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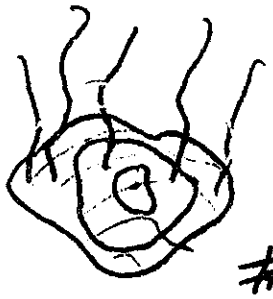

AVAST, VARTLET!

3

FEB 8, 1972

Welcome, fools, to the current edition of PLATYPUS PIE, an introspective series of rectal examinations concerning large animals of exotic origins. This magazine chronicles the "progress" of a single game of Postal Diplomacy, a game invented by Allan B. Calhamer, and currently published by Games Research, Inc. 48 Wareham Street, Boston, MA 02118. The game is availiable from them for $8.00 postpaid. The new, 1971, edition of the rules may also be had for $1.00, and thats also what 25 conference maps cost. Games in PP follow the new rules exclusively--if you don't have a copy, you had better hustle your initiatives and GET one.

Subscriptions were pegged, during a weak moment, at only eight for a dollar. Games are not cheap at $5.50--I hope this makes you serious. At the current time, there are two open games in PP. One is open toANY contender who wishes to joing There is NO entrance requirement. This game currently has four openings. There is also a newcomers game, open to anyone whose first game was 1971A or later.

Address codes: T=Trade; C=Complimentary, you lucky people; S=subscription, followed by the last issue in the sub that you will receive; G+X means that you have paid for entrance to a game, and the X is the number of subscription overlaps. Players on a future game roster play free. That is--they get the magazine for free until their game starts, and this does not detract from their sub overlap; EH=you are a player in 1971EH, a game for winners, which wends its way into your heart starting with this very issue.

Note Z: The minor change is that the ¢ sign [redacted] is changed to a $ sign. Many thanks. Don't look it up now--please wait until you are cited to note Z later in this magazine, and you will understand.

1971EH I T A L Y M O V E S O N F R A N C E: **SPRING 1901**
HASSLES COMING IN THE BALKANS?

AUSTRIA (Ward): A Bud-Ser; A Vie-Bud; F Tri-Alb.
ENGLAND (Buchanan): F Edi-Nwg; A Liv-Yor; F Lon-Nth; A Rcw-NYC [No A]
FRANCE (Warden): A Mar-Spa; F Bre-Mid; A Par-Pic.
GERMANY (Birsan): A Ber-Kie; A Mun-Ruh; F Kie-Den.
ITALY (von Metzke): A Ven-Pie; A Rom-Tus; F Nap-Tyr.
RUSSIA (Bytwerk): F StP(SC)-Bot; A Mos-Ukr; A War-Gal; F Sev-Bla.
TURKEY (Tretick): A Con-Bul; F Bla-Con; A Smy-Arm.

Underlined moves fail. Except for the fictional English move, however, all succeed this turn. The abbreviations are those sanctioned bybthe new rulebook, I think. The first standby for this game is Arnold Vagts, 2824 Verano Pl, Irvine, CALIFORNIA 92664. His number is (714) 833-9542. The 2d standby may be Jeff Key, but I'm not certain. Jeff? Do you accept?

Aaronburgh, Austria: (March 1901) These Tyrolian Hills have echoed the marches of Napolean and then screamed the defeats of Joseph, now quiver amidst a new threat to their peace-loving pines. For the cunning linguist: Conrad von Metzke has undermined the great structures of mother earth with his wormy hoarde. The fists of glacial power pointing to the heavens may crumble to the erosion caused by the crawling slimes whose defecation is its only grace.

A champion of recycling, the squirming insect immediately digests its waste a second time after they leave its burrowing hide; thus ensuring maximum use of its environment. No greater hideous threat has ever confronted the lost Germanic tribe in the Tyrol. The question remians: will the Nematodian forces triumph, will the Tyrolians rally, AND what about Naomi?????

SAN FRANCISCO: Are you trying to say that Conrad wouldn't know a Nematode until it recycled him?

EDINBURGH (6 Mar 1901) (A RCW-NYC): The capitol of the British Empire was moved to this fair city today, and the reason for the change was far from peaceful. Prince Walter of Lombard and head of the Clan Buchanan was succeeded in uniting all the Scottish Clans behind his valiant tartan and has at last revenged Bonnie Prince Charlie of old. However, in doing so the royal clan of Scotland is now Clan Buchanan and not Clan Stuart. In any case, the hated English have been subdued. ¶: While all this may be bad news for the English, however, the rest of Europe can rejoice. At his coronation as Walter I, the new King frankly admitted that the so-called civil war had seriously drained the royal coffers. He said that a modest sum might be available for a small navy but that this would be used merely for the defense while he amused himself with his new English subjects.

GERMANY: (No source mentioned):

HISTORY OF THE SQUARE ROOT CLUB--PART I

Mankind has produced many associations and organizations that have left a mark on the history of the world. There have been the churches and the governments, there have been revolutionaries and counter-revolutionaries, but there has never been anything like the Square Root Club. ¶: Founded by the needs of the world, the Square Root Club grew in membership until it contained all the radicals and their followers that were, are, or will be from all times-past and all times to come. On occasion, they call a meeting and all flock through barriers of time to attend the all-important general council meetings, for the meetings decide policy and act as a proving ground for ideas yet to be placed before the masses. [When I indicate with the ¶ sign, this means that the original author has started a new paragraph at that point. To save space, I do not indent.] ¶: It was in the early part of the 1900s that the first of the general council meetings were held. Having been called by Basil Leinon (the leader of the radicals during that time) all club members came willingly. ¶: From Christmas past came Charlie Marks and Mike Bakunen. Although constantly at odds over various things they made the trip together, Mike Bakunen bringing with him his dead horse which he uses as a security blanket. When Bakunen speaks, he has a habit of beating on his dead horse to accent his remarks, but this usually causes Mr. Marks to be drenched in blood before Bakunen has finished his first point. As Mr. Marks has been known for his attempt to limit suffering and bloodshed it is no surprise that the two never became really close associates.

