

Well, the post office backlog is cleared up, and things are back to normal (we're told...) so the day of the one-week turnaround is over; at least, the purposeful one-week turnaround. Delays may occur during the period Oct. 30-Nov. 12, when my parents are visiting, but I'll try to prevent them if I can.

A mis-statement last week: 77AR is not the first game begun by me to be transferred to another GM. It happened when I left Huntsville; 74AT went to Brian Johnston, 74CW to Rick Kitching and 74HB to Paul Monahan.

Someone sent me a letter requesting to be put on the standby list and also giving a COA: 1510 Glenburnie Rd., Port Credit, Ont. L5G 3E1. Trouble is, they didn't sign it. There's what looks like "Mel" of the initials "M. C.", but it's not Mike Carroll's handwriting. Mario Cauz? But his sub ran out a while ago. Anybody know who it is?

Hugh Polley (address last issue), new GM of 77AR, is looking for players for Nuclear Holocaust (computer-GMed) and another game of regular Diplomacy (soon to be computer-GMed). Write him for info on rates, etc.

Lots of other people deserve plugs, announcements, etc. I'll try to get through my four-month pile of unfiled zines soon. My apologies to those I've neglected.

Game 1977AChf, Winter 49/ Spring 48 B.C.: SENATE TO REOPEN PUNIC WARS!  
(Triumvirate) JERUSALEM'LL BE HARD TO REPLACE!

I didn't specify Winter/Spring last time, but everyone sent Spring orders, so I'll go ahead, assuming that's what everyone wants.

Crassus does not own Arbela or Ctesiphon, as they weren't garrisoned last Fall. Revise the total to 19; builds are unaffected.

Steve Cartier has accepted my compromise solution re Illyria; thanks for not being difficult!

Caesar (Vic Melucci): (Built A Jug); A Etruria-Rome (ann.); A Venetia-Ravenna; A Noricum-Pannonia; A EastCeltica(T)-CisalpineGaul, s by A Massilia; A Lugdunum-WestCeltica; A Belgica h; A Aquitania un.

Crassus (Trevor Baillie): (Retreated A Dur-Phi; built A Cap); F Crete-Aegean; F EgyptianSea-Cyprus; F LevantineSea-IssusGulf, s by F Pamphylian; F Jerusalem-Alexandria; A Dura-Philadelphia, s by A Tyre; A Sidon-Antioch; A Antioch-Cilicia; A Cappadocia-Antioch; A Armenia-Cochis; A Pontus h; T Thrace-Perganum, s by A Nicomedia, A Phrygia & A Ephesus.

Egypt (Steve Cartier): (Loaned Bru to Pompey, Ibe-Caesar; built A Pto); F NovaCartago-IberianSea; A Gades-Lauretania; A Saguntum-Iberia; F Brundisium-Neapolis, s by F MelitaSea; F SouthAdriatic-Ionian, s by F BarcaSea; F NorthAdriatic-SouthAdriatic; A Philadelphia-Jerusalem, s by F Alexandria; A Libya & A Cyrene s F Alexandria; F IssusGulf-Sidon (ann.); A Ptolemis-Sinai.

Pompey (Dave Fongelly): (Built F Larec); F Larissa(ec)-Pella; F Epirus-Ionian; F Perganum-Thrace, s by F Euxine, T Loesia & F Aegean (F Per ann.); A Scythia-Colehis; A Athens-Larissa.

Senate (Steve Payne): (Retreated A Etr-Ron; built A Rav); F LigurianSea-IberianSea; A Rome-Etruria, s by F NorthTyrrenian & A Ravenna; F Palermo-AfricanSea; F Neapolis-SouthTyrrenian; A Illyria-Venetia.

Retreat: Crassus' F Jer to Lev or disband.

Fall orders are due Monday, November 19. Press is on p. 3.

Game 1977AN, Fall 1907: GARBLED ORDERS LEAVE LONDONERS ASHORE! TURKS FINALLY GET VENICE! FAR-ROVING HUNS MAINTAIN NORTHERN COLONY!

Austria (Mike Carroll): a stp-nwy; a vie-tyr; a war-sil.  
 England (Norm Dunbar): (Retreated a war-lva); f bal-bot; f den-bal; a lon-bel; "f nth convoys to bel"; "a hol s attack on bel" (ambiguous, as there are two attacks on Belgium, one made by the French); f nrg-nwy; f iri-mid; f mid-por; a lva-stp; f wal-lon.  
 France (Ron Kelly): (Retreated f mid-por); f eng-bel; f bre-mid; a pic-bur; a bel-ruh; a par-gas; f por-spasc.  
 Italy (Paul Rauterberg): a tyr-mun; a ven-apu, s by f nap; f ion-alb; f tyr-ion.  
 Turkey (Bob Normand): f apu-ven, s by f adr & a tri; f aeg-ion; a sev-nos; f bla-con; f smy-eas; a mos-war, s by a ukr; a alb-gre.

Retreat: Italian a ven to pie, tus, rom or disband.

