

NOW! In this, the very last issue of this foolish magazine ever, thrill with the mighty newts as the C.D. wades through some last minute torture for those who hate ratings, even more torture for those than think Kenneth Patchen is wierd, still more torture for those rare birds that appreciate good taste in their publications. For this, noble predators, is . . .

PLATYPUS

PIE

May
18,
1973

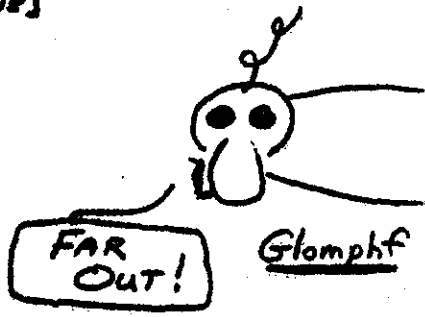
I've taken quite a while, but I've finally talked the Crazy Dutchman into getting out of all this nonsense. So live it up, kids, because this is the last issue of PLATYPUS ever.



Yes, my friends, this is the last issue ever. If you have money, you have probably already by now gotten around to reading all this. We ramble on for this time, but this time, spelling this out for you from correct to capitalistic. Eventually, we get around to the most sensible reasons for our existence, **Political Diplomacy Games**: 1972AR (The Winner's Game, in 3'09); 1972AR (The Newcomer's Game, in W'07); and 1972AR (The Open Game, in W'06). The country, in short, has been broken and the games will continue on a catch as catch can basis. Prepare yourself, light that joint and flip that Alka-Seltzer, and open the pages of the last edition of Glomph's own debauchery, **PLATYPUS PIE**.

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NUMBER
23

DON'T TAKE ANY
WOODEN PLATYPUS PIES



Yes, animal freaks, this is PLATYPUS PIE # 23, May 18, 1973. It is, also, the very last issue of same to be sent out to anyone other than players. Tch-tch. There isn't much subsidiary information in the letterhead this time, because we're folding everything up this time. Games cost \$26 each, but there are none open. Subscriptions are \$14 for three copies, but none of those are available either.

THE EDITOR: Brenton Ver Ploeg; 520 Parker Ave., # 202; San Francisco, CA 94118. Phone: (415) 668-9218. Feel free, AND HERE WE GO:

1971EH VAGTS STAYS LOYAL TO ALBION SPRING 1909
ELSEWHERE, AUSTRO-RUSSIAN TACTICS SUCCEED WELL!
BUT IS IT ENOUGH TO HOLD ON THE LINE?

AUSTRIA (Ward): A Vie-Boh; A Ven-Tyr; F Alb-Ion; A Apu-Ven; F Tri-Adr; A Bud-Gal; A Ber-Kie; A Mun S A Ber-Kie; A Ser-Tri; A Gre H.
ENGLAND (Buchanan): F StP(SC) H; F Bal-Ber; A Nwy S F StP; A Bur-Mun; A Kie S A Bur-Mun; A Ruh S A Bur-Mun; F Eng-Nth; A Pic-Bur; A Mar-Pie; A Pie-Tus; F Lyo S A Pie-Tus; F NAF-Tun; F Mid-NAF; F Tyr-Ion; F Wes U (H).
ITALY (Vagts): F Eas-Aeg; F Nap S F Rom; F Rom S ENG A Pie-Tus.
RUSSIA (Bytwerk): F Aeg S AUS F Alb-Ion; A Mos S A Liv; A Liv H; A Pru-Ber; A Sil S AUS A Mun.

There are no retreats. Deadline for Fall 1909 is NOON, THURSDAY, JUNE 7TH, 1973. That's a day less than three weeks, and you'll just have to concentrate on making it. Deadline for phone calls is the night before.

--- PRESS ---

AUSTRIA: Randy, I don't think this is going to work!

ROMA: The Pope today announced that "The AUSTRIANS will croak due to their own clumsiness, stupid strategic and tactical blunders, especially naval, and is not due to divine providence." The Pope then blessed the triumphant Italian navy.

ROMA II: BVP says (PP #22.69) the last g is silent in Ver Plew. Naturally, since there isn't even a "g" in it! No wonder BVP is called "crazy." The "last (???) g is silent."? What does that mean? Is there a g we've missed (but we wouldn't miss it even if it weren't there?) Does BVP have a secret "G string" that we don't know about? Are you saying that the last g is silent but the rest are noisy? [No, actually the first g is silent too, as is the last, and the rest are not pronounced]. And how can something that affects pronunciation be called "silent?" I say poo on BVP and his linguistic apology. Signed, Arnold Vagts (Vots, the g is silent).

SACRAMENTO TO LEBANON: Curse you, Hoosier barrister!

SAN FRANCISCO: Curse all barristers!

SCHNOOKS TO STABBERS: I could say that I am counting on the honor of the English, but anyway, my Mother calls me gullible, not stupid.

POEM: A 48 Year old burglar from San Diego

1972AR

TRIPLE ALLIANCE VS. RUSSIA WINTER 1907
TWO FLEETS NOW ON ROCAMORA'S SOUTHERN FLANK
GERMANY CONTINUES WITH FRENCH DEAL

- AUSTRIA (O'Regan): Remove A Albania.
- FRANCE (Winter): Build Fleet Brest.
- GERMANY (Hall): Build Army Berlin.
- ITALY (Parsons): Remove Fleet Ionian, Fleet Aegean.
- RUSSIA (Rocamora): Build Army Warsaw.
- TURKEY (T.S. Williams): Build Fleet Ankara.

Positions at start of Spring, 1908:

- AUS: F Gre (1).
- FRA: F's Bre, Nat, Tyr, Tun, NAF, Wes; A's Bur, Dan, Ven, Pie (10).
- GER: F's Nth, Bal; A's Bel, Bar, Sil, Vie, Tyr, Tri (8).
- ITA: F Nap; A Rom (2).
- RUS: F's Bie, Mry; A's Bul, Sar, Bud, Gal, War, Mos, Pin, Swe (10).
- TUR: F's Ank, Con; A Smy (3).

The deadline for Spring 1908 is **NOON, THURSDAY, JUNE 7TH, 1973**. I currently have Spring orders from Germany and France. Proxy moves, by the way, are permitted only when the authorizing player dates the proxy by IMK, in his **OWN HANDWRITING**. Any subsequent orders by that player obviously supercede the proxy, as does any statement of intent to withdraw the proxy. Otherwise, however, such moves are okay, if a bit inefficient. Actually, I prefer personal moves.

THE PLAYERS: Mike Rocamora is moving home. Effective May 30, his address becomes: 127 N. ... Ave., Haddonfield, NJ 08032. (609) 429-1642. Others?

1972AR

PLAYERS STILL SQUEALING THEIR FEEL ON THE DRAW VOICE WINTER 1906
LIPSON BUILDS ARMED MARCH AS OTHERS BREAK
A VAGTS NOW REFUSES THREE-ARM ALTERNATIVE
WHILE ASKING ENGLAND'S ELIMINATION

- AUSTRIA (Vagts): No change.
- ENGLAND (Gannoon): No change.
- FRANCE (Rocamora): No change.
- RUSSIA (Lipson): Build Army Moscow.