[Press cont. on page 11]

X RATED TOPIC--REPRODUCTION

Now that the faint of heart are skipping over this section, I shall apologise to the rest of you perverts for the fact and existence of bleeding. Not the 28-day kind, but this damn ditto. The machine is fine, and runs itself at a sidelong glance from myself. But no matter what I do, and I have not yet tried selling my body to a representative of Dittograph, the printing bleeds through to the other side. (This is not any sort of a problem if you are a Firesign Theatre Freak, but other-sidism is a hassle in all other cases). This in spite of expensive 20 pound paper, and the sacrifice of several small animals. The pressure setting is all the way down already, and since the fluid is injected onto the rollers automatically, there is nothing I can do about the rate of flow. I have even tried several office supply stores for heavier paper, but no one yet has had any availiable, and I wonder what it will do to the number of pages I can get into an ounce even after I have it. Is there a solution?

Today (January 17th) is a heinous day in San Francisco. On the other hand, the chill factor in good old Chicago was something like -55° yesterday, which makes me glad that I am in law school here instead of Northwestern. Anyway, bad days in SF are better than the good ones I was used to in Chicago, and every once in a while there are these exceptional 70° gems which make it all worth while. What this ¶ has to do with "reproduction" is anyone's guess, although I wager that most people are more in the mood for same when the temperature is warm. On the other hand, there is very little to do on cold winetr nights. . .and I was born in September.

PLATYPUS PIE HOUSE RULES

1. The 1971 revised rules of across-the-board Diplomacy, as written by Allan B. Calhamer and published by Games Research, Inc., will be followed as far as practicable in postal play. These rules do not propose to modify Game Research's, and deal only with the Postal aspects of Diplomacy. These rules are taken, often verbatim, from John Boardman's GRAUSTARK rules printed in # 252.

2. The entry fee for PP games is $5.50, unless and until postage fees rise again. The gamesmaster undertakes to publish a move-by-move account of the game every three weeks, and to mail this bulletin to active players by first-class mail. A player's subscription shall last as long as the game in which he is enrolled, but a player who has resigned or been dropped or eliminated may receive PP at Third-Class mail rates.

3. Subscriptions to non-players are eight issues for $1.00. If a player has an unexpired portion of his subscription to his credit when he enters a game, this credit shall be held over until the game ends. Back issues are almost never availiable, but cost 20¢ when they are. I recommend that back issues come from Walter Buchanan's Archives, as I make very few extra copies.

4. Stand-by players will be enrolled in PP for free, and a list shall be established for each game. Stand-by orders will be called for when the player for a country misses ANY set of moves which the gamesmaster has set a specific deadline for.

If the original player submits his moves for the next season, that player shall remain in control of the country. If not, the orders of the replacement player will be used, and that player shall take over the country. If the replacement player does not submit moves, regardless of whether the original player does, that player will be dropped from the replacement roster for that game. If more than one country fails to submit moves, the first standby will submit moves for the country with the most units on the board.

5. Unless otherwise announced, PP deadlines are set at 6 pm every third Tuesday. Moves are allowed by any method, but you risk a lot if you send it Special Delivery, because I am not often home, and I detest the long drive to the Post Office almost as much as I detest standing in line. (An old Army affectation). If moves are not received on the day of the deadline, the gamesmaster will call the player involved circa 10 pm his time for the moves. Accordingly, all players in PP must submit phone numbers. THE GM WILL NOT CALL ONLY IF SPECIFIC DISAVOWAL OF SUCH TACTICS ARE RECEIVED BY THE PLAYER IN QUESTION. Naturally, I would call collect. Person-to-person colect, no less, so please get your moves in on time.

6. The gamesmaster shall be responsible for his won failings, but shall NOT be responsible for failings of the Postal Service. I recommend sending a carbon copy of the move the day after the initial copy of the moves has been sent.

7. Although players may make alliances among themselves, allies may NOT mail in their moves in the same letter or postcard. EACH MOVE SHOULD INCLUDE THE OFFICIALLY ASSIGNED GAME NUMBER, THE NAME OF THE PLAYER'S COUNTRY, THE SEASON OF THE MOVE (as "Spring 1904") AND THE PLAYER'S SIGNATURE. In the event that one player submits more than one set of orders for the same move, the set with the latest postmark (if mailed) or most recently received (if phoned) will apply. It is advised that in such circumstances the player be specific as to which set is to be used.

8. Any attempt to deceive the gamesmaster will result in summary dismissal from the game in question and all future games in PP. Players may, however, make use of any deception they wish against other players.

9. If a player anticipates that a unit of his may be dislodged, it would speed up the play if he would make a conditional retreat, or indicate that he might want to disband that unit instead.Standing orders that any dislodged unit should not be removed if a retreat is possible may be submitted--and are encouraged.

