

# 243

Mar. 12, 1979

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Foolish me. I'm going to start this issue with a letter.... No I won't; I seen to have misplaced it, so I'll go directly to the games, and hope to find the letter later.

All games this time were delayed a week; you know why, or if you don't, look in previous issues; I'm not typing it again....

Game 1977A0, Fall 1906: THREE VIE FOR NORWAY, ONE SUCCEEDS! STALEMATE IN WESTERN MED! TURKISH EXILES DISPERSED!

David Grabar has dropped out; Norm Dunbar has the glorious experience of taking on Turkey.

- Austria (Doug Hayward): f tyr-ves, s by f tun; a alb-nap, s by a ron; a vie-pie, s by a tyr; a tri-ven; a boh-mun; a vie-boh; a gal-sil.
- England (Gord Bartnan): f iri-nid; f eng-bre; a edi-nwy, c by f nth; f naf-ves, s by f lyo.
- Germany (John Morgan): f ska-nwy, s by f swe; f bot s f swe; a bur s a mun; a bel h; a ber-sil, s by a mun; a nar-vie.
- Russia (Eric Kirchner): (Retreated f bel-pic); f ion c Aus a alb-nap; a sil-ber, s by a pru; f pic-eng; f nwy-swe, s by a fin; f stpnc-bar; a nos-stp.
- Turkey (Norm Dunbar): f nap-rom.

Retreats: German a ber to kie or disband; Russian f nwy to nrg or disband; Turkish f nap to apa or disband, but it hardly matters.

- Centres: Austria: home, ser, bul, gre, con, ven, rom, nap, tun (11) Build 1.
- England: home, bre, por, spa (6) No change.
- Germany: ~~ber~~, nun, kie, bel, par, nar, den, swe, nwy, hol (9) Either a ber retreats and so there's no place to build, or it disbands and Germany builds 1; in either event, 1 short.
- Russia: home, rum, ank, smy, ber, ~~nwy~~, ~~ber~~ (8) If f nwy retreats, no change; otherwise, Build 1.
- Turkey: ~~nap~~ (0) Eliminated.

Thanks, Norm, for playing out Turkey. Winter/Spring orders are due Apr. 16.

COA: (as of Mar. 27) Eric Kirchner, 9036A McConnell, Laughlin AFB, TX 78840, USA.

handywhilewhilingawaythemanyyearsasaprisonerofwardotryandavoidsthelenaitsabloo

New Blood:

Robert Cheek, 10392 Ladera Senda (hope that's right...), Santa Ana, CA 92705, USA

Kevin Keir, 608 Forbes Ave., North Vancouver, B.C. V7M 2X8

**Game 1978Fha, Fall 1652: FRENCH WIPED OUT! IROQUOIS CHASE PHANTOMS AS FORTS  
(Flintlock) APPEAR BEHIND THEM! NORTH AND SOUTH BUILD STRENGTH**

Steve Norris writes: "As I understand the rules, my unit in Georgian Bay should have drowned this winter, so that in Spring my order Miss-GeoB should succeed. That is, I don't think there is no unit in Miss, but under either interpretation there is a unit in GeoB. Actually, it would have absolutely no effect on the game because the unit in Miss won't get into the battle before I could rebuild in winter. ((Absolutely right. Wish all my goofs had so little effect....))

Algonkians (Steve Norris): TroisRivières-Montréal, s by Outouais; Détroit h; GeorgianBay-Hurons; Mississauga-Wippissing; LakeHuron-Petuns; Muskoka s GeoB-Huro; Pottawatomie-Michigan; Québec-Saguenay.

English (Bob Fisher): A Philadelphia s A Catskill; A Catskill s A Phil; F MassachusettsBay-Maine, s by A NewEngland; A Champlain s ALG 3Riv-Mont; DA Oneida s DA Mohawk & b.f.; DA Mohawk s DA Oneida & b.f.

France (Raynald Provost): A Montréal h; F Maine-NewEngland.

