

The Prince

February 3, 1983

Game Openings: Yes

Number 7

"He who becomes prince by the help of nobility has greater difficulty in maintaining his power than he who is raised by the populace, for he is surrounded by those who think themselves his equals, and is thus unable to direct or command as he pleases."

Machiavelli

The Prince is a postal diplomacy zine published every three weeks by Jim Meinel, 628 Whitworth Lane So. Renton, Washington 98055. Phone (206)228-7802. Subs are available, \$2.50/ten issues or any multiple thereof. There is a game opening for regular diplomacy (non-prophetic). It's non-DIAS, non-black press, three week deadlines with no preference lists used. Gamefee is \$5.00 with no NMR fee. I have two people signed up for that game right now.

Try as I may to stop it, the burgeoning size of this issue will become a regular thing. I have filled the third game I announced openings for last issue ("Charles") and I have also picked up an orphan, 1982AP. It was formerly run in The Great War in Modern Memory, a prophetic play zine by Guy & Libby Hail. Alas, Guy has stepped up his 'real life' activities by getting promoted to a regular forty hour a week job and cannot continue to publish the zine. The transfer and closing of GWMM went smoothly; a well deserved congratulations to Guy & Libby.

I will start keeping NMR insurance for those of you who would like to have it. Send me your phone number and if I have no orders from you as of the deadline night I will call you collect. You can refuse the charges and call me back with your orders. It's a common practice in the hobby and I don't mind (at least not yet) the extra effort on my part. Remember, though, you east coasters; ten p.m. over here is one a.m. over there, so no bitching when I wake you up! So send me your phone number and I'll put you on the list.

Starting in mid-March I will be studying in earnest for the CPA exam in early May so I will be extending two of my publishing dates to four weeks instead of three. The proposed schedule: Feb.24, Mar 17, Apr 14, May 11. Then it's back to three weeks. I'd appreciate your patience with this arrangement, it will cause only one issue to fall during the crunch and so I can still keep the quality up. Thanks.

Starting with next issue The Prince will have a subzine! Toddlers begetting babes, I know. All I will tell you now is that he's not a Washingtonian, but is a West Coaster. (Support West Coast zines!) The format and content of the subzine is still a mystery to me but the editor will enlighten with next issue. And for you cheapos out there, no, there will not be a sub increase yet. I gave you all until June for this bargain price.

Mark Berch Department: Boy, the weather up here in Seattle has been fabulous lately! We've had three straight days of pure sunshine, something unheard of in these parts (never mind it's February). It's warm enough to go out without a coat or gloves but it still freezes up at night also. Everyone keeps saying it won't last but until it quits I'm going to keep enjoying it. Us northwesterners don't see the sun too often up here but when it does come out you oughta see the clothes fall off. You'd think this was the Mediterraneanian or something.

A burst of writing energy resulted in this issue's size in addition to the games; don't be surprised to see some other literary efforts grace these pages.

Medici 1982IC
Fall 1902

AUSTRIA FEELS THE KNIFE

Austria(G.Milewski) A BUD H, A VIE S A Bud H, F Ion-AEG, A Bul H(dis,ann)
England(D.Scheifler) F NWY H, F NWG S F Nwy H, A BEL-Hol, F NTH S A Bel-Hol,
F ENG S FRENCH A Pic-Bel
France(M.Whitty) A PIC-Bel, A Gas-BUR, A PAR S A Gas-Bur, F Spa(s.c.)-WES,
F Mar gambles in Monaco(H)(dis,ret-Spa(s.c.))
Germany(J.MacFarlane) A Bur-MAR, A Mun-KIE, A RUH S F Hol, F HOL H, A DEN S RUSSIAN F Swe
Italy(K.Byrne) F GRE S RUSSIAN F Bla-Bul(e.c.), F Tyn-TUN, A Tyo-TRI,
A PIE S GERMAN A Bur-Mar
Russia(L.McCloud) F Bla-BUL(e.c.), A Sev-RUM, A GAL S A Sev-Rum, A Rum-SER,
A STP-Nwy, F SWE S A StP-Nwy
Turkey(K.Tighe) A Con-ANK, F Aeg-CON, F SMY S F Aeg-Con

