

This issue is a day later than usual getting into the mails, due to a trip to the hospital on my part yesterday. Nothing major; I just decided that the sinus condition I've been fighting for over two weeks would be best dealt with by antibiotics, and rather than wait a week or two for a doctor to give me an appointment, I'd let the hospital deal with me. Which I did. It only took them two hours to decide that what I told them right away was correct. Anyway....

Game 1979R, Spring 1901: MOST ACTION IN BALKANS AS RUSSIA, TURKS IN OPEN
(new worldwide game) CLASH! RHINE VALLEY PROMISES ACTION AS WELL!

Austria (Horst John): a bud-rum; a vie-tri; f tri-alb.
England (Bernie Oaklyn): f edi-arg; f lon-nth; a lpl-edi.
France (Margaret Gemignani): a par-bur, s by a mar; f bre-mid.
Germany (Julian Presber): a mun-ruh; a ber-kie; f kie-hol.
Italy (Fred Winter): a ven h; a rog-apu; f nap-ion.
Russia (Alvin Smoliak): a mos-ukr, a war-gal; f sev-bla; f stpsc-bot.
Turkey (Sellick Davies): a con-bul; a smy-arm; f ank-bla.

Mon., April 9 is the Fall deadline; for 1901 only, Fall and Winter will be played separately, but don't forget to include Fall retreats!

Fred Winter advises that his rank is now 1LT (congratulations!) but that his rank and number should not be included in his Greek address (although they are essential in the American one).

Bernie Oaklyn, your press ended up with Blair/Cusack by mistake; I'll print it next time. Sorry....

Ankara: Signal from El Ucion, Captain of Fleets, to Constantinople: "Seek ye hope in Job, chapter 27, verse 12: 'He divideth the sea with his power, and by his understanding he smiteth the proud,'"

SINCE THIS LINEAR SEPARATOR IS BEING TYPED OUT FOR ORDER IT DOES NOT FORM PART OF THE CURRENT SERIAL

5-Player Madman, Fall 1901: AUSTRIA GUESSES WRONG, GETS CREAMED! RUSSIA BIG!

Austria (Steve Cartier): a tri-ven; f adr-ion; a bud-ser.
England (Fred Weidemeyer): NMR! Anonymous neutral ordered f lon-eng;
a yor-nyy, c by f nth.
France (Steve Colombo): f mid-spase; a pie-ven; a par-bur.
Germany (Madman): a mun-ruh; a sil-mun; f bel-kie.
Italy (Madman): a nap-apu; f ion-adr; a tyr-vie.
Russia (Trevor Baillie): a gal-war; f bot-swe; a ukr-rum, s by f sev.
Turkey (Hugh Polley): a bud-ser; a con-bul; f ank-con.

Centres: Austria: ~~1/2~~, bud, tri (2) Remove 1!
England: home, nyv (4) Build 1.
France: home, spa (4) Build 1.
Germany: home (3) No change.
Italy: home, vie (4) Build 1.
Russia: home, swe, rum (6) Build 2.
Turkey: home, bul (4) Build 1.

April 2 (Monday) is the Winter deadline; don't forget a build for Italy! Fred Weidemeyer resigned without sending orders; play of Turkey will be assumed by Pete Reese; all addresses in #231. England

Ankara to Paris: Keep the Triumphal Arch clean!

COA: Steve Cartier, "temporary address" (no time limits given): Apt. 3, 10640 Burton St., Riverside, CA 92503, USA.

1978 L

GM: Blair Cusack...1620-42nd St., SW, Calgary, Alberta (T3C 1Z5) Ph. (403) 249-8366 or 249-0168.

WINTER 1901: LABOUR STRIKES PLAGUE AUSTRIA AND ITALY...COMPULSORY ARBITRATION
PRODUCES LAST MINUTE RESULTS.....

AUSTRIA (Melucci) NBR...Anonymous neutral builds Army Budapest. Also has A's Vis., Serb. and Fleet Tri.

ENGLAND (Acheson) Builds Fleet London, Army Edinburgh. Also has F's Belg., Nth. and A Nwy.

