

Moan with the sensible as PP goes out of business! Watch with mute fascination as the Crazy Dutchman prints poems, nonsense, and a tribute to J.A. McC. Stifle yawns as you read a few sick jokes from the 70s. Smile inwardly as you note that there are no lawyer jokes in this issue. Bloat with smug satisfaction if you received this issue for free and entirely unsolicited. Squirm with disquiet if you actually advanced a worthy consideration in exchange for this rag, this foolishness, this...

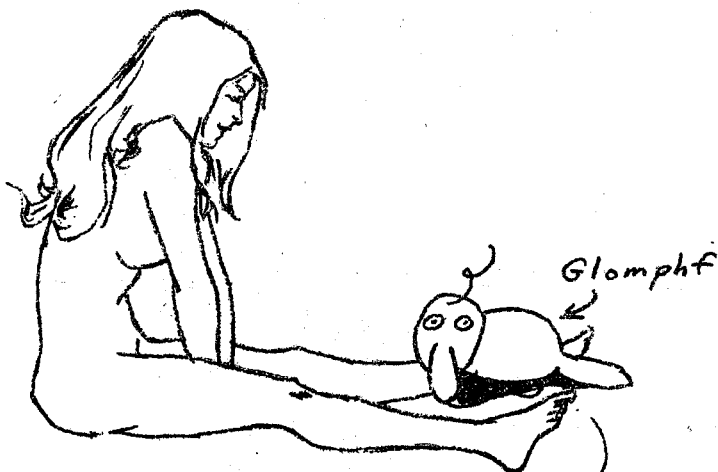
PLATY -

PUS

PIE

XXII

Yes, animal freaks, we are back once again, and this time its the very last regularly scheduled issue of the Journal of Postal Refuse--PLATYPUS PIE. This is the fourth straight year that methods of black magic have been employed to keep the three games together in sequence, so all games in this edition are WINTER seasons, just like it is in this damn rain today. Here it is, though, and you might just have the questionable judgement to open and feast your weary eyes upon dull topics such as the carnage currently carrying forth in three currently dull games of Postal Diplomacy: 1971EH (The Winner's Game, in Winter 1907), 1972AR (The Newcomer's Game, in Winter 1906), and the Open Game (1972 BT, in Winter 1905). If you're still interested at this juncture, you must be sicker than I thought. So, adjust your thumbs, and dive in. At least, you cannot be squished by a giant or-gane!



Hiya Kids.  
Annie and I are  
just playing a little  
game in memory of  
the last issue.  
DONT MIND US

(Almost the)  
FIRST DAY OF  
SPRING, 1973  
[ MARCH 19 ]

This is PLATYPUS PIE #22, the last regularly scheduled issue that you'll see, though there will be some more issues as time goes on. This issue may well be only six pages and the flyer from Lakofka because I just noticed that I am very short on ditto paper (how could it have run out already?). PP is a Journal of Postal Diplomacy, and has no games open now or ever at a game fee of \$21.

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REPLACEMENT ROSTER: 1972AR (1) Paul Bond (2) Jan Le Pire; 1972BT (1) Arn Vagts (2) Chris Hall.

THE ROSTER: COA: Buddy Tretick, P.O. Box 34046, Bethesda, MARYLAND 20034. No new additions since last issue. Buddy's phone--(301) 340-8438.

COSTS: No new subs after Mayday, 1973. Subs are six for a dollar, with no subs allowed for more than six issues. Now, on to the games, and then to the sad end of PP, destined to fade away in an issue substandard in length.

1971EH

BUCHANAN ONLY THREE SHORT WINTER 1907

WHAT DO THE FATES HOLD FOR US ALL--NEW YEAR?  
NEW STABS? NEW ANTAGONISMS? OLD DRIVEL?

AUSTRIA (Ward): Build Armies Vienna, Budapest; Fleet Trieste.  
ENGLAND (Buchanan): Build Army London; Fleet Liverpool.  
GERMANY (Birsan): Remove A Ruhr--out of game.  
ITALY (Vagts): Remove Army Piedmont, Fleet Western Mediterranean.  
RUSSIA (Bytwerk): Build Army Warsaw.

