

PELLUCIDAR

A Journal of Postal Diplomacy

Greetings from the Wolfslair, also known as DIRIGO PRESS, which now has the dubious honor of bringing you yet another zine in which games of postal Diplomacy* will be conducted. Or let run rampant, whichever you prefer. This is indeed PELLUCIDAR #1, with incorrect adjudications supplied by Tom Eller & Burt Labelle. Carried to you infallibly (whew) by the Uncle Sugar Postal Pipple. Subscriptions to this gem are 7/\$1 or 15/\$2, unless USPS does a no-no, which they probably will. Gamefees for all games are \$5. There is one, and only one, acceptable discount. Anyone who is a subscriber or trader to ANTARES may chop a whole 50¢. All heart, aren't I? Send the goodies to: Burt Labelle
146 Elm St.
Saco, Maine
04072
Tel. 282-5577
(collect calls not accepted)

The most outstanding feature about PELLUCIDAR, at least this first issue, is probaly the nifty title page & print thereon. I hope its reputation shall bear out the expensive cover.

I shall cover the info I must give out as it comes to mind.

(1) Game openings: Should the demand warrant, there will be a maximum of six (6) games opened in this zine. They shall be as follows:

Game 1- Regular, open (no prerequisites; can be novice or veteran player, etc.) 4-week deadlines GM-B. Labelle

Game 2- Same as 1, except GM-T. Eller

Game 3- Same as above, GM-B. Labelle

Game 4- Same as above, GM-T. Eller

Game 5- Same as above, GM-B. Labelle

Game 6- Youngstown Variant (adds Japan, China, and India), 10 players required. 4-week deadlines. GM-B. Labelle
The houserules will be sent after reception of gamefees and before the start of the game. PELLUCIDAR houserules will stem from those used in BRENWON and XENOGOGIC. Note please that there will be a house-rule which will cover the ownership of the game. This problem stems from the PEERYARA fiasco (Beshara-Peery), and from the recent XENOGOGIC fiasco (Peery-Roll). Note that while PELLUCIDAR endorses the IDA, it is not a member. Should mayhem result in a game or games, it will undoubtedly be the player, not the GM, who is removed. These small problems will be resolved, COMPLETELY, in the house-rules. *Nuff said.

It is a known fact that 4-week deadlines are, in general, the best to work with. I believe I saw a poll in one of Don Miller's zines once which showed 4-week deadlines more popular than 3-week deadlines by a fraction. 2-week deadlines, were, in general, not popular. There is only one zine in existance today to refute the above statements.
(cont. next page)

*Diplomacy is a registered trademark for our game, invented by Allan Calhamer, copyright by Games Research Inc, 48 Wareham St., Boston, MA, 02118. Available from those folks at \$8, postpaid.

Add to these the fact that I am a butcher of a typist (1 or 2 fingers), and we come up with a casual, hopefully enjoyable 4-week deadline for this zine.

There will be no politics (real or Diplomacy oriented) in this zine. In fact, after my latest editorial in ANTARES, there is a very good chance there will be no politics there, either. Which reminds me, if you didn't get 32 pages of printed material with this zine, then you are light one whole issue of ANTARES #4 (29 pages), and may I suggest you sub to it.

The deadline dates for games GM'd by Tom Eller will be 3-4 days less than mine, as he must get his adjudications in to me so the whole show can be run off. Remember this when you read the deadline dates in the various games (if you are in more than two, you could err by reading the wrong date).

Rod Walker, please note that PELLUCIDAR is alive and well, and that I will need 1-6 of the Boardman numbers from you.

PELLUCIDAR will trade with any and everyone. Please take note of this if you publish a zine about the same size as this one (each issue should run 4-10 pages) and if you are not presently trading with me for ANTARES. Also note that there are 3 or 4 people out there trading with ANTARES that are very sloppy in their trades. Have no fear, by next issue you will probably be removed. Who do I speak of? You can tell. If I am sending you about 10 pages of material to your one, and my zine is quarterly (ANT), then I am of the opinion that I am getting the shaft. Therefore, you will be asked to either trade for PELLUCIDAR, or you will be dropped. Or you could start meeting your trade agreements, and send me everything I'm supposed to get.

As pointed out by one person who asked the question, no, Tom Eller does not receive ANY trades in these arrangements. If I am presently not trading with you, I will try to attach a note to this to establish a trade. This will probably be my last effort for trades, as I'm getting 25 of the zines in existence, and would like to up it to 40.

Funny money will be returned if sent as a game fee. A money order or check is the best, safest, and most acceptable way to do it.

For those who are joining games, besides the money, submit a country preference list (1-7), a preference of the games on the previous page. Please state, if you are attempting to join Game #6, that if said game should not be filled, if you would be willing to enter a regular game instead, or have your money returned. Note that there is no extra discount for joining more than one game. To the powers that be: PELLUCIDAR has no intention at the moment, of taking over any orphaned games. This may not be true in the future, however.

Low Pulsipher please note that I may need a YV number from you.