

The Prince

September 23, 1982

Game Openings: Yes

Number 1

"...I conclude, therefore, with regard to being feared and loved, that men love at their own free will, but fear at the will of the prince, and that a wise prince must rely on what is in his power and not on what is in the power of others, and he must only contrive to avoid incurring hatred..."

-Machiavelli

Yes, friends, yet another new zine this year, this one from Jim Meinel, 628 Whitworth Lane S., Renton, WA 98055. A straight warehouse zine, nothing but games. If you want clever monologue try North Sealth West George, if you want to hear from your fellow subbers I suggest Europa Express, if you want a superbly produced zine check out Lone Star Diplomat, you want crazy press see Voice of Doom or Cheesecake, partial to Kathy's Korner? get Whitestonia. And if you want a well run game you can sub to any of those zines, or you can try out The Prince which will provide fast paced (3 week) well run games.

My house rules are included in this first issue but for those of you who do not want to wade through them here are the main points of my games which should enable you to classify and categorize my zine. Gamefee is \$5.00, subs are 25¢/issue. Standbys receive the zine for free. Games are non-DIAS, three week deadlines, non-black press, with prophetic retreats and builds. More on that last point later. To repeat, nothing but games will appear in the pages of The Prince so if you are looking for something else then look elsewhere. I don't expect a tidal wave of game entries so for the time being I'll keep my game openings open indefinitely and see what happens. The Prince will be devoted to the player.

It's only fair that you know a little about your prospective GM before you plunk your money down and commit yourself to my care for the next 1-2 years. I'm a 23 year old accounting student at the University of Washington and I also happen to work at Safeco Insurance as an accounts payable clerk full-time. That will change this January when I leave work and finish up my degree full-time at school. No, I'm not going on welfare from January to June graduation, my wife and I have managed to scrape up enough money to support ourselves and our son during that time. I've been in the postal hobby almost 1½ years and am playing in six games. Three of the games are winding down and I won't be joining any more since once I graduate I would like to turn The Prince into a full-blown zine with letters, articles, editorials, the whole bit. But for now until June it will only be games. If you think my schedule is too rough for me to handle then stay away. But with pubbing comes a reputation - and as a player I have yet to NMR in any of my games so I can promise you the zine will be regular and reliable. In addition to being well adjudicated and fairly run, what more can you ask for?

GAMES

Deadlines will be every third Thursday with a Christmas-time deadline extended one week. To join a game just send \$5.00 (and sub fee) and say 'Put me in a game!' I'm sorry but I won't be using preference lists. I know you may get stuck playing a country you hate or are already playing in four other games but I have to look at what's fair for the games I run. I would hate to see six players all get their first or second choices and the seventh player get his fourth or fifth, just as I'd hate to see five players get to use preference lists because they remembered to send them in and two people get whatever countries are left because they failed to submit one. It's luck either way and I'd just as soon as make the pick straight random.

When a game fills I'll send out gamestart announcements immediately so you will have from 4-6 weeks for Spring negotiations. As for phoning orders in I would really advise against it since I am usually away from home totally from 5:00 AM to 10:00 PM Monday thru Friday. Send in preliminary orders early to insure against an NMR. Weekends are the best time to get me but I would really prefer you mailed your orders in. Thanks.

Prophetic Retreats and Builds

Prophetic retreats and builds are the ordering of retreats and winter builds conditional on the orders of the same season. In FTF play retreats occur in the season played while typically in postal play two separate seasons, autumn and summer, are created to allow for the retreat of units. I personally have three quibbles with the practice: 1) it allows for negotiations before builds and retreats which is expressly forbidden in the rules (and is enthusiastically enforced in FTF play). While the reasoning of 'Calhamer says so' is nebulous at best if two ways are equally well I'd go with the inventor. 2) Given a choice of having to write conditional orders I would think it would be easier to make the orders the independent variable and the retreats the dependent variable than vice versa. In other words, would you rather write out a series of full-blown orders based on a few retreats or write out a few conditional retreats based on a few key moves? And finally, 3) it makes each issue have a complete season in itself.

Builds are a more serious problem and I realize the importance of builds and removals sometimes will demand that a player be allowed to see the board after all retreats before deciding what to do. Should at least $\frac{1}{2}$ of the players request it any winter season will be separated. Winter 1901 will always be separated.