Positions for the Spring of 1908

AUS: A's Ber, Mun, Tyr, Ven, Vie, Bud, Ser, Gre; F's Tri, Ion (10)  
(one short in 1908).  
ENG: A's Lon, Wal, Nwy, Den, Hol, Bur, Gas; F's Liv, Eng, StP(SC),  
Kie, Mid, Mar, Lyo, Spa(SC) (15).  
ITA: F's Tyr, Nap, Tun (3).  
RUS: A's Mos, War, Liv, Pru; F Con (5).

PRESS:

ROME: "Ward, you are a schnook!"

Additional COA: Steve Cooper; 3507 Saylor Pl; Alexandria, VIRGINIA 22304. The newest edition of ARMADILLO arrived in today's mail, as a matter of fact, and it is superb! This magazine, the only one done by photo offset, has changed the format and eliminated the typewriter. All in all, I very much enjoyed it, and encourage this sort of development in Diplomacy magazines. I have missed the INTERNATIONAL ENQUIRER ever since it ceased, and the ORPHAN, together with ARMADILLO, are probably going to replace it in my estimation. Its a positive trend, and I'm overjoyed to see it. The more I think about it, the more I think that John Boyer was right when he told Ward, Warden, and myself not to be too pessimistic about the future of the hobby--some of the "old" school necessarily dies as the new competition comes in, intent on winning the games and little else, but there are still editors who cast their personality upon their magazines, and there probably always will be. All things considered, I think we have reason to be optimistic concerning the future existence of the hobby in general, and of interested and interesting participants in particular. Given that, I am not at all unhappy that some "lean and hungry" types have managed to infiltrate the hobby. After all, the game was designed to test a player's mettle in close-fought games, and we can't lose sight of that regardless of liking press releases.

1972AR

ROCAMORA ENTERS TIE FOR 1ST WINTER 1906  
 AS FRANCE AND RUSSIA EVEN AT NINE CENTERS--AUS/ITA FADE  
 HALL'S GERMANY STILL HOLDS THE KEY

AUSTRIA (O'Regan): Remove Army Piedmont.  
 FRANCE (Winter): No change.  
 GERMANY (Hall): Build Army Kiel.  
 ITALY (Parsons): Remove Fleet Smyrna.  
 RUSSIA (Rocamora): Build Army Moscow, Fleet St Petersburg-North Coast.  
 TURKEY (T.S. Williams): Build Army Ankara.

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 Positions for the start of Spring 1907

AUS: A Tri; F Gre (2).  
 FRA: A Bel, Bur, Mar, Gas; F's Lyo, Mid, Wes, NAF, Tun (9).  
 GER: A's Hol, Kie, Mun, Tyr, Vie; F's Den, Nth (7).  
 ITA: A Ven; F's Ion, Tyr, Tus (4).  
 RUS: A's Swe, Nwy, Mos, Boh, Bud, Ser, Rum; F Sev, StP(NC) (9).  
 TUR: A's Ank, Bul; F Bla (3).

There is no press. The deadline for Spring 1907 is NOON, MONDAY, APRIL 9TH, 1973. (The same deadline applies for all games, of course, even though I forgot to list one for 1971EH). Phone calls should be in on the previous evening. Bro. Hugh, please send in orders as soon as possible, because you are often hard to contact on the phone. Bill, its only fair that you send in written moves as soon as you can, just to insure that you don't forget. For reasons that we are both aware of, you are very difficult to call collect.

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 1972BT WINTER 1905  
 LIPSON HOLDS HIS LEAD !!!  
 AUSTRIAN FATE UNKNOWN--JOHN, WHERE IS THOU?  
 ITALY MAKES A FINAL PEACE WITH LIFE

AUSTRIA (McCallum): Builds Army Vienna.  
 ENGLAND (Osmanson): Build Fleet Edinburgh.  
 FRANCE (Rocamora): Build Army Paris.  
 ITALY (Hendry): Remove Fleet Apulia--Out of Game.  
 RUSSIA (Lipson): Build Army Warsaw.

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 Positions for the Start of Spring, 1906

AUS: A's Ruh, Mun, Tyr, Ven, Ser, Vie; F's Gre, Adr (8).  
 ENG: A Hol; F's Edi, Nth, Nrg, Nwy, Swe, Ska (7).  
 FRANCE: A's Bel, Bur, Par, Mar; F's Wes, Tun, Nap, Tyr (9). [+ A Tus].  
 RUS: A's War, StP, Den, Pru, Kum; F's Bla, Con, Smy, Bal, Fin (10).

