



HULLO,
ANIMAL FREAKS!
I'M GLOMPHF, AND
THIS IS THE FIRST
ANNUAL WINTER
ISSUE. FIND A
WARM-UPPER.

Bleh. It feels like a Winter issue, too, because it's been raining in the City for a couple of weeks now, and some snow would almost be welcome. Anyway, time-wasters, welcome to PLATYPUS PIE, a Journal of Postal Diplomacy issuing from the high typewriter of the Crazy Dutchman. This is-

sue, we're going to follow Lennie la boy in his assault on failing GMs, scan a dull mailing list, perhaps sally into the ranks of the California orange freaks, and, if we happen to get around to it, chronicle the Winter adjustment seasons of Postal Diplomacy games 1971EH (The Winner's Game), 1972 AR (The Newcomer's Game), and 1972BT (The Open Game).

PLATYPUS PIE #14

COME ON IN! The dive'll do you some goof...er, good. Thrill as the C.D. wonders what will happen to the hobby...zzzzzzzz.

1972AR

WINTER HOLDS HIS LEAD, BUILDS AGAINST ITALY!
 ITALIAN FLEETS RISE LIKE PHANTOMS!!
 EAST-WEST CLASH SEEN SOON TO BLOODY
 EUROPE

WINTER 1903

Autumn 1903 Retreat: Tur A Bul R to Con.

AUSTRIA (O'Regan): Build Army Trieste.
 ENGLAND (Hendry): Remove Fleet Yorkshire.
 FRANCE (Winter): Build Fleet Marseilles.
 GERMANY (Hall): NO CHANGE.
 ITALY (Parsons): Build Fleets Rome and Naples.
 RUSSIA (Rocamora): Build Army St Petersburg.
 TURKEY (Remove): Williams A Armenia. (Heh--you guy's I get this).

 Positions for the start of Spring, 1904

AUS: A's Tri, Vie, Boh, Bud, Ser; F Bul(SC) (6).
 ENG: A Cly (1).
 FRA: A's Lon, Bel, Bur; F's NAT, Liv, Mid, Mar, Wes (8).
 GER: A's Kie, Ber, Den; F's Nth, Swe (5).
 ITA: A's Mun, Tyr; F's Rom, Nap, Tun, Smy (6).
 RUS: A's War, StP, Nwy, Ukr, Rum; F Sev (6).
 TUR: A Con; F Bla (2).

DEADLINE FOR SPRING 1904: NOON, MONDAY, NOVEMBER 6th, 1972.

PRESS:

GENEVA: New odds were quoted today on the International Monetary exchange, reflecting the alterations which have taken place since the last quotation: England's odds are now 500-1 against, and France holds at 4-1. Turkey drops to 20-1 in one fell swoop. Italy goes up a little to 5-1, and Germany goes down to 7-1. Russia and Austria hold at 5-1 against. When they conflict, odds will go through some shuffling, and France may even improve to 3-1 against.

---HOW CAN YOU BE IN TWO PLACES AT ONCE WHEN YOU'RE NOT ANYWHERE AT ALL?

Hiya, friends! Ralph Spoilsport, Ralph Spoilsport Motors, the world's new used and used new automobile dealership, Ralph Spoilsport Motors, here in the city of Emphysema. Lets just look at the extras on this fabulous car! Wire-wheel spoke fenders, two-way sneezethrough windvent, star-studded mudguards, sponge-coated edible steering column, chrome fender dents, and factory air-conditioned air from our fully factory-equipped factory. Its a beautiful car, friends, with doors to match! Birch's blacklist says this automobile was stolen, but for you, friends, the complete price, only two thousand five hundred dollars, in easy monthly payments of twenty-five dollars a week, twice a week, and never on Sundays. . . .

Come on Eller--just try to convince me that you understood all that! I still have a copy right here of this fully factory airconditioned book, manufactured right here in fully rain conditioned Sany Franciscoro. There IS a Frisco, by the way, but, dear Bob, its located between Dillon and Vail on US 6 in Colorado, and the junction of Colorado 9 where it heads off for Breckenridge.

At 520 Parker, our product's most important quality is quality. Unfortunately, Diplomacy magazines are not our product.

Turn to page four, automaton.

