

Only one game due this week (although I expect Blair to drop off 73L later this evening) so let's get at it, then hit the letter file afterwards,

Game 1978Tid (Five-Player Madman), Winter 1903: Austria stood pat; England built f edi; France built a mar & a par; Germany removed a kie; Italy removed f rom; Russia retreated f swe-ska, built f stpne & a war; Turkey built a con.

This game is another of those being transferred to new GMs, I'm afraid. Please send Spring orders to: John Michalski, Rt. 10, Box 5260, Moore, OK 73165, USA. You've got yourselves a top-flight GM, fellas! Enjoy it!

COA: Steve Colombo, #1007, 6200 Bathurst St., Wallowdale, Ont. (code?). All other addresses are in RUNESTONE #265; Fall position and centre chart can be found in #270, p. 3.

The game so far....

Players: AUS: Steve Cartier; ENG: Fred Weidemeyer (res FO1), Pete Reese; FRA: Steve Colombo; GER: madman; ITA: madman; RUS: Trevor Baillie; TUR: Hugh Polley.

Centres:	<u>01</u>	<u>02</u>	<u>03</u>	Finances:	The following sums are transferred to John:
Austria	2	2	2	Cartier:	.80; Reese: 1.21; Colombo: 6.58; Baillie:
England	4	6	7		.83; Polley: 1.51; total: 10.93.
France	4	6	8		
Germany	3	2	1	I will forward to John any Spring orders I have on	
Italy	4	3	2	file. I guess I should set a tentative Spring deadline	
Russia	6	7	7	for John; it'll be <u>Monday, January 7</u> (a week is added	
Turkey	4	6	7	due to Christmas). Press...	

Paris to Moscow and Constantinople: You guys are in a lot of trouble now. Suggest that it may be time to go for a switch in alliances. What do you say, Hugh?

Paris to London: Death to the Russian sons of snakes!

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Game 1978Bip (Youngstown VIII): Oops! time... England built A Lpl, not A Lag. (It was listed as a higher priority, but I erroneously assumed that Lpl was vacant due to a standoff.)

England, Germany, Japan and Transvaal may change their orders if they wish. Spring will be played when I've heard from all four; failing that, Monday, January 14 (a week is added due to Christmas).

Ouch! These free mailings in worldwide games are costly....

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OK, once more into the breach...

Letter from Bob Albrecht: ((See #272, p. 4, for the previous proceedings)) In this case, you could have asked the players. I think that the games being transferred to a new GM are different than if RUNESTONE folded (perish the thought).

You cannot commit a wrong by using the excuse "I am being more conscientious than most". If you think that starting and then three months later dropping them is "conscientious", then your morals are very lax.

I signed up to play in your zine. Why do you transfer 79Khm? Why any particular game? Could you please explain the basis you used to transfer games?

It is perfectly feasible to ask players. That kind of an excuse is laugh-

able. All you do is enclose a note asking players if they mind, and then the ones that do not reply, assume a yes answer.

In short, only one year was played before you abdicated so shamelessly. I demand satisfaction.

((First of all, this kind of overreaction is what makes a GM want to drop out rather than making the effort to find new homes for the games. I can't imagine what you expect to gain by impugning my integrity, but if you can't combine yourself to the issues then don't bother discussing.

((What "wrong" have I committed? The CDO Code of Ethics (to which I subscribe) states: "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." That's exactly what is happening here. You're getting something better than you had before. Also, I'm not dropping any games. If I were "dropping" them, you just wouldn't hear from me. (Tempting, but...) I am not committing any "wrong" by arranging for you to get better GMing service than you had before.

((As to the reasons for choosing 79Khm for transfer: Since so many of the games at this point are variants, obviously some of the transferred games must be variants. Only one GM volunteered to take variants. Robert Sacks asked for one to three variants, stating: "I prefer your newest games, with as many US players as possible..." Both these criteria fit 79Khm. This is why 79Khm ended up as one of the transferred games.

((As for your outlined process of consulting the players, sure it's possible. But of what value is it when games have to be transferred? Obviously, you would have said "No" if I'd asked you. Obviously also the game had to be transferred. Any consultation would have been a sham. If a large number of replacement GMs had requested variant games, I might have been able to seek player approval before transferring games. That situation did not obtain, therefore we couldn't afford the luxury of democracy.

((You are losing nothing. You're obtaining better service at no extra charge. What's the problem?

((If you wish to continue discussing this, please do so in a calm and reasoned manner. If not, please carry your arguments to the CDO Ombudsman, not to me.))

From Andy Lischett: Perhaps you can help me with some info pertaining to the CDO Code of Ethics. I've asked a couple of people but have gotten no answer.

Who is the Archivist?

Also, I will try to avoid GMing practices which make games irregular (as it says here), but nobody is able to provide a full list of what makes a game irregular. Can you?

