

April 20, 1979.

PASSCHENDAELE is a magazine devoted to the play of regular postal Diplomacy games, and is currently owned and published by François Guerrier, Stanton Residence, 603B, University of Ottawa, Ottawa, Ontario, K1N 9A7. My phone number is 1-(613)-231-5400, but I really prefer that you use Canada Post instead of Ma Bell. To all subbers: please note my COA in the Headlines. In any case, I may be reached between 1800 and 1830, on Mondays, Tuesdays, Wednesdays, and Fridays, that is, until my COA comes in effect.

PASSCHENDAELE also deals with wargames, variants, and any other game that can be played by mail as long as the demand for them is sufficiently strong. PASSCHENDAELE may also discuss of various subjects, varying from historical trivia to chess.

For the dummies interested, Diplomacy was invented by Allan B. Calhamer and is now owned by Avalon-Hill Company. John Boardman was the first person who organized a postal Diplomacy game.

Postal Diplomacy games are always open to subscribers in my zine; games to start as soon as seven (7) persons have registered. Registration means payment of the gamefee (I'll talk about how much later) and a x(oops) continuous subscription to PASSCHENDAELE.

Readers should note that I have lowered my gamefee and subscription fees. The gamefee is now a lousy \$1.00 (a decrease of \$0.50) and subscription fees to PASSCHENDAELE are 4 (instead of 3) for \$1.00 (North America), or 3 (instead of 2) for \$1.00 (elsewhere); from this I will add 1¢ for each page over 10 pages, (when the zine has more than 10 pages) while I'll deduct 2¢ per page under 8 pages (when the zine has less than 8 pages). In addition, all issues published during even-numbered months (e.g. February or June) are given to subscribers.

To add to this ~~generosity~~ generosity, I'll pay \$2.00/page for Diplomacy-related articles (up from \$1.00), \$1.00/page for humour-related articles (up from \$0.50) and \$0.50/page for all other articles. The best press of the month produces \$0.50 credit to its author.

Please note that cheques should be made payable to François Guerrier, and that I won't take any responsibility for the loss of cash in the mail or for any other Post Office goofs.

Deadlines are every 28 days (no, I won't write "uh...make that every 4 weeks" this time) (ugh...forget that last phrase). This corresponds to the frequency of publication of PASSCHENDAELE. All subbers are strongly urged to join the standby list, which entitles them to take over positions which the original player has discontinued. All fees are given free to a player while he is fulfilling a standby position. The standby who completes his position also gets \$1.50 credit.

Headlines...

1. Most of this ish is being typed up before the deadline, so that I can mail it out before 10 a.m. Saturday. Besides, I have an important exam on Monday, so I figure if I get all this printed now, I'll just have the games to do on Friday, which will save me time to study.

2. As you read it in the introduction, I have lowered my gamefee

and subscription fees. I really want to cocubulate and increase my subbers list, and these measures should do it, although I'll probably end up by losing \$\$\$ if not enough people take advantage of this wonderful offer. So c'mon, all you ~~gals~~ readers! Get your friends to sub to this ~~gals~~ great piece of art.

3. This is headline #3.

4. Why did I just waste headline #3?

5. My nice electric typewriter busted on me (sob...). So if you're wondering why I'm not using the same typewriter, there's a good reason for that. To compensate, I've borrowed a pal's typewriter (but as you can see by all the mistakes, I still haven't got used to it.

6. Reinforcements:

- (a) Blair Cusack, 1620 42nd St. SW, Calgary, Alta. (Canada) T3C 1Z5.
- (b) Alvin Smolik, #207, 8708 106th St., Tower on the Hill Apts., Edmonton, Alta. (Canada) T6E 4J5.

7. I decided to be colourful in this ish, so I went and bought some different ditto-masters of different colours. Nothing like variety, ya know.

8. The 'tab' on this stupid machine (don't tell my friend I said that) doesn't work properly all of a sudden. I didn't realize it till Headline #3, and it's still annoying me, as you can see for yourself.

9. A third person has registered for my fifth regular Diplomacy game, Eylan. (By registering, I mean \$\$\$). He is Cecil Nurse. Hey Cecil, don't forget that I'll only be deducting \$1.00 for your gamefee.