10. If any retreats are necessary after the "Spring" moves, the GM at his discretion may either ask the player in question to submit the move immediately (at which point it will be sent to other players) or he may ask players to send in "Fall" moves conditional on the direction of the retreat (or removal).

11. The GM shall follow the same procedure as in rule 10 for retreats, builds, and removals necessitated by "Fall" moves, or, he may publish a "Winter" issue to give these moves. "Winter" establishments or removals may be made conditional upon any other player's "Fall" retreats or removals.

12. The GM reserves the right to hasten all "Winter" deadlines if all retreats, builds, and removals have been sent to him. This will be done by carbon copy letter, and the moves will later be republished in PP.

13. A player who does not send in his orders during the required period, and who cannot be reached by phone, creates a situation in which civil government has collapsed in his country. Such collapse will last only during the move or moves in which this player does not participate, and does not affect his right to make subsequent moves except as previously provided. If the missed move is a "Spring" or "Fall" move, any of his units which are dislodged are annihilated. If the missed move is a build, he may establish no new units until after the next subsequent "Fall" move. If the missed move is a removal, his units are removed by the GM in accordance with the priorities established in the rulebook.

14. The GM obligates himself to receive phone calls on the night before the deadline (a Monday evening) between 6 and 10 pm, Pacific Time. My phone number is (415) 668-9218. Any other time, its catch as catch-can, and oftentimes my phone is turned off even when I am home.

15. At the present time, games in PP are of three types: (a) Winner's games, limited to those who have won at least one game, or a fraction thereof (as happens in a draw) or, in rare circumstances, by personal invitation of the GM, (b) Open games, in which anyone can participate who can come up with the game fee, (c) Novice games, in which players must have played in no more than three games previous to joining, and must not have played more than one calendar year prior to entry. Please notice that no player is entered into a game until his fee arrives in my mailbox. This little tidbit of practical consideration is eventuated by large numbers of defaulters which have plagued other gamesmasters intimes past.

16. "Black Propaganda" is allowed by the gamesmaster. A player may dateline his press releases in any manner desired. The sole exception is that no player may have a release published that is datelined "San Francisco." The gamesmaster will reserve that for himself, thank you.

16. Nonsense orders, as well as unordered pieces when moves are submitted for other pieces, are interpreted as orders to "Hold." The pieces may be supported in place, and are not annihilated if dislodged.

17. The 1971 rules state that "Each province or body of water is a 'space'" and furthermore that "If two units are ordered, each to the space the other occupies, neither may move." Under these circumstances, the "Coastal Crawl" is not possible. The moves "F Por-Spa(NC), F Spa(SC)-Por" and similar moves are thus impossible.

18. Press releases will be uncensored, though they may be commented upon by the gamesmaster.

19. Stalemates will be declared when all players agree thereon upon being polled by the gamesmaster. If no agreement can be achieved through such means, the game will be declared a draw if three game years go by with no supply centers changing hands as between different alliance blocks.

Your gamesmaster has been attacked! Some nefarious villian out there has seen fit to claim that the initials "PP" were thought out before the title "Platypus Pie" came into being. A large package of Platypus dung has been sent his way, and your GM emphatically denies the claim. Well,....thats enough of this page. I have to attend the head and pp.

HAPPY NEWS & CHEER

I think that I am starting to learn how to work with my new ditto. Today an issue of ADDENDUM came out (a short comment sheet on rules for the game of Galaxy) and it wasn't half bad. "Today" is January 20th, this time, so maybe by the time the issue comes out, I will again have forgotten. Just the same, I think that I may be on the way to beating the "bleed-through" problem. Articles by Walker & Peery in their magazines counseling all good souls on how to run a ditto may seem superfluous to most of you, but they are beneficial to me. Hell, I didn't even know that you needed a backing sheet for dittoes when you typed them. I might even start to make attempts (gasp) to correct errors.

SERIOUS-TYPE WARNING-HEED!

In the midst of little to do yesterday, I counted up, and determined that I am currently 2900 pages behind in my law books. That, my friends, is no mean feat. Particularly since thats only for the first semester. Furthermore, I have to write two more papers for Constitutional Law, and another Note for the Law Review. (The last 'note' I wrote for the bastards was about 20 printed pages, and long-draft on the double-spaced typewriter worked out to 50 pages of text and 40 pages of footnotes). Then, after all that, come the finals.

What I am trying to say to you people is that PLATYPUS PIE has but two chances of coming out late in the school year--very slim, and abolsutely none. Preference for the latter. In fact, certitude for the latter. If I know my freak factor well, and I must by 26, I will continue to waste time on silly hobbys like this until the very last minute, and then I will be extremely fortunate to take even 5 minutes to send in my moves in my own games. Under no circumstances will I even open mail that looks like it isn't money, or threatening. The last is to be sent to the District Attorney, so don't get any foul ideas.

This is simply an advance warning. If I don't even make time for food and sex, I sure as hell am not going to make time for Diplomacy! Sleep will be o-u-t. Accordingly: no issue of PP will come out in late April, and all of May. Let me look at my calendar for a minute here. . . . .Ah. There is a deadline period falling on April 11th--that will be the last deadline until sometime in June. I will know better then what my schedule is, and what my mental attitude will be. The former I can look up now, but I'm too lazy. The latter is contingent on how far behind I am when I start to work on finals. If its a lot, and it looks now like it will be unless I change my life style, then it will take several days of women, wine, and killer weed to re-establish my lease on life. When I come out of it, PP comes out of me. I know that all of you will be waiting with baited breath.