((The titular Archivist is Walt Buchanan, but he took a leave of absence and asked Conrad von Metzke to collect archives copies for him during his absence. (Conrad was then editor of DIPLOMACY WORLD, and the Archives copies are theoretically trades for DW, so this arrangement was convenient.) When Conrad left DW and Jerry Jones took over, Jerry asked Archives copies to be sent to him until Walt's return. At the same time, Rod Walker (assistant editor of DW at the time) sent out word that Scott Marley was Archivist. I'm not sure what the situation is at present. Rod's announcement came at a time when I was somewhat out of touch with the hobby. I continued to send my zines to Jerry. I've recently asked him for clarification; I don't know if we have a Great Schism or not.

((Games in the past have been declared irregular for things such as using rules different from the regular game, gross GM error, or GM misconduct. I don't think it necessary to detail actions which would come under such cate-

gories (nor could I without extensive research) but it's pretty well a matter of common sense. (Incidentally, it's always been the Boardman Number Custodian who has had the final say on whether or not a game is irregular, but in at least one instance he has done so on the advice of the IDA Ombudsman.)

((I'm surprised you didn't ask about "unrateable by current rating systems". As far as I know there's only one "current" rating system (Dragon's Teeth) and one "semi-current" one (ODDMOD - which will become current only if I find some way to spring loose the enormous amount of time needed to input the more recent data.) Dragon's Teeth is run by, I believe, Robert Sargeant and Steve McLendon, neither of whom get RUNESTONE. Maybe someone would pass on to them a query as to what would make a game unrateable under their system; I'm quite unfamiliar with it. As to ODDMOD, it can't handle games in which a player leaves the game (drops out, resigns or is eliminated) and later reappears in the same game. As ODDMOD is not "current", perhaps this isn't too important; but for my own part I feel the practice is not esthetic and urge people to avoid it. Hope your questions are, at least in part, answered.))

From Bernie Oaklyn: Please refer to the editor's note on the bottom of page 2 of RUNESTONE 271.

What you possibly forget is that authors take poetic licence. For your information, I am a very detailed technical writer, but I choose to write my Diplomacy articles shifting ideas, tense, sense, etc. If you will note within them, there is a message for all. They are organically original, if you can take my displaced margins at the same time. Please don't degrade my writings. Feel free to correct spelling, since that is only a factor of not spotting the typo errors myself, although I do try. But to edit my press or other articles would be a disaster... to change a comma... to change a word or ~~one~~... would be to change a meaning. I think it is time we, as publishers, stopped putting ridicule towards the players, and show, rather, an act of kindness.

((I'm not quite sure how your last sentence relates to the rest of your letter. To me, correcting grammar, etc., is an act of kindness, as it avoids players being held up to ridicule because of their lack of knowledge of the English language. It also avoids people thinking that I'm ignorant in that I don't correct what goes into my zine, so I guess there's some self-interest involved.

((Let's be realistic. If something is printed with your name on it, and it contains errors, those people who are aware enough to spot the errors will automatically jump to the conclusion that you're ignorant of the language. If you say you're doing it on purpose for artistic effect, they'll automatically assume that you're bullshitting to cover up ignorance. If you are prepared to have those assumptions made (human nature being what it is) then I'll refrain from correcting you. I just want everyone know that such errors are not on my part.

((Before everybody jumps on me for being self-righteous: I know lots of the errors in RUNESTONE are mine. This is because I never proofread; I compose directly at the typewriter; no second drafts. Sometimes I catch typos and sometimes I don't. Less frequently, but sometimes, errors of a more embarrassing sort creep in. I offer no apologies; fine-toothing would be too much like work (especially my work; I'm an editor in the legal field, where it should be right) and publishing RUNESTONE is supposed to be fun. All the same, I avoid errors if at all possible, and correct them in others' writing when I can, unless they specifically choose to appear ignorant.))

The... as I lay there in the open... body delaying in its own stretch. And, then, the worst came. As I gazed up with my dying gasp, my lungs finally filled to capacity, there it was, the big dirty foot of Bad Bob! His heel came down with the force of seven warp factors-I yelled, "Albrecht! You stay out of Ankara! You stay...." (silence)

Galium-Can you guess the nature of the Narrator?/Its well done....the personification of the eternal leaf of Winter is apt.

Deadline for Fall 1905 orders Fri., Jan. 4. Please call standbys John.

Yes, contrary to what I wrote last issue, I do need a North American regular standby list after all, for 73J and 78L. So: for France, Mike Carroll; for Germany, Bob Albrecht. Send orders to Blair, not me.

COA: Capt. John D. Morgan, Apt. 607, 411 Ellerdale St., St. John, N.B., Canada E2L 4B4. Other addresses in #265.

Standbys: The N.A. regular list reads as follows: Lipscomb, Beyerlein, Morgan, Norwand, Roaldi, Bartnan, Carroll, Albrecht.

Last-Minute COA: (Youngstown players please note) Fred C. winter, 6465 Icklin Rd., Fayetteville, NC 28303, USA. (Fred describes this as "tentative".)