SPECIAL NOTE: Last year, Austria was one unit below strength, and, therefore, should have been allowed to build one. I tried John again on the day of the deadline, again without success. However, since I DID announce that no Austrian builds were due, I called one of many local standbys and had him make a build consonant with John's apparent alliance structure. Deadline for Spring 1906 is NOON, MONDAY, APRIL 9TH, 1973/.

John, PLEASE either resign, so Vagts can take over, or play the position. I shall try, next time, on Sunday evening, the 8th. Please call me here at about 6 pm, Pacific Time, or be in when I call that evening. I do not mean to seem upset, and I am not; nevertheless, its only fair to the other players to have a hard-fought game. Even if you desire not to play it out, however, a resignation would be better than being dropped. If a resignation does come in, I will send notices to that effect via carbon copy to all players in 1972BT. Okay, John, over to you.

1972BT (Continued):

WHAT? STILL ANOTHER IMPORTANT NOTE: False alarm on that missing Austrian unit. No build is needed, because the eight unit is an army in Budapest that has been unordered for an entire game year. That is the sort of player error that I have the most trouble with, and I sometimes suspect that players use it as a (legit) technique to "hide" a unit. In any case, it makes no difference. Instead of building a unit, I was correct in holding that Austria is NO CHANGE, and they have an army in Budapest, not Vienna.

## CENTER CHART--1901 THROUGH 1905

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	
A	4*	5	7	8	8	Germany was played by Steven Soong; Jeff Key started play of Italy, and was dropped in Spring 1904, being replaced by John Hendry; Turkey was played by John Le Pire. All in all, a relatively stable game, but the only game in which a player has been dropped because of missing moves.
E	4	5	6	7	7	
F	6	6	7	8	9	
G	5	3	-			
I	4	4	3	1	-	
R	6	7	9	10	10	

A TRIBUTE TO JOHN McCALLUM--Douglas Beyerlein  
[Reprinted from Washington Reports # 4]

I would like to think that it is not true, but from all indications it appears that John McCallum has left the postal Diplomacy hobby. This is not only a severe loss from the field of rating systems but also to the whole hobby in general. John was regarded by everyone [and I second this] as always maintaining a sense of fair play, honesty, and non-partisanship in an era of the game when these qualities were almost unheard of. This fact was duly recorded for history when John was given the task of monitoring and checking the vote counts for the first IDA elections last year.

John McCallum has done far too much for the hobby for me to pretend that I can mention all of his accomplishments in this brief article. Therefore I am going to concentrate on his enormous contribution to the subject of rating systems.

John entered postal Diplomacy in the Spring of 1964 and a year and a half later took over the publication of BROBDINGNAG from Dick Schulz, the previous editor. When I entered the hobby in the late summer of 1966 I immediately began correspondence with John and subscribed to his zine. In September John published BROB #43 and the BROB rating system was born. The first rating list had the results of only eight games, but John Smythe was firmly in first place with 12 points with John Koning in second with nine. This was the beginning of an association with rating systems that has led to many great things.

The second BROB listing appeared in #45 and included games in progress which made it a more accurate rating system (time-wise at least) than any other rating system since invented. Once again Smythe headed the listing.

§ From 1966 to 1969 (when McCallum transferred ownership of BROBDINGNAG to Ed Halle) his zine was THE PLACE to discuss rating systems. I find, in fact, that these old editions are still good reading today.

In BROB #88 (September 1968) in reply to a letter from Allan Calhamer John invented the Calhamer Point Count Listing (CPCL). Walt Buchanan now runs that listing in HOOSIER ARCHIVES.

John's greatest contribution to the subject of rating systems was the Organisation de Diplomatie (ODD) rating system. It was first published in PFENNIG-HALBPENNIG # 4 in January of 1972. This is the advanced system to date, and it is my belief that it will someday be the official listing for all of organized Postal Diplomacy.

Thus, I hope that one thing will never be forgotten: above all, John A. McCallum has always been a great friend to all who knew him--this is his greatest contribution of all.