OH JOY---A CONTEST!

I am announcing a massive prize of 50¢ for all those people who can identify the following characters. (Hint: they are NOT Walt Disney characters, original signers of the Magna Charta, nor a list of subscribers to GRAUSTARK).

(1) Surrogate-General Clyde, (2) Adam 13, (3) Sgt. Batetzky, (4) AhClem, (5) Mr. & Mrs John Smith, (5) A little Egyptshine, er, ... sheen, (6) My bags, (7) Dr. Memory, (8) Porgy--ALL of them, (9) Porcelin, (10) Audry Farber. NOTE: This contest has a 50¢ entry fee, payable if you win. I might list winners though, and compliment them profusely on their awareness of current world events.

THE RATINGS-I

The first BROBDINGNAG rating list since 22 May 1970, dated Christmas 1971, has come from Jeff Power, its new compiler. Old news to you now, I guess, since this issue will come out on the 8th of February. This is not yet the complete listing of all players ever in the game, because Jeff was, at "press" time, unable to obtain data on 36 games from 1965 & 1966. The next issue, out during Easter vacation, will contain information on those games, and will further list all players, active and inactive. The list below excludes some players who have been inactive for some time. Most notable, at the top of the list, are Don Miller and Monte Zelazny.

TOP BOARD				SECOND BOARD			
88.9%	3	+16	Randy Bytwerk (2W)	81.2%	2	+10	Mark Nyderek (W)
87.1	11	+49	John Beshara (6W)	81.2	2	+10	Brenton Ver Ploeg (W)
85.5	6	+26	Rod Walker (2W)	79.3	4	+15	Dan Barrows
84.0	3	+14	Len Lakofka (W)	78.4	22	+75	Hal Naus (2W)
82.5	10	+39	Andy Phillips (5W)	76.7	10	+32	Dave Lebling (3W)
81.6	3	+13	Jeff Key (W)	76.7	3	+11	Dick Miller (2W)
81.3	4	+16	Tom Eller (3W)	75.0	2	+10	Dave Lindsay (w)

The percentage figure at the left is compiled: $\% = 50(1+\frac{S}{6n}(1-\frac{1}{2}^{n})$ where S is the total score determined by adding the total scores from all of the players games, and n is the number of games. The first place finisher would get +6 for a win, because they win a single point from each player who they beat. On this basis, the 2d place finisher gets +4, the first eliminated -6, and so on.

The BROB listing is much discussed, and, I think, what a lot of people have in mind when they use the generic term "rating list." My personal inclination is to highly respect this listing, because it accurately reflects the fact that there are seven people in the game. No list is 100% reflective of anyone's ability, of course, and many different listings should be compared. Then too, the best that can be gained is an approximate catagorization.

It is perhaps the fact that lists are approximations which calls 90% of the justified criticism on the BROB listing. The distinctions it makes, first of all, are very small in many cases. Nobody could possibly quarrel with awarding someone 2d place when they finish with 16 units. But what if the player has only six, and gets 2d place because others have only 5 and 4? Then, clearly, the distinction is meaningless compared to the previous example. The other possible problem with the listing is that a single bad game can wreak havoc with one's score. Tom Eller is an excellent example. On the basis of three wins, he has +16 points, but on the basis of his fourth game, in which he was the third eliminated, he gets a -2 computed with his score, and the percentage goes down to 81.3%.

Those two factors are naturally problems, but I do not suggest that they detract to any substantial degree from the interest in the listing. No other current list provides the top to bottom discrimination that the BROB listing does. Perhaps, when and if Tony Pandin completes his project to computerize results for all games, other innovations can be made. But, as it stands, John McCallum has created a very clever rating list, and applause to Jeff Power for not letting it die.

BACK ISSUES

Only in rare cases will I be likely to have copies of these. I suggest that you contact Walt Buchanan if you want copies (xerox).

EXPANDED NEW FABULOUS PP CONTEST--FIFTY DOLLAR PRIZE!!!!

This contest could pay your way for some time to come! And the prize is in CASH, cool cold cash, not some cheap credit to play in my games for 35 years to come. Most* of the rules are the same, and the catagories are simply further expansions of the same ones I gave you before, back on page six. Understand, please, that I want all of the possible meanings of the terms herein included. As an extra benefit, I shall give you some more clues: the terms are not related to chemical derivitives of Ytterbium, nor are they key phrases of President Nixon's Vietnam policy (though sometimes its hard to tell). [This page, by the way, is being typed within an hour of the announcement of an exact pullout date from Vietnam--I haven't changed my mind]. Well, onward and downward:

(11) Sugar, (12) Susan, (13) An uncrushed Dwarf, (14) Joe Beets, (15) Harry Ames, (16) Louise, (17) Alvarez, (18) the Warden, (19) an erector set, (20) Malcolm X, John Lennon.

Lets hope that the large-scale prize I am offering, out of my generosity, stirs some interest in the contest, and that somebody enters besides Pete Weber & Bob Strayer.

GAME PLUGS ??