10. The deadline for Dunkerque (Spring 1901) has been postponed till May 18th, 1979. Dan MacLellan and John Lipscomb asked if the deadline could be extended, and seeing that it's Spring 1901, I'll agree with them.

11. CCA's:

Erin Johnston, 342 2nd Avenue, Apt. 21, Prince George, B.C. (CODE???)

12. Now for the great news. Starting Tuesday, April 24th, 1979, I'll be back in, rip, you guessed it, Maxville, home of the famous Guerrier Clan. That'll be so adge after a year at University. My address will be: Francois Guerrier, c/o Leopold Guerrier, R.R.1, Maxville, Ontario, K0C-1T0. After this date, all orders, letters, aines, etc., should be sent to that address.

ACTUALLY, -I'M GONNASORTAMISSUNIVERSITY, AFTER ALL WE'VE HAD SOME FUN THIS YEAR.

The little girl who used to grasp a penny so firmly in one hand and press her nose against the glass at a candy counter now has grown up and can be seen with the same look on her face as she clutches a ten-dollar bill at a meat counter.

Russian Campaign...

Here it is at last, guys, the game you've all been waiting for. Well, I examined my situation more closely, and I guess there aint much hope for me. So as of now I'm officially surrendering (Argh!) my ~~glorious~~ glorious army to Robert. Congrats Robert for a well-deserved victory. You know, even with the weather for this move being "Light Mud" I didn't have a chance. Who knows when I'll fight this one over again -- oh well, that's life. (Argh!!!) (Why is it that I'm such a loser, anyway?!)?

IT HINK THAT I'LL TRY PLAYING AN EASIER GAME NEXT TIME BECAUSE I ABSOLUTELY HATE LOSING, ESPECIALLY TO A WEIRDOLIKE ROBERT.

Yessirree!! It's letters to the ~~editor~~ editor time again.

Dear Francois: I just thought I'd write a small account of my trip to Montreal last week. I've never been to Canada before, and it certainly was worth going. I stayed with some friends in what they called "Old Montreal" (whatever that means). Although I had some business to take care of, I managed to find time for a small tour (with my friends as guides) of that area of Montreal. What first caught my eye was when we were walking from the docks towards some museum. The street was paved just like in the old times, it was made of nothing but cobblestones. Boy, we sure could use some streets like that in Easton to replace some of our potholes. There were restaurants on both sides of the street and we stopped in for a beer at one of them. The waiter spoke French to me, even though I told him I didn't understand French, and even though I knew he also spoke English. Do you guys up there have a language problem? Anyway, to go on, what interested me most was the museum we visited. (Before getting there we passed some mother of a statue whose name I can't remember). Inside the museum, there were a lot of old relics, I gather from your history. What surprised me most were the portraits of former Montreal governors, some dating back as far back as the 17th century. I didn't know you people had a history that far back. Ours only goes back about 200 years or so.

Unfortunately, I could only go on that one tour. But sometime in the future I'll come back. I don't know if you want to print this or not, Francois, but I thought you might be interested in printing an American's impression of Canada. (signed: Allan Rowland.)

HIGH COMMAND

Please, don't hold back on articles just because you think I won't print them. I'll print just about anything as long as it is appropriate to this zine.

Correct me if I'm wrong, but this is the first ever account of a Yank's visit to our ~~great~~ great land ever in a dippy zine. It certainly is interesting to hear your comments, Al. Try to convince some of your Yank friends to come on up as well. They might like it too.

Oh yeah, to anybody that's thinking of coming to Southern Ontario, just give me a call at home (Maxville address) or send me a letter beforehand, and I'll arrange it so that we can meet. Try and give me some advance notice, I don't wantta be caught with my pants down!

Dear Francois: I want to pass on some words of encouragement to you for Passchendaele. I know it's important that a publisher gets some encouragement from time to time, so that he doesn't get discouraged and say, oh, I won't put an effort into this anymore because nobody's interested. I hope you never do that!

Your best effort so far has to be #6. I think it was the funniest yet, (I really like your sense of humour) and it sure gave me a lot of good laughs. I read it over more than the usual two times, it was so good. Keep up the great work!! (signed: Frank Canz.)

HIGH COMMAND

Humm...how should I answer this? Well, of course, I should thank Frank for his encouragement. Ya know, letters like this really make pubbing worthwhile.