FRANCE (Brown) Builds Fleet Marseilles, and Army Paris. Also has A's Bre., Spa., and F Port.

GERMANY (Graber) Builds Armies Munich and Berlin. Also Has A's Ruhr, Holl., and F Den.

ITALY (Shave) NBR...Anonymous neutral builds Fleet Naples. Also has A's Tyl., Ven., and Fleet Tunis.

RUSSIA (Weidemeyer) Even. Has F's Both., Sev. and A's War., Mos.

TURKEY (Oaklyn) Builds Fleets Constantinople and Ankara. Also has A's Smy., Gre., and Fleet Bulg(ec).

-You are relatively fortunate, Melucci and Shave due to a reprint of this game allowing anonymous neutral builds as per Runestone rules. And you Mr. Graber, send your orders to myself or you'll NMR.

-Spring 1902 orders are due Fri., Mar. 30, to Blair (address above), not me!

-Oh yes, Mr. Oaklyn, your comments and complaints regarding anonymous neutral orders having successfully defended Germany (and thus disappointing you) are a bit on the egocentric side. Just because things didn't fall your way is no reason to get upset. I assure you they were neutral and of a defensive nature. The turnabout for Munich is quite logical. The move on Sweden is quite understandable as well...seldom does Germany go for Denmark in Spring 1901 if he isn't intent upon going for Sweden in Fall. The anonymous neutral deemed the carry through of this strategy quite logical. In any event, how can any referee reverse his call in front of all these fans???

It appears a couple of standbys are needed; for Austria, 'twill be Doug Karnes, for Italy, Eric Roberge. Also, Fred Weidemeyer has resigned, so the new Russian player will be John Lipscomb. All addresses are in #231.

At the opening of this game, I stated that I would not forward orders sent to me. Blair is the GM, not me. I departed from this once, to save a player from dropping out, and am now cursing my soft-heartedness; I can visualize other screwups expecting the same treatment. So I'll say it again: from now on, under no circumstances will I send orders on to Blair if they are sent to me.

LEAST THAT AROUND YOU UNLESS YOU WERE KILLED RUNNING AWAY MANY PEOPLE NEGLECTED TO CUT THEIR

Game 1977AN, Spring 1906: AUSTRIA HEADS ON LONG MARCH! ITALY SET TO REGAIN
PENINSULA! GERMANY CASUALTY OF ENG-FRE WAR!

Austria (Mike Carroll): a war-lva; a vie-tyr; a bud-gal.

England (Norm Dunbar): a mos-war; f bai-ber, s by f kie; a hol-ruh;

f bel-pic; f mid-bre, s by f eng; f iri-mid; f lpl-nat; a lon h.

France (Ron Kelly): f por-mid, s by f bre; f gas s f bre; a pic-bel;

a ruh s a pic-bel.

Germany (Peggy Gemignani): f bwr-kie.

Italy (Paul Rauterberg): f ion-nap; f wes-tyr; f lyo-wes; a tyr-ven.

Turkey (Bob Normand): a rum-ukr; a bul-sev, c by f bla; f sev-arm;

f rom-nap; f gre-alb; a ser-gre; a tri-ven; f smy-eas; f con-aeg.

(continued on next page)

Retreats: English f mid to spa, wes, naf or disband; German f ber to pru or disband.

Mon., Apr. 2 is the Fall deadline. Note that, in that mid-Atlantic situation, the English order "f mid-bre" does not dislodge the French f bre, and so does not cut support delivered by that unit into mid.

Voice of Rome. Defiant in Exile: We await the arrival of the "Midnight Express". In the meantime, we invite our English friends to a picnic on Italian soil, featuring Turkey sandwiches (of course!). Eat hearty!

Berlin to Paris: Germans thank you for your support and ask that you continue to support us.

HAI RAND FINGER NAILS BEFORE BORING AND THERE WAS A LOT OF ADVERSE RUSSIAN COMMENT ABOUT THE

Game 1977A, Spring 1906: OUTLOOK DUSK FOR AUSTRIA, GERMANY! WELL-OILED ENG-FR-FR ALLIANCE TO BE DISRUPTED BY BRIT ELECTION?