Positions for the start of Spring, 1907

- AUS: A's Ruh, Man, Boh, Tyr, Ven, Tri; F's Ahr, Gre (8).
- ENG: F's Bar, Bot, Nwy, Bie, Sen, Nol (6).
- FRA: A's Bel, Bar, Par, Mar, Mos; F's Tyr, Tun, Nap, Apu (9).
- RUS: A's Sve, StP, Liv, War, Bar, Sil; F's Kie, Agg, Ion, Eas, Fin(11)

The deadline for Spring 1907 is **NOON, THURSDAY, JUNE 7TH, 1973**. Arn Vagts, meanwhile, has changed his vote publicly, and now refuses to accept any draw larger than three-arms. Well, what else could you accept from a Southern Californian?

GO ON TO THE NEXT PAGE, BUT DO NOT GO PAST STOP.

WHY ARE YOU READING THIS? YOU WERE TOLD TO GO ON TO THE NEXT PAGE.

THE RATINGS -- I

ARCHIVES PUBLISHER'S POLL # 6 -- HOOSIER ARCHIVES

This is the current edition of the APP, a player poll conducted amongst members of the Diplomacy public who are either publishers or keepers of a rating list. This edition is from HOOSIER ARCHIVES # 111, April 7, 1973. A total of 10 ballots were submitted.

<u>TOP BOARD</u>			<u>S</u>	<u>N</u>	<u>SECOND BOARD</u>			<u>S</u>	<u>N</u>
1.	Crazy Dutchman (2)		117	7	8.	Mike Rocamora	41	5	
2.	Edi Birsan (3)		109	8	9.	Andy Phillips	38	6	
3.	Doug Beyerlein (1)		102	7	9.	Hal Naus	38	4	
4.	Tom Eller		70	8	9.	Conrad Metzke	38	4	
5.	Len Lakofka (1)		68	7	12.	Arnold Vagts	36	6	
6.	Walt Buchanan		66	8	12.	Randy Bytwerk	36	4	
7.	Gene Prosnitz		47	6	12.	John Smythe	36	4	

Both John Koning and Lew Pulsipher received over 30 points. In addition, Lew also had a first place vote. My position in this poll is another classic example of how the public can be deluded. Still another is Richard Nixon.

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date (April 26th) I haven't the slightest idea when I will finish this next issue (this one, that is) for publication. It will doubtless be the most rambling PLATYPUS PIE yet, which strikes me as singularly appropriate because it will be the last one. My previous plans were to publish at least two issues after this one, and perhaps more. In short, to develop PP into a gazette. Those plans are now, to quote our beloved President's press secretary, "inoperable." This sheet of ratted paper that you now clutch so faintly will be the last edition of this never great magazine.

Now; about costs. Deluding myself to the end, I continued to solicit subscriptions until a very late date. Moreover (you can strike out that extra "e" if you want, but I think it has class), I even got some. This means that I owe several people some money, and that trades will have to be cancelled, because to continue free receipt of other magazines would be a palpable fraud. Thus, trades for PP are hereby formally discontinued.

Subscriptions, as I say, are a different matter. Later in this issue, I will compile a list of moneys owed to various subscribers. Very hopefully, that amount will be included within the various mailings, probably in stamps. "Love" eight-centers, if the post office still carries them.

The games are another matter, and are perhaps more important. Earlier this week, I had intended to find a substitute gamesmaster and blow off the whole thing. That mood has now passed, but I still will not be able to do a detailed job. Therefore, a VOTE OF THE PLAYERS IS REQUIRED. The options are, (a) to continue to have me publish the games, with the understanding that the schedule will be erratic, and not the former regular three weeks, or (b) that I have the games, cumulatively or singly, taken over by a competent gamesmaster. Majority vote of the players in EACH game will control. Actually, this vote will probably be in by the time this edition hits the "streets," but now you know how it started. See the next page for the thrilling conclusion.

A DEFEAT FOR THE PLAYERS--C.D. KEEPS GAMES

There have, as of this date (May 17th) been no votes contrary to my continuing with the games. There have, however, been several abstentions which are of the no comment whatsoever variety. It has always been my contention that the majority of players would give almost any request, so I am going to let the current 5 votes, together with one ambivalent statement, constitute a majority. At any time that the players become disenchanted, however, a simple majority will suffice to cause me to transfer the games to a gamesmaster more in favor amongst the players.

So. Here's our status, players: CHECK VERY CAREFULLY FOR THE DEADLINES OVER THIS SUMMER AND INTO NEXT FALL, BECAUSE THEY WILL ALMOST CERTAINLY NOT BE STABLE. They may vary, as a matter of fact, from two weeks for a Winter deadline once in a while to maybe a little more than a month during the time that the Bar Exam is peering over my shoulder. By and large, games will not have deadlines measurable in strict week delineations, and will more often consist of a number of days which is not divisible by seven. This will cause some confusion, no doubt, unless you all check the deadlines very carefully, so I hope we stay together.

Finally, the games may run separately in some cases, though that will usually cause more work. Games will continue to be dittoed until I sell my machine, perhaps to Doug Beyerlein, sometime before the end of the Summer. Thereafter, and perhaps sometimes before, the games may be xeroxed. Bear with. During early August, when I am in Colorado, I expect to have no deadlines. If I do, the results will be done in carbon copy on the manual typewriter that I have out there, and be sent out from there.

Again--PAY ATTENTION, and we'll all do fine. Now, for some more comment on what I AM doing, we turn to:

YA DON'T NEED A WEATHERMAN TO TELL YOU WHERE THE DUTCHMANS GOING

Well, what with all the confusion that I have spread about, I think its about time to explain in general terms what my Summer will be like, and what I will be doing next year. This Summer, I will be going to a class reunion in Iowa on the 16th of June, and be back here soon thereafter. The California Bar Exam, the hardest in the country if the 52% pass rate is to be believed--will be given this year on the 24th through the 26th of July. I will relax here for a few days, stoned all the time, until very early August, at which time I will fly to Colorado for a couple weeks to stay at the cabin in Breckenridge and do some hiking, etc. A week at Vail, where I worked before going to law school, and back here to pack late in August.

I will then be driving to Florida, complete with all I can carry, in order to arrive sometime in September. I have a job as a trial attorney at a 30 member Miami law firm next year, and will stay either briefly or considerably depending on how it works out. Then I also have to take the Florida Bar Exam, hopefully in October but perhaps as late as February.

Its a major decision to move across the country, and particularly away from the greatest city in the United States bar none, with the possible close race from Boston. As the year progressed, however, it became more clear that the sort of work that I wanted--courtroom work--simply was not to be had in San Francisco without a period of lengthy apprenticeship which I simply could not take. Miami, a much younger city as far as the legal profession goes, is considerably more open in that regard. At any rate, I'd like to at least start things off with some good courtroom experience, and thats the plan. Miami, here I comes.