XIN LOY, JACKSON

The first seven copies of page two I ran off are upside down on the page. Sigh. That's what I get running through it this fast. None of the players will be affected, but unless I want to run both sides again, I have to use a few of the upside down copies. If you get one, smile, and have a toke for the soul of the Crazy Dutchman.

1972BT L I P S O N E D G E S O U T I N L E A D W I N T E R 1902
GERMAN LEADERSHIP CRISIS ARISES IN BERLIN

AUSTRIA (McCallum): Build Armies Budapest, Vienna.
ENGLAND (Osmanson): Build Fleet London.
FRANCE (Roamora): NO CHANGE.
GERMANY (Soong?): No Removal Received; A Hol R OTB, Remove F Helgoland.
ITALY (Key): NO CHANGE.
RUSSIA (Lipson): Build Army Warsaw.
TURKEY (LePire): Build Fleet Smyrna.

Positions for the start of Spring, 1903:

AUS: A's Tri, Vie, Bud, Ser; F Gre (5).
ENG: A Yor; F's Lon, Nth, Hol, Ska (5).
FRA: A's Bel, Bur, Spa; F's Lyo, Wes, NAF (6).
GER: A Mun; F's Kie, Ber (3).
ITA: A's Pie, Ven; F's Tun, Nap (4).
RUS: A's Den, Sil, War, Rum; F's Bal, Sev, Bla (7).
TUR: A's Bul, Con, Arm; F Smy (4).

DEADLINE: For Spring, 1903: MONDAY, NOON, NOVEMBER 6TH, 1972.

John Hendry, as the first stand-by for 1972BT, is called on to submit stand-by moves for Germany. I have tried to call on the phone number that Steve gave me, but nobody ever answers. On the other hand, Steve is a conscientious player, and his moves will probably arrive soon, albeit too late. This one week deadline caused no problems, unless you failed to submit a set of conditional Winter adjustments. Steve, please submit moves for the Spring. If not, John Hendry will take over play of Germany, though I do not expect that this will happen. If Steve calls sometime before this is mailed, he will be deemed to not have missed his move, and replacement orders will not be needed. If that is the case, I will check your copy here: []. If there is no mark, I still need replacement moves.

Amazing. There is no press here either. Winter is the time when I mind printing it least. That's life, brother.

WELL, I THINK THAT I'LL BE MAKING IT OUT OF HERE

Its 3:45 now, and I've already run off most of the magazine, which is only going to be eight pages this Winter issue. (I reserve that right on Winter issues, though all others will be either 10 or 12, as usual). So, me and my money are going to leave this page, with a couple of mottoes. First, from W.C. Fields, and the motto of every erstwhile Diplomacy player:

ANYTHING WORTH HAVING IS WORTH CHEATING TO GET!

Then, in reference to those of you who will be voting on the soon-to-be slaughtered Proposition 19 in California (the marijuana initiative):

YES ON 19 OR BUST! YES ON 19 OR BUST!

EARLY SCHOOL YEAR MAILING LIST--INCOMPLETE?