Something of a foulup in Turkey. First, he only had one build, not two; but as F Ank took no part in the proceedings this time, I see little need to delay the game. Secondly, RUMSTONE #234 did not reach Dave, but he did not notify me before the deadline, and he sent a set of orders anyway, so again I don't think further delay is needed.

Austria (Julian Presber): a trizer.

England (Steve Hueston, but see below): f stnc h; a swe-fin, s by a nwy; a yor h; f nth s Fre f bel-hol; f hel-kie, s by f den.

France (Tom Butcher): a ruh s Eng a vor-kie (nso); a rup-tyr; a bur-mun; a mar-pie; a gas h; f bel-hol; f mid-wes.

Germany (Ron Kelly): a hol s a kie (ann.); a kie s a hol (retreat to ber).

Italy (Hartmut Halfmeier): a ven-tyr; f rom-tyr, s by f nap.

Russia (Horst John): a fin-stp (ann.); f ber-bal; f gre-ion; a rup-ser; a gal-vis, s by a bud; a war-ukr.

Turkey (Dave Hurd): "f ank h" (nsu); "f eas-aer" (nsu); f sny s f eas-aeg; a bul h, s by a con; f tun-naf; f ion un.

Monday, April 9 is the deadline for Fall orders/retreats, Winter builds/removals. Steve Hueston has resigned; England will henceforth be played by Dave Pengelly, 371 Glenrose Dr., London, Ont., Canada N6K 2B1.

A Julian: Les animaux presberitains sont les mêmes que ceux réveillés par vous à Varsovie. ...le pou russe.

UNTIDINESS OF MANY OF THESE SEVENTY FIVE THOUSAND CORPSES) TEN: A METAL CIGARETTE CASE A METAL CLO

The Standby Situation: We seem to be getting a large turnover of players in the variants, due to resignations by some players who took on too many games and got overcommitted. We need more variant standbys - act now!

*indicates someone who got into a game on the last round and so gets leapfrogged this time.

Regular games: Workman, Walk, Barmen, Paquin, Reese, Cusack, Gemignani, Bawtinimer, Baillie, Carroll, Dunbar, Karnes, Roberge, Lipscomb*, Morgan, Kelly, Acheson.

Variants: Provost, Lipscomb, Polley*, Payne*, Gemignani, Cartier, Pengelly, Fisher, Reese*, Baillie*

Worldwide: Wasastjerna, John*, Hurd, Butcher*, Newell*, Winter, Pengelly*.

Game 1977AR, Spring 1907: ITALIAN SCREWUPS MITIGATED BY FRENCH PASSIVITY!
ENGLAND POURS TROOPS ONTO EUROPEAN MAINLAND!

First of all, Bob Normand is still playing Russia. I overlooked his orders, which were tacked onto the bottom of those for another game. His orders were the same as those submitted by Bob Bawtinheimer. Secondly, although Bob voted "Yes" to the draw, another player changed his vote to "No" in the meantime, so the draw is defeated.

Austria (Blair Cusack): a rum-gal, s by a bud; f aeg-smv; a boh-vie;
 a alb-tri, s by a ser; f bla h.
 England (Dan McLellan): f edi-cly; a lon-den, c by f nth; a war-gal;
 a den-lva, c by f bal, s by f bot; a kie s Fre a bur-mun (nso);
a mos-sev; f nrg-nat.
 Franco (Dave Head): NLR! a pru, a sil, a fun, a tyr, f bel, a bur, f mar,
 a pie, a rom, f tyr & f tun all hold unordered.
 Italy (Eric Roberge): f adr-tyr (impossible), s by f ion; f smv h;
 a tri unordered, dislodged; "a ven s Aus a bud-tri" (nsu).
 Russia (Bob Normand): a sev h.
 Turkey (John Lipscomb): f con s Aus f aeg-smv.

Retreats: Italian a tri to ven or disband; Italian f smv to eas, syr or dis.

French standby orders are requested from Robert Acheson; all addresses in #231. Fall orders are due Mon., Mar. 26.