T H E R A T I N G S -- I ITHE ODD SYSTEM AND SOME ASSORTED COMMENTARY

The O.D.D. (Organisation de Diplomatie) Rating List was originally developed by John McCallum, but is now being kept by Doug Beyerlein in WASHINGTON REPORTS. This edition, the first by Doug and the first ODD in almost a year, is from WR # 5, published April 15, 1973. I am recording the top forty from Doug's list, though he includes the top sixty. The parenthetical number which sometimes appears behind a player's name indicates their highest score ever achieved; a sort of "high-water mark." Others are at theirs now.

1.	1404	Crazy Dutchman	21.	Len Lakofka	987 (1107)
2.	1324	Charles Turner	22.	968	Lee Childs (1064)
3.	1278	Tom Eller	23.	960	Gnen Prosnitz (1101)
4.	1255	Doug Beyerlein (1307)	24.	959	Arnold Vagts
5.	1210	Peter Rosamalia	25.	948	Bill Beyerlein
6.	1205	John Beshara	26.	947	Eduard Halle
7.	1140	Ted Holcombe	27.	940	Don Miller (1040)
8.	1116	Walt Buchanan	28.	940	John Shutelock
9.	1111	Low Pulsipher (1172)	29.	936	George Inzer
10.	1089	Randy Bytwerk	30.	934	Bruce Kindig
11.	1082	Jeff Power	31.	930	Sam Nierenburg
12.	1076	Red Walker (1238)	32.	925	Robert Rosenfield
13.	1069	Mike Rocamora	33.	925	Jeff Wolfe
14.	1041	John Koning (1172)	34.	919	Kurt Krey
15.	1012	Dick Miller	35.	915	Banks Mebane
16.	1012	Andy Phillips (1137)	36.	909	Edi Birsan (1188)
17.	1008	David Johnston	37.	906	Sharon Bier
18.	1004	Jerry Fournelle (1120)	38.	905	Paul Wood
19.	1002	Mehran Thompson (1031)	39.	902	John Smythe (1174)
20.	997	George Lowrance	40.	902	Bob Strayer

Lowrance

This rating list is patterned after that of the International (7) Chess Federation, and really is just the best there is as far as current rating lists go. Its various characteristics follow:

1. It is a "win-only" system. That is, if you are 2d you may as well have been eliminated right away. All players lose to the winner or those drawing.

2. It is a "zero-sum" system. The winner gains points directly inverse to the sum of those lost by his opponents.

3. Replacement players virtually play for free. Original players are debited for all results other than a win or draw, but since replacement players get credit for those and nothing else, nobody could ever go below 600 points (the entry point) if they played exclusively in replacement positions.

4. The system has a limited memory. This is a very important element of the method, because it means that early games do not materially affect a player's position. I don't know exactly, but I would guess off-hand that it carries back from four to ten games, depending entirely on the position. Recent performances determine the current score, and there is no particular advantage or disadvantage in completing a large number of games. Two wins over average opposition after two initial losses, for example, would generally put the player in question over 1000 points.

5. The most important feature of the ODD system is its tier system. Doug has divided the players into four classes, but that's not exactly what I mean. Between players entirely equal, the winner will gain 50 points from the loser. The lower-rated player, however, is benefitted at all times and the points gained or lost vary as 1% of the difference in scores. If, for instance, player A had twenty more points than player B at the time he beat B in a game, A would gain only 48 points from B for the win. This continues up to 500 points of difference. If the winner has 500 or more points than the particular loser in question, the winner gets nothing from him, and the loser forfeits no points whatsoever to the winner.

In short, the scale levels out at the bottom so that a score below zero is unthinkable (unless "losers" games were started). The lowest current scores I could find were in the 300 range, and those were almost exclusively the property of players who had dropped from the Diplomacy scene after starting to play in several games. Conversely, the scale gets harder to traverse in the higher scores. John McCallum once called the system analogous to entering a hill at a mine shaft half-way up. Below the mine shaft, the hill gets harder to slip on and easier to traverse. Above the shaft, the hill gets steeper. Given time, it is assumed that most players will come to rest at the level of their competence, but my case once again disproves the hypothesis.

Those of you who are familiar with the ODD system, either from your own sources or having read of it in these pages before, are probably very bored by now. Nevertheless, I felt compelled to recap significant portions of the list's features because I am going to write a brief summary in longhand terms concerning the impact ~~of the game~~ on individual games that this list might have. To wit:

THE IMPACT OF THE ODD SYSTEM--WHAT IF WE PAY ATTENTION?

Once again, we are in esoteric territory. The kindest thing that we can say about the popular reaction to rating lists is that indifference runs rampant. Nevertheless, it makes no sense to discuss the point without some basic assumptions: primarily, I will assume that the ODD system is a consideration in the Diplomacy of the players in the game. Not, mind you, a major consideration, because games are played out in and for a variety of reasons, and rating lists seldom are first in rank...perhaps never. It is the case, however, that they may be used as additional weapons in the Diplomatic struggle of the game. Let me begin by reprinting a statement of John McCallum's in PFENNIG-HALBPENNIG # 4; January 24, 1972:

"Games are made up on any basis that any particular gamesmaster fancies. There have been a fair number of beginner's games. In some 200 completed games, and about an equal number of games now in progress, there have been two, count them two, games restricted to previous winners [the past year and about four months have probably doubled that total, of course--bvp]. With these exceptions games are made up solely on the whim of the gamesmaster. There can be the widest differences in score in players in the same game.... As a result, we find many games in which a winner makes only a negligible advance (two games in which the winner netted nothing at all); had the actual winner been among the losers in those games he would have lost nearly double the amount that would have been lost in a game among people with equal scores. It seems to me that if this listing is to achieve its full potential and if, in particular, it is to be fair to the higher rated players, there will have to be more games offered which are simply restricted to players of similar scores."

This sentiment, as I noted briefly in John's text, is spreading more rapidly these days. HOOSIER ARCHIVES has completed two restricted games, and has started a third with, apparently, no end in sight. Len Lakofka's LIASONS DANGEREUSES is offering a restricted game I believe. There is, of course, 1971EH here in the PIE. There may well be others, but these things naturally have a point of diminishing returns above a certain level, unless the same people are to play each other time and again. We might say, in fact, that the number of games qualified in this manner is nearly at maximum in spite of the actual scarcity in volume.

The other varieties of "restricted" games may not be quite as pressing. A good indication of the level of recognition accorded to O.D.D. will be a hesitation of players with high scores to enter games where the "spoils" are not substantial, which will concurrently solve the old problem in Diplomacy games before the ODD system-- players ganging up on a highly rated player because they were "dangerous," whatever that means. I suspect, however, that there will still be some game entries of this category because of three possible factors: (a) Insofar as rating lists go, there are others that pay no attention to the quality of players. In fact, no other list is willing to admit that players are different at all, though some make a distinction as to countries. Thus, a loss in the ODD may not make too much of a difference against others of similar score, but will be disastrous against players that are much lower in score; a loss against the same player will be penalized proportionately less under other systems--and a win will be worthwhile. In short, from a rating viewpoint, some players may decide to forget about the ODD. I suspect, however, that ratings are not that important a consideration when compared to the other factors. Second, (b), is that many players pay NO attention to rating lists, and will enter the games they damn well want to enter regardless, usually contingent on enjoying the magazine in which the game is played. ODD will obviously pass these by. Finally, (c), there is a common desire for diversity: meeting people is probably one of the most interesting aspects of the game, and a player's worth as a person is hardly related to the score that player happens to have on a rating list. These will also not be effected.