1. John Beshara; 155 W. 68th Street, #1021; NY, NY 10023 (C)
2. Doug Beyerlein; 3934 S.W. Southern; Seattle, WA 98136 (S-27)
3. Edi Birsan; 48-20 39th St.; Long Island City, NY 11104 (EH)(T)
4. John Boardman; 234 E. 19th St., Brooklyn, NY 11226 (T)
5. Paul Bond; PO Box 6477; College Station, TX 77840 (S-25)
6. Ken Borecki; PO Box 255; Rockville Centre, NY 11571 (T)
7. John Boyer; 117 Garland Drive, Carlise, PA 17013 (T)
8. Walter Buchanan; RR #3, Lebanon, IN 46052 (EG) (T) (Thats EH)
9. Randy Bytwerk; 1915 Maple, #107, Evanston, IL 60201 (EH)
10. Allan B. Calhamer; 501 N. Stone; La Grange Pk, IL 60525 (C)
11. Bruce Chin; 628 Melrose Drive, Salinas, CA 93901 (S-24)
12. Steve Cooper; 3073 S. Buchanan St., #B-2; Arlington, VA 22206 (T)
13. Tom Eller; 29 Winthrop St., Charleston, MA 02129 (S16)
14. James C. Hall; 1300 30th St, #B2-32; Boulder, CO 80302 (AR)
15. John Hendry; 17 Price Rd., Peabody, MA 01960 (AR) + 4
- ?16. David G. Johnson; 3603 Rainbow Pl., Nashville, TN 37204 (S-13)[?]
17. Jeff Key; 7918 Alpha Rd, #1153; Dallas, TX 75240 (BT)
18. Joel Klein; 170-14 130th Ave., Jamaica, NY 11434 (S-17)
19. John LePire; Rt. #1, Box 77C; Montrose, MN 55363 (BT)
20. Maj. Elliot Lipson; HDQS, USAMC; AMCRP-OIP; Washington, DC 20315
- #21. Lenard Lakofka; 4970 N. Marine Dr., #525, Chicago, IL 60640 (T)
22. James P. Massar; 127 N. Emmons St., Dannemora, NY 12929 (T)
23. John McCallum; PO Box 52, Ralston, Alberta, CANADA TOJ 2N0 (BT&T)
24. Don Miller; 12315 Judson Rd., Wheaton, MD 20906 (T)
25. Bro. Hugh O'Regan; St. Meinrad Archabbey, St. Meinrad, IN 47577 (AR)
26. William H. Osmanson; 1015 Union St., Morris, IL 60450 (BT)
27. Bill Parsons; 510 S. Park St., Steator, IL 61364 (AR)
28. Andy Phillips; 128 Oliver Street; Dale City, CA 94104 (T)
- *29. Lewis Pulsipher; 423 N. Main St, Bellevue, MI 49684 (T)
30. George Schels, Jr.; 9 Buffington Pl., Bronxville, NY 10708 (S-26)
31. Steven Soong; Box 2219, Johns Hopkins U., Baltimore, MD 21218 (BT)
- #32. Mike Rocanora; 1-5th Ave. Hotel; NY, NY 10003 (Apt 17A) (AR & BT)
33. Buddy Treticki; 11710 Coldstream Drive, Potomac, MD 20854 (EH)
- ?34. John R. Trtek; 215 S.E. 24th Ave., Hillsboro, OR 97123 (S-13)[?]
35. Arn Vagts; 2824 Verano Pl., Irvine, CA 92664 (EH)
36. Bob Van Andel; 749 Thomas Street, Grand Rapids, MI 49503 (T)
37. Eric Verheiden, Jr.; 3245 S.W. 185th; Aloha, OR 97005 (S-29)
- *38. Rod Walker; 4719 Felton St., San Diego, CA 92102 (T)
39. Bob Ward; 8665 Florin Rd, #176; Sacramento, CA 95828 (EH)
40. Greg Warden; 911 S. Farrugut St, #2; Philadelphia, PA (T)
41. Tom S. Williams; 1305 Smalley Ave., Muscatine, IA 52761 (AR)
42. Fred Winter, Jr; Alpha Delta Phi, Room 18; 640 N. Henry St, Madison, WI 53703 (AR) + 4

Those names noted with an # are merely out of order. Those marked with an * are receiving their last issue unless they start publishing again, or at least let me know what their desires are. Rod, you can receive PP gratis if you wish, but you must let me know. If you're not reading them, I may as well not send them. Codes: C = complimentary; T = Trade; EH, AR, & BT stand for players in 1971EH, 1972AR, and 1972BT respectively. Those two players marked with an ? seem to have allowed their subs to expire. The problem: I have received an unsigned \$ 2 from someone, and, I may simply have incorrectly registered their renewals, because it seems to me that I heard from David. Right? Wrong? If I don't hear from you gentlemen by #15 (three weeks) I shall drop you from the list.

NOW, THE RATINGS, I -- THE ARCHIVES PUBLISHER'S POLL

Walt managed to get the best reader response ever from publishers of Diplomacy magazines for his player poll, just reported in HOOSIER ARCHIVES #93, and reprinted below. This was the fourth poll, and 18 ballots were cast (mine was not among them--another example of how publishing a magazine means that you don't get around to anything else). According to Walt, four Michigan publishers voted almost identically for the first board, which may have affected the results to some extent. This is not to say, however, that they were incorrectly influenced. After all, polls aren't really that well analyzed yet, and we don't know exactly what influences a player to vote as he does anyway.