Dear Francois: I don't want to sound like a nasty old blighter, just take this as constructive criticism.

It seems clear that you put a lot of effort into Passchendaele, and you should be commended for that. But in my most humble opinion, you destroy much of the entertainment value of your zine with "sick" jokes that aren't funny when you use them a second time, (I refer to your method of barring degrading words). Try to be less "funny", and you might just find that your zine will have a greater appeal for the more mature subscribers. (signed: Ralph Horton.)

HIGH COMMAND

Well, at least it's obvious that I believe in the freedom of speech, or I wouldn't have printed this piece of ~~shit~~ letter. I get the impression that you are trying to tell me something. I presume that by "more mature" you mean older and more experimented subscribers. Well, I try and make this zine enjoyable for subbers of all ages, so your point is appreciated. Anyway, I hope nobody thinks that I can't take criticism. The more comments I get on this zine, (positive and negative) the better I can make it.

BELIEVE IT OR NOT, I REALLY DON'T MIND LETTERS LIKE RALPH'S BECAUSE THEY HELP ME PRODUCE A BETTER QUALITY ZINE WHICH ALL SUBSCRIBERS CAN ENJOY.

A baby has a way of making a man out of his father and a boy out of his grandfather.

Chess column....

Last ish I stated that I would print a theory column this time. But I really don't feel like it right now, as it takes too much thinking. (In other words, I'm too lazy.) Instead, I'm gonna print a game which I found to be very interesting. Besides, I never got any comments on other theory columns, so I'm hoping some of you will do the game on your chess board and tell me what you think of it.

Let's proceed...

White	Black
1. P-K4	P-K4
2. N-QB3	P-K3
3. P-KN3	N-QB3
4. B-KN2	P-QR3
5. P-Q3	P-QN4
6. KN-K2	B-QN2
7. Castles	Q-QB2
8. P-KB4	P-KR4

White	Black
9. P-K3	P-KB3
10. P-KR3	P-Q3
11. Q-Q2	P-Q1
12. QR-K1	B-K2
13. B-K12	Q-QR4

Black has a bad position, and does not take the best course to improve it by such play as this.

	White	Black	White	Black	White	Black
14.	N-QH1	N-Q5	R-Q2 would, per-	35. R-RQ	P-KR7	
15.	N-QW3	Q-QW5	haps, have been	36. K-W2	R-KR7(ch)	
	This appears to		less injurious;	37. KxP	R-Q7	
	me very hazar-		but the best he	38. K-B3	R-Q4	
	dous and very		could do would	39. R-K5	RxR	
	useless.		have left him with	40. B-Q4		
16.	Q-Q1	NxN	an irreparable	Black resigns.		
17.	QRxN	Q-QR4	game.			
	Why the Queen		21. Q-Q2			
	marched up into		Threatening to			
	the adversary's		win the Queen at			
	game is difficult		a blow.			
	to understand. A					
	more hopeless ex-		21. K-B1			
	pedition could		22. R-QH1	Q-W3		
	hardly be imagined.		23. KR-K1	Q-B3		
18.	P-K5	RxR	24. N-K4	B-B4		
	The loss of a		25. Q-QR5	R-QH1		
	piece or the loss		26. P-QB4	BxN		
	of position		27. PxB	K-K2		
	equivalent thereto		28. QR-Q1	QR-Q1		
	was inevitable,		29. P-K5	P-KR5		
	play as he could		30. PxQNP	PxQNP		
19.	PxN	HxKRP	31. PxQP(ch)	RxP		
20.	PxR	KxP	32. RxR	QxR		
			33. Q-QR4(ch)	K-B3		
			34. QxQNP	QxQ		

This is a really interesting game, starting with the Sicilian opening that is used. Any comments, guys?

Let me see now.... Regular Chess and Scotch Chess will be delayed until next ish, because my room is too messy for me to find Smyth's and Gibson's orders, and I don't feel like cleaning it up (even though my roommate threatens to kill me if I don't.)

IF I DON'T GET SOME COMMENTS ABOUT THE CHESS GAME THAT IT TOOK SO LONG TO TYPE OUT, I AM GOING TO CLOSE DOWN THIS SECTION PERMANENTLY, AS NOBODY SEEMS TO BE INTERESTED ANYWAY. WHY THE HELL SHOULD I SPEND TIME ON ANYTHING THAT NOBODY CARES ABOUT?

