

RETALIATION

September 7, 1979

#4

Meaningless Meanderings

Hurricane David is ripping apart the Caribbean, the Kurdish rebellion in Iran continues, the American economy is disintegrating, and the Orioles are sweeping to the AL East title, but since this is a postal Diplomacy zine, none of the aforementioned topics will be discussed. Instead, we have:

THE TEN COMMANDMENTS OF POSTAL DIPLOMACY (OR, SUCCESS IN TEN EASY STEPS)

I. Communicate regularly. As soon as possible after receiving any communications, send off a reply. It doesn't have to be spectacular, often a mere postcard will suffice. Remember, whoever wrote that letter doesn't know that it necessarily made it through. This also assures maximum diplomacizing.

II. DO NOT MISS MOVES. Besides making the gamesmaster mad (I like the games to go smoothly), and probably hurting your positions, an NMR casts aspersions on your reliability and moral fiber (what could he be doing to cause him to miss those moves?).

III. Persevere. By the same token, you never know when your opponent may miss a move and ruin his unbeatable defense or unstoppable attack. Also, the diplomatic winds are known for their inconstancy.

IV. Tell the truth whenever possible. Of course, this applies to all forms of Diplomacy. Without credibility, none of those fabulous arguments are worth the paper they're printed on. "The little boy who cried, 'wolf'", is an excellent example. Just because the game is Diplomacy doesn't mean that every word must be "diplomatic".

V. Write clearly and legibly. Say what you want to say so that your ally (enemy, unindicted coconspirator, spy) can understand you without an incredible display of mental gymnastics. Saves brain cells which could be destroyed in a more enjoyable manner.

VI. Talk to everybody. In general, postal alliances are slower to develop since communication is so much more difficult than in face-to-face play. A greater perspective also can help out your own planning, who to jump on, etc....

VII. Take USPS into account. Unless you always telephone, the post office can greatly influence play. Lost or delayed orders are not at all uncommon, so don't wait til the last minute.

VIII. Thoroughly plan your moves. With four weeks between orders, there is no reason whatsoever to miswrite orders or do something foolish. Check everything at least twice.

IX. Do not make cross-game deals. This leads to bad feelings if discovered, and reduces the competitiveness of the players involved. After all, why go all out to win when you can trade victories with little effort. By all means, learn from other games you may have played with the fellow, but don't take pity or make alliances dependent on how somebody is playing against you elsewhere.

X. Have a sense of humor. Don't play the fool, but make it fun to write to you. Great for breaking the ice and possibly making a new friend from someplace new....

XI. Forgive the GM's foibles. His typing, spelling, and punctuation leaves something to be desired, but he is under a deadline. Nobody's perfect, but I try. What am I saying!? I am perfect.

A WORD FROM YOUR EDITOR (OR TWO WORDS, OR...)

By now, most of you know my name and address, but little more than that about me. Maybe you don't want to know any more, if so, skip this section. Otherwise, read on.... I am a 20 year old resident of suburbia, the first half of which was spent just outside of Rochester, NY. Maryland is a fine place to live, except for the high prices of almost everything, and with the District of Columbia so close by, one really can live an interesting life (political or party, the two don't necessarily connect). I am presently taking a semester off from school at Wake Forest University (I would be a junior) to work and make lots of money. I play a bit of basketball (go Bullets!), love music (rock & classical preferably), collect anything, and play Chivalry & Sorcery (the best of the role playing games) in addition to Diplomacy.

I've been playing Diplomacy for five years now, and attended one of the best Diplomacy high schools known: Wootton High right here in Rockville. For example, there were not less than 20 regular gamers to choose from, and three 7-player games a week was not out of the ordinary. At the last Origins, the four of us who went were seeded: top board-2, third board-1, fourth board-1. Not bad. (Okay guys, don't break your arms....) I have played one game by mail to date, and that in the excellent-but-fanatical Graustark, published by John Boardman. Four new games are on the fire presently, and I hope to enter more later, if there's anything left of me. This zine will be a learning experience for me, and at least expand my horizons somewhat. In the meantime, I plan to put out an enjoyable publication with perfectly gamesmastered games. So far so good. Any other publishers who wish to trade zines (poor devils), will find me a willing victim.

VARIOUS NONSENSE

Jerry van Alkemade sent me a very well written and persuasive argument against the use of "neutral orders" for countries which do not submit Spring 01 orders. His basic premise was that there is no such beast as a "neutral order". I agree, the only truly neutral move is to have all hold. I can also see the gamesmaster's side to this. To start a game with only six players leaves the seventh, or his replacement, horribly crippled from the start. I think that the best remedy is simply to hold the game back for one issue, or however long it takes the delinquent player to report his moves. Until that time, any player may change his orders. All games will start with seven players and seven sets of orders. At least, that's the way I'll do it, if another game ever starts.