CLOSING TABULATIONS--A STABLE CIRCULATION

Quite early in my publishing venture, I determined that any attempt to increase circulation would have but two possible effects, which would occur in order: (1) I would overtax myself trying to get the magazine out, and, (2) That would result in a total collapse of the system, with my precipitate withdrawal from the hobby, a la Rod Walker, Gary Jones, and hosts of others far too numerous to be mentioned. In short, the only reason that I have made it this far is that I decided on a sub-fifty circulation, and trimmed the mailing list whenever I could to achieve it. The number of new arrivals seemed to correspond nicely with the publishers who stopped publishing, and the wise wise three people that let their subscriptions to the PIE run out. Not even a letter of disinterest or disgust. The listing below starts, obviously, with issue # 5, the first issue when I felt stable enough to publish a list. Soon thereafter, many additions and corrections starting running through, and everytime there were enough changes I started a new list. (The longest I could go between lists was four issues, because I needed to update the mailing list in a formal manner to be able to have some sort of idea about the accuracy of my mailing labels. Lew Pulsipher and I, for example, have mutually missed connections more often than I can count). The number of copies sent out follows:

# 5-38 copies

# 6--39 copies

# 7--40 copies

#10-43 copies

#14--43 copies

#18--39 copies

#21--43 copies

This suggests to me that keeping a circulation about where you want it is relatively simple. Many of the new publishers, and a good big portion of the others, appreciate large circulations. It is true that getting the "message" to large numbers is important when it comes to spreading the word about something, but that doesn't happen very often. There is merit to large circulations, of course, implicit in the fact that large numbers of people are willing to trade or pay to receive the magazine; shoddy products can't get that kind of attention for very long. As for FLATYPUS PIE, well, who cares? I never really set out to make this a "good" magazine. More than anything else, I wanted to offend people to the point of dispute, and I haven't even done a very good job of that--once or ten times maybe. Then too, I was curious to see what would come out. The PIE has emerged slowly, I think, but from time to time I enjoyed it very much. Perhaps now, on a limited schedule, I will be able to give the magazine more attention.

The killing factor, however, was not really disinterest, it was time. Somehow, the hobby of Diplomacy has always embarrassed me a little, and I will often date a girl for some time before I try (futilely) to explain what all those little maptacks are on those bulletin boards. She never looks at me the same again, its true, but the real penalty is paid elsewhere: I never have the nerve to ask anything or anyone to help me with the issues. I type, correct, run off, assemble, staple, address, and mail each and every issue, and I have for all issues that have ever come out. In effect, I have to shoot an entire day three times every seven weeks, and I don't have time for it. The total time always runs to more than one day, too, because I have to wait for things to dry before taking other steps. So, figure all afternoon/evening on either Sunday or Monday, with two more hours of labor on the day following, depending on whether I get the magazine out Monday or Tuesday. My desire to be prompt always costs too, but I have to do it that way--I'm so lazy that if I let one deadline slide by without immediate actions, I would probably delay for a month, then a year, and then out of existence.

Sometimes, inspite of my common sense, I got out PLATYPUS PIE when there were other tasks which I should have gotten out of the way. My work for the Law Review is almost finished. Had it not been for publishing a Diplomacy magazine, I would have been done for weeks. The games themselves have cost me over \$38 in phone calls that I didn't bother to make collect for any of a variety of reasons ranging from my good mood or generosity at the time in question to the fact that X player's Mother got violently upset at collect calls for a stupid game. That does NOT, mind you, include costs for calls which I make during the course of games in which I am playing, and when I totaled it up I was a little surprised.

All in all, though, I am pretty happy with things. I am going to continue the games as long as possible, and I hope to finish all three. What with the bar coming up, I can't really make any absolute promises about the last two (72AR & 72BT) but I shall work something out one way or the other. So, the games have proceeded somewhat in reasonable order, with almost no missed moves, only one dropped player, and one fuck-up in mailing/adjudication a few game years ago in 71EH. The games, in short, seem to be going along all right. More than that, however, I ENJOYED publishing the damned thing, though I'm hesitant to admit it. It was an experience, and something that I had always wanted to do before I semi-retired from Diplomacy--a task now in progress.