Iroquois (Vic Melucci): "Mont-Huro" (no such unit); Frontenack-Muskoka; Cayuga h; Onondaga h; Adirondack h; Gaspésie h.

Ohio Tribes (Robert Paquin): Lieni-Détroit; Delaware s ENG A Phil-Penn (nso); Lingo-Seneca, s by Erie & FortPitt; Kaintuck-Mingo; Ohio h; Shawnee h; Virginia h.

Wendat (Doug Hayward): Hurons s IRO Fron-Musk; Neutrals s Petuns; Petuns s Neutrals; Niagara s IRO Onon-Sena (nso).

Retreats: French A Mont to Chau or disband; French F Maine to Acad, B Fun or disband.

Centres: Alg: Miss, Nipp, Algo, Sagu, Mack, Pott, Mgan, Detr, Musk, Outa, Mont, 3Riv, Queb (13) GeoB & LHuro removed; build 4 (2 short).  
Eng: Phil, NYrk, Bost, NEng, Main, Cats, Moha, Onei, Huds, Cham + 2 offboard (12) Build 3.  
Fra: Mont, Main (0) Eliminated.  
Iro: Moha, Onei, Cayu, Onon, Sena, Penn, Fron, Adir, Gasp (6) Build 1.  
Ohi: Miam, Ohio, Shaw, Erie, Ming, Sena, FtPt, Dela, Kain, Appa, Alle, Virg (12) Build 3.  
Wen: Huro, Petu, Neut, Niag (4) No change.

Winter is complex enough, but all builds are behind the lines, so let's call for Winter/Spring anyway; you can always request a separation if it's too tough. Mon., Apr. 16 is the deadline.

Note that Oneida and Mohawk are now settled spaces and contain forts. Worn Dunbar left via the resignation route; thanks, Raynald, for stepping in, for however short a time!

Montréal (Ville-Marie, then!): Muzarin told me: "Monsieur de Provost, you should accept my offer and be appointed as the new Nouvelle-France governor. You should take a rest - Versailles is such a jungle! You'll like it there; nice weather, friendly natives and a peaceful neighbour."

If I survive, I'm gonna get the scalp of that goddamn bishop!

Adieu! ...Sieur Raynald de Provost

Poste de l'Original: Why not stick around as a "ghost writer", Raynald?

Niagara: Chief Cross-Eyed Buzzard extends an invitation to Chief Take-en-

Bribes of the Ohio Tribes to make a second effort at gaining entry to Lake Ontario from the shores of the Great Erie. This time the Chief has arranged the construction of a special barrel designed specifically for Take-En-Bribes' use over the most obvious hazard, always the one to take advantage of an opportunity to make quick wampum, the Chief reportedly has already provoked a bidding war over the smoke-signalling rights for the coverage of this epic event. Word has it that the Chief believes this momentous occasion may become even more of a spectacle, as there have been rumours of a phantom canoe of Iroquois markings, rising mysteriously out of the depths of Lake Ontario and attempting a misty ascent of the mighty falls.

All other tribes are entreated to bury the hatchet till the question of ownership of this area is settled. Meanwhile, the Chief has considered naming this site "Horseshoe Falls" in light of the Wendat good fortune in being confronted on opposite sides by such a pair of bungling adversaries.

LONGWAYFROMANYWHEREANDTHEFOODISAPPALLINGTHIRTEEN:WOMENONTHEBATTLEFIELD:IDOMAKE

Game 1978AShe, Spring 236 B.C.: SUPPORT LOSES SARDINIA! NEW PHARQAH ANTAGONIZES THREE OUT OF FOUR NEIGHBOURS!

Carthage (Steve Payne): A Iberia-Aquitania, s by A Saguntum; A Sahara-Hadrumentum; A Sahara-Hadrumentum; F IberianSea-AiolianSea;  
F Sardinia-NorthTyrrhenian, s by F LigurianSea;  
F Carthage s EGY F AfricanSea.