Which brings me to another point, I still need more players. To encourage further participation, I have decided to drop the idea of game fees until further notice. However, to defer bankruptcy, I have started a slush fund for all new GM's. Any contribution is welcome.

Last issue, there was a cryptic comment near the end. Well, I found out what Volkerwanderung is. And you all thought it was a deadly virus! Actually, it is another new zine, published by K. Arnett. K. puts out a good zine, well written and assembled. Several zines currently seeking players are:

RETALIATION

Dick Martin
26 Orchard Way North
Rockville, Md 20854
301-762-1761
sub:10/\$3, game:free

VOLKERWANDERUNG

K. Arnett
1500 Waterway Circle
Chesapeake, Va 23320
sub:10/\$4, game:\$2 $\frac{1}{4}$

FLYING DUTCHMAN

Jack Brawner
496 Johns Path Ave
Madeira Beach, Fl 33708
813-392-1989
sub:10/\$3, game:\$2

THE DOGS OF WAR

John Daly
938 Fairmont Ave
Salisbury, NC 28144
704-636-3751
sub:10/\$2, game:\$3, \$2 refundable
deposit

A SASE will get you any one of these wonderful publications. Well worth the effort.

R1 Fall '01

GERMANY MAKES FRIENDS

Austria (Lee): F Alb-Gre; A Ser S Alb-Gre; A Vie-Tri
Italy (Martin): A Tyr-Mun; F Ion C Apu-Tun; A Apu-Tun
Turkey (Kiser): F Ank-Bla; A Bul-Rum; A Con Holds
Russia (van Alkemade): A Liv-Swe; F Bot C Liv-Swe; F Sev-Rum; A Ukr
S Sev-Rum
England (Mooney): F Nth C Edi-Bel; A Edi-Bel; F Nws-Nwy
France (Arnett): F Mao-Por; A Bur S ITALIAN A Tyr-Mun; A Mar-Spa
Germany (Rollin): F Den-Swe; A Kie-Hol; A Ruh-Bel

Underlined moves do not succeed. W01 supply centers look like this:

Austria- Bud, Vie, Tri, Ser, Gre (5)	Build 2
Italy- Ven, Rom, Nap, Mun, Tun (5)	Build 2
Turkey- Con, Smy, Ank, Bul (4)	Build 1
Russia- Mos, Sev, War, Stp, Rum (5)	Build 1
England- Lon, Edi, Lpl, Nwy (4)	Build 1
France- Par, Bre, Mar, Spa, Por (5)	Build 2
Germany- Ber, Kie, Den, Hol (4)	Build 1

These builds are due by Sept. 18, 1979, if you wish to change the conditional builds you submitted or didn't submit said orders in the first place. All players will be informed via post card express on that day. I prefer this method to the slower method of seperate seasons, and more confusing method of combined winter/spring orders. ***Mike Rollin has begged out as Germany, and will be replaced by Donald L. Sigwalt, 125 Hebard St., Rochester, NY 14605. Builds will be sent in by Mr. Sigwalt.

Spring '02 orders will be due by Oct. 5, 6:00 PM.

Quick Comments

Germany seems to have let this game slip, and it shows in his lack of allies and Munich. Extraordinarily even to this point, and the battles shaping up look to be slow developers. Turkey doesn't look like he has too many friends with Italy making a patently anti-Turkish move, and Russia no doubt upset over the Black Sea. However, only Germany looks like he needs to do some really fast talking to save his hide....

Fern Numbers

Lee- 503-876-7982

Mooney- 201-233-8049

Martin- 301-762-1761

Van Alkemade- 414-639-0232

Sigwalt- 716-232-1865

Arnett (office)- 804-461-2194

Those are all I have.

Press

PARIS- André DuMaél, the Republic's official wine taster, has declared the city safe from the ill-fated Russian Fever. After six weeks of examinations, DuMael commented: "the streets were in the best of hands."

Buda Press- Archduke Donald was described as having his "down" up after receiving the formal Italian protest concerning recent non-military aid extended to Austria from France. "Ten thousand cases of Desenex and protective condoms does not constitute a conspiracy to attack Naples," replied press secretary Jimney Crickett, "the boot of Italy is merely an expression!"

Waiting List

Diplomacy- Powell, Roney, Sigwalt, Kiser, Brawner, Daly

The last two expressed interest in getting a game in the future, but are in no hurry. I could still use more people.

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