Winter 1902 SupplyCenter Chart

Austria	VIE, BUD, VIE , BUD	2	loses only 1 due to ann. NRR! GM removes F AEG
England	LON, LIV, EDI, NWY, BEL	5	even
France	PAR, BRE, PAR , SPA, POR	4	NRR! GM removes F WES
Germany	BER, KIE, MUN, DEN, HOL, <u>MUN</u>	6	build 1. Builds A MUN
Italy	ROM, NAP, VEN, GRE, <u>TUN</u> , <u>TRI</u>	6	builds 2. Build F NAP, F ROM
Russia	MOS, SEV, WAR, STP, SWE, RUM, <u>SER</u> , <u>BUL</u>	8	build 2. Build F SEV, A MOS
Turkey	ANK, SMY, CON, ANK	3	loses none due to ann.

I wasn't consistent with the notation. From now on CAPS will indicate new centers gained instead of underlining.

NRR usually means no retreats received, but in the above cases it stands for no removals received. Builds were received by those countries, but ya gotta think negative too!

The deadline for Spring 1903 moves and Summer retreats is Thursday, February 24, 1983 10:00 PM PST. Now that everyone has the hang of prophetic play we're all experts, right? Right??

My address: Jim Meinel 628 Whitworth Lane So. Renton, Washington 98055 (206)228-7802

Press

Rom-Par: I'd rather choke than ally with you! I find you obnoxious.

Par-Rom: You're going to be stubborn, eh?

Rom-Lon: And I find you, a two faced ally!

Lon-Rom: Traitor? YOU call ME a traitor?? HA! HA! HA! We'll see who shows the most knives this game. I wonder if you've sharpened one up for Austria yet.

Vie-Par: What threat from the East?

Ita-Aus: If you don't write, you leave me no choice!

Ger-Fra: Your literary works will get you nowhere. Nor will your lucky guesses and blind strategy. I'll be all too glad if I'm no longer on your "sacred" ground. Of course, I wouldn't mind Marseilles, even if it is the most scum infested city this side of Berlin.

Ger-Ita: I hope this works!!!

Aus-Ita: Mommy can I have Turkey?

Par-Ber: Fie upon thee, pernicious Prussian! Retreat while you can still save yourself.

Par-King of Tunis: Don't fear, the French navy is on the way to extend our protection to your fair nation!

Ank-Par: Not only am I bottled up, but I'm being recycled to Atreides.

Aus-Fra: Good show!

Tighe-Byrne: Has hospital food improved any?

Turkey: I haven't made a decent move yet, so why should I start now?

Rom-Mos: Another one, is this called blind diplomacy!

Rom-Con: Ditto the above!

Ber-Lon: We'll see how much you gain out of this new arrangement--you'd have Brest now with our old plan! As things stand, you have nothing! NOTHING! Oh, wait a minute... not nothing, just a bunch of enemies and only one friend.

Ger-Ita: How 'bout a VoD article on how not to play England? You've got a great example right above you!

1982IC press continued on page 4.

Atreides 1982 IV
Spring 1901

GENERALS WIN OUT! EVERYONE AT WAR EXCEPT KAISER! LOOKS LIKE
A DONEYBROOK!

Austria(G.Hail)	F Tri-ALB, A Bud-SER, A Vie-BUD
England(M.Paoletti)	F Edi-NTH, A Liv-YOR, <u>F LON-Eng</u>
France(M.Luedi)	<u>F BRE-Eng</u> , A Par-BUR, A MAR S A Par-Bur
Germany(J.Shea)	<u>F Kie-DEN</u> , A Ber-KIE, A Mun-RUH
Italy(B.Gosselin)	A Ven-PIE, A Rom-APU, F Nap-ION
Russia(N.Heintzman)	F StP(s.c.)-BOT, A Mos-UKR, A War-GAL, <u>F SEV-Bla</u>
Turkey(K.Tighe)	A Con-BUL, A Smy-CON, <u>F ANK-Bla</u>

COA: Mike Paoletti(ENG) 418 Scott Hall Pullman, Washington 99163

The deadline for Fall 1901 moves is Thursday February 24, 1983 10:00 PM PST. No Autumn retreats will be required as no units can be dislodged this season. Winter 1901 will be a separate season, builds will not be required this deadline. Get those preliminary orders in early!

