941, German attacks:

1. 1st SS PZGREN, 3rdA, 47thA, 14thA vs. "2" workers. Odds, 6-1;
Die roll: 4, DE.

July 1941, Russia:

reinforcements--20th/MOSCOW, 16th/KURSK.
replacements--9pts available, converted into: 12th/Q11, 12thA/Z14.
Railroad Movement--7thA/Z14; 3rdA/Z14; 23rd/Q10, Stalin/ARCHANGELSK,
21st/LENINGRAD.
1st impulse--6thA/KK19; 18th/CC14; 27th/CC14; 1st C/CC14;
20th/Q11; 19th/N10; 7th/LENINGRAD; 9thA/F11; 9th/F12; 10thA/F12.

August 1941, Russia:

24th/MOSCOW, 40th KURSK, 3rdA/KHARKOV, 7thA/KHARKOV, 12thA/KHARKOV.

That's it for JULY/AUGUST 1941. Next turn: SEPTEMBER/OCTOBER 1941.
Remember that the weather for this move will be: "Light Mud."

DOYOUREALIZETHATITOOKMEANENTIREAFTERNOONTOPREPARONLYTHIS3/4OFAPAGE????!!???

Chess column...

The Two-Knights Defense...(USA tournament--1857, Lichtenheim (W) vs. Morphy (B).

White	Black				
1. P-K4	P-K4	6. B-QN5	N-K5	13. Q-B4	BxB
2. N-KB3	N-QB3	7. NXP	B-Q2	14. P-KN3	Q-Q1 (:))
3. P-Q4	PxP	8. NxN	PxN	15. PxB	Q-Q8 c
4. B-QB4	N-B3	9. B-Q3	B-QB4	16. K-B2	Q-B6 c (:))
5. P-K5	P-Q4	10. BxN	Q-R5 (:))	17. K-N1	B-R6
(Much better than		11. Q-K2	PxB	18. QxQBP c	K-B1
retreating the N)		12. B-K3	B-KN5 (:))	19. QxR c	K-K2
					resigns

In this game, Morphy coordinated his knights, as well as his other pieces for that matter, so as to effectively block all the opponents attacks. This is shown even at the end, when Lichtenheim attacks desperately, hoping to have Morphy make a fatal error, without success. After seeing that his attack has failed miserably, and that he'll be check mated shortly, Lichtenheim resigns. This is another example of Morphy's mastery of chess strategy.

By the way, many of these openings can often be used when you play against friends, etc. For instance, the use of a relatively unknown opening will often puzzle your opponent and create a psychological atmosphere very favourable to youse guys.

FOLLOWING A MARKED ABSENCE OF INTEREST FROM EVERYONE? I'M STARTING TO SHRINK AND SHRINK THIS CHESS COLUMN... AND IT MAY DISAPPEAR ALTOGETHER IF NOBODY EXPRESSES INTEREST.....

For years the shideshow strong man had awed crowds by squeezing a lemon dry, then offering \$1000 to anybody who could get another drop out of it. Nobody paid much attention when a wispy little man in one audience challenged him.

The strong man squeezed the lemon until it was little more than a pulp, then handed it to the little man, who squeezed it and got almost a saucerful of juice. "Amazing!", the strong man conceded. "What kind of work do you do?". "I'm with the Internal Revenue Service," the little man replied.

Tata!!! The trivias START for GOOD!!! I just hope I won't forget anyone's answers...

Question 1, P#1: Who was the first Postmaster-General of Canada?

Answer: Eric Kierans. Noone had an answer for this question.

Question 2, P#1: Who was Governor-General of Canada from 1861-1869?

Answer: Monk. Robert Paquin had this right.

Question 3, P#1: Who commanded the German Afrika Korps from 1941-1943?

Answer: Marshal Ervin Rommel. John Kelley had this one right, and Robert Paquin as well.

Question 1, P#2: In what year was the American Constitution voted by the Congress? Answer: 1787.

Robert Paquin's: 1787. John Kelley's: 1776 or 1783 (not sure) ((1776--Declaration of Independence; 1783--Treaty of Versailles, by which the independence of the US was officially recognized by Britain. So both answers are unacceptable...))