ARETTECASESHOULDALWAYSBE CARRIED IN YOUR BREASTPOCKET, BECAUSE YOUR HEART IT DOESN'T MAKE YOU "AN

Game 1977A1d (4-player Madman), Winter 1905: France (Weidemeyer having resigned, Hugh Folley plays) disbanded f mid & f tyr, built a par; Germany (still Steve Hueston) retreated a mun-ruh; Italy NLR, plays 3 short(!); Russia built f stpnc. Would Dave Pengelly please standby for Italy? All addresses in #231. Mon., Mar. 26 is the Spring deadline.

SAFER BUT AT LEAST YOU CAN HAVE A DECENT SMOKEE LEVEN: LANGUAGES ITS ALWAYS S USEFUL TO KNOW SOME

Game (1978H1d), Spring 1902: SUPERIOR COHESION GAINS SWEDEN! LACK OF ORDERS
(Toronto-Montreal challenge) LOSES TUNIS!

Austria (Cal White): f adr-apu, s by a ven; a tri-tyr; a vie-boh.
 England (Robert Paquin): a nwy-swe; f bar-stpnc; f nth-ska; f edi-nrg.
 France (Pierre LaBrèche): NLR! a bel, a par, f nar, f spa & f wes all h un.
 Germany (Raymond Couture): a ber-pru; a kie-ber; f den-swe;
a mun s Ita a pie-tyr (nso).
 Italy (madman): a pie-mar; a nap s Aus f adr-apu.
 Russia (Franco Cauz): a mos-stp; f bot-swe, s by a fin; f bulec-rum;
 a sil s Aus a vie-boh.
 Turkey (Mario Cauz): f aeg-ion; f con-aeg; a gre-alb; a ank-arm.

Mon., Mar. 19 is the Fall deadline. Also, I have used my editorial discretion (one of those rare occasions!) to decline to print a press release. It might not offend anyone else, but it does me....

HANDY PHRASES OF THE LANGUAGE OF THE PEOPLE AGAINST WHOM YOU ARE FIGHTING EG "I SURRENDER" "I

Waiting Lists: Sacred Rhino: Paquin, Liesnard, Melucci, Gemignani (3 openings); Emperor: Bawtinheimer, Melucci, Payne (2 openings). McLellan (unspecified).

Game 1977AChf, Fall 51 B.C.: NEW PHAROAH THREATENS EVERYBODY, GETS TOEHOLD (Triumvirate) IN ITALY! CRASSUS' SPIES FAIL TO EARN PAY!

- Caesar (Vic Melucci):** (F nca & A sag designated as outlaw units);
 F NovaCartago s A Saguntum; A Saguntum s F NovaCartago;
(Outlaw) A Belgica-UpperGermania; A Flandriensis-Belgica; A Massilia-East
 Celtica, s by A WestCeltica; A Venetia-Venetia, s by A CisalpineGaul.
Crassus (Steve Hueston) (but see below): F Cyprus un; A Pontus un;
 F AegeanSea-Pella, s by A Thrace (letter ann); F Ephesus-Aegean,
 s by F PamphyliaSea; A Armenia-Cecilia, "c by F EuxineSea" (nsu);
 A Nicaea-Pergamum; F Galatia-Nicaea; A Ctesiphon s A Palmyra;
 A Antioch-Sidon, s by A Palmyra; "A Colchis-Scythia" (nsu);
 A Phrygia-Sardis; F IasusGulf.
Egypt (Steve Cartier): F MelitaSea-Neapolis, s by F Syracuse;
 F SouthAdriatic-Brundisium; F Palermo-SouthTyrrhenian;
 A Numidia-Nauretania; A Carthage-Numidia; F AiolianSea-IberianSea;
 F BarcaSea-IonianSea, s by F Creta; A Philadelphia-Dura;
 A Jerusalem-Tyre; A Sinai-Nabatea; F EgyptianSea-LevantineSea.
Pompey (Fred Winter): A Pella-Thrace, s by F Moesia; A Scythia-Colchis;
(Sole Consul) F Larissa(eo)-AegeanSea, s by F Korinth & F IonianSea (latter re-
 treats to Mel); F Kheronesus-EuxineSea; A Athens n.
Senate (Bob Bawtinheimer): F Aquitania(sc)-Massilia, s by F LigurianSea &
 A EastCeltica (letter ann); A Etruria-CisalpineGaul, s by A Venetia;
 F Sardinia s F LigurianSea; A Brundisium & F SouthTyrrhenian s A
 Neapolis; A Neapolis s A Brundisium (ann); A Illyria-Spirus.