Trivia...

I didn't have time to figure out all the answers for last ish's Trivia (not that I'm a dunno or anything) and so I'll leave the results for next ish. This way, it'll give a chance to the other guys to catch up to Robert Paquin. Anyways, here is another list of ~~the~~ challenging questions:

- (1) Who was the founder of the Social Credit Party of Alberta?
- (2) Who was the first President of the Northern Ontario Elevator Pool Co-operative?
- (3) Who was the winning admiral at the Battle of Trafalgar?
- (4) Who was the losing admiral at the Battle of Trafalgar?
- (5) What were the first and last names of the three Zulu chiefs that led the raids against the Boers in 1801?
- (6) Who was the leader of the Union of Soviet Socialist Republics in World War II?

I guess a few of these questions were a little tough, but I think they'll add a little value and respectability to my prize

It's been a few ishes since my last zine review, so I think I'll do one now...

ratings: 1 (bad) to 5 (great).

Canadian Zine Review.

ANNAKIS (Doug Hayward): Don't get me wrong, I like Dougy. But I really wish that he hadn't stolen those orphan games which I was supposed to take over as GM. His zine is OK, I guess, but he should try on a new letterhead, (like the one sometimes used in PASSCHENDAELE).

Rating: 3.5

BATOCHÉ (John Leader): Ya know, I've always believed that quantity and quality go hand in hand. And for those of you who receive BATOCHÉ, it's kinda measly, ain't it? (2 - 3 pages maximum). Oh... I don't think I'm gonna rate this rag very high, much has to be improved, especially his French.

Rating: 1.0

Le Caneleon a Binoculaire (CAB) (Pierre LaBrecque): Now here's a good zine. Usually around 14 - 15 pages or so, it's clear that Pierre puts a lot of effort into it. Good articles, very nice artwork, and a presentable style.

Rating: 4.8

LA CITADELLE (Yours truly-Francois Guerrier): If you guys think that PASSCHENDAELE is good, wait till you read this one. Even though you don't know le langue francsais, this zine is very entertaining, enlightening, and super-humorous. A good buy.

Rating: tateas 5.0

FOLSIFIE (Randolph Smyth): I said before that I think quality comes with quantity. It's sad to say, it hasn't happened here. Randolph tries to balloon his usually skimpy material into a dozen or so pages, but it never works. And his reproduction is just the shits. Good for lining the birdcage.

Rating: 1.5

RUNESTONE (John Leader): Ah...not too bad. Not enough material, but at least he doesn't try and balloon it. Usually about 4 - 5 pages. Lotsa variants.

Rating: good for a 2.5

Before y'all burn me in effigy, I just want to say that I thought it was time I expressed my honest opinions, rather than just BS'ing like everybody else does all the time. I'll only be too glad to bring your own responses and comments on this.

PLEASE DON'T THINK I'M TRYING TO BE NASTY. I THINK IT'S A LOT BETTER IF EVERYONE WRITES HIS OWNEST OPINIONS AND IF EVERYBODY DOES THAT, ALL THE PUBBERS CAN REALIZE WHAT THEY ARE DOING WRONG AND IMPROVE THEIR ZINES JUST LIKE I ALWAYS TRY TO DO.

I wasn't too worried when General Motors recalled my car--but now the Pope's cancelled my St. Christopher medal.

Stanton

Of course I wouldn't dream of letting my beloved readers go through more than one ish of this ~~zine~~ zine without bringing you up to date about what's going on here at Stanton. These events are very amusing, for anyone who loves good ~~shit~~ clean fun.

This time it was at a party for all pensioners like myself who live here. Ya see, we wanted to have this great big party before the final exam period, so we decided to all come in costumes and

bring as much booze as we could (without the direction downstairs discovering us!) The week before the bash, we all smuggled lots of booze into our rooms, and made costumes up for ourselves. Mine was a frog's costume (by the way, this had absolutely nothing to do with my francophone background!!) and I decorated it with brown and green stripes. The mask was something else -- it took me 4 hours to produce it. What a task!