In order to avoid tactless statements, allow me to state that Platypus Pie will not ordinarily announce openings in the magazines of other gamesmasters. There is a pretty good reason for this, as a matter of fact. This magazine has what is actually a very small circulation, under 40 as a matter of fact, and most of those are trades. Anything I could offer would be pointlessly repetitive, and I'd rather spend my time with dribble like expensive contests than listing game openings that everyone already knows about. There is only one person getting this magazine who is new to Diplomacy by mail, and I will here reprint his address so that GMs can send him sample copies if they want to: Tom Williams, 1305 Smalley Avenue, Muscatine, Iowa 52761. Tom's main claim to fame is that he has a son by the name of Brenton--as a result I send him complimentary copies and wouldn't you?

ADDITIONAL HOUSE RULES

20. After a full season has passed without an error committed by the gamesmaster being called to his attention, that error is frozen, and the game will continue without correction. Of course, any other errors called to the attention of the gamesmaster will be corrected.

21. Deadlines are at Noon on the day of the deadline. Please be advised. I type almost all of the magazine before the deadline, and will type up the games on Tuesday afternoon, when I have no classes. Ordinarily, the magazine will be in the mail by Tuesday evening, or at least in mailboxes, and out of my hands.

AND WHAT IS BLACK PROPAGANDA ANYWAY, WHITE MAN?

One of the players registered for the novice game has asked what "Black Propaganda" is. Fair question, I guess. Black propaganda is simply a press release which is not identified as to source of origin other than that which is implicit in the dateline which the writer of the press release himself gives as the point of origin. I will print a "ficticious" order (such as A Mun-Ruhr, when there IS no Army Munich, or Army Constantinople to Hell, when there is no hell) which allows a player to include the ficticious order in his press releases as well as orders, thus identifying him.

*In fact, only one rule of the contest is different. See note X.

LIKE TUMESCENCE, PP ELONGATES

It seems almost certain at this point, still two weeks before the deadline, that I will be putting out issues that are over 10 pages long. Accordingly, I will never be able to get it all out in first class postage. As a result, only players and foreign (Canadian) subscribers or trades will get PP first class. Others will get it third class, I'm afraid. Issues that weigh less than an ounce will of course continue to go out via first class mail.

Note X: See note Y.

RATINGS-II
LETTERS

This is a letter column containing material about the Averaged Calhamer System Rating List I published in PP #2. Later in this issue will be still another edition, somewhat updated and corrected. This section simply hashes some of the problems. My comments, as usual, are in [brackets].

JOHN McCALLUM; PO Box 52, Ralston, Alberta, CANADA (22 Jan 72): "..Re using Rod's number of games played to divide by in the Calhamer listing. Note that his count is very different than the one appropriate for the Calhamer. He counts five-man games, for example, not used in making up the Calhamer score. He omits all Tretick's games, used in the Calhamer score, etc., etc., etc. For long time players the N you get from Rod will not be far wrong but for players in only a few games it will often be wildly in error on a proportional basis."

[My scores, of course, are not exactly what you would call 100% accurate in any case. It turns out, John, just as you warned me some time ago, that I have no time to do the sort of work that a rating list requires. So I have shortened the list to the top two boards only, and use Rod's system. But this is not to say that, per se, the systems are different. For I did NOT use the Calhamer point count, and then divide by Rod's number of games for each player. Knowing the differences between Rod's system and yours, I used his as nearly exclusively as possible. That is: I used HIS total of games won, not that which you listed in the Point Count List. When possible, I used your listing to check on Rod's totals, and made notes for future use on the discrepancies.

[In effect, what happens is that I am somewhat consistent, but I lose the opportunity to work directly off the Point Count List as a result. As it happens, I would rather NOT use Rod's listings in their entirity, because I too think that Tretick's games should be counted, as an example. Ditto for five-man games being excluded. But to say there is a difference does not imply that the difference is irreconcilable, or that I will be unable to eventually convert to a more "pure" Calhamer listing, since I agree with most of your decisions (vis-a-vis Rod's, that is) in what games belong in a rating list. But Rod is a crucial factor in this transformation, and I am limited by the amount of time he has availiable to give me the information I request. Quite frankly, he is being far more helpful about it than I could ever be, and writes me extensive explanations of questions which I might have. With his help, I ought to have the whole thing in different shape--maybe by the end of the summer.]

DOUG BEYERLEIN; 3934 S.W. Southern, Seattle, WASHINGTON 98116, (8 Jan 72): "..My player poll was not the first to cover Postal Diplomacy. Larry Peery ran a one-shot player evaluation poll in 1967.

The results were published by Peery in OH LORD, NOT ANOTHER ONE. Larry sent out ballots covering an individual player to a number of his opponents and gamesmasters of the games the player was then playing in. There were about eleven catagories to cover a players performance with a rating scale of from one to five. This made quite accurate results possible. My poll is a poor man's copy of Larry's idea."

[I stand corrected. Actually, I remember hearing about Larry's poll, but at the time I was being drafted, and didn't have much knowledge of what was going on in Postal Diplomacy].

"On the Calhamer Point Count Listings, total and average, I personally think that the total listing is a better indicator of a player's ability. This is probably the fault of counting players who have finished only a few games, but have done well. Either some weighting factor should help those with more games finished or players should not be counted until they have finished ten games or more. I find it very difficult to believe that any player can maintain an average of .500 or better in ten games. I guess that we will have to wait for more people to complete ten games to really know."