- Centres:** Caesar: lug, ece, bel, nca, mas, aqu, cis, sag, ibe, nca (9) Build 1.
 Crassus: ant*, sid, nva, eca, arb, arm, pon, cap, gal, phr, cyp,
 eph, nic, per, ~~phr~~, nei (16) Build 3, room only for 2.
 Egypt: alx*, pto, cyp, jer, phi, phi, cha, lep, nab, cre, had, car,
 pmo, ~~svr~~, nca (16) Build 3.
 Pompey: kor, ath, lar, ~~phr~~, ~~phr~~, thr, soy, khe +3 (sole consul) (9)
 Build 1, no place to build, 1 short.
 Senate: rom*, ven, ~~phr~~, ray, bru, ~~phr~~, sar, ill, epi, mas, ~~phr~~, ~~phr~~
 (note that Rome is now a double centre only) (9) Build 1.

This is no longer a worldwide game so we need not use prophecies. However, Winter seems pretty uncomplicated, so I'll ask for combined Winter/Spring orders, due Mon., Apr. 2.
 See page 1 for COAs for Steve Cartier and Fred Winter (the latter not really a COA, but an... adjustment?)
 Steve Hueston has resigned; the new Crassus will be Trevor Baillie.
 All addresses in #231 or above.

Caesar: Proclamation! It is now clear that the Senate, which I am the first to admit is the best money can buy, must be disciplined. I hereby announce that I am forced to halt my campaign on Britain and march my legions back to Rome in all haste.

HEARTHEBATTLEISALREADYOVER""IAMAVERYRICHOFFICERWHOWILLBEEEXPENSIVELYRANSOMED"

Commentary on Game 1975AT, by Fred Davis (France): This started out as an Old Timers' Game, with only people 50 and older permitted to play. There were some Big Names in the starting lineup, such as Conrad von Metzke and Rod Walker. I had declined a starting slot, and was the #1 standby.
 I took over France in Fall 1902, Von Metzke had left me holding the bag with an NLR for Spring 1902, with England and Germany trying to kill me. I immediately made an alliance with Italy (Walker) and somehow managed to keep the English and Germans at bay with only 4 units. My life was saved when Don

NEW ENGLAND
 1911-1912

Efron resigned the English position in winter 1903. While Jelle Terpstra was getting reorganized upon taking over England, I was able to keep him away.

Meanwhile, I'd come to an agreement with Russia, then being played by Doug Willisie, for joint attack on Germany. Together, we wiped out Germany by Fall 1904. I was supposed to get Munich out of the deal, but Don crossed me up by bouncing me out of there. Had this not happened, I believe that a permanent Franco-Russian alliance might have won the game, as Russia was already up to 11 units after 1904. Instead, piqued, I sided with Italy in a joint attack on Russian positions. Italy had meanwhile easily annihilated Margaret Gemignani's Turkey.

I received inside information that Terpstra (England) was going to attack me. I couldn't stop him from taking Brest, but I managed to seize Liverpool simultaneously. A year later, I regained Brest. Suddenly, Walker resigned in Spring 1906, and Bob Bawtinimer took over Italy. At that point, I fully intended to keep the Franco-Italian alliance to the end, even though this would mean an Italian victory in a few moves, Italy being up to 12 units after 1907. With Italy's help, I took all of Germany. Russia was reeling, and England, now under Randolph Smyth, was down to 4 units. Smyth agreed to join Italy and France in the attacks on Russia, and it looked like it was all over.