Anyways, when the big night came, we were all prepared. Even Rolly, who still hasn't recovered from our great joke in February, was there, although he was still a bit sour. Heck, he had to be initiated, we told him, we couldn't just have let him escape like that! The party received a good start, we were all jovial (now there's a new word) and pretty soon, well, if ya know what I mean, we were plastered. (Bombed out, stoned, drunk, corked, etc.,--you get what I mean, eh?)

Now some of us just couldn't help thinking of our next practical joke. I mean, when you have a sense of humour like we do, how can you resist such a temptation? There's this one guy named Ronald who's got the worst habit of putting Playboy magazines in other pensioners' beds, just to bug them. So three of us at this wonderful party decided to achieve our revenge against him. We thought of two grand ideas that were acceptable, but because it had to be done rapidly we settled on going into poor Ronald's room, and completely ravaging it. The first thing we did was tear out all the tasty pages of his Playboy magazines, and after having a good look at them first, (whaddya mean--pervert. Don't you guys think I'm normal?!), we scattered them all over his room -- on the walls, in the bed, on the floor, on his desk, in his drawers, and even in the pantlegs of his pants which were hung in the drawers and closet. Finally, we scattered all his textbooks and notebooks all over, just to make sure that he noticed a difference when he went in there. After that, we calmly returned to the party room, and pretended nothing had happened, (but thinking all the time how Ronald would react to our masterful joke when he returned to his room.)

Well, you can just imagine how he reacted when he woke up with a terrible hangover the next morning and saw his ravaged room. (He was too plastered to notice it the night before.) The funniest part of it all was that he still doesn't know who done it (hee-hee!). All in all, it was a swell joke that was worth pulling off, although I figure he'll be awful made when he does find out whodunnit. Oh well, that's life.

YOUKNOW, YOU MIGHT THINK I'M A BIT CRAZY BUT YOU HAVE TO MAKE SOME FUN FOR YOURSELF IF YOU'RE IN RESIDENCE AT UNIVERSITY OR ELSE YOU GO CRAZY!!!

Tirades...

I didn't hear from John Kelley or Craig A. Reges about their tirades, so they'll have to wait till next ish if they want them published. C'mon guys, gimme an answer for Chrissake!

Curtis L. Gibson said he still wanted his published, so here goes...

Dip. is a game of balance -- a balance between spreading yourself out too thinly and being too highly concentrated; bal. of armies and fleets, bal. of power between nations. The ultimate bal. of each of these conflicting forces is determined by the nature of the game, and each player's position, strengths, and weaknesses, relative to the other players.

The same type of balance can be created concerning a player's

reputation. If a player never stabs an ally or potential opponent, he will be known as weak and ineffective. On the other hand, a pl. who continuously stabs and for fortuitous reasons, will be known as dangerous, unreliable, and will generally be ignored in alliance proposals.

Unfortunately, there is one such case at present, where a player is known by most for repeatedly stabbing for no apparent reason, breaking up alliances it were looking good and working out well for both players and in general being an unreliable sort, whom one should either avoid or immediately attack and do away with. This pl.'s name is Robert Acheson, and I am sure to most pls. who have had contact in Dip. with Robert Acheson know what I mean. What irks me, however, is that, in spite of the fact that he has "upset his balance" by such repeated and unnecessary stabs, he has suffered none of the usual consequences associated with the acquiring of such a reputation.

It's basically the main reason for this letter, which I hope you'll publish. Robert Acheson has spoiled and taken the fun out of too many games by unnecessarily stabbing, and I'm calling on all pls who presently have Dip-related contact with him to disassociate themselves from him and make life miserable for him until he cleans his act up.

HIGH COMMAND

I want to repeat that I don't necessarily share these views, (~~del/though/I/ob/serve/that/Acheson/a/an/asshole~~). Robert, you have the right to reply, and if you want to, you can. I have no comment to make on this tirade, except to ask those interested in writing writing and telling me whether they think I should allow such tirades to be printed. (I don't want this zine to be nothing but tirades, ya know!)

TODAY IS FRIDAY AND I HAVE JUST RETURNED FROM A COUPLE OF HOURS WITH MY GIRLFRIEND IN ORDER TO ADJUDICATE AND TYPE UP THE GAMES AND MAY REPRINT AN ARTICLE IF I FEEL LIKE IT. YOU SEE WHAT A SACRIFICE I MAKE TO PLEASE EVERYBODY!!