I was first exposed to prophetic retreats in Guy and Libby Hail's Great War in Modern Memory. I discovered that there are a body of players out there in the hobby who prefer this approach to the game. I understand the British hobby uses this method also. It may cause a player to have to be a little more careful listing his units that may get dislodged, for if there is no conditional retreat the unit is disbanded! However I feel the players who join such a game that includes prophetic play will take the small amount of extra effort to insure his orders are complete and well-thought out. And I will always on every game report remind the players to submit their retreats and builds since the practice is out of the norm for the North American hobby and my games will only be one of many being played by the players.

Starting the Game

1. Anyone may join a game in The Prince. If there is someone you do not wish to be placed in a game with that request will be honored and kept confidential. Players who live close to each other and relatives will not be placed in the same game.
2. Preference lists for country selection will not be used. Countries will be assigned randomly.
3. Game fees must be in by Spring 1901 deadline.

Playing the Game

4. Diplomacy by mail recognizes two additional seasons; summer retreats for Spring dislodgements and autumn retreats for Fall dislodgements. Games in The Prince will require players to submit conditional retreats for their units should they be dislodged in the season being played. Conditional winter builds must also be submitted with Fall orders along with any conditional autumn retreats.
5. No retreats received will result in all retreating units being disbanded. No builds received will cause that country to play short in the next year.
6. In interpreting player's orders the 'badly written' order rule will be construed liberally.
7. Order submissions must include housename or boardman number of game, country, season, date and signature of the player submitting the orders.
8. Perpetual orders, codeword orders and joint orders are not allowed.
9. Joke and illegal orders will be treated as holds and may be supported in place.
10. If a draw or concession proposal, or vote thereof, or press is submitted with orders those actions will remain in effect unless specifically requested to be rescinded in a later order submission. (example - your prelim orders include a draw vote of 'no'. That will remain in effect throughout later order submissions of the same season unless you specifically change or withdraw it)
11. Draw votes (and concessions) may be proposed anytime after Spring 1905. Draws may include anyone with centers still belonging to them.
12. No vote received on draw and concession votes will be taken as a 'no' vote. NMR's on a season with a draw or concession vote are treated as 'no' votes.
13. Draw votes, concession votes and requests for separation of winter season will be kept secret with only the final result being announced. Players may make any of their own votes or proposals public if they wish.
14. Separation votes for winter builds ~~may~~ need at least one-half of the players to request it to become effective. Winter 1901 will always be separated. GM may separate seasons in complex circumstances.

NMR's and Standbys

15. In the event of a Spring 1901 NMR the game will be delayed and a standby called to submit orders.
16. If a player NMR's twice in a row he will be dropped from the game. Four NMR's in a game will be grounds for removal at the discretion of the GM.
17. If a player NMR's out of a game or is expelled he forfeits his game fee but not his remaining sub credit. (This applies to resignations also)
18. In the event a standby is requested to submit orders for a country which has NMR'd conditional orders may be written depending on who assumes the position.
19. Once a standby has been placed in a game he will not be placed in that same game again in the future. Upon assuming a position a standby will be dropped from the standby list but may ask to be placed back on it.

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20. Standbys will always be called for countries who have NMR'd with the exception of one unit positions. There, the GM retains the right to either call a standby or let the position go into civil disorder. There will be no appeal on this point.

General Houserules

21. In the instance of an "unwanted convoy" the ruling shall be that the covoy was disrupted and the moving unit shall hold. Please ask the GM for further clarification if needed.

22. In any paradoxes regarding convoyed attacks the ruling shall be that the convoyed army shall have no effect on attacks upon the convoying fleet.

23. Only white and grey press are allowed.

24. Deception of the GM is grounds for removal from the game.

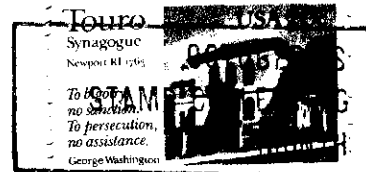
25. The GM will make every effort to keep his houserules fair and evenhanded. Questions or debates concerning them should be addressed before an actual dispute arises concerning them. Should, however, a point arise in a game that cannot be resolved to the mutual satisfaction of player and GM (GM's judgement as to 'satisfaction') the problem will be given to an ombudsman of the GM's choice. (However note HR #20)

26. GM reserves the right to add new houserules at any time effective for all games but cannot modify or delete existing houserules and have them affect current games without unanimous consent of all remaining players in a game.

Publishers

I'm sorry but I won't be asking for any trades. Primarily because I'm trying to lose as little money on this venture as possible and trades would defeat that goal. And secondly, The Prince in its present form isn't really a whole lot to trade for and would just build up a huge debt for me to you. Next June I'll reconsider my position on trades. Thanks.

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sample issue

FIRST CLASS MAIL