Well then, lets go back a step in this customary ramble and talk briefly about the tactics involved in using a list as a diplomatic weapon, and the defenses involved thereto. The ODD, as is common knowledge by now, reinforces that old tendency to "get the leader." Theoretically, it often makes sense to get those points into the "kitty" as soon as possible. The same factor does not apply, however, to the converse: a player who is considerably below the norm does not necessarily come under the same pressures, though there is that danger. After all, that low score, if an eventual winner, or even a participant in a draw, will benefit considerably more than one of his compatriots, and would get more points from a draw than the others. His response to that must be that ODD scores are taken into account when the game ends, not when it begins. That fact, which is a weakness (but apparently a necessary one) of the game classification system, is also the weapon out for the lower players in the game--by the time the game has ended, the player who started lowest may end up highest, and he can so claim. Naturally, that claim can be made regardless of how other games are going, but it sure as hell helps if you can be telling the truth.

In summary, then, what can we expect from the ODD, assuming that some attention is paid to it? Maybe the question really is--how much attention will be paid to it? The only truth of this matter will have to come with time, and when these games are on a computer program so that facts can be gleaned readily and sensibly without dozens of hours

of work. Nevertheless, I suspect that it may have some effect on games which are still very mixed, and which will in all likelihood continue to be, at least to some extent. That effect may still pale when it comes to the factors--like personalities, past games, small idiosyncrasies, and assorted and other sundry grudges and bribes--which make up your run of the mill Diplomacy game. It will be interesting to see what the outcomes are, after we have some more data; three or four years may be required.

Other effects, those predicated upon factors other than the differences in player score which are the operative heart of the ODD system, will probably have effects approaching nil. John said in PH #4 that the large-scale acceptance of any "Calhauer," "Win-Only" type system (giving nothing different to the 2d place or seventh place players, such as the ODD, and some others) would result in far more draws. That does not seem, however, to be having much effect, because the vast majority of new games are still won, 29 out of the 42 counted in Doug's last update of the system. That's a hefty percentage when you consider that the game is theoretically impossible to win. Later in this issue, I might have a little pratter concerning the difference between the ODD list, which is win-only, and the BROB system, where the win has comparatively little importance vis-a-vis second place--the difference between a +6 and a +4. I believe that this is something that we are stuck with, if its a problem at all (I, for one, think that draws are reasonably easy to avoid, but that assumes that everything goes right--and we know the perils of that view), and that no appreciable result will come into play because of the rating lists. An individual game simply has too many other variables for a rating list to determine its outcome. Its to be expected that there would be some recent increase in the percentage of draws --though I don't know if there has been--because of the large number of articles in the Diplomacy press discussing the tactical aspects of securing a draw. Just the same, many things can screw it up, and draws will probably continue to be a minority regardless of how much prestige any list may accumulate. Enough.

AND, SPEAKING OF JOHN A. McCALLUM, MYSTERY MAN!

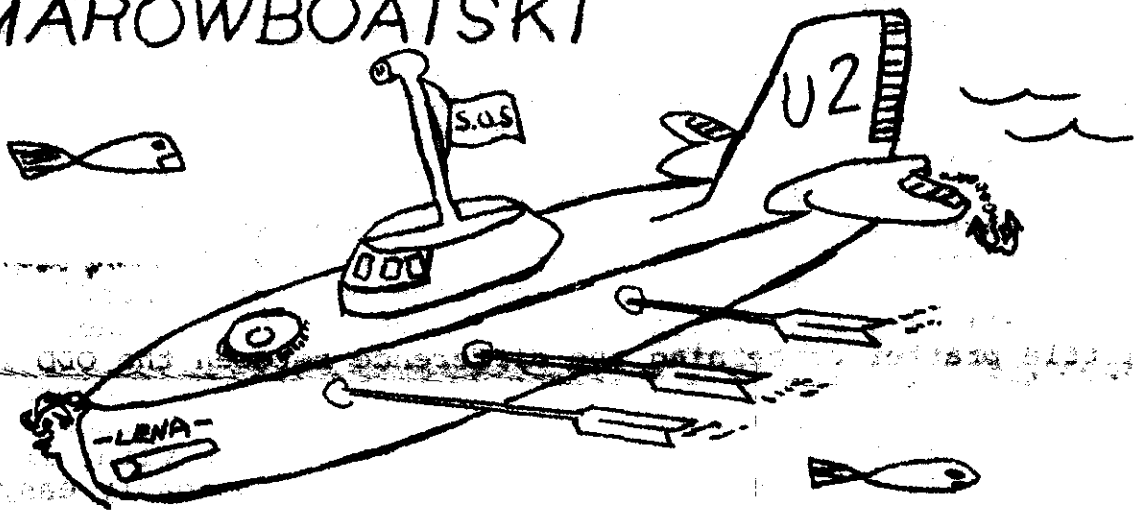
Just the other day, I picked up the phone while studying for Criminal Procedure, and what to my wandering ears should appear but the deep tones of John McCallum's voice. He's leaving for London for a while, and wanted to tie up several loose ends before leaving. So, fun lovers and rumor-mongers, John is not dead, either by car accident, fun-house ride, or escaping gasses, and will doubtless be back in Canada before too many weeks have run their course. After he has some time to complete his recovery from this insane hobby, it seems that he will again be in contact with the hobby in general, though not perhaps in an active sense. It'll be good to have him back.

NOW FOR A BIT OF CHEAP PROGNOSTICATION

Those of you who read PP back in the days of the elimination rounds of the National Football league will remember that I went a fat 0 for 7 in hoping on the games. I did a little better in the NBA finals which just finished, but not better. All in all, my hoping that an athlete will win is a kiss of death. Pity poor Margaret Court, therefore. Actually, I KNOW who will win--the one that plays their own style of game next Sunday. If Margaret is at the net most of the time, she'll whip the shit out of him. If they volley, look for Mr. Riggs, who only wants to promote his land development, to win handily, maybe even in straight sets one way or the other. Ms. Court's big handicap is her nervous system, except perhaps for the real one--I hope that she mutilates him. Expect a good game, however, but remember! Jimmy the Greek has her losing at 7-5 odds. Come on, Magrit, ya bum, ya.

This is a reprint, with apologies to those that have already read it, of an excellent article in John Koning's series of weaponry in military history. Although originally scheduled for STRATEGY AND TACTICS, that august publication rejected it because it clearly had too many footnotes. The next highest bidder, at two cans of beer and a portable electric refrigerator socket, was Stan Wrobel's JASTRZAB, issue #16. I offer it here for your cultural edification.