Egypt (Bob Fisher): A Jerusalem s A Philadelphia; A Philadelphia s a Jer;  
F AfricanSea-MelitaSea, s by F BarcaSea & F SyrtisGulf;  
F Crete-IonianSea; F IonianSea-Larissa(wc), s by F AegeanSea;  
A Libya-Sahara.

Macedonia (Bob Bawtinheimer, but see below): MAR! A Nicomedia annihilated;  
A Scythia, A Khersonesus, F EuxineSea, A Pergamum, A Thrace,  
A Athens, A Korinth, A Illyria & A Pannonia all hold unordered.

Rome (Pete Reese): A Massilia-WestCeltica; A Lugdunum s A Aquitania;  
F NorthTyrrhenian-Massilia, s by A Aquitania; A Syracuse h;  
F SouthTyrrhenian-Sardinia; F Neapolis s F MelitaSea; [Bru]  
F Palermo-AfricanSea, s by F AiolianSea & F MelitaSea; (F Mel ret.)  
A Ravenna-Venetia; A Brundisium-Ravenna; F Rome-NorthTyrrhenian;  
A Belgica h; F SouthAdriatic-Ionian.

Syria (Konrad Baumeister): A Colchis-Pontus (impossible), s by A Armenia;  
A Paphlygonia-Nicomedia, s by A Galatia & A Phrygia;  
F Ephesus-Pergamum; F PamphylianSea s EGY F Aegean; A Tyre h;  
F Cyprus-LevantineSea; A Antioch, A Arbela & A Seleucia unordered.

I haven't heard from John Lipscomb, so I assume he's resigned. Also, Bob Bawtinheimer has resigned; who'll the new Emperor be? Hmm... it's Steve Cartier, Apt. 3, 10640 Burton St., Riverside, CA 92503, USA. This is a "temporary address", but I don't know for how long. Other addresses in #231.

I notice that people seem to be continuing to use prophetics even though this is no longer a worldwide game. Why not carry on that way? Fall orders, Autumn retreats and Winter adjustments are due Monday, April 16.

Monterey: I feel an apology is in order. It seems that I have almost single-handedly brought this game to a standstill. I am sorry. The M&R's and general order mixup were certainly not intentional. I submitted moves on both M&R occasions. I still do not know what happened to the first set. The second set may have arrived late. (I was waiting for a reply to a negotiation letter.) The orders were mailed on the Wednesday before Monday's deadline. I

had previously established this as my mailing deadline. Perhaps this is too late. I have noticed that the last few RUNESTONE issues have arrived a week or more after the issue date. John - are the issues mailed on the issue date? ((No, they're dated Monday, occasionally mailed Monday, usually Tuesday night, sometimes Wednesday.)) Have other west coast subscribers noticed an increased time in the mails? ((I hope the transit time will improve now that I'm using envelopes.))

Anyway, I plan to salvage the position of Carthage. I suggest the other players notice the strength of the Roman position, and join in an anti-Roman alliance. Through my NLRs Rome may win without much of a fight, and that would be an unfortunate end to what can be an excellent game.

((Steve, were you still planning on sending me replacement General Orders?))

ITARULENEVERTOHAWEWOMENONTHEBATTLEFIELDTHEYEITHERCRYALOTORGETVERYEXCITEDANDINSI

Found that letter. It's from Mark Berch:

I hate to bring this up, but what's happened to RUNESTONE? Have you any idea how little appears these days for non-players? The biggest chunks of reading matter, on close inspection, turn out to be rules discussions of variants.

Could you divert some of your energy from Gming so many games (especially those travesties called team games - and those 1-on-1 games) and into more writing for RUNESTONE? Think about it.

Leeder here. I printed Mark's letter because I think it'd be of concern to everybody.

Mark, I'm well aware of RUNESTONE's state at present. However, perhaps you haven't been paying total attention. I have always made no bones about the fact that Gming is my first love and greatest pleasure in the hobby, and that when I'm in a straitened time period (as now) I will cut back on extras and give the games top priority. This is spelled out in the flyer which goes to every new subscriber, and I think would have gone to you when you first started getting RUNESTONE.