And wadda ya know --- the games!

1978Q (Agincourt) AUSTRIA LOOKS COOKED AS THE TURK GIVES THE OL' STAB!
Fall 1902. ENGLAND STILL CRIPPLED BY DUMB MOVES!

Austria (Oded Klinger): A Bud - Gal (poof!)(annihilated), A Vie S A Bud - Gal; F Gre - Ion; A Trk H (dislodged --- ret-Alb, OTB).
England (Richard Jarvinen): A Edi-Wal (oops - impossible!); F Lon S F Nth-Eng (no such order); F Nth H, unordered; F Nwy-Nat.
France (Robert Acheson): A Wal-Pic; F Eng C A Wal-Pic; F Bre S A Wal-Pic; A Spa H.
Germany (Randolph Smyth): F Den-Swe; F Bal S F Den-Swe; A Bal H; A Bur-Par; A Mun H.
Italy (Brian Johnston): F Ion-Adr; F Tur H, (unordered); A Ven-Tri; A Tyc S A Ven-Tri.
Russia (Jan Janssen): F Swe H (dislodged --- ret-Nor, Fin, Bot, Ska, OTB); A Stp-Liv; A Gal-Bud; A Ukr-Gal; F Rum H; A Sev S F Rum.
Turkey (Hugh Polley): A Ser S RUSSIAN A Gal-Bud; A Bul S F Aeg-Gre; F Aeg-Gre; F Con-Aeg.

Deadline for Winter 1902 is May 18, 1979. Aw, about my making

comments on this game, I didn't get any objections, so here goes:

I think Austria hasn't got much hope unless he breaks the three-on-one alliance by offering incentives or concessions. Looks good, even for Italy!!

Paris looks threatened too - France should make peace with England and combine against Germany. C'mon you guys, Randolph has won too many games already!

Press:

Constantinople-Rome: Hope to see you soon in Trieste.

Paris-Berlin: Randolph, you're a lousy GM, but you're an even lousier player.

SC Chart, 1902.

Austria (Oded Klinger): Vie, ~~Bel~~; ~~Tri~~, ~~Gre~~. 3 Wiped Out!!!

England (Richard Jarvinen): Home, Nwy. Even.

France (Robert Acheson): Bre, Mar, ~~Par~~, Por, Spa. Even.

Germany (Randolph Smyth): Home, Hol, Bel, Den, Swe, Par. Build 3!

Italy (Brian Johnston): Home, Tun, Tri. Build 1.

Russia (Jan Jenssen): Home, ~~Syl~~, Bud, Rum. Even.

Turkey (Hugh Polley): Home, Bud, Ser, Gre. Build 2.

1978R (Beda-Fomm)
Fall 1902.

LOOKS LIKE SHELLEY'S GETTIN' SCREWED! QUITE A FEW STANDOFFS IN OTHER PLACES!

Austria (Robert Paquin): Ret F Gre-Ion; F Ion-Eas; A Tri S A Ser; A Ser S A Bud-Rum; A Bud-Rum; A Gal S A Bud-Rum (dislodged--- ret - Sil, Boh, Vie, Bud, OTB).

England (Robert Acheson): A Yor-Nwy; F Nwg S A Yor-Nwy; F Nth C A Yor-Nwy.

France (Trevor Baillie): F Eng-Bel; A Bur-Ruh; A Par-Bar; A Por-Spa; F Spa(sc)*Mar.

Germany (Shelley Foster): A Mun-Bar; F Bel-Pic; A Den H; A Hol H.

Italy (Raymond Couture): A Pie-Mar; A Ven-Pie; F Tyn-Lyo; F Wes S F Tyn-Lyo.

Russia (Hugh Polley): A War-Gal; F Stp(nc)-Nwy; F Swe SF Stp(nc)-Nwy; F Bla-Ank; A Rum S A War-Gal (dislodged --- ret-Mrz Sev, OTB); A Ukr S A War-Gal.

Turkey (James Clarke): A Bul-Rum ; A Gre H; F Aeg-Ion; A Smy-Ank.

Deadline for Winter 1902 is May 18, 1979. Oh yea, I didn't get any beefs about the GM (that's me) makin' any comments. Except from Shelley, but wat-da heck, I feel like it anyways.