SUBMAROWBOATSKI



WEAPONS THAT DIDN'T CHANGE THE WORLD: THE SUBMAROWBOAT

By John Koning

THE Submarowboat pictured above is but one of the series of submersible craft that sprang from the fertile imagination of the Polish naval expert Count Wladislaw Whop.

WHOP was a prisoner in the field of undersea craft, and actually perdated the German and American use of submarines. He studied the work of the American designed Holland, and apparently learned absolutely nothing from it.

WHOP worked out of a factory on the Baltic coast, rented from an obliging Prussian government who believed he was building a type of automatic pinsetter with which he could revolutionize the culture of his native land.

HIS first ship, the Mark I, was a totally enclosed craft not unlike modern submarines except that it had no means of propulsion. Whop planned that the crew would be welded into the ship and then a large group of workers would give it an energetic shove toward whatever foreign land it was to reach. This proposal received a less than enthusiastic response from the High Command and the crew, and was abandoned after a few months.

UNDAUNTED, Whop evidenced his faith in the future of undersea craft by designing the Mark II. This vessel overcame the lack of propulsion by the simple means of drilling many holes in the bottom of the ship. The crew stuck their legs through these holes and paddled vigorously, allowing the Mark II to achieve a reasonable though somewhat awkward motion.

A FASTER version of the ship was soon forthcoming, and nearly a dozen were built and launched simultaneously. These Mark IIIs had additional holes along the sides through which the crew stuck their arms and, by means of strong strokes, pushed the ship forward at a much greater speed. The Mark III had several problems. The crewmen could never remember which arm they were to stick through, "right" and "left" not yet having been invented in Poland, and some crewmen would invar-

ably position themselves backwards, impeding the ship's progress. Whop's solution was to crew the Mark III with one-armed men, but these were difficult to find and the draft board's recruiting methods were soon condemned as being inhumane.

A MORE serious drawback was the ease with which water entered the armholes. The leakiness of the Mark III made it excellent for descents but difficult for resurfacing. None of the seven Mark IIIs returned from its maiden voyage.

THE vessel pictured here is actually a Mark IV, or Submaroboot, which was the most successful of Whop's designs. Cars protruded through holes fitted with ingenious cork stoppers that prevented the entrance of water, and enabled the Submaroboot to achieve heretofore unheard of speeds, allowing it for the first time to travel in a direction other than that of the prevailing current.

THE launching of a large fleet of Submaroboots was treated with great enthusiasm by the Warsaw papers. The Warsaw Grub, knowing however that the majority of its readers had never seen any body of water even as large as a bathtub and would therefore be unlikely to understand the principles of submarine warfare, heralded the launching with a story which translated the language into terms they could comprehend. Headlined "Terrorism in the Sky," the story featured a dramatic illustration by a staff artist which showed the Submaroboot being rowed through a cloudy sky while fighting with what was either a large dirigible or a very athletic eagle.

THE only problem with the Submaroboot was the need for precision in rowing, since the carmen out of time with his comrades could cause disastrous car tangling. The size of the Submaroboot fleet was limited substantially by the shortage of men available to load the complicated caring chest, which required an expenditure of effort fully 100% greater than that involved in starting out.

A later version of the idea, the Mark V or Submasteeroboot, had a paddlewheel affixed to the stern. This model proved impractical when submerged, however, since water ran down the stern stacks.

Whop's final attempt proved to possess offensive capability with propulsion. Installing torpedoes on his side for the first time, the Court—always a potential underestimator—thought propulsion could be gained by firing the torpedoes out the stern. All but one of his Mark V's were destroyed by submarines that, armed in a mathematically perfect straight line (the only formation authorized by the Court—they all attempted to commence movement at once).

FOLLOWING this disaster, Whop hastily emigrated to the United States. He was warmly received, and, after a short stay, made his final appearance as the designer of the Corvair.

If you can't beat 'em, lose, how to lose, but never join 'em.

—Walt Kelly

"Take the root of the India Hemp seed and sow it everywhere."

—from the writings of George Washington, Vol. 33, p. 270.

Don't bet on the Los Angeles Lakers.

—Jimmy the know-it-all, after the fact.

MORE POETRY FROM KENNETH PATCHEN, THE MASTER

This time, I am going to shift things around a bit, and perhaps not have as much from Because It Is, which is doubtless Patchen's most unusual work. This time, we have:

The Quantity of Mercy

The quail flutters like a forlorn castle falling
I do not mean her harm
She thinks I wish to hurt her young;
The little things are somewhere hidden.
They move their tiny mouths but do not cry.
I cannot ever hurt thee, little bird,
I cannot ever hurt thee

It have but a bullet left
And there are so many things to sell

ON MY LITTLE BRIGHT-EYED SON, DOWN BY THE WATERGATE

Aside from brief comments in the days prior to the election, I haven't had much to say about this most famous aspect of the Nixon administration. I've heard it remarked that the National Archives should purchase Maurice Stans' campaign safe, because the history of the Nixon administration will be written around it. True, of course, but singularly tragic; this administration has ground to a halt, while absolutely all business rests in the inactivity and heat from Watergate. There are still attempts by the administration to cover things up with Haldeman's old public relations shuffle (witness the faked FBI sentinels outside the executive offices) and its credibility is less than zero.

All this is relatively unimportant to me overall with just the addition of one factor, monetary greed. The Teapot Dome had a clear and understandable facet of human greed, because everyone there was out to make a fortune. The cronies that surrounded President Grant, right, just might have been equally corrupt, but their pockets were lined when they were through. In short, corruption should be punished under the criminal statutes regardless, but that good old common denominator of the almighty buck sort of sanctions, it's totally, right?

Not so in Watergate. As this story broke wide open, and the hyper-religious, holier-than-thou defendants explained their incredible double standard, a common theme developed, these people were proud of what they had done! They had, in short, done what "was best for the country." These people, for the first time in the history of the United States, had used tactics against the other major political party that had previously been employed only against foreign governments! The CIA and the FBI were compromised in the bargain, and the administration got ripped right out of the center of this administration.

Did he know? Well, one of the local columnists put it this way: "If you can believe that Richard Nixon didn't know about Watergate, you can believe anything." I have never gone that far, even with my political inclinations. Until just a week or two ago, I simply didn't believe that Nixon could be so foolish. Now, it seems to me that it is unlikely that he had foreknowledge, but could we seriously believe that his associates would be so brain-headed that they wouldn't tell him of the danger? Either way, I'm afraid, the moral culpability is the same. Here was an administration with more than any other in recent history, centralized power in a very few men in the executive branch. It now turns out that they didn't have the ethics of a Chicago political machine at the turn of the century.

Now what? Quite frankly, I am really abashed by all this. I was very much in favor of the Kissinger-inspired developments in our

foreign policy, and I do have to admit that watching Nixon on TV for that horridly written speech was actively embarrassing for me. Its a sad end for an administration which might have at least given us a taste of a conservative administration's policies...if only to serve as a passionate reminder of how fucked up things might get. The difference is that I was willing to suffer eight years of Richard, however unhappily. But Richard and/or his crew were unwilling to admit the possibility that they might be in the wrong. Not, mind you, simply against the Connie minions of those of us whose politics are similar to George McGovern's, but also against those Connie minions encompassed in the 44% of the 44 to 49 lead in the Gallup poll which Muskie had in mid-summer.