Question 2, P#2: In what year was the Canada-American Treaty of Reciprocity signed? Answer: 1854. Nobody had this answer correct.

Question 3, P#2: Who commanded the US Vth Army in Italy? (during WWII)

Answer: There were two answers which would have been acceptable. During the campaign of Sicily, its commander was noone else but George S. Patton. However, he was relieved from his command (for slapping a sick soldier in the face and treating him as a coward) and replaced by Mark Clarke. John Kelley's: Mark Clark. ((accepted)) James Clarke's: Mark Clark--this was easy--my father served under him in 1944-1945. ((accepted.))

Question 4, P#2: Who commanded the German VIIIth Army at the battle of Tannenberg and at the battle of the Mazurian Lakes in 1914?

The correct answer is: the famous Hindenburg.

John Kelley's ~~James Clarke's~~: Ludendorff. ((Close, but not quite. Ludendorff was the immediate lieutenant of Hindenburg))

James Clarke's: Hindenburg. ((correct.))

Question #5, P#2: How many seats did John G. Diefenbaker have in 1956?

Noone answered this question. The answer is: 51.

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Please note that you can appeal to my answers--I'm far from perfect and can occasionally ~~make~~ ~~that~~ ~~divided~~ make errors.

Presently, the scores are as follows:

Robert Paquin is leading with 3 points; James Clarke and John Kelley are tie for second place with 2 points each. It's pretty close. Readers, please participate. What I'd love is to see a dozen persons or so participate!!!

Here's a series of new questions. Deadline to answer them is March 23, 1979.

1. In what year was the Conference of Charlottetown held?
2. What French President was nicknamed "The Tiger"?
3. Who were the Confederate and Union commanders at the Battle of Gettysburg? (Now, that's really easy!!!)

Flintlock II

(A Diplomacy variant designed by the famous John Leeder, reprinted by François Guerrier, with permission.)

This variant includes a special map of North America, which will be printed next issue if somebody shows interest of some kind...

1. This variant uses the rules of regular Diplomacy (1971 Rulebook) with changes and additions as noted below.

2. Powers: There are two European powers (France and England) and four Native powers (Algonkians, Wendat, Iroquois Confederacy, and the Ohio Tribes.)

Forces: European forces consist of Double Armies (: DA, regular troops) single armies (colonial militia) and fleets (equivalent in strength to a single army.) DAs may be built only in initially owned supply centres (in theory, conveyed from Europe.) while fleets and single armies may be built in any centre owned (provided it is unoccupied).

Native units combine the features of both fleets and armies (except that they do not convoy) and may occupy land and water spaces without distinction. Native units are designated by the name of the space they occupy. They may be built in any unoccupied centre the player owns. Native forces equal SAs in strength.

Initial Disposition of Forces:

EUROPEAN--France: DA Montréal, DA Québec, F Louisbourg. (Note that Louisbourg is not an initial supply centre, while Trois-Rivières, a centre, is unoccupied.)

England: DA Philadelphia, DA New York, F Boston. (European powers are deemed to have two off-board centres to support their DAs).

Native: Algonkians--Outaouais, Algonquin, Nipissing, Mississauga.

Wendat: Huron, Petun, Neutrals, Erie.

Iroquois: Mohawk, Seneca, Onondaga, Cayuga, Oneida.

Ohio Tribes: Miami, Shawnee, Mingo, Delaware.

3. Victory: Any power wins when it has a majority of the fighting strength on the board. (DAs being equivalent to two single units.)

In addition, a European and a Native power may share a "Joint Victory".

This occurs when the European power has a majority of the European forces on the board, and the Native power has a majority of the Native forces on the board, and both powers agree to share the victory. A Joint Victory is not equivalent to a two-way draw, and is not to be considered as inferior in any way to an individual victory.

4. Supply Centres: Native: Any land space is a supply centre for Native

powers. At the beginning of the game, Native powers "own" only those centres occupied by them.

European: At the beginning of the game, European powers have three onboard centres apiece, known as "initial centres". These are indicated on the map.

