

# The Schemer

Steven Duke



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Shelbyville, Tenn. 37160

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Issue #5

Greetings again, Schemer reader. Your humble editor is still getting over the blues of not going to Gen-Con East. I've read many reports by people who did go, and it seems like I really missed something. Geez. Everybody (almost) was there. All these people that I've only heard of got together for one hell of a week-end of Diplomacy. Oh well, there's always next year, right? Origins, here I come!

Well, response to the new format has been much more pro than I even had anticipated. It's amazing how many people I ~~knocked on their ass~~ surprised with this new style. I've got to say that I'm very much pleased myself and am also very pleased that you are very pleased. (Or sumthin'.)

Your editor is waiting for the results of the Leeder Poll. Not that I expect to ~~be on it~~ do well. I'd just like to find out who's what and pass it on to you. I'd imagine John Caruso will have an early report on it. When you get it, John, please send me the results. Thanks.

John Michalski, will you please spell my first name right??? Look at the top of this page. I am Steven, not Stephen. Not that my mail gets messed up. I just hate that spelling of my name! Thank you, Jim.

I got a copy of Diplomacy By Moonlight the other day. Nice looking format.

I also got a new Invasion with a form letter from Schneier saying (or telling) why he couldn't answer me personally. Nice touch, Bruce. You'll have new people lined up at your doorstep with moves like that one. I know I was touched by your effort (or lack of it)...

Gosh! I managed to fill another

Dip game this issue. That's two in two issues. I really appreciate you all (not y'all today) trying TS out. Now if Machiavelli and Origins will start filling out. Put my ad in ~~The Private~~ General in early May. I expect that that may bring in a few more Mach. players. For all you who haven't seen it, it's a good advanced Dip-type game. The thick counters have the prettiest coat-of-arms on them. Nice game.

~~Well~~ So, I hear that the neutron bomb is back. Good. The Europeans are really pitching a fit because their villages are so close together. Whooptee doo. Some of them are so stupid as to assume that the next war won't be fought in Europe. If they'd check their history books