Didn't we know all this before the elections? Is there anyone who hadn't heard that Muskie was being slandered? Some people were down on Muskie because he cried at some vicious slander fabricated in the Administration, which is about like damning someone for keeping their wallet in their left rear pocket. We all went along, myself included to some degree, because, by and large, we simply could not believe that they would do it. We were staggered by mountains of evidence beyond all comprehension, I, at least, am staggered. And, finally and grudgingly, we DO believe.

Isn't this a lame Dick administration?

- Klein means "honest man."
- Klein means "small service."
- Haldeman means "dump man."

---As for straight arrow Elliot Richardson, he already has a new nickname--Elliot Mess--but will he be able to bail the Untouchables?

Herb Saen; SF Chronicle

To Say if You Love Someone -- Kenneth Patchen

O pretty village. . . aye, mine shall home . . .
 Lamps as yellow as ancient birds . . . here my
 Love is . . .
 Her breasts grow roses under my hands . . .
 Her shoulders have the mark of my teeth upon them
 God, jewel the wind to a better key
 That her sleep be ornamented round
 As the angels' splendor
 For we are tired in the green fall play
 Of our bodies
 And she lies so warm and sweet in my arms
 O all the bright summer of my life
 Of our kingdom . . .
 Had its wild design . . .
 Of that strongest farmer
 Our savage wonder made our every christening
 O God, such is the hospitality of my love
 That the husbands of the great mysteries
 Built cities near our bed
 And their white chaste daughters spun cloth
 That we might be seemly clothed
 When we turn from our dazzling occupation
 For soon we are going to sleep

CLOSING DOWN--AND PAYING IT ALL BACK

Well, I have finally managed to deduce what I owe various people. Those of you members of humanity foolish enough to receive this "magazine" are of three types: players, traders, and subscribers. The players are no problem, because they contracted for a game to be run by me, rather than for receipt of PLATYPUS PIE. The magazine might have been an incidental element in their thought processes, but since the games have thus far run without missing a deadline, I am not going to make any attempt to compensate that class monetarily. Next, the traders. Traders are on the footing that I previously set out some issues ago. That is--I am subscribing to those magazines essential to my entertainment, but that naturally cuts down on my receipt, because I cannot really write that many checks. Naturally, I will be happy to receive all the issues that you still want to send me. Fools.

Finally, the subscribers, and the two players that have subscription overlaps. I owe them money, and the totals are delineated below. In amounts under a dollar, I have rounded off to the nearest multiple of 8¢, and sent out the goodies in stamps. Otherwise, in cases of a dollar or more, I have sent a check. If you think that there has been some mistake, and that I owe you more money, and you are cheap enough to argue over it, then I will be happy to entertain an appeal. Begin your application with the words "Conceding my callous indifference to the finer ethics of life, and worshipping the almighty penny above all else, I [Insert true name] do hereby file a claim for more scratch and waive all rights to future lawsuits for slander and libel." Naturally, claims not so predicated will be allocated to the circular file cabinet.

THE LUCKY WINNERS:

Doug Beyerlein	.48	
Paul Bond	1.25	
Bruce Chin	.24	
Tom Eller	.24	
John Hendry	.48	[subscription overlap]
Gene Prosnitz	1.00	
George Schelz	.32	
Richard Swies	1.25	
Dick Trtek	.32	
Bob Van Andel	1.00	
Eric Verheiden	.64	
Fred Winter	.48	[subscription overlap]

AND I DIDN'T EVEN CHARGE THIS ISSUE AS A DOUBLE ISSUE; GEE!

VISITING

Since issue # 22 of the great largish PIE, I have been doing some travelling. I was down in Miami talking to a law firm (more on that a bit later) and stopped off in Chicago on the way back for a few days of enjoyment. While there I had a scrumtious lunch with Randy Bytwerk at one of dear old Evanston's greasy spoons, though they did try hard. Its hard getting used to Evanston as a wet town, because all my years there were spent when the WCTU was busily safeguarding the moral climate and protecting young Northwestern students from themselves and the evil drink. The hospitality, however, compensated.

Then, just a few weeks ago, what to my wondering ears should appear than a call from Robert Van Andel, who was in the San Francisco airport, fully armed with a vehicle at his disposal. We had a thoroughly engaging four-hour conversation and generally stayed thoroughly ripped. I'm always glad to have people drop in for brief periods, by the way, so long as (a) there is notice, or (b) I'm not busy anyway. Bob says that he will indeed complete his TERMINUS tasks (didn't you, Bob?), so resteasy.

CHEER! NO NEW AVERAGED CALHAMER!

Those of you who rightfully debate rating systems are lucky. It was my intention to put out a final issue of the Averaged Calhamer Rating List with the last issue of the file. That task, however, is contingent upon publication of Jeff Power's HOOKINGHAM rating list, which Jeff usually does four times a year. The last one would ordinarily have been at Easter, but I haven't seen a copy probably because Hookingham's address hasn't dropped into my mailbox for a while. Thus, I will simply have to put it off and wait until it arrives. Then, the Averaged Calhamer will appear somewhere else, dependent upon getting somebody to publish it.

A YEAR AND A HALF WITH THOSE RATING SYSTEMS

Worksheet having to do with a task which is far beyond my capabilities, both in terms of time expended and facilities available for research. In general, what I have done is an evening of total stupor, let me say to you that all rating lists published were recapped in the pages of this file at some time or another. I then tallied all the appearances of the players under different lists, in rough chronological order, on this page of the file, if they were reprinted in. If done over the entire course of the hobby, for all potential players (all those mentioned on the Averaged Calhamer rating list, at any time), the results would be both unanimous and very interesting. The players listed relatively early, but the evaluations emphasized the time when they started publishing. The number of lists was the very first-- the better the player, the more lists he appeared on. This method would allow us to speak of several things: (1) we could see where players listed themselves, the rating lists themselves or the players' points, and how they could later be worked into some interesting conclusions. (2) we could compare players of various playing philosophies. (3) we might assume that a player who rejects the win-only philosophy would be considerably better on Calhamer's systems-- those that reward only wins and draws than on the ones based on the win if heavily weighted. (4) an overall comprehensive system of this sort could be an interesting history of the players in the game, at least from the admittedly inadequate viewpoint of player ratings, since most players come in and out over the years, it would be interesting to watch their performances on the lists as time went by.

There are considerable difficulties with the very rough draft of this project which I have managed to work up, though some of them are probably irreparable in any event, no matter how detailed. The first problem is that I really don't have exact data on when the rating lists in question were published originally, that when they were reprinted in PR. Now, in most cases in the past year, that doesn't make that big a difference, because it came out every week or so. At the same time, some lists obviously include different games in different positions because the lists contain different words to describe them. I simply didn't have the time or the inclination to go back to these difficulties. By and large, I will do my best to make the data as accurate as possible once several games have been completed. Naturally, the danger of an inaccurate result increases as the number of completed games decreases.