Centres: Austria: vie, bud, stp (3) No change.  
 England: home, nwy, swe, den, kie, hol, ber, ~~par~~, por (10) No change.  
 France: par, bre, spa, ~~par~~, bel, ~~par~~ (4) Remove 2.  
 Italy: ~~par~~, nap, rom, tun, mar, mun (5) If a ven disbands, build 1; otherwise no change.  
 Turkey: home, bul, gre, ser, tri, ven, rum, sev, nos, war (12) Build 2.

This game will hereinafter have a new GM: it'll run in Andy Lischett's zine CHEESECAKE. Andy's address is 3025 N. Davlin Ct., Chicago, IL 60618, USA. I hope you'll all be happy in your new home; one thing to start you off in a good mood: Andy doesn't charge subscription rates. Orders (Winter only, due to the French removals) are due to Andy November 19.  
 The game so far....

Game 1977AN. Zines: RUNESTONE (to FO7), CHEESECAKE. GMs: John Leeder (to FO7), Andy Lischett. Players: Aus: Peter Walker (dro FO4), Mike Carroll. ENG: Ralph Lorton (res SO3), Norm Dunbar. FRA: Norman Weinstock (res SO2), Ron Kelly. GER: Robert Haines (res SO1), Margaret Gemignani (out WO6). ITA: Paul Rauterberg. RUS: Mike Stiege (dro FO4), John D. Lorgan (out WO5). TUR: Bob Normand.

Centres:	01	02	03	04	05	06	07
Austria	4	3	2	2	3	3	3
England	5	7	8	9	11	10	10
France	5	5	6	7	5	6	4
Germany	3	3	3	1	1	-	-
Italy	4	5	4	5	4	5	5
Russia	6	4	3	2	-	-	-
Turkey	5	6	8 <del>x</del>	8	10	10	12

Andy, player addresses are in #265.  
 Thanks for taking this game; may it prosper under your aegis.

Here is the BBC News: The time has come, Pernicious said, to think of many things; Of grunts and fleets and NLRs, of standing-bys and gains; And are the fleets to sea or not? and I pray like hell for wings.  
 Bear with me, Il Duce!

Voice of Rome, Defiant: To His Glory, Sultan Bob ibn al Nor-man-din, greetings. What, surrender and leave you a clear road to victory? Are you serious, or delerious?

It takes a very capable defender to hold Venice as long as we mangle Italians have, you know. You don't believe us, infidel? All right - we abandon Venice to you. Take it and commence its defence. We are betting that you cannot hold it long enough to make the effort worthwhile.

Constantinople: Grr....

Moose Factory to the World: A little object lesson there with respect to saying precisely what you mean. God doesn't second-guess; He takes 'em as He finds 'em....

.....

Triumvirate Press (game on p. 1):

Caesar to the Senate: Senators Mail! Do not delay my triumphant return to Rome - I have my loyal Brutus and Cassius at my side, so resistance is hopeless....

.....

Response to Tom Butcher's letter of last issue: I have nothing against "professionalism" in the Diplomacy hobby. In fact, at one time I tried to go "semi-pro" by charging, in an experimental game, a fee which was calculated to pay me a minimum wage for my time. The experiment failed miserably - I couldn't get enough players to fill a game. It may be that the game needs a higher standard of excellence in GMs; I don't contend that this can only be achieved by professionalism (there are many amateur GMs who are superb) but I wouldn't object if people found ways to make money at GMing, provided this encouraged excellence in GMing.

I must confess, though, that in the realities of the situation I don't see how it can be done. It is true that there are far too many uncaring or unaware or simply inadequate GMs. It is also true that there are GMs like myself who become overextended due to changes in lifestyle. It happens all the time. At present I feel that the best we can come up with is: encouragement of excellence in GMs by educative measures such as the CDO GMs' Code of Ethics; discouragement of poor and uncaring GMing by punitive measures such as public censure (with Ombudsmen as judicious arbitrators); and bail-out measures for overextended GMs, mainly smoothly-working novice projects.

Excellence in GMing could be encouraged by a centralized hobby organization, which I know you advocate, but most attempts to create one have been dismal failures. I could visualize a hobby "czar" combining Ombudsman, IDA President, Orphan Games Director, Boardman and Miller Number Custodians, etc., and I can visualize such a person making a full-time or half-time job out of it and being paid accordingly. I cannot visualize where the money would come from; nor can I visualize any one person being so trusted by the majority of the hobby that they would voluntarily give him so much power. In fact, I'm sure many readers are reeling in shock just from the fact of my even visualizing such a thing. Dream on....

Letter from Fred Davis:

I agree that you probably should not expel Tretick/Oaklyn from any game which he has properly paid for and is participating in in your zine, providing he does not violate any of your House Rules or do something else warranting his expulsion. However, you could join in the policy of some GMs, including myself: namely, to incorporate a statement into the House Rules that Tretick/Oaklyn will not be permitted to join in future games...

I am convinced that Oaklyn and Tretick are one and the same person.

((A question, Fred: As IDA Ombudsman, would you consider yourself sufficiently neutral that if Oaklyn (or Tretick, if you will) were to lay a complaint against a GM who kicked him out of a game you would handle the matter? Or would you disqualify yourself?))

CHIMO!