There then occurred a dramatic moment, when both England and Russia changed hands in 1911. I received urgent and sincere communications from both Steve Morris, the new Russian player, and Blair Cusack, the English leader, pleading with me to keep the game going. Both were enthusiastic for a rest-of-the-board alliance against Italy. I was feeling heady, with 10 units to Italy's 14. Against my better judgment, I agreed to the new alliance. Theoretically, according to the Calhoun doctrine, it was the right move, but I felt badly turning on Bawtinimer, who had been a good ally. I could not bring myself to stab Italy, so I notified him of my change of sides. Bob was initially somewhat bitter about my switch. However, my action certainly made his victory one that was earned, rather than one handed to him on a silver platter. The victory he finally achieved is far more valuable than any he would have inherited as a result of Walker's work and the Franco-Italian alliance.

At first, it looked like the Alliance might be able to stop Italy, but he had the advantage of interior lines and a unified command. I blew it in Spring 1913, when my orders went astray. Had those orders gotten in, I think Italy would have dropped to 16 centres, and a stalemate would have been established. Instead, Italy went four gameyears with 17 centres, while we frantically maneuvered to keep him from getting the 18th. Blair Cusack was especially energetic with ideas to preserve the stalemate. I twice called for a vote on a four-way draw, but Italy voted against it both times. The inevitable NMR finally happened in Fall 1916, and Italy took his 18th centre from Russia. My 8 centres gave France second place.

The constant turnover of players somewhat spoiled the game for me. Once Austria was eliminated, not a single starting player remained, and France was the Eldest Player. I had to negotiate with four Englands, two Italys and three Russias, which is somewhat ridiculous. The original concept of an Old Timers' Game got lost somewhere along the line, too, although that didn't bother me too much. I want to thank Blair Cusack (England IV) and Steve Morris (Russia III) for working so well with me. Had Steve taken over Russia in, say, 1903, I think we could have worked out a joint win, but we started too late. C'est la vie!

((And I'd like to thank Fred for his analysis, than which few more cogent and trenchant have ever seen the light of Dippy day in RUNESTONE. Well writ as well as well played!))

CHIMO!

1. The 1971 edition of "Rules for Diplomacy" is the final authority; these houserules adapt it for postal play. If a situation comes up which isn't covered by the rulebook or these houserules, my ruling will set a precedent for similar situations in future.

If I make an error, players should notify me immediately; I will immediately notify the players concerned, and extend the deadline if necessary. If an error is not noticed by anyone, or if I am not notified, until after the publication of the next season, it may be allowed to stand; I'll use my own judgment as to how greatly the game is affected.

2. Conditions for victory and draws are as outlined in the rulebook. Also, a win, draw or order of finish may be declared by unanimous vote of all players with units still on the board.

3. I will set a deadline for the submission of a season's orders, adjudicate them on or as soon as possible after the deadline date, and publish the results as soon as possible after the deadline. (In practice, the mailing goes to the players next day or the day after. If for some reason I can't get the mailing done that soon, I will add an extra week to the next deadline.)

If I know in advance that I won't be able to publish on time (eg. in case of equipment malfunction) I do the season by carbon copy, then reprint it in a later issue.

4. You may use any abbreviations or notation you want in your orders; I'll accept anything clear and unambiguous.

Unordered units, unreadable orders, illegal orders and propoganda orders will all be interpreted as orders to hold, and the unit may be supported in place. An exception is propoganda orders which clearly specify some action other than holding.

I don't insist upon, but would appreciate, separate sheets of paper for orders for different games. Also, if you include letters to me on the same sheet as game orders, don't expect them to be answered or published quickly.

5. In theory, there are five seasons: Spring moves, Summer retreats, Fall moves, Autumn retreats and Winter builds/removals. In postal practice, these five seasons are compressed into two or three. This is done in two ways:

-Worldwide games use the "prophetic" system. Spring and Fall orders must include projected retreats (eg.: "If A Smy is dislodged, retreat to Ank, Con or Syr in that order of priority.") Fall orders also must contain projected builds/removals. (eg.: "Build A Smy, F Con, A Ank in that order of priority."; or, "If there is an English F Eng, build F Bre; otherwise build F Mar.") If a player neglects to order a retreat or build, it is not made and he plays shorthanded, so be careful to cover all possibilities!