There is also the danger of using rank-ordering, rather than absol-

ute scores. I do not, however, think that there is much to this problem. Doug Beyerlein has used rank ordering in his discussion of the correlations between the player polls and the rating lists, so there's already some precedent in that direction. Second, and most important from my point of view (work-avoidance), is the fact that absolute scores simply do not compare with each other as well as rank orderings. I suppose that the "absolute" score could be determined on each list, and then compared to the actual player's score. Such an approach would probably create more difficulties than it would solve, however, because there are listings which simply don't HAVE a score which could be considered absolute. The primary example is the O.D.D. system, which has scores which thin out at the top and very small differences elsewhere on the scale, but no theoretical limit to the scores. In fact, assuming that more players still continue to enter the hobby and that Winners games continue, the scores there will continue to rise year after year. So, I'm afraid that rank-ordering is most important.

Damning as it may be, I have included only strict rating lists. The significant element included is the Cainer Point Count List. Now it's true that there are people who say, correctly, that most of the CPCL is composed of good players. That is doubtless true, but its unfortunately irrelevant. No attempt can possibly be made to rank-order the CPCL, because there is no division by the total number of games needed to garner the wins and draws recorded by the system. True, all players who have a couple of wins or more are probably good players. Unfortunately, ranking players on that basis simply would screw this up. On the other hand, the CPCL is a sort of "honor roll," which has a clearly demonstrable effect upon the player polls, as Doug has established in the past (or, I guess, he presented it the other way around). It would probably be a good idea to include it, but I didn't always print them in PP, so I don't have the raw materials available anyway.

Enough. To the listings. The rank in each particular listing is given first, followed by the name of the listing and the issue of PLATYPUS in which it was found, and after the listings for the respective dates of each issue. The listings which are player polls, and therefore not actually rating lists, are enclosed between asterisks, just like this, even if I can't handle the spelling. The final drawback, and one which would not be countenanced on a complete list, is that only a few players are mentioned. The total number listed somewhere on the first two boards of SOMETHING over the past year and then some is a few over 40, and you will understand that I don't have the space or time to do it all. Moreover, I didn't even get them all on my tally sheet, because I got a little tired of it all by the time I finished tabulating. T.S., I guess, but I do apologize to those I missed. Names appear in alphabetical order.

Humm. It seems that I have, after editing, 22 names to give. I have arbitrarily cut off the list at less than three listings. That is, unless a player has appeared at least three times on the top two boards of various lists or player polls over the past one and a third years, he or she will not be counted here. To do so would simply make the list far too long. If I have still neglected some names, I am sorry--to fuck up is human indeed. Now, since I have a little space, let me repeat two of my favorite iconoclastic graffiti. The former is stolen from National Lampoon, and the latter was taken from the desk of a study carrel at Hastings College of the Law, University of California, choke. To wit:

--A man without a God is like a fish without a bicycle.

--Jesus would have made a great lawyer, but he got nailed on the boards

Rank Issue

John Beshara
 (5) BPP2 2)
 4 AC 2
 (8) APP1 2)
 2 BROB 3
 3 ODD 5
 (14) BPP4 9)
 6 ODD 12
 (14) APP5 19)
 6 BROB 19
 3 AC 19
 2 ROGE 20
 6 ODD 23

Doug Beyerlein
 (9) APP1 2)
 (6) BPP3 3)
 2 BROB 5
 (7) BPP4 9)
 (5) APP3 12)
 (4) ODD 12)
 (4) NUMN 14)
 (4) APP5 19)
 (3) BPP5 19)
 (3) ODD 20)
 (3) ROGE 20)
 (3) APP4 23)
 4 ROGE 23

Edi Birsan
 (1) BPP2 2)
 (1) APP1 2)
 (1) BPP3 3)
 (1) ODD 5)
 (1) APP2 5)
 (1) BPP4 9)
 (1) APP3 12)
 (1) ODD 12)
 (1) APP4 14)
 (1) APP5 19)
 (1) BPP5 20)
 (1) ROGE 20)
 (1) APP6 23)

Rich Brooks
 7 AC 2
 17 APP1 2)
 9 BPP3 3)
 12 APP2 5)
 10 ROGE 16
 (12) BPP5 20)
 6 ROGE 20

Walt Buchanan
 (19) BPP4 9)
 (8) APP3 12)
 8 APP4 14)
 3 APP5 19)
 7 BROB 19
 (5) BPP5 20)
 (6) APP6 23)
 8 ODD

Randy Bytwerk
 (13) APP1 2)
 1 BROB 3
 (12) BPP3 3)
 (1) APP2 5)
 (1) APP4 5)
 1 BROB 12
 1 ROGE 18
 (12) APP5 19)
 2 BROB 19
 4 AC 19
 7 ROGE 20
 (12) APP6 23)
 10 ODD 23

Tom Keller
 (13) APP1 2)
 7 BROB 3
 (12) BPP3 3)
 7 ODD 5)
 (9) APP2 5)
 3 NUMN 14)
 (3) BPP4 9)
 (6) APP3 12)
 3 BROB 19
 2 ROGE 20
 (14) APP1 2)
 2 ROGE 20
 (14) APP5 19)
 (14) APP4 23)
 2 ROGE 20
 (14) APP2 5)
 1 AC 19
 (14) APP6 23)
 10 ODD 23

Jeff Key
 5 AC 2
 6 BROB 3
 5 NUMN 5
 14 ROGE 12
 13 BPP3 3)
 11 AC 19
 12 ROGE 20

Leo Childs
 13 ODD 12
 19 BROB 12
 8 ROGE 16
 3 BROB 19
 10 ROGE 20

John McCollum
 (12) APP5 19)
 2 BROB 19
 4 AC 19
 7 ROGE 20
 (12) APP6 23)
 10 ODD 23

Andy Phillips
 (8) APP2 2)
 (8) APP1 2)
 (3) BPP3 3)
 (8) BPP3 3)
 6 ODD 5)
 5 APP2 5)
 5 NUMN 5)
 (9) APP4 9)
 6 ODD 12)
 12 BROB 12
 (11) APP4 14)
 (6) APP5 19)
 12 BROB 19
 8 AC 19
 (8) BPP5 20)
 (6) APP6 23)
 12 ROGE 20

Len Lakofka
 (14) APP2 5)
 4 BROB 19
 (12) BPP3 3)
 13 APP1 2)
 (13) APP4 14)
 6 ROGE 19
 (8) APP5 19)
 8 BROB 19
 (12) APP6 23)
 10 ODD 23

John McCollum
 (14) APP1 2)
 (14) APP2 5)
 (14) APP3 12)
 (14) APP4 14)
 (14) APP5 19)
 (14) APP6 23)
 10 ODD 23

Lewis Pulsipher
 (11) APP4 14)
 (6) APP5 19)
 12 BROB 19
 8 AC 19
 (8) BPP5 20)
 (6) APP6 23)
 12 ROGE 20

Walt Buchanan
 (19) BPP4 9)
 (8) APP3 12)
 8 APP4 14)
 3 APP5 19)
 7 BROB 19
 (5) BPP5 20)
 (6) APP6 23)
 8 ODD

Nick Rocamora
 3 BROB 19
 (11) BPP5 20)
 (8) APP6 23)
 13 ODD 23

KEY:

- APP = Archives Publisher's Poll
- BPP = Beyerlein Player Poll
- AC = Averaged Calhamer (BVP)
- ROGE = Rogue's Gallery (Lakofka)
- NUMN = Numenor [defunct] (Walker)
- BROB = Brobdingnag (Power)

You will also note that I am using (parentheses) to designate the polls, and underlining the rating lists.