Press:

Rus-Eur: As a direct result of Spring 1901 negotiations, I now have a complete and total understanding as to why the Russian caricature is that of a paranoid ~~bope~~ ~~book~~ bear.

Ank-Sev: You wouldn't try anything foolish so early, or would you?

Eng-Fra: They don't call it the English Channel for nothing.

Fra-Rus: With the heat on me, you're not the one in the soup.

Ita-Eur: Don't you folks think this has gone on long enough? How about a seven-way draw?

Turkey-GM: No need for a delay, let's get this puppy started.

Fra-Ita: Did I catch you in time? I had this hunch that just wouldn't go away!

Nelson of Moscow-GM: Dune? Arrakis? 'Tis merely one of a myriad Shadow worlds. Beware lest your witless insults unwittingly arouse the ire of a true Prince of Amber!

GM-Little ~~Tea~~ Father: Hey, who holds the thunder and lightning around here anyway? Let's hope you don't meet a fate similar to the real Red Duke.

Fra-GM: Jim, would you mind trading Boardman numbers between this game and my NSWG game? That game is in dire need of an IV; compared to this one, anyways!

GM-Fra: Naw, you'll have to pull the plug on these players yourself.

Tighe-GM: Don't apologize, I'll play Turkey till I get it right.

GM-Tighe: Good, 'cause this is your last chance, don't bung it up!

Italy to Medici Germany: The rustic, mexican-style villiage of La Luz is nestled in the foothills of the Sacramento Mountains between Alamogordo and Tularosa ((that helps out a lot)). I'm Anglo, mustachioed and drive a pick-up truck. No switchblade, but I do carry a small pocketknife which I rarely use. Are you one of those maniacidal Diploqists from The Hill that used to frequent the VoD? If so, I feel compelled to warn your fellow players to check your letters for radioactivity before opening.

People on my standby list:

Conlon, Kurtz, Gosselin, Heintzman, Shea, Sesler, Beck.

Did I say awhile back I would never, ever use filler in my zine because it was stupid? I did? Okay, I won't ever use it.

There is nothing inherently evil about White Space. Just like any other evil in life, it depends on where and when it happens. (situational white space is evil)

my bc

Charles 1983XX
Winter 1900

NATION'S CAPITOLS TENSE ON EVE OF WAR

AUSTRIA	John Beck	2406 18th Ave N.W.	Olympia, Washington	98502
ENGLAND	Richard Delzer	2952 North 124th St. #1	Wauwatosa, WI	53222
FRANCE	Pat Conlon	P.O.Box 17014	Union Station	Baton Rouge, LA 79893
GERMANY	Greg Ellis	9430 Concourse #411	Houston, Texas	77036
ITALY	Eric Diamond	2497F Briarcliff Rd.	Atlanta, GA	30329
RUSSIA	Brian Orloff	1615 Anderson B-2	Manhattan, Kansas	66502
TURKEY	Keith Sesler	P.O.Box 158	Fraser, Michigan	48026

The Prince's third gamestart, Charles, will be non-prophetic play. Deadline for Spring 1901 orders will be Thursday February 24, 1983 10:00 PM PST. Get those preliminary orders in early. Gamestart announcements were sent to all of the players on Tuesday, January 25. Good luck to all of you!

My address: Jim Meinel 628 Whitworth Lane So. Renton, WA 98055 (206)228-7802

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(1982IC press continued from page 2)

Turk-Aus/Russia: I'm interested on how you'll divide me up. I bet it all goes to Russia.

Rome-Ber: You waste at least forty cents a turn on me - you will always have my help!

Ber-Mos: On to Edinburgh! Together we shall rid Scandanavia of the limeys that are so unrightfully occupying it and press on towards England. Never again shall foul English hands touch land that is rightfully Russian!

Lon-Mos: Your restraint last season said more than most letters would. I look forward to a prosperous relationship. Good luck in the Balkans.

Aus-Rus: Unless you remove every last Russian soldier from Austrian real estate, which has lost most of its value since your presence in the neighborhood, then I will be forced to use my newly developed Agent Purple on you! When come in contact with Agent Purple causes certain organs to drop off rather unexpectedly which could be most embarrassing for you.