Its been an entertaining and fascinating 16 months for me, and on balance the brickbats from you were far outweighed (if 2 to 1 votes out of a total of 3 is much indication of esteem in a year and a half) by the gushing plaudits that I hardly could contain the tears of joy that veritably chafed to get running down my cheeks into the parched California soil. Ahem, I say, and almost forgotten, I issue an equally almost farewell (since there are at least three, and probably more, issues to go).

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PERSONAL FAVORITES

Personal favorites may be somewhat of a misnomer, because I actually like more magazines that I will be listing here. Instead, what you see below are an assortment of magazines that I would pay to receive (a naturally smaller sample than I currently have) should I entirely cease publication: (They are in no particular order)

HOOSIER ARCHIVES; COSTAGUANA; LIAISONS DANGEREUSES; IMPASSABLE; ARMADILLO; GRAUSTARK; ARENA; EN PASSANT; JASTRZAB (oops).

Not only are there others not mentioned above which are excellent but I don't want to receive in order to cut MY mailing list, but there are others which I regard highly but just haven't hit full stride yet. All in all, any publisher listed on my mailing list as a trade has my recommendation; otherwise they wouldn't be there, because I didn't carry any "dead weight."

FILLER MATERIAL

Q: Whats the difference between an Indian Reservation and the surface of the moon?

A: You can't sell blankets on the moon!

Q: Whats blind and goes crunch-crunch?

A: A ghetto kid eating paint chips!

Q: Whats the difference between mother's milk and Raid?

A: There's no DDT in Raid.

Q: What do you call a twelve-year-old junkie in Harlem?

A: "Old-Timer!"

[Stolen from National Lampoon]

WILL YOU GET THIS/? DOES ANYONE CARE?

I really don't know whether I have enough paper to run eight pages, but if you don't get this page, then you'll know that I didn't. Xin Loy, G.I., but that's the way it goes. The last page will be filled by the International Game Show flyer sent out by Len Lakofka. Now, if you have so far failed to hear of the Game Show, you are either a blind and deaf Diplomacy player, who might or might not play a mean pin-ball, or you have simply ignored all word, in which case you are probably so sane that you would have nothing whatsoever to do with Diplomacy in general, and this magazine in particular. Nevertheless, unless you are a publisher, you will doubtless get the flyer. I encourage your attendance, if its convenient, because maybe its nice to meet everyone once. Myself, I plan to spend that weekend in Chicago, which probably means that I will drop in for a few hours, paying at the door. I have a true desire to play in that 49 player Diplomacy tournament, exceeded only by my desire to flunk the Bar Exam the first 38 times. I think it was Walker last year who maintained that he didn't go to a Diplomacy convention to play Diplomacy. I'm all for that point of view.

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THE ORIGIN OF BASEBALL

[This issue, I am going to give you another Kenneth Patchen poem, but from a different collection. Instead of the Haunting mirror-world of Because It Is, we draw this time from Selected Poems; and, since this is the start of Spring, I thought you might be interested in how the National Sport got its start].

Someone had been walking in and out  
 Of the world without coming  
 To much decision about anything.  
 The sun seemed too hot most of the time.  
 There weren't enough birds around  
 And the hills had a silly look  
 When one got up on top of one.  
 The girls in heaven, however, thought  
 Nothing of asking to see his watch  
 Like you would want someone to tell  
 A joke--"Time," they'd say, "what's  
 That near--time?", laughing with the edges  
 Of their white mouths, like a flutter of paper  
 In a madhouse. And he'd stumble over  
 General Sherman or Elizabeth B.  
 Browning, muttering, "Can't you keep  
 Your big wings out of the aisle?" But down  
 Again, there'd be millions of people without  
 Enough to eat and men with guns just  
 Standing there shooting each other.

So, he wanted to throw something  
 And he picked up a baseball.

--Kenneth Patchen

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Q: How do you tell a Vietcong from a friendly Vietnamese?  
 A: The friendly one sells junk!

--coitus interruptus--



A CLOSING NOTE TO THOSE WHO MAY SEEK KNOWLEDGE:

# THE IMPATIENT EXPLORER

INVENTS  
A BOX IN WHICH  
ALL JOURNEYS  
MAY BE KEPT