==True, names are somewhat out of alphabetical order--its space limits.

<u>Gene Prosnitz</u>			<u>John Smythe</u>			<u>Crazy Dutchman</u>			<u>Charles Turner</u>		
(2	BPP2	2)	(3	BPP2	2)	(1	BPP2	2)	5	<u>ODD</u>	5
6	<u>AC</u>	2	9	<u>AC</u>	2	3	<u>AC</u>	2	1	<u>ODD</u>	12
(5	APP1	2)	(1	APP1	2)	(3	APP1	2)	7	<u>ROGE</u>	16
(3	BPP3	3)	(1	BPP3	3)	7	<u>BROB</u>	3	2	<u>ODD</u>	23
(4	APP2	5)	8	<u>ODD</u>	5	(2	BPP3	3)			
5	<u>NUMN</u>	5	(2	APP2	5)	4	<u>ODD</u>	5			
(11	BPP4	9)	(2	BPP4	9)	(3	APP2	5)			
(7	APP3	12)	(2	APP3	12)	2	<u>NUMN</u>	5			
(10	APP4	14)	10	<u>ODD</u>	12	(6	BPP4	9)	(10	BPP4	9)
13	<u>ROGE</u>	16	(3	APP4	14)	(3	APP3	12)	(9	APP5	19)
(10	APP5	19)	14	<u>ROGE</u>	16	3	<u>ODD</u>	12	(9	BPP5	20)
8	<u>AC</u>	19	(7	APP5	19)	2	<u>BROB</u>	12	(9	APP6	23)
(13	BPP5	20)	6	<u>AC</u>	19	(2	APP4	14)			
7	<u>ROGE</u>	20	(8	BPP5	20)	1	<u>ROGE</u>	16			
(7	APP6	23)	11	<u>ROGE</u>	20	(2	APP5	19)			
			(12	APP6	23)	1	<u>BROB</u>	19			
						1	<u>AC</u>	19			
						(2	BPP5	20)			
						1	<u>ROGE</u>	20			
						(1	APP6	23)			
						1	<u>ODD</u>	23			

Conrad Metzke

(10	BPP4	9)
(9	APP5	19)
(9	BPP5	20)
(9	APP6	23)

Rod Walker

(4	BPP2	2)
(7	APP1	2)
1	<u>BROB</u>	2
(5	APP2	5)
(4	BPP4	5)
(4	APP3	12)
8	<u>ODD</u>	12
10	<u>BROB</u>	12
(6	APP4	14)
12	<u>ODD</u>	23

ALMOST FORGOT:

ODD = Organisation de Diplomatie
(Bayerlein)
(formerly McCallum)

DATES OF RESPECTIVE PLATYPUS PIE ISSUES

# 2 -- Jan 4, 72	# 12 -- Sep 18, 72	# 20 -- Feb 19, 73
# 3 -- Feb 8, 72	# 14 -- Oct 16, 72	# 23 -- May 18, 73
# 5 -- Mar 21, 72	# 16 -- Nov 27, 72	
# 9 -- Jul 18, 72	# 19 -- Jan 22, 73	

NO COMMENT?

Well, there are many interesting questions raised by the above listing, dealing with everything from questions about the player polls to information about the time lag involved. Rather than point things out to all, however, which would include the disinterested, I shall leave it as is, with the understanding that those interested will be able to draw their own conclusions.

ITS EQUAL TIME FOR RICHARD BRAUTIGAN

Another poet with whom I have a special arrangement to spend \$\$ on his writing is Richard Brautigan, who may be a bit more famous than Kenneth Patchen. He has a raunchy habit which additionally endears him to me--he eats at the same plastic restaurant (the "Copper Penny") at which I have breakfast from time to time. So, in honor of plastic everything, I give you some Brautigan:

Everybody wants to go to bed
with everybody else, they're
lined up for blocks, so I'll
go to bed with you. They won't
miss us.

APRIL 7TH, 1969.

I feel so bad today
that I want to write a poem.
I don't care: any poem, this
poem.

--Richard Brautigan

AND SO, IT SEEMS, ALL LIFE COMES FULL CIRCLE

and PLATYPUS PIE passes on into the forever sunset, just like a myriad other Diplomacy magazines in years past. I'm sorry to have reneged on the fine old tradition of keeping your money and abandoning your games, but I have other things to do in lieu of answering nasty notes in the mail. The way things are going, it'd never get here anyway.

I've discussed my nostalgia in past issues, and I'll not get into all that again. At present, I have but one active Diplomacy game, but, if I get my way and Conrad is very nasty and unlucky, it may break the current record of 1928 and continue until the end of the decade. That aside, however, I shall continue to maintain a peripheral contact with the Diplomacy community, and maybe have time for some more of those letters I have wanted to write to OTHER gamesmasters and publishers. Then too, there is also the opportunity to write press for various games. My plans are to keep the Averaged Calhamer listing going, as I intimated earlier in this issue. As for my other causes--the Firesign Theatre, Kenneth Patchen, the stupidity of lawyers, Oranges, organes, and unwashed California hippies, and etc., well on into the sunset--if you ain't been converted now, you never will be. Now, I'm going to kiss this here horse, and ride this good looking woman off into the sunset on the top of a very giant Platypus. So long, Glomph, and I'll see you around, and don't take any bad platnip. The space below reserved for emergency. Otherwise, ta-ta.

Bahl Riggs won, and Margartetetet didn't play her game. Well, chalk one for a child hustler with the body of a 55 year old man.

Nothing else that qualifies as an emergency. So, lets have this newsclipping sent by Chris Hall as a peroration:

ORANGES WERE SLOW IN
REACHING CALIFORNIA

CHICAGO--(UPI) -- From the Old World the orange made it to California at the rate of about 25 miles per year.

Christopher Columbus introduced oranges into the Western Hemisphere according to Enclopedia Britannica, on the Island of Hispanolia Nov 22, 1493. The seeds for the first planting were from Gomera in the Canary Islands, about 4,000 miles to the East.

Orange culture spread to South America by the middle of the 16th Century and was introduced into Florida in 1565. The orange came to Arizona between 1707 and 1710 and to California in 1769. This was 276 years and about 7,020 miles from the time and place Columbus took aboard those first seeds.

-- coitus interruptus --