Ita-CM: We are allowed to write the other players aren't we?!!

* * * * *

Here are a few problems that need solving. A free issue to the first person to answer each of the below puzzlers.

1) Jane asked, "This morning one of my earrings fell into my coffee. Even though my cup was full the ring didn't get wet." How come?

2) Helen was returning from the store to her house.

HELEN: Here's what you wanted from the hardware store, Daddy.

MR. BROWNE: Thanks daughter, how much did they cost?

HELEN: Five hundred cost me three dollars.

MR. BROWNE: Three dollars? That means they're a dollar apiece.

HELEN: That's right Daddy.

What on earth did Helen buy?

3) On St. Patrick's Day in New York City a large number of Irishmen were getting ready to march in the annual parade. The Grand Marshal tried arranging them in rows of 10,9,8,7,6,5,4,3 and 2, but in every case there was a missing man in the last row. The men thought the gap was occupied by the ghost of Casey, who has died a few months before. Finally, in exasperation, the Grand Marshal ordered the men to march in single file. Assuming the number of men did not exceed 5,000, how many were there?

And the War Against Real Life Continues...

'Jever try explaining Diplomacy to a non-diplomat? It's enough to make you feel about the size of a bug.

You're sitting there at your desk at work or school, or on the bus, or wherever you have to associate with "real life", just minding your own business examining a conference map with a zine in the game where you are Italy desperately trying to fight off the French and Austrians. You've just gotten you're little tiny colored pieces of paper representing armies and fleets on the map and are ready to plan your moves. A friend/stranger/co-worker ("real-life person") wanders up and says,

"What'cha up to?"

"Don't ask", you answer in a low tone. The warmth rises up your face and you feel your Right Guard pulling up the reserves.

"Is it for school? Are you taking geography or something like that? Have to memorize a bunch of countries?" He/she peers down over your shoulder. You hunch over the map. Co-worker asks, "What's the little pieces of paper for?"

You feel yourself slipping away. Your face is hot; why can't people mind their own business? You decide to let go with the truth and hope they're not interested.

"It's a game."

Like he's supposed to go, 'Oh" and walk away. Nice try.

"What kind of game? How do you play a game by yourself? It's not that dragons game, is it? I've heard about that."

The room temperature rises another hundred degrees. The ears are smouldering under your hair.

"No, it's not that dragon game. That's a kids game." You wisely leave out the fact you know the title. "It's a wargame, kinda. It's called Diplomacy. Seven people play on a board with wooden pieces and the object of the game is to take over Europe." You fiddle with the little pieces of paper on the map aimlessly.

"Is it like Risk? I've played risk before, with my sister and her husband." He sounds remarkably like Gomer Pyle when he says that. "Except the pieces aren't wood, they're plastic."

Cretin. Like Risk, my ass!

"Yeah, it's a lot like Risk." You see an easy out here. "Except that there's no dice. Everyone writes their moves down at the same time and then shows them. You keep doing that until someone captures eighteen, um, cities. Everyone starts with only three cities so you really have to grow a lot. You have to talk to all the other players and try to get them to help you. That's why it's called Diplomacy." By the Gomer Pyle expression I can tell I've lost him.

"So why are you putting little pieces of colored paper on the map?"

Should I say it? What the hell, besides, the room seems to be cooling down a bit.

"I play by mail. All the other players live all over the country. There's this guy in Texas who runs this game for us. That's what this thing is here, we send our moves to him and every four weeks he sends this magazine to tell us how the turns went." He's flipping through the zine. Wait 'till he reads that black press!

"How far away are these people, like, in Oregon?"

God!

"I've got players I write to in Maryland, Florida, Colorado, New Mexico, two in California and one in New York." I can feel myself getting the upper hand in this battle of wits with "real life".

"What do they say to you? What do you write about? How do you get to know them?"

"You write about the game! Try to get them to make certain moves. We also talk about other things; weather, our families, jobs, school, other games going on, politics, whatever. It's really neat, you get to meet all sorts of people all over the country and find out what people are like in other places. I think that's why I play by mail." Jesus, what a line of shit! Well, (I gotta admit) it's kinda true.