In order for any other space to become a supply centre for European powers, it must be "settled" by being under European occupation for a full game year (Spring-Fall, not Fall-Winter-Spring). It then becomes a supply centre.

Two supply centres are needed to support the build of a DA.

A European centre may change ownership between the European powers without losing its status as a supply centre. However, if it is occupied by a Native unit, that unit may "ravage" the province, in which case the space loses its status as a centre. A "ravage" order must name a specific space and accompany an order moving into, or holding in, that space. Initial centres may not be ravaged.

No European unit may spend the winter in an unsettled area unless the space contains a fort. If forced to do so, the unit is removed.

Some areas are "non-arable" and cannot be settled. Such areas are indicated on the map.

5. Forts: Some spaces (indicated on the map) contain forts initially. All forts are presumably held by a small garrison. In addition, European units may build a fort in any space. To do so, the unit must occupy the space for a full season (Winter included) and give a "Build fort" order. Such an order accompanies a hold order, but not a support order. (A DA may build a fort and support at the same time.)

If a unit attempting to build a fort is dislodged, the order fails.

Destroying forts: A European unit may destroy a fort whenever it occupies the space. A "Destroy fort" order must be given, and the timing of such an order is the same as a retreat. (i.e., takes place after the moves.) If the unit is dislodged, the order fails.

A Native unit may destroy a fort by occupying the space for two consecutive seasons (including Winter) and giving a "destroy fort" order. (i.e., the unit may move in in one season, and destroy the fort after the next.)

6. Water travel: Native units may occupy either land or water spaces, but may not enter North Atlantic or Mid-Atlantic. They may not spend the Winter in water spaces; any unit forced to do so is removed, and may not be replaced in the accompanying builds.

European fleets may enter Trois-Rivières via Québec, and thence move to Montréal. They may enter Hudson via New-York.

Fleets may be built in any coastal centre, including inland ones. They may move between Lakes Huron and Erie via Detroit, but may not move between Lakes Erie and Ontario, nor between Lake Ontario and Montreal.

Fleets may not spend the winter in any inland water space; if forced to do so, the unit is removed.

Fleets and native units may move between Michilimackinack and Mississauga, and between Michilimackinack and Pottawatomie, in a single season. Armies may not do so.

Boats: An army in a coastal space inland may become a fleet by building boats. (St.-Laurent and Golfe du St.-L. are not considered as inland waters.) The procedure for building boats is exactly equivalent to that for building forts.

An inland fleet may convert to an army any time it is in a land space. The boats may be abandoned or destroyed. A "Destroy Boats" order has the same timing as a retreat order, for both European and Native units.

Any unit coming upon abandoned boats may either destroy them, or take them for its own use. In such a case, an army's conversion to a fleet is automatic. (Again, the timing is the same as that for retreats.)

7. Smallpox: At the beginning of the game, each European power receives one "Smallpox factor" which is placed with an army of the player's choice. The smallpox factor then moves with the army. If the army is annihilated,

the factor is removed. Its location must be revealed to the GM but may be kept secret from the other players.

On any given season, the player may "activate" the smallpox factor. Any Native unit coming in contact with an activated smallpox factor is removed in the following retreat period. "Contact" includes attacking or being attacked by the European unit, or supporting such an action. If no contact is made, the factor is "deactivated" and may be reused later. Once the factor is successfully used, it is permanently deactivated. 8. The first gameyear is arbitrarily taken as 1650 A. D.

As said earlier, the maps will NOT be printed this issue. The reasons are: (1) there's no use to print them if nobody is interested or intrigued by this variant. I hope that somebody will be interested and ask for a printing of the map next issue before March 23, 1979. (2) printing of the map would probably take two pages, which are needed now for other purposes.

I know the variant is not "original". (It was invented by John Leeder, not me.) But, heck, I'm sure many of you haven't heard of it, or at least don't know how to play it. Now you do. If you want to play, all you have to do is ask me to print the map next ish.

I won't be GMing or printing a game of Flintlock II in PASSCHENDAELE mainly because it's John Leeder's idea. If you want to play, ask him. His address is: John Leeder, 2202 Broadview Rd NW, Calgary, Alta. R2N 3H8.

Stanton 6th.