-In non-worldwide games, Summer/Fall are combined, as are Autumn/Winter. If the Winter builds/removals are uncomplicated, I'll sometimes ask for combined Autumn/Winter/Spring, but in such a case any player, for any reason, may call for winter to be played separately.

Usually, we don't even bother labelling Summer and Autumn separately.

6. Your orders must include: game identification (usually Boardman Number), game season and year, country, the date on which the orders were written, and your signature. If you send more than one set of orders for the same season, I'll use the most recently dated one. I'll use my own judgment as to using orders which lack some of the needed information.

I accept phone orders, but at your own risk, as I don't guarantee to be home at any given time. In fact, I urge players not to use the phone if at all possible, since I'm not home much, and I hate to have the times when I am home spoiled by constant phone calls. Also, please take into account the

time zones, so as not to call at ungodly hours.

I won't accept orders by collect telephone call; I'll accept postage due mail, but will subtract the amount from your subscription credit. I'll accept telegrams, but I don't encourage them; they are often garbled, and sometimes don't get delivered promptly.

7. I won't give out game results by phone unless it's obvious that your results have been unduly delayed in the mail.

8. Deadline time is mail arrival time. Although it has been my practice in the past to accept phone orders up to the time of typing the game, I am suspending the practice, effective immediately, as it discriminates against players in an arbitrary fashion depending on the order in which I adjudicate the games.

I will not accept late orders except in extreme extenuating circumstances. "I was busy" or "The mail was slow" or "I needed more time to negotiate" are not extreme extenuating circumstances.

If your orders are late or missing for two consecutive seasons for which orders are required, you are considered to have dropped out and are replaced by another player.

If you cannot continue to play, please let me know so that I can put in a replacement player. It is fairness and courtesy to your replacement and to the other players to resign rather than dropping out; it's the classier way to go, if you must go. If you resign, you have the right to name your own replacement (who must be otherwise eligible for the game, of course).

It is possible to retire temporarily from the game, naming a temporary replacement (or I can choose one if you have no one in mind), and resuming play later.

A player who lets his or her subscription lapse without renewing it may be removed from the game at my discretion.

A dropout will be immediately removed from the standby list and waiting lists for future games (if these apply). Reinstatement is possible (indeed, probable) for a reasonable explanation.

9. If a player does not send orders for any season in 1901, I'll use orders from an anonymous neutral standby. These orders will be neutral towards territory of other players (but not necessary towards unoccupied neutral centres).

10. Any player trying to deceive the gamesmaster will be removed from the game. You may not sign another player's signature on orders or communications to me. You may not do an "Eric Blake" - play two countries in the same game using different names and addresses. No "team play" is allowed - each country must be played by only one person. You may not assign your position to another player without informing me. I do not permit "perpetual orders", nor do I allow a player to give "blanket permission" to an ally to order his units. Each set of orders for a given country must be properly signed by the player for that country.

11. I rarely allow a country to go into civil disorder, no matter how large or small the position. Standbys are called for all missing players. Anyone called as a standby should be prepared to accept any replacement position falling to him or her.

12. I don't use preference lists; country assignments are random.

13. I retain the right to edit press, but rarely use it, unless the press

is personally offensive to me, and this almost never occurs. If your press is boring or in bad taste, I'll print it anyway, as other players may then form their own judgments as to your character.

If you write press that appears to be written by someone else, I'll add the designation "BP" (Black Press) after the dateline. Anonymous press is acceptable, as is press written by non-players.

"Loose Factory" is the GM's dateline; if anyone else uses it, it's BP.

14. Postal service being what it is these days, it's wise to protect yourself, I suggest using at least one of these "move insurance" methods:

-mail a set of "covering" orders as soon as you get the game results. Mail changes later if your plans change.

-mail duplicate orders a day or so apart, to halve your chances of delay or loss in the mails.

-enclose a stamped postcard (Canadian stamps only!) to be mailed on receipt of your orders.

-Give me a set of General Orders to be used if you miss. However, they must be designed for use by the GM and must be capable of clear interpretation for each unit. I will not make judgments (eg.: "Attack France; defend against Russia; aid England." is not usable). Any unit without a clear order will hold unordered. Use of General Orders counts as a missed turn, but at least your units are ordered. If General Orders are used twice in a row, it still counts as a dropout.