<u>TOP BOARD</u>			<u>SECOND BOARD</u>		
	<u>S</u>	<u>N</u>		<u>S</u>	<u>N</u>
1. Edi Birsan (6)	228	15	8. Walt Buchanan	90	11
2. Crazy Dutchman (2)	165	12	9. Bob Van Andel	68	4
3. John Smythe (1)	140	14	10. Gene Prosnitz	66	11
4. Doug Beyerlein (1)	126	12	11. Andy Phillips	61	10
5. Lew Pulsipher (4)	115	7	12. Paul Wood	60	4
6. Rod Walker	95	13	13. Len Lakofka	53	5
7. Tom Eller	94	10	13. Hal Naus	53	7

Players with over 20 points: Barents, Beshara, R. Brooks, Bytwerk, Koning, Van de Graff, von Metzke. Brooks, Bytwerk, and von Metzke were all very close to the second board. One thing I can't figure out is what happened to the other four first place votes. Walt?

Scoring in this poll is similar to the voting for football and basketball teams by the AP and UPI. 20 points for a first place vote (indicated in parentheses), with decreasing amounts for each lower vote. Walt is now starting his ~~fourth~~, er, fifth, poll. But, if you're a publisher, you already know that. If not, you have an opportunity to vote along exactly the same lines in Doug Beyerlein's player poll. While the next poll is still some way off, you probably can still vote by sending him a ballot listing 14 names, top to bottom numbered, at 3934 S.W. Southern, Seattle, WASHINGTON 98136.

IS IT TIME TO GET TOUGH? [Reprinted from HA #94] by Len Lakofka

The hobby of Postal Diplomacy has grown by leaps and bounds in the last few years. One need only look at the record of Boardman numbers (DF has been recently issued), to see the dramatic increase. What we had thought to be a bumper year in 1971, when 1971EK was reached, will likely be surpassed this year. This year has already seen duplication of the 1971 total of new publishers, with a couple months left to go. Circulation figures are at an all-time high; six magazines are now over 100 circulation.

But with the new growth, we have an old plague: poor gamesmastering. While there are other transgressions, the most serious breach of the gamesmaster's contract is excessive lateness, eventually lapsing into inactivity, and, more often than not, a handsome profit for the absent editor. The time is here for the Diplomacy Community to meet this problem head-on. [I LIKE that term. If everybody were stoned, who would notice the problem?]

Some help is available--an orphan game project helps abandoned games find a new publisher. But this can, at best, only begin to solve the problem. At worst, the whole system could break down if too many dropouts burdened the system. A system of sanctions should provide some assistance, because authority to publish with an official recommendation from

tion from some official body or another would greatly assist players in deciding which gamesmasters were reliable and which were not.

Second, the players in a game may complain to the Post Office Department, alleging that the errant gamesmaster has perpetrated a mail fraud. This rather extreme measure could only be followed, it seems to me, after adequate warnings had been given to the publisher in question. Either that publisher start the games again, or return the game fees, or legal action would be taken.

A final recourse is to strike out at stalled games through their gamesmaster, if he is playing in other magazines at the time. The GM could be removed from all possible games anyone who has been warned, but failed to respond. Why should such a person be allowed to continue play if they aren't willing to publish?

The hobby, however, is still very young. Perhaps we need a few more years of growth before we attempt to enact more rigorous rules. Your opinions on the subject are solicited.

(1) Should a sanctioning and/or recommending body be set up to monitor current gamesmasters and to report, biannually, on their findings?

(2) Should complaints of mail fraud be registered against excessively late or defunct publishers?

(3) Should the keepers of rating systems and gamesmasters be asked to remove from their rosters inactive publishers who have defaulted on their publishing commitments but still have active games as players?

As Lenard will no doubt notice, and maybe even someone else, I have edited some portions of his article. There was no pattern to it, but since I was in a hurry to get this off, I merely read his paragraph and then wrote it as I remembered it. The suggestions at the last are more or less verbatim. At any rate, when searching for some material, this happened upon my feeble eyes, so here we are.

Initially, my reaction is that Len's suggestion about waiting is probably the best. It is true that the hobby has grown dramatically, but that is not to say that it will continue to do so. Moreover, if it does (which I admit seems likely), and does so dramatically, we might want to swatch the progress, and observe its stopping place, before we do anything. The biggest problem we have right now is somehow managing to replace Rod Walker as statistician in the hobby. Beside that barrier, all else seems to pale. Conrad von Metzke is now assigning Boardman numbers, but nobody is publishing NUMENOR, although I understand that John McCallum might do so.