You know, after a couple of days of deep thinking and meditation, my poor brain has finally figured out that maybe you guys don't know the interesting personalities of my floor; well, I decided (arbitrarily, unilaterally, etc...) I'm sure many of you can come up with big words like that... eh eh... I've spent 2 lines on something irrelevant--swell... that you're really missing something and that I should describe them to you.

I guess the person not to miss is the councillor of the floor. You know, if you meet a tall, skinny guy with a guile ear-to-ear, black hair, and nine toes, that's him... and you can't miss him--his face is like a battlefield, just like mine!

Anyway, that guy is paid by the direction downstairs just to be a watchdog--he's sort of a security guard, except that he's supposed to be friendly with everybody and all that. Oh yeah, one of his most important functions is to be the scapegoat of the whole floor. Ya see, we've played three practical jokes on our counsellor since last September... it's not because we hate him... oh no, on the contrary, we like him a lot. It's just that we want to take care of him, to show him that we like him, finally, it's just that we want to be sure that he'll appreciate the shorter and shorter moments of peace he'll get in-between every practical joke... believe you me, we're just as good a bunch of good guys as anyone else.

It all started at the beginning of the schoolyear. We just had to initiate the newcomers to life in residence... so the veterans figured that there, of course, would be nothing better than show the novices how to treat their counsellor half-decently.

Poor Rally: (That's the name of the counsellor.) We couldn't understand why, but he screamed everytime a girl came near him. We finally figured that the condition we had put him in might have been a factor. (We had tied him up to a chair, naked but for a pile of stickers (covering his upper legs) with the mention: Girls, don't be shy, take one!)

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You can imagine that the counsellor was a little annoyed for a couple of days after that experience...but we figured that we hadn't been too rough. after all, we paid for the stickers....

(to be continued 7/20/81/1/1000/1/1000
END/1000/END/FATHERS)

BY THE WAY, READERS, IN CASE YOU DIDN'T NOTICE--THIS HALF PAGE WAS MEANT TO BE HALF-DECENTLY HUMOROUS!!! PLEASE TELL ME IF IT WAS SHITTY OR SOMETHING... THAT WILL BE A FAVOR TO ME. AFTER ALL, IF IT'S SHITTY, I'M JUST MAKING A FOOL OF MYSELF, AND THAT'S THE LAST THING I'D WANT TO DO. // ENVI / VERRENDUNG / SINE LAST SEPTIMEN // ANYWAY, THAT'S ABOUT THE BEST I CAN DO AT TWO O'CLOCK IN THE MORNING... THAT'S TRUE! IT'S TWO O'CLOCK MONDAY MORNING AND I'M SITTING AT MY DESK, EXHAUSTED FROM PLAYING FOOTBALL, PARTYING, PUKING, AND WRITING THIS DOWN. BUT PASS SCHEDULE #6 WON'T BELATE, DON'T WORRY... I STILL HAVE UNTIL TEN O'CLOCK TO WRITE THREE MORE PAGES DOWN (AND I'VE ALREADY HANDWRITTEN THE MATERIAL...) , TO PRINT THE WHOLE THING, TO ADDRESS IT, TO STAMP IT, AND, FINALLY, TO MAIL IT.....

out! I dunno if I'm right or not, but I think this is the longest linear separator ever! Please, contradict me if I'm wrong, but the longest linear separator I have ever seen was three lines long...and this one is nine lines long. Well, readers, you should be satisfied! If you don't get quality stuff from me, at least you get quantity! (hi, hi)

Now, to the subject I have come to prefer since two or three months:

CDO/EDANA

Well, I've received comments from John Leeder and Craig A. Reges concerning my recent proposal to become CDO Coordinator. By the way, CDO stands for Canadian Diplomacy Organization.

Craig Reges seems to be mainly concerned about how much this initiative will take away from THE IDA/NA. My answer is: nothing, because it has already been taken away in the past...The CDO is the counterpart of the IDANA in Canada.