I don't insist on your using any of these methods, but the risk is yours if you don't.

15. If a mailing of mine is delayed reaching you, and you inform me before the next deadline, I'll delay the game in most cases. If you're aware of the normal deadline length of your game, and thus when you could reasonably expect to receive results, you should be able to judge when a mailing is late.

If a mailing of yours to me is delayed in the mails, I will count it a normal hazard of postal play, mitigatable by the methods outlined above, and no deadline extension will be given.

16. If you expect to be out of touch for a considerable period of time, it's up to you to make arrangements for your absence. Temporary replacements, forwarding addresses, conditional orders, etc., may all be used. I will not delay a game for the sole reason that a player is going on vacation.

17. Please don't ask me to depart from these houserules unless your case is truly special. These houserules try to anticipate all possible situations, on the basis of over 6 years of postal GMing. However, although I have tried eliminate value judgments as much as possible, such cases inevitably arise. I will try to be fair and to weigh the good of the individual player against the good of the game as a whole. Please don't overreact to errors or differences of opinion. I'm quite happy to discuss such matters in a none hysterical fashion.

18. I am assuming that all players have read these houserules and understand them. Avoid surprises - if you're not clear on something, ask.

19. The last and most important rule: Enjoy yourself! This is a game....

CDO Gamesmasters' Code of Ethics

Preamble: This Code was developed by the CDO Ombudsman and his Advisory Committee for use by the Ombudsman as a guideline when considering complaints against gamesmasters. It is recommended that each CDO-member GM adopt the Code and provide a copy to players in games he GMs, along with his houserules.

- 1) I will try to adjudicate games in an error-free manner, If an error does occur, I will try to correct it as quickly as possible and with as little disruption to the game as possible. I will try to use good judgment in weighing the harm done to the individual player against the harm done to the game as a whole.
- 2) If a difference of opinion between a player and myself is not resolvable by discussion between us, I will submit the matter to the CDO Ombudsman rather than arbitrarily deciding in my own favour.
- 3) I will be as punctual as possible in sending game results to the players (or to the publisher, in the case of a guest GM), bearing in mind that I am a hobbyist rather than a professional, and punctuality may sometimes be affected by personal factors. If I habitually have a delay of more than a few days between deadline and mailing, I will make this known to prospective players before they enter games. If at any time I find myself no longer able to maintain my habitual standards of punctuality, to the point where games are seriously affected, I will turn the games over to another GM rather than carrying on in an inferior fashion.
- 4) If any of my normal GMing practices differ from those recommended in this Code, I will make them known to prospective players before they enter games. I will maintain a set of houserules and policy outlines and will provide it to players on their first entry into a game GMed by me. (If a guest GM not using my own houserules, I will follow those of the zine in which my games are carried; if a publisher of guest-GMed games, I will ensure that players in such games are provided with houserules.) If I change my houserules or policies during the course of a game, I will acquaint all players with the change before any player is seriously affected by it.
- 5) If a publisher or carbon-copy GM, I will keep in touch with the mainstream of the hobby by cooperating with hobby institutions: for example, sending copies of my magazines to the Archivist; obtaining Boardman Numbers or Miller Numbers for my games, and providing complete and accurate game completion statistics to the Custodians of those Numbers; sending address lists to the CDO Census when requested; sending game openings information to the CDO Novice Project; and so on.
- 6) I will use replacement players wherever possible, and in particular will not let games be spoiled by allowing major positions to go into civil disorder. I will avoid GMing practices which would make my games irregular, or unratable by current systems (example: using replacement players who have already played in the game).
- 7) In general, I will try to deal fairly and honestly with players at all times; I will try to be impartial in my adjudications and my handling of games; I will try not to give one player advantages not available to other players, where such advantages can be easily prevented; I will give players the benefit of a doubt where differences of opinion arise; I will try to maintain good communication between players and GM, in particular by explaining reasons for gamesmasterial actions when they are not likely to be immediately apparent.

I adopt this Code:

Mar. 26, 1979

J. Bender