Letter from Steve Payne: I sympathize with your attempt to get affairs under control and reduce your GMing to a manageable level. Hopefully this can be accomplished without producing any ill-will among your subscribers or any guilt problem for yourself. I feel that Dippy should be an enjoyable experience for all involved - including the GM. I feel that you are an excellent GM and hope that you can maintain RUNESTONE at an enjoyable level.

((Thanks for the flattery. Ill-will? As you can see elsewhere in the zine, it hasn't been entirely avoided. Guilt? I can't feel guilty about arranging better GMing than I'm able to provide, so that everybody benefits, including those who were in games that aren't transferred. If I feel any guilt at all, it concerns starting so many games and then having to give them up. However, I started them at a time when my lifestyle was radically different than it is now. I was self-employed and my time was flexible. Since then I've successively acquired a day job, increased my music involvement and gotten married, all over a two-year period; as well, games haven't ended as rapidly as I anticipated, and also the variants I started turned out to be much more time-consuming than expected. Perhaps other GMs, especially novice ones, can draw an object lesson from my experience. You never know how it'll go...))

In case you're wondering about the pagination: I thought I'd typed four pages before Blair arrived with 73L, but I'd miscalculated and only typed three. This space was originally intended to be an address label; instead, I have an extra 3 1/2 inches to fill, so I might as well do it with bullshit.

For those of you who asked about the car: I did finally get it back (but had to drive it for a month without a seat on the passenger's side, waiting for parts to arrive). The police report did arrive, the other driver was completely inculpated by it, my repair bills were completely covered by his insurance company. My car rental bills weren't entirely covered by them, but I managed to negotiate them down to where I'm only about \$150 in the hole, which I suppose is only a mild rip-off in insurance dealings. I suppose I've alienated all the subbers who work for insurance companies now...

CHIRO!

GM. Blair Cusack, 620-42nd St., SW, Calgary, Alberta T3C 4S1

WINTER 1904-SPRING 1905: FRENCH AND GERMANS REACH CEASANTIRE!  
ITALIAN LEMMINGS SCATTER EAST AND WEST!  
BLOOD SPATTERS FRENCH SIDE!! AUSTRIANS ANNIHILATED!!!

AUSTRIA (Melucci) Removes F Tri. in retreat. A Bud.-Run./a/.

ENGLAND (ACHESON) F Den.-Kiel, A Holl. S A Bel., A Bel. S A Holl., F Eng.-Mid.,  
F Lon.-Eng., F Nth. S A Bel., A York.-Wales.

FRANCE (John D. Morgan) NMR! Plays 2 short. A's Pic., Bur., Ven. and F's Rome, Tyrr. H.

GERMANY (Normand) NMR! A Ruhr holds, F Kiel holds/d/.

ITALY (Albrecht) Removes F Apu. F Tun.-WMed., F Ion.-EMed., A Vie.-Bud., A Tri. S  
A Vie.-Bud.

RUSSTA (Lipscomb) Builds F Sev. A Ber.-Mun., F Balt. S ENGLISH F Den.-Kiel,  
A Gal. S ITALIAN A Vie.-Bud., F Run.-Ela., F Sev. S F Run.-Bla.,  
A Mos. S F Sev., A Ukr.-Run.

TURKEY (Oaklyn) Removes A Ank., F Ion. retreats to Greece. A Con.-Sev., F Gre.-Ion.,  
F Bla. C A Con.-Sev./d/. A Arm. S A Con.-Sev., A Ser. S AUSTRIAN  
A Bud.-Tri./NSO/. F Bulg(ce)-Run.

-Austrian Army Bud. is annihilated. German Fleet Kiel is dislodged, may retreat to  
Hel., Ber. or OTB. Turkish fleet Black Sea may retreat to Ank. or OTB.

-Thank you Vic, for playing her out. There is some rather decent press....

(Ankara) I lay tossing and turning in my bed, with the window to the Universe beyond  
open. The wind was a mild roar in my face. Above me the wild geese let loose with  
their "honk-arok-arok", their noses pointed in a southerly direction.

My house became a turmoil of shrieks and creaks, bending to the touch of the wind.  
The Autumn of my life reflected in the snow clouds on the horizon.

My transportation vehicle was being prepared for me by the wisdom of the galaxy.  
I knew that the long trip that was ahead would tire me to my expiration.

The time came, and my journey began. The flight was smooth at first, but we tossed  
about a bit within the air pockets. In-flight crashes seemed emanant from time to  
time. And then it happened!

The wind became a monstrous roar at my back. Upside down and then right side up-  
to and fro- here and there! Oh! Would it ever end. We crashed into the break-hard  
ground below.

Survivors lay everywhere. Would not help arrive? Would we lay there and simply  
decay? The rain splashed dirty mud on my brow. The water level rose, higher and higher  
until I lay drowning in life's blood itself.

A. John R. Leeder,  
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