[Your point, Doug, is well taken, and an issue which has bothered me from the very inception of the idea in my mind. Three games are often not indicative of a player's long term ability. For example, a .333 rating will probably make most editions of the Averaged Calhamer System somewhere in the second board. Consider a player who enters a newcomer's game, where no-one else has played much at all. The winner of that game will rank somewhere around 14th among the hundreds of postal players for a while as soon as he finishes his third game. This may be accurate, and he may be very good. On the other hand, it may be very innacruate, and he may never win again.

[So, your point confirms my general impression that three games is probably not enough. On the other hand, ten games seems artficial, though perhaps its the most ideal. Not all players are interested in playing so many games that they will ever reach ten, at least within quite a few years. Its not open to me, I think, to say that such a sane player should be penalized. Eller & Bytwerk, at this juncture, have both won three out of their first four games to finish(I think), and to limit the listing to ten games or more would deprive players interested in their ranking of an important (?) tool in evaluating opponents. My personal inclination is to publish the listing, eventually, at five or more games, and include, in a parethetical, all players who have finished three or more games that have a record of .333 or better. Does that seem like an equitable compromise? Depending on what my mood is like when I reach that stage of this magazine, I may even do it this issue. I agree that its very likely that a player's score may decrease as he goes from 5 games to ten, or 15, or 20. But that is not to say that such a player should not be listed on the basis of fewer games. If, upon completion of more games, the player's score goes down, he will sink on the listing. I see no problem in that. Since the number of games is listed beside the player's name, readers may of course make their own mental reservations. Lets face it--where I place someone on a silly list doesn't make muchof a difference one way or the other. Interest is in the eye of the beholder, so lets let him behold. The only reason that, either this issue or next, I shall raise the minimum number of games to five is that four or five games probably is the smallest total which will absolutely prevent flukes from appearing on the list. If a player wins two or his first five on "flukes," I think that WE are the ones making the error in judgment--the player in question obviously knows something that we do not.][Remind me to paragraph more frequently].

[1971EH Press--continued]:

From Future Island came another due that did not see eye to eye: Alexander Dovecheck and "Shea" Where-ever. It seems that Where-ever's band-stand actions and amazing gorilla tactics (from which he got the nickname Shea) did not go too well with Dovecheck's policy of revision in economic theory, let alone Dovecheck's policy of not fighting aggression. ¶: To lead the club there existed three officers: Basil Leinon as President, Joey Stolon as Vice-President, and Levi Davidovich Bronstone as Secretary of Defense also known as Trotsi for his habit of trotting to whereever he wants to go. Basil Leinon was more or less responsible for keeping everything going as Trotsi and Stolon were constantly at odds over everything and anything that crossed their path. It is said that they were once very good friends but that they split after a bad argument in the forest. It seems that Trotsi was trotting along a circular path one day as was his habit at times, when Stolon pulled up next to him in his brand new car. "Hey Trotsi, why don't you leave this path and travel along the road to where you can get some place?" "If I did, I wouldn't be isolated from everyone, and I wouldn't be able to do my thing." "Trotsi! You have to purge yourself of this isolationism--there is a whole world out there just waiting for us." "Sorry Joey, I just want to do my own thing. Don't bother me will yer." "Don't bother you!! Well, go to hell and take your thing with you!"

AND SO ENDS THE FIRST THRILL-PACKED INSTALLMENT.

LOMOND (7 Apr 1901) (A RCW-NYC): My God, what has that Sweet-Talking Dutchman cajoled me into?

SAN FARNCISCO: San Farncisco? Oh well. WHICH Dutchman? There are several of us, you know.

NICE, 1901: French and Italian gourmets met here today for the 39th Annual Truffle Harvest and convention. As usual, the debate raged over the respective merits of Black (French) and white (Italian) truffles. His imperial majesty, Gregoire Minimus, reknowned gourmet and truffle lover (although none would dare call him this to his face) settled the discussion once and for all by announcing the results of a new scientific study which proves conclusively that white truffles when eaten, sniffed, or smoked, cause chromosone damage. Gregoire also produced a psychological study which shows that people who eat truffles usually go on to harder stuff: pate de foie gras, cheese souffles, and (heaven forbid!) champage.

PARIS, 1901: His imperial majesty Gregoire Optimus Minimus announced today a new cultural campaign to spread French learning and culture throughout Europe. Recalling the brilliant cultural exchanges founded by his predecessor Napoleon, Gregoire has decided to embark on a similar program which will have only two modifications: stronger cultural ties with Russia and England. For the first phase of the plan, Gregoire plans to install le Culture Francaise in London, Munich, and Rome.

TRIESTE: The Adriatic Symphony Orchestra today unveiled a major new composition in honor of the visit of His Majesty the King of Italy and Savoy. Entitled, Ode to Elephant, it is by a major new Austrian composer Johann Strauss III. An overflow crowd of 12 applauded for 14 seconds, a new record for the orchestra. A tight security has been placed upon the topics discussed by Franz Josepf and the Italian Ruler but Eastern European affairs are believed to have headed the list.