I am now in a period of restricted time. I've had them before, but the current one is of the longest duration ever, and I don't yet know when it will end. (It will end.) Normally, I set aside Monday evening religiously for adjudicating the games and partial printing of the zine. I set aside a couple of hours Tuesday evening for completing the printing, collating and mailing. If I have more time during the week, I work on non-game material for the next issue.

Currently, Monday evening is the only free evening I have during the entire week. Sometimes, not even Monday is free, so I have to do a rush job of Gming, crammed into the couple of hours between work and whatever commitment I have.

However, I have been getting the games done. I will continue to do so. I have no intention of abandoning the games in progress (which you seem to be asking me to do - how you could expect me to take that course, I don't know....) If the time comes when I'm simply unable to handle the current games, I'll look for replacement GMs, but I don't expect that to happen. It is hard, though, to carry on in the hobby in the face of constant demands (not just from you, Mark) to increase my workload. Only two courses are open to me, really: to carry on giving the games my best, and adding whatever I'm able to in the way of extras; or to throw up my hands and walk away. I'm almost sure I'll never do the latter; however, folks, why not keep the pressure on and see if I'll crack?

Another point: I've always depended greatly on the readers for written material. This has not been forthcoming of late. Perhaps the most active writers are publishing their own zines; however, the tradition of reader participation has undergone a serious slump. Perhaps this is a function of the GM's own level of activity; if so, so be it. If readers will not write unless they're beaten about the ears, then they won't write, period; I'm not about to browbeat anyone.

Lastly, Mark, your letter contained one outright inaccuracy and a few misconceptions. I have never GM'd a 1-on-1 game and have no intention of doing so. There are two "team games" running, and I agree that they're not as successful as we'd hoped; however, how were we to know beforehand? I will likely never GM another team game, at least under the current format; neither will I unilaterally dump an active game which the players want to continue.

You might have noticed, too, that there are only two games currently open in RUNESTONE, and they are games for which I made commitments before my current busy spell. You would not believe the number of requests I get to open new games; I am steadfastly refusing them all. I will not open new games until a number of the current games end and I am sure that I will have time to do justice to new games.

Don't get me wrong; I'm flattered that you want more of my writing and I'll include some when I can. Don't forget, though, that I am now a full-time professional editor, and a great number of the needs which were formerly fulfilled by my Diplomacy involvements are now satisfied by my work.

I think I have made my priorities clear. The games come first. If by some chance my current time demands became permanent, I'd be quite happy to publish a large warehouse zine. I do enjoy the other Diplomacy-based activities, and will keep up with them if and when I can, but I don't feel that anyone has the right to demand them of me.

STONAGOODSEEINGTO ("BEWARNEDWHILSTYOUAREADVANCINGANDSHEISSURRENDERINGTHEENEMYMA")

#### Odds & Ends:

1. Remember (how could you forget?) that Canadian postage rates rise as of April 1, to 17¢ first class first ounce, and the rest accordingly.
2. Yesterday I went to a movie for the first time since, probably, July. It was "Lord of the Rings". It stunk. I went expecting to be disappointed. I was more than disappointed. The entire concept was trivialized.
3. There are still three or four Gesta Danorum openings in ARRAKIS; why not flock to play? Gamefee is \$2.50, sub rate 25¢/issue (35¢ for big ones over 10 pages) from Doug Hayward, Box 291, Huntsville, Ont. POA 1K0. Regular Dip openings exist as well.
4. Duh! New York Mafia Protective Association has a new Capo di Tutti-Frutti; it's Greg Costikyan, Brad Hessel having stepped down. DNYMFA is a loose organization of New York area GMs; its prime concern is rehousing orphan games. Greg can be reached at 1675 York Ave., New York, NY 10020, USA - that is, if he hasn't moved since his RUNESTONE sub lapsed.
5. Still two players needed for each of Sacred Rhino and Emperor. Come out of the woodwork!

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