

242

this
week's
game:

Mar. 5, 1979

AOO

CDO

runestone

Pursuant to my announcement in #239, all three games due this week (77AO, 78AShe and 78Fha) are delayed a week because of missing orders. One game was held over from last week, for the same reason. It is....

Game (1978G1d), Winter 1903: Austria disbanded a ser in lieu of retreat; (Alberta-Ontario Challenge) England removed a yor; France stood pat; Germany built f kis & a mun (1 short); Italy stood pat; Russia disbanded a sev in lieu of retreat, built a stp; Turkey built f sny. Spring orders are due Mon., Mar. 26.

Bonn: Skill, sheer skill... can there be any doubt?

Bucharest: Fleet Rumania was sold to the Turks for scrap. It was reported that the Turks accidentally sunk it, losing a coal ten million.

"DONTSHOOTIALAJOURNALIST""DOYOUHAVETHERIGHTTIMEONYOU?"(THISLATTERISHANDYFORDES)

So much for the games section of this issue. By the way, no further delays on account of missing orders will be given; the period was to last only until March 5th. On to other items....

Commentary on Game 1975AT, by Randolph Smyth (former English player): I've kept in touch with the game's progress, and my dropout appears to have been the best thing for the game. I presume it was at least partially Blair's doing that Fred joined the anti-Italian alliance - something I was never able to achieve. If I'd left earlier, Bob might not have won!

Commentary on Game 1974AC, by Doug Beverlain (Turkey): First, congratulations to Bob for winning this game. Even though he never wrote to me during the course of the game, I believe that I had a great deal to do with his English victory.

I don't remember when I first entered this game as replacement player for Turkey. ((It was, in fact Fall 1909)) However, from the start I seem to remember fighting someone near the shores of Turkey. The Franco-Austrian alliance almost had me beat at one point until both Kovalcik (France) and White (Austria) missed key orders. They still would have eventually conquered Turkey if Austria would not have stabbed France. That stab meant the end of France as a threat to Turkey in the Mediterranean. I then had a chance to regroup my defences in preparation for the Austrian assault. When it finally came, my only hope for survival was to slow down the Austrian attack so that England would win before Austria could eliminate my Turkey. I succeeded in staying alive and stopping the Austrian win, although Austria could have probably taken the last two Turkish centres in 1920 if White would have decided to continue the attack. But of course by that time it was already obvious that England had the game won.

I enjoyed playing Turkey in this game, although obviously I had no chance of winning and a poor chance of surviving. But it was fun to see just how long I could hold off the attacks on Turkey. That in itself was quite an

achievement considering my situation, and equals in satisfaction with some of my wins. This satisfaction is one of the reasons that I enjoy playing apparently hopeless replacement positions. It is a situation in which the replacement player can do no worse than get eliminated (which is expected) but can have a lot of fun putting up a good fight. That is half of the game of Diplomacy.

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Odds & Ends:

1. Francois Guerrier is getting involved in CDO, as "Co-ordinator", a function which is basically his own idea, and would involve backstopping other functionaries in case they drop out, etc. He will also act as a liaison between the English- and French-speaking branches of the Canadian hobby (he is the most perfectly bilingual of the Canadian publishers) and will take over the French-language portion of the Novice Orientation Project. I also plan to make Francois a member of the Ombudsman Advisory Committee (which is alive but currently has no work before it, in case you were wondering) as long as there's no objection from Canadian publishers; and I hardly expect any...

2. A new Canadian zine! Completely unanticipated by myself, the TORONTO TELEGRAM arrived in today's mail. It's pubbed by Bill LaFosse, who started in the hobby about the same time as I did but has been inactive for some years. He now returns to the Dippy wars, this time as a publisher. His first issue, a 2-pager, contains a gamestart, indication of a publisher who's prepared to hustle rather than sitting back and waiting for players to come to him. Sub rate is 10/\$4; no mention of a gamefee (my error; I just spotted it; it's 2/game plus sub); the address is Bill LaFosse, 2 Swift Dr., Apt. 304, Toronto, Ont. M4A 2A2.

3. The zine review series, although it hasn't appeared in recent issues, is not dead. Heavy time commitments during the last couple of months have necessitated more warehouse issues than usual. I keep saying things will ease up, and occasionally they do....

In case you were wondering, the reviews are in alphabetical order, but not strictly so. My zines are filed in different areas for different sizes, formats, etc., and I'm going by the order in my files, with some exceptions, such as this one....

DIPLOMACY DIGEST, Mark L. Berch, 492 Naylor Place, Alexandria, VA 22304, USA. Sub rate 10/\$2.50 (3 overseas). Gamefee not applicable, as this is a genzine. Monthly, regular (but I don't have a Feb. issue yet). This is photo-reduced offset, digest size; I'll count one digest-size page as roughly equivalent to one page of 8 1/2 x 11 regular size. 127 pages published in the last year (not counting Feb.) making an average of 11.55 pages/issue (one of those was a double issue, double-sized) therefore 2.16¢/page cost, and 3.00/year.

This zine fills an important function in the North American hobby. Originally planned as a reprint zine, it now carries quite a bit of original material, including a lively letter column. Ideas are exchanged on a broad spectrum of Diplomacy topics, from play-of-the-game (too much for my taste, but any is too much for my taste!) to personalities. One of my greatest regrets about my expanding non-Dip leisure activities is that it's restricted my participation in this zine; it's a must for anyone whose enthusiasms run beyond simply playing and ignoring the rest.

CHIMO!