VIENNA: The faithful and trustful Austrian deign to resort to subterfuge to identify the material we place in the hands of Glomphf and his compatriots. Remember, if you read it in Platypus Pie you are a damn fool to believe it anyway. With that warning

out of the way the following is a (maybe) official communication from the Austrian Information Service.....Elements of the Austrian state Security Forces today occupied portions of Bosnia and Croatia after a brief but violent demonstration for independence in which two Austrian subjects lost their lives. Emporer Franz Josef is reported personally concerned and it is felt that foreign agitation may be involved.

SAN FRANCISCO: Christ! Thats a lot of press! More than I had figured on! Well, save for Birsan's breaking my back, it seems that I'll be able to deal with most of it. My typoes go up about 700%, however, when typing other people's material.

STILL MORE CHAFF ON THE INVOLUTIONS OF BLACK PROPAGANDA

My brief summary of this topic on page 8 more or less ran out of space, so I'd like to try again. The initial concept was used by Rod Walker in a Diplophobia game. Initially, his press was keyed to a move that he made in the game, and this is still used sometimes. I did it myself on several occasions. This allows other players to guess at moves, and try to key their false propaganda to what they think ANOTHER player might do. (Example: Player X is about to write a piece of misleading propaganda, and wishes to claim that it comes from player Y. He might try to guess the move of one of player Y's armies, and just key his press release to the move of that army). Later, fictional orders, such as:Giant Playupus rolls over in the North Sea and belches, were employed. In my press, I would abbreviate the above order GPROITNSAB right after my dateline. Of course, writing press for someone else is great sport too. You may trust to your own desires. In some of Miller's games, the genre was used a great deal, while in others it never saw the light of print.

Note Y: In fact, the rule is not different. Merely one of the insignificant symbols which are associated with the rules of the contest in the third line from the end of page 6. See note Z.

Speaking of the contest, here is an extra credit 21st question: Who is Jerry, and what is his last name?

WHAT--YOU ARE CONFUSED?

I'm sending this issue to everyone who might be interested in learning about the contest. After all, who can pass up such a prize? For everyone else, this is a matter of cultural elucidation--if you do not yet know what I am talking about, I will tell you all next issue. Meanwhile, you can sit by the Firesign and eat a Pizza with no anchovies--if you can find anyone that'll deliver it.

NEW ADDITION TO ADDRESS CODES:

Some people will get PP first class, with "Sample" typed next to the name. This is a ONE SHOT, people. Either enter a game, or sub, or forget it. This is in response to specific requests from you for information. First Class postage is to give you a decent change to get into a game if you desire to do so. (Fucked up the margining, didn't I?)

WHATS COOKING WITH THE PIE IN THE OVEN?

Nobody that publishes a Diplomacy magazine confines themselves to Diplomacy alone. We all have jobs and the like. I am therefore foisting off some of my interests on you. One example is the con-

test found in this issue. Another example will be found within the next few pages. As most of you may know, I am a 2d year law student at UC Hastings. Hastings is famous for over-achieving, grinding, and mediocre students. On the other hand, it is the situs of the "Over 65 Club", a grouping of retirement-age law professors forced to retire from other schools by mandatory retirement ages. In many cases, these people come to Hastings. Some, as you might expect, are very dull. Others, however, are fascinating. I suppose thats the case everywhere. But, for purposes of interest, I thought that I might, from time to time, re-print some of the questions on some of the law exams I have taken. Anyone that has answers (Walt?) is more than welcome to send them along. Mostly, however, these are for your entertainment.

Its Monday evening now, and the magazine will be finished tomorrow. Page one still has to be done, including the game. If and when other games start, I don't know what I shall do. Maybe games will have to move to the end of the issue, as is often done. Maybe I will have to cut back on all this extraneous bullshit with which I deluge you. If nobody minds, I would like some frank feedback about some of the sections of this offering. I've already gotten some on the ratings of last issue. Sigh.

THE RATINGS - III & IV

T H E B E Y E R L E I N P L A Y E R P O L L N O . 3

TOP BOARD	S	N	SECOND BOARD	S	N
1. John Smythe (5)	221	13	8. Andy Phillips	87	12
2. Brenton Ver Ploeg (2)	174	13	9. Tom Filer	67	7
3. Eugene Prosnitz	170	14	10. Rick Brooks (1)	64	7
4. Edi Birsan (3)	150	12	11. Larry Peery	58	8
5. Rod Walker (2)	137	12	12. Randy Bytwerk (1)	56	6
6. Doug Beyerlein	105	13	13. Lew Pulsipher	49	5
7. Hal Naus	90	10	14. Bob Strayer (1)	48	4
			14. Len Lakofka (1)	48	5

Players with 17 points or less: Buchanan, Goldstein, Mebane, McCallum, R. Miller (1), Pournelle, Rosenfeld, Trestik, Vagts, & von Metzke.

Note: S means the score of total points tabulated from the ballots; N means the number of ballots listing the player's name on the top board on the second board. Scoring is figured on the following basis: 20 pts for 1st place, 17 for 2d, 15 for 3d, 13 for 4th, 11 for 5th, 9 for 6th, 6 for 7th, 3 for 8th.

A total of 17 ballots were cast. Since BPP #2 the following people are no longer playing in a postal Diplomacy game and therefore were not rated in this poll. These inactive players are: John Beshara, George Scheda, Charles Reinsch, Gary Jones, Frank Clark, and Derek Nelson. This has led to some shuffling of the top two boards.