One of two things will happen then. Either 1) they'll be totally snowed and will only bring up the subject when they can ride you about it (get any letters from Russia!) or 2)you'll find yourself with a possible new entrant to the hobby. Great for the hobby, but personally I wish "real life people" would just leave me and my little pieces of paper alone.

The following game is 1982 AP, an orphan from the fold of Great War in Modern Memory. Winter 1904 had just been completed. All of the players were sent game restart announcements on Tuesday February 1. This is a prophetic play game.

The Iron Dream 1982AP
Pre-Spring 1905

Austria(B.Zilberman)	Has A Vie, A Tri, A Bud, A Ser, A Rum. 5 centers.
England(B.Gosselin)	Has F Liv, F Mid, F Bre, F Nth, F Nwg, A Nwy, A Stp. 7 centers.
France(B.Blum)	Has A Mar. 3 centers. Will play two short.
Germany(M.Henry)	Has A Mun, A Tyo, A Bur, A Gas, F Den, F Swe, A Pru, A War. 8 cen.
Italy(J.MacFarlane)	Has A Ven. 1 center.
Russia(E.Wiggers)	Has A Mos, A Sev. 2 centers.
Turkey(J.Cummins)	Has F Bla, A Con, A Bul, A Alb, F Ion, F Nap, F Rom, F Tun. 8 cen.

The Players:

Austria:	Boaz Zilberman	42-02 Layton St. #610 Elmhurst, NY 11373
England:	Bob Gosselin	Box 342 La Luz, NM 88337
France:	Bob Blum	Rt.1 Box 77 Oakland, MN 56076
Germany:	Mike Henry	4511 Manchaca Rd. #211 Austin, TX 78745
Italy:	John MacFarlane	630 Totavi Los Alamos, NM 87544
Russia:	Earl Wiggers	3843 Gladney Dr. Chamblee, GA 30341
Turkey:	Jack Cummins	6132 Orange St. Los Angeles, CA 90048

I am asking John Mac Farlane to standby for the Italian position. Thanks John. Please note COA for Mike Henry(GER).

The deadline for Spring 1905 moves AND Summer 1905 retreats is Thursday February 24, 1983 10:00 PM PST. Send in preliminary orders early. Below are possible retreating units which may need retreat orders written for them for Summer:

AUS: A Tri, A Ser, A Rum.	Eng: none	FRA: A Mar
GER: A Gas, A Tyo	ITA: A Ven	RUS: A Mos, A Sev
TUR: A Bul, A Alb		

We will be using Guy's houserules except for a few minor changes which were related to the players earlier. Remember players, no gamefee needed, just a subfee to get The Prince. My address:

Jim Meinel 628 Whitworth Lane So. Renton, WA 98055 (206)228-7802

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Two publications which may be of interest to hobby members.

THE NOVICE PACKET is an excellent collection of articles on a wide range of areas concerning the postal diplomacy hobby. Topics range from how to write orders to how-to-play power articles to how to handle being stabbed. A must for anyone playing in the hobby, especially the newcomer. Cost is \$1.00, write to Bruce Linsey, 24A Quarry Dr. Albany, NY 12205 with a buck and ask for a copy.

Everything is the official publication of the Boardman Number Custodian, who's job is to assign each postal diplomacy game a unique number and to quarterly publish a list of all the gamestarts and all the game finishes of the preceding three months. A super way to see who's playing where, how people are doing in their games, and how the various countries fare in postal games. The latest issue came in at \$1.00 so send another buck to Don Ditter 63 South Main St. Florida, NY 10921. The last issue was #54 so you might ask for that one.

For the most part postal diplomacy games are very similar to one another. There are some important differences though between gamemasters which alter the style and character of the game. These differences are well known to the experienced player and GM but some of the newer players may be interested in these major variations.

Draws Include All Survivors (DIAS)

As a houserule this dictum critically sets the tone of a game. According to the Rulebook a game ends when either a player gains control of eighteen supply centers or a draw is declared among all players left in the game. This rule tends to cause games to either be eighteen center wins for a power or very large draws. Many people feel in postal play because of the length of the moves that the players should have more say in how a game should end. Should 1910 roll around and there are three large powers left, and two one center powers left, and everyone wants to call it a three way draw between the leaders, who's to say no? Players feel it would be a waste of postage and time to drag the game out to eliminate the last two powers. It's an expedient to postal play. DIAS, in the above case, would force the three powers to totally wipe out the last two holdouts. A lot can happen in two or three seasons; one of the leaders may see an opening resulting from the reshuffling of units to reach the minor powers. This is an argument by some people in the hobby to keep DIAS - it pushes a game to the very brink of either trustworthiness or villainy. It is still a hot topic in the hobby today.