Beyond that, however, this is doubtless going to be a probelm, and Len is probably right when he suggests that, sooner or later, we will have to come to grips with GM default. Walt, commenting on Len's article, says that most players would not be willing to pay a professional rate for a game (\$30?), and I agree. Until the hobby transforms itself from a loosely-knit group of game freaks into something more closely aligned with chess organization, I don't see how we could get anyone to provide this sort of attack on defaulters. The best we can do now, I think, is to continue the sort of thing that Boardman's "Rip-Off Roll" does now, but on a slightly greater scale. Some years ago, John McCallum suggested a "Bond" system, in which all GMs would have their games guaranteed by another publisher, who would then take over. It was a good idea, and a sensible one, but it was never implemented. I remeber that John proposed the system, and Ed Halle (then publishing BROBDINGNAG) praised it widely, and announced that he had guarantors for all his games. Well, I was playing in three of them, and I didn't see very much happen when Ed defaulted. We lullled around for months, until Walker

saved us all, and ran the games himself until he could find them a new home; eventually with Bob Ward. Its my impression that when we have good ideas like this that don't even work, we are being too hopeful when we propose more painful measures.

So, I think that Len's first suggestion, or some modification of it, is a good one. Len has this thing for formal organizations, but maybe its the way to do it this time. If the IDA or anyone else can get some sort of "game-recommendations" going, that would probanly help. Until then, everyone of us that writes to new players should advise some degree of caution before they enter a game. Long time publishers are the best bet, though not infallible. Maybe they should subscribe to a few magazines first, look them over, play a replacem4ent position or two, and start slowly. I've been burned for over \$40 through Diplomacy defaulters though, and I waited for two years before entering play of a fair old Diplomacy game.

Thus, and second, I think that any group trying to solve this problem return to John McCallum's concept of Guarantors, expanded in Laurania #2 [how about a reprint in HOOSIER ARCHIVES, Walt?] and further commented on in BROBDINGNAG- 3, #98. (Parenthetically, I note perhaps cynically that the more things change the more they stay the same: those articles, in 1969, were complaining about the state of publishing then as compared to four or five years BEFORE then. Its true that we have more games dropped now (I Guess--does anyone have any stats?), but we also have more publishers to accept them. We need someone to devote a lot of time to the Orphan Game Bureau too).

Lenard's third comment might help, but I doubt it. There are probably some publishers that hang around in the games they are playing after they stop publishing, but not enough to make it a meaningful sort of sanction. The REAL problems are the ones who have massive committments, and drop from them all--like Gary Jones.

The reason I think that we shouldn't get more extreme is founded in my impression that force won't get someone to publish. Either they have to be cajoled into it, or they won't do it. Its not their JOB, after all, which is what Walt means when he asks if people are willing to pay the monetary price for professional gamesmastering. Since they really aren't getting paid up to cost, itseems to me that the best we can do is try to salve the impact of their work stoppage. Beyond that, I'm not sure theres a lot we can do.

Comments on Len's article can be sent here, where I would probably publish them, or to Lenard Lakofka, whose address may be found on the address listing on page five.

ONE WEEK DEADLINES ARE A DRAG! LETS WORK TOGETHER A BIT MORE

There are certainly advantages to a one week Winter deadline, because it speeds the game by about 25%, and keeps player interest. But when you people don't send in conditional Winter orders, things get rough. Trying to call all these people is one hell of a bummer, let me tell you. So, people, lets learn from this lesson, and do better with the next Winter. 1972BT players--you're the real culprits. Don't you read the magazine enough to know what changes are being planned?

Nevertheless, I label the experiment a success, and I think that things will get smoother as we progress into a second time around.

ON GUARANTORS--WHAT IS THE PLATYPUS PIE RULE?

I've shot off my mouth about McCallum's Guarantor concept [see above], so what am I going to do? This is particularly relevant, since PLATYPUS PIE may be unable to finish all its games, should they run on too long. All I can suggest is that you trust me, because I shall never keep a dime, nor abandon a game. Sometimes, I DO make an issue short, to save myself a little.