Personally, I'm more interested in the CDO up to now than in the IDANA for many reasons: (1) all the persons I've come in close contact with are a lot more active within CDO than the IDANA (except Cal White). So I guess it's a normal tendency for me to become more associated with CDO because it's the organization that helped me most, and (2) I have not received any answer from most of the grands vizirs of the IDANA. Cal White and Craig Reges are the only ones who have written, which I appreciate a lot. I understand that I will receive a sample copy of DIPLOMACY WORLD soon and that I'll hear from Jerry Jones soon. I hope so.

Anyway, from my contacts with John Leader, I understand that the position of CDO Coordinator will at least comprise the two following functions: 1: that of watchdog of all the officers (ie: if one of them defects, I assume the interim) and (2) coordinator of the French and English parts of the Canadian hobby. Other functions are still to be discussed, and, most of all, I am anticipating an answer from the other big noises of CDO, namely Randolph Smyth, Doug Hayward, and maybe Laurence Gillespie.

There's not much more to add for now. I'll keep you informed. Remember that if noone else claims the office, or that if Doug Ronson doesn't come back to life after a long coma, I'll be taking over the office as of March 23, 1979.

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And now, for the ~~little~~ "great" finale:

GETTING ALLIES AND WINNING A GAME

(François Guerrier, of course,
what do ya guys think???)

I know that many persons have expounded on this subject since as far ago as 1962-1970, but I just felt like I'd condense everything, add my own grain of salt, and write everything according to my own thinking and in my own words. (Despite all appearances, I am NOT a dunbo, I like to philosophize (is there such a word???) and to elaborate great theories...)

First of all, in order to get allies and to ultimately win, you must correspond frequently and extensively with everyone. This is quasi-essential if your ambition is to win, or even share victory. A person who doesn't correspond just won't get allies. You know, put yourself in your neighbor's skin: If he doesn't receive at least one letter per season, he'll likely develop a paranoia, and think you want to stab him. (It's logical--if you don't write to him, then it means you're not interested in him as an ally, and that therefore, almost by definition, you will stab him.)

Besides, there's a second disadvantage in not corresponding frequently with at least your allies: If you don't correspond frequently, you and your ally simply won't know what you can do to help each other. As a result, your alliance will be totally uncoordinated, and you'll have trouble beating up an opponent only half as strong as you...and your alliance might even be outright beaten by that single opponent if only one of you NMR once in a while. In any case, it will take your alliance so much time to get rid of that opponent that it is likely that another alliance will have plenty of time to prosper and to prepare a good attack on you. So, you must correspond frequently with at least your own allies.

After all, an enemy of yours may be convinced to become your ally, or at least might be talked into doing a mistake, if you write him frequently. Believe me, it's relatively easy to convince an enemy that it is in his own interest to do a certain move (relatively favourable to you), and, most important, a certain retreat or a certain removal. It is especially easy to convince a player A to do something favourable to you (player B) if he knows for sure you're allied to player C and that you formally promise him to terminate your alliance with player C if he does such and such thing. In any case, if your letter makes sense, it can't hurt you, and it's worth the 14 cents you're putting in it. (17 cents soon, by the by.) And a letter to your ally will only consolidate your alliance, and make it more coordinated, which is always essential.

Just by the way, if there seems to be nothing important to discuss in a particular season, just don't sit on your ass! Don't be afraid to bring matters that might become very important in future seasons.

This brings me to my next point--you must be logical and show a certain amount of continuity in your diplomacy with others. That's one of the reasons why it's handy to have a plan on how to conduct your campaigns for the whole game before actually starting playing it. If you have such a plan, then you'll know exactly what you want, and what you're going to do. Such a quality is likely to impress your allies, which is important. If your allies know you know what you want, and what to do, then they'll likely be more easy to convince...also, you'll acquire a reputation of reliability, which is also better than getting a reputation of being an impulsive player. Logic also plays an important part in getting allies. If you can prove (through the sheer use of logic) to your allies that you won't stab them

within the next year yet, then they'll be less afraid of your power and will be more willing to continue the alliance. It will even be better if, through the use of logic again, you prove them that it is not in their interest to terminate the alliance with you either. Let's say that Russia is on the way to the win, and that the two powers left (other than R) are France and Italy. As Italy, the logic: "To survive, I need you; to survive, you need me" will tend to work. Also, don't forget that just saying this isn't enough --you must also explain why they need you, and why you need them to convince them.