The fourth poll will be conducted somewhat later this coming summer or fall. In the future the poll will be run every six to nine months. Ballots for the fourth poll may be sent anytime before the announced deadline of BPP #4 [which will, I guess, be given later--bvp]. All ballots should be sent to Doug Beyerlein, 3811 S.W. Southern, Seattle, WASHINGTON 98116.

The above is Doug's release accompanying the poll, which just made it into my mailbox in time for typing this evening. I note with some surprise that no more ballots were submitted this time than were sent in for Poll #2. The subjective listing is, of course, interesting.

THE EDITOR FAILS US AGAIN!!!

Which is still another way of saying the new edition of the Averaged Calhamer System will not be in this issue. There are very few changes of which I am personally aware, and I am generally dependent on Walker's NUMENOR for my general information, though I hope to do it all from scratch with Pandin's information. Maybe by summer, if all the game charts are availiable by then. Nevertheless, I am aware of a couple of changes, and I will insert them below. This will be the last issue which counts three games as the minimum for inclusion on the listing. Henceforth, only five games will be adequate.

First Board			Second Board		
1.	Randy Bytwerk (4)	.750	8.	Jerry Pournelle (11)	.364
2.	Tom Eller (3)	.667	9.	John Smythe (24)	.354
2.	R. Miller (3)	.667	10.	Dan Barrows (5)	.350
4.	Brenton Ver Ploeg (4)	.625	11.	Mike Goldstein (13)	.346
5.	Jeff Key (7)	.429	12.	Mehran Thomson (6)	.333
6.	Gene Prosnitz (16)	.388	13.	Lewis Pulsipher (3)	.333
7.	Rick Brooks (4)	.375	14.	Andy Phillips (18)	.300

As mentioned, this isn't very new. I promise to have a nice updated listing in time for the next issue. As usual, the figure in () is the number of completed games. Wins count 1.000 towards the % figure, two way draws .500, etc.

Randy Bytwerk is flying along. He just recently won his third game out of four completed, and his other finish was a 2d place. This places him in a clear first position on the AC system, above, as well as most other systems of which I am aware. Tom Eller is on his way to another win, too, and will soon join Randy at the top. His fourth game, however, was an elimination. In the above system, of course, this is of no moment. Calhamer would have, and does, want it that way.

WHO IS WILLIAM PROSSER, AND WHY DOES HE TORTURE US LIKE THIS?

Any law school with an "over 65" group obviously can take its pick of some of the better professors availiable. Prosser is one of those, as I hardly need to tell any of you that know anything at all about the law of torts. For your personal edification, gaze herewith on some of his questions: [Some people may skip this section]

"P, the referee in a basketball game played before 5,000 students and other fans, made a series of close decisions adverse to the home team. Each was vigorously protested by M, the home team manager, until P finally ordered M from the floor. Before leaving, P engaged in a protracted protest, in the course of which he called P a lily-livered son of a bitch, and finally knocked the basketball out of Ps hands. It sailed into the crowd. X, a patron present on a pass which contained a waiver of all liability "for any personal injury" sustained while present, suffered a broken finger while trying to catch the ball. Y, who had sneaked into the game by the way of the fire escape, was hit in the face by the deflected ball, and his glasses were broken.

"The game ended a few minutes later with the home team losing, and its long winning streak broken. P, in the company of the other referee and a club official, was proceeding to the dressing rooms when he was

knocked unconscious by a blow on the head. The attacker was momentarily seized by the club official, but he was permitted to leave without any effort being made to identify him.

"What tort liabilities have arisen?"

AND STILL ANOTHER ONE:

Doter, a prosperous engineer, gave his only son, Werner, a two-stage "do it yourself" rocket kit, costing $400, which was manufactured by the Lunar Corporation. The instructions on the kit stated that it was a suitable gift for children over 14 years of age, but warned that in no event should any chemicals be employed in the propulsion of the rocket other than those provided in the kit. The fuel provided was a low-grade kerosene, which afforded enough heat to operate a hot-air jet that would lift the rocket a short distance off the ground.

Werner was a brilliant 16-year-old, with a flair for physics. He had previously constructed a bazooka, with which he had killed a neighbor's cat. After reading the instructions, Werner abandoned the kit, and constructed his own missle, using only the nose-cone of the original kit, into which he strapped a dog belonging to Adams, a neighbor. For fuel he used a considerable quantity of gunpowder, obtained by dissecting fireworks left over from the Fourth of July.

On its maiden flight the nose cone descended into the back yard of Adams, ejecting the dog, which went into a fit of canine hysterics, ran into the house, and bit Adams.

The main body of the missle fell in flames a block away in a vacant lot. The fire spread to weeds growing in the lot, and from them to the adjacent garage of Brown, which was destroyed. Brown's garage was located some 100 feet from the point of descent, was in good repair, and was not considered a fire hazard.

Adams and Brown sue Doter and Werner, as well as the Lunar Corporation. What liabilities?

So sad. There were other things I more or less wanted to do, but that was contingent on getting magazines from Walker and McCallum. Oh well, its just as well that I still have something to do in the next issue.

--coitus interruptus--

KENNETH PATCHEN, THE GREAT CALIFORNIA POET, IS DEAD. IN FIFTY YEARS, THE PUBLIC WILL WONDER WHY THE NEWS WAS BURIED ON PAGE 28. R.I.P.