Length of Deadlines

A major factor affecting the tempo of the game is how long the deadlines between moves are going to be. Games have been played with deadlines as short as ten days and as long as two months. Obviously, the longer the deadline the more time there will be to write and prepare elaborate plans, more time to convince people to join your side or dissuade them from courses of action, and more time to reach a previously uncommunicative player. The shorter deadlines (anything under around three weeks) will necessarily cause players to resort to the phone more often. The level of interest, in my opinion, also tends to be higher; the game is more intense and demands quick responses and even quicker decisions. It is not unlike a PTF game, and there the allure is to many.

There are lots of players who prefer the longer deadlines. Four weeks and one month are by far the most common. They provide plenty of time to write and exchange a few letters with even the most distant co-player. I feel, though, that if the situation is relatively simple or people are not writing then four or five weeks is too long. Again (in my opinion) interest seems to wane in longer games, and NMR's due to forgetfulness increase.

The six-eight week deadlines are for international games. Overseas mail and the terrible Canadian mail system demand that allowances be made in these games.

Press

Not really directly affecting a game (but it can on occasion) press provides entertainment for both players and observers. Many players have carved out reputations based solely on their press writing (quantity or quality). White press is press which is datelined as yours and released by you. Grey press is press which you write but you dateline it from a neutral spot on the board (i.e. no one knows who wrote it). Black press is where you write something and sign it with someone else's dateline! Black press games really cause the b.s. to flow, often in great heaps. The writing also deteriorates to the gutter frequently also. But it's fun to read and undoubtedly fun to write (I have never been in a black press game). I have nothing against black press games; the only reason I don't run them is that I know I would have to type tons of press every season. And it isn't for every player either; you need a thick hide to play in one of those. If you like slinging mud you better not mind taking a few glops yourself.

Prophetic Play

Let's say it's Spring 1902 coming up and you're the English player. The adjudication comes in the mail, you open it up; what? The Russian dog, he snatched Norway! You're fleet in Norway is dislodged. How is the retreat handled in postal play?

Obviously some means of combing retreats (and builds/removals) must be used or else games would get dragged out intolerably long. The North American approach to this problem is to have the retreats of, say, Spring season submitted along with Fall season (as Summer 19XX) and have Fall orders written based on your Summer retreats. This method has the advantage of letting the player know exactly where his units are when he orders them. It also reduces the need to write conditional orders by the player.

Prophetic play is used in Great Britain and in some games in the U.S. It entails having the player anticipate retreats that may occur during his turn and provide conditional retreat orders. The major advantage is that no negotiations are allowed before the retreats and the adjustments as per the rule book (a point played down by critics) and the fact that at the end of a turn the board's units are in their final resting places (no units with retreats waiting for them). The chief drawback, and a valid one, is that a player has to write retreat orders for his units without being able to see how the season went. This can be especially frustrating should another player do something totally wacko which could not have been reasonably foreseen in his conditional orders.

I run prophetic games to provide people with that option should they desire. I will also run regular style dip games. The number of prophetic games run will stay at two until demand otherwise changes.

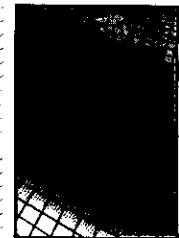
Standbys

Players sometimes have to leave a game in progress. The Rulebook says a position in this case will go into CD. This, if the country is anything larger than one or two units, spoils the game. So most games utilize a standby list - a list of players who have agreed to take over a position previously abandoned. When someone NMR's (misses a deadline) a standby is asked to submit orders. If the original player gets his next season's orders in, great, he's still in the game. If not, he's out and the standby is in. The major advantages to standing by is a free game and a wide exposure to different stages in the game without playing a whole one out. A big drawback is that if a player gets put on too many standby lists at one time he/she may find himself with a bunch of new games all at one time. Standbys, in my opinion, are superior to not having any.

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