There's a big mess in the south --- I figure there'll be an alliance forming soon to pounce on the third guy. But I'm impartial, so I won't say who I think it'll be.

Up north, Germany'll have to come up with a good plan. It shouldn't be too hard, with England not going anywhere; I predict an English/German alliance in that theatre of war.

Press:

Moscow-Constantinople: You treacherous two-timer --- you deserve what you're getting!!

Ankara to World: I'll fight you off you b*st*rds!!! Turkey lives!!

HIGH COMMAND: Re those *. I don't think I'll accept press like that in the future. I try and run a respectable zine and I censure those who send me such foul words. Thought I'd let you guys know, though, being fair and all that...

SC Chart, 1902.

Austria (Robert Paquin): Home, Wt, Ser. Remove 1.
 England (Robert Acheson): Home. Even.
 France (Trevor Baillie): Home, Spa, Por, Bel. Build 1.
 Germany (Shelley Foster): Home, Hol, Den, 88%. Build 1.
 Italy (Raymond Couture): Home, Tun. Even.
 Russia (Hugh Polley): Home, Swe, Nat. Remove 1.
 Turkey (James Clarke): Home, Bul, Gre. Build 1.

Oops, you guys. I sorta forgot to indicate there was a Russian A Mos-Ukr last season, but since I can't let a little thing like that slow up the game, I figured I'd let it pass. I guess maybe Raymond'll, oh...what am I saying...I mean Robert'll be a little screwed by that, but anyways, sorry about that, guys.

1978S (crecy).

NOTHIN' MUCH GOING ON AS EVERYONE BUILDS!!!

Winter 1901:

Austria (Curtis Gibson): Builds A Vie. Has A Sil, A Ser, F Tri.
 England (John Lipscomb): Builds F Lon, F Edi. Has A Bel, F Eng, F Nwy.
 France (Robert Paquin): Builds A Mar. Has A Par, A Tus, F Por.
 Germany (Frank Haika): Builds A Ber, A Kie. Has A Mun, A Den, F Hol.
 Italy (Robert Acheson): Builds F Rom. Has A Ven, A Tyo, F Tun.
 Russia (Raymond Couture): Builds A Mos, A Stp. Has A War, A Rum, F Sev,
 F Swe.

Turkey (John Kelley): Builds A Smy, F Con, Has A Bul, A Gre, F Ank.

Deadline for Spring 1902 is May 18, 1979.

Yep, looks like no press this time...

1977AB. Spring 1906. CONFIDENCES STILL BETRAYED AS AUSTRIA SLEEPS.

Austria (Ron Killeen): NMR! A Vie H (dislodged--ret-Boh, OTB); A Rom H.
 France (Barry Hickey): A Par-Bar; A Pic S A Par-Bar; A Mar-Pie;
 A Bel S A Par-Bar (annihilated); F Bre H; F Por-Spa(sc).
 Germany (Jan Jensen): A Kie-Hol; A Ruh-Bel; F Nth S A Ruh-Bel;
 A Mun-Bar; A Tyo-Ven.
 Italy (Robert Acheson): F Nap-Rom; A Ven S F Nap-Rom; A Tri H;
 F Adr S A Tri.

Russias (Trevor Baillie): A Gal-Vie; A Bud S A Gal-Vie; A Ukr-Rum;
F Bla H (annihilated, poof!); F Sev S F Bla; A Mos-War;
A War-Sil; A Stp-Liv; A F Lpi-Liv; F Lon H; F Eng-Pic.
Turkey (Dan MacLellan): A Bul-Rum; A Ser S A Bul-Rum; A Rum-Sev;
F Con-Bla; F Ank S F Con-Bla; F Aeg-Ion.

Deadline for Fall 1906 is May 18, 1979. Omgod, I sorta goofed last Winter when I wrote F Bel in Germany's list of units. There aint one, 'cause, guess what? It retreated to Nth!

Finally, the variants...

Oh well, no Foreknowledge (#1 and #2) this ish! Curtis, do you surrender?!? If not, send in your orders - on time!!