To be able to do this, you should know how to evaluate one's relative strength and intentions. The reason why stabs exist at all is that some people are poor judges of others' intentions and strengths. Let's say that Russia has sixteen centers, and that you have six. If you leave two of your border centers uncovered (and that these two centers are within grasp of the Russkies), then you're asking to be stabbed and you're a poor judge of intentions--Russia will likely go ahead and stab you for the win. If you know how to do this, then you'll seek the "right" allies, and it will proportionally be easier to convince them to be your allies. (Because if you're a good judge of intentions, and rightly guess that one's intention is NOT to stab you, then it'll be easy to get his alliance! That's self-evident, but many persons fail to see this.)

Other things that help you get allies is the content and format of your letters. Being flexible, polite, cold-blooded, friendly, etc. are all good qualities.

If you're inflexible, then your chances of getting allies diminish. To convince someone to become your ally, you must give him something and not keep everything for yourself. Usually, the way to get an ally is to offer him half the conquests the alliance will produce. For instance, if Germany wants England's alliance versus France, it's a good idea to offer her Bre., Spa., and Por. and even to promise her another centre if she wants it. Otherwise, she might just accept France's offer (in which, for instance, she'd be getting Hol, Kle, Den, and Ber!) and turn against you.

Politeness will also help. Rudeness, menaces, and insults will only further alienate an enemy, and will never give you friends. It's just that simple! If you insult someone you stabbed, then you might be sorry the next year when the stabbee just surrenders all its possessions to your rival or when you are stabbed by a bigger guy and would like a little bit of peace on that front...

At the beginning of a game, it's also important to be friendly with everyone. There's no hurry--you'll always have enemies soon enough. Let's say you, as England, plan to stab Russia in 1902. Well, that doesn't mean you have to get to words with Russia right away in 1901! It's better to sign a pact of non-aggression with Russia, and to respect its terms until you are ready. Then, if a surprise happens (eg. France stabs you), you won't have an hostile Russia just waiting to take over Norway! The ideal thing is to get an alliance with every power on the board in 1901.

Then, you'll have to be cold-blooded...don't be afraid to stab one of your weak neighbours if it's in your interest, even if you have a thousand treaties of non-aggression etc. with him. That's about the only way you'll win. On the other hand, you must watch not to get a reputation of being unreliable. That's why writing often (which tends to give you a reputation of reliability) and getting an ally against the stabbee that way, the stabbee won't get so much the feeling that you alone are unreliable...) can become important.

Finally, there are two other raw ingredients you might need to get allies and win a game: don't make unnecessary goofs, and strive to get everybody else against everybody else, and so have free hands and full

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liberty to do about anything you want.

I think it's self-evident that if you make unnecessary goofs about every season, you'll lose all the allies in the world. However, be reminded that a goof every once in a while won't hurt you if you know to get more advantages than inconveniences out of it. Remember my article: "Errors can pay?" It expounds fully on the issue, so refer back to it.

Now, to the last point: strive to get everybody else against everybody else. Here's a concrete example: let's say you're England. A good thing to do would be to get Germany against France, Italy against Austria, and Turkey against Russia, so that everybody will be busy making war to its neighbour and that you'll be able to stab everyone one by one at the propitious moments. However, be warned: First of all, don't feel bad if you can't accomplish that--it's pretty rare that it happens. Secondly, don't be too obvious about it--otherwise, that technique might just turn against you, and you'll find yourself with maybe as many as three opponents on your back! Finally, if you do attain this situation, don't assume that it will continue for long. It's very well known that situations can be reversed within a season in Diplomacy. So the rule of the thumb is to remain very cautious and to not become over-confident if you ever do achieve such a state of affairs. Keep in mind that the other players aren't fools.

Well, to conclude briefly, let me say that without allies, nobody can win a game, except perhaps when the six other players lose interest in the game, but that won't generally happen before 1905, and, without allies, I wouldn't count on surviving much longer than three gameyears....

So, until PASSCHENDAELE # 7.

FINE JIG-A-DOO!!!

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US.