I REALLY CAN 'T STAND PEOPLE WHO DON 'T SEND IN THEIR ORDERS ON TIME EVEN IF IT 'S ONLY
FOR KNOWLEDGE ORDERS. I 'D LIKE TO SIT ON THEIR FACES AND FART. PLOP PLOP PLOP PLOP,
OH WHAT A RELIEF IT IS!

FORMING ALLIANCES

(François Guerrier)

Not much has been written about forming alliances in this hobby of ours, so I'd like to express my own views on this topic. Maybe some of you can write something yourselves about it in the future (that way it won't look like I'm blabbing away on some boring shit-topic).

First of all, it's very important for a player to remember that a game is made up of both countries and individual persons. Your Diplomacy should be done according to both factors, as your position of influence in the game will be influenced by both factors. For instance, let's say your country is France. If you know that England is a real dumbo (~~like me~~) it would be much better for you to ally with Germany, especially if you know that he's a half-decent player. My own experience has shown me that the most reliable allies to have are those who are half-decent. (Maybe that's why I'm losing all my games? Ya know, you guys, I'm really not that much of a dumbo, just sometimes).

Secondly, it is important to distinguish between two types of alliances. The first one is a long-term alliance. In this type of alliance both players commit themselves to staying allies at least non-enemies until the end of the game, when, according to their alliance, they will share the final great victory together. (By the by, I call this a total alliance). For this type of alliance, it is best if the players are close to each other geographically. Then they can negotiate far more easier. As a partner in this alliance, you should always show absolute trust of the other player in your letters, so you can keep his confidence. Write often, even if there is nothing to say (just write any old BS then). A phone call might help too, especially if you think he's wavering a bit. You should exchange all information you receive with your ally; not only will this build up his trust in you, but it might help him tactically on the board. The division of territories conquered must be done fairly, it's best to avoid being unreasonable, as this may cause him to be tempted to become your enemy instead of staying in the alliance. Remember, a good ally is a once in a lifetime opportunity for fame in this crazy Dip world we live in.

The second type of alliance is a short-term alliance, which will benefit both players until one of them gives the ol' knife to the other player. The big trick in this alliance is to get as much as possible from the ~~stupid~~ ally until you are ready to launch an attack against him. A swell opportunity for this is when he becomes occupied with another country and is unprepared for your attack. Sometimes it might be possible to steal two or three centres in one sudden swoop, and believe me, that makes any stab worthwhile. But before you stab him, it is still important to keep him on your side. Write frequently in order to keep his confidence, and until the time you stab, don't give him any reason to suspect your real intentions. In your letters and your actions, be gentle, so you don't scare him into becoming your enemy. After all, the best time for him to become your enemy is when you want him to! Feed him false information, but not too much, or he'll realize you are merely setting a trap for him. This can be helpful in getting him to do a mistake against another country, just at the time that you're stabbing him, and can also make him decide to keep on being your ally for now, if you tell him that another country has written to you saying that he wants to stab him. That way, you can prepare yourself fully without the risk that he'll attack you first.

FORMING ALLIANCES
(Victory's Quarter)

PASSCHENDAELE #8, April 20th, 1979.

In short-term alliances, I think dumbos make better allies (suckers) than half-decent players, because dumbos will be less likely to realize that you are tricking them into doing things that they wouldn't do if they were smart.

Lemme say this in conclusion to this great and masterful essay (whaddya mean it stinks -- it's fabulous!) Your first task in forming alliances is to distinguish the dumbos from the smarties. To do this, you should have a file on every player you've had contact with (like I do, by the by) and this will help you enormously in this task. Then, if you're gonna have any chance of winning, you should make a lasting alliance with a smartie, and trick some sucker dumbo into a short-term alliance with you so you can stab him when you're ready.

Now that I've given all my Dip secrets away, maybe I should resign from all my games, especially seeing as I'm losing them all anyway.

Oof!! That's another ish done. Wow, 12 pages. And I still have time to drop these things off at the post-office tonight once I finish copying them off. As you've no doubt noticed, this ish is full of typing mistakes. Well, ya know, that's what happens when you use a typewriter that you're not used to! Hopefully I'll have my good one fixed by next ish, and then you can continue reading this wonderful work of art without no mistakes in it.

Oh yeah.... FINE JIG-A-DOO!!!

PASSCHENDAELE

c/o Tethausaurus presses.

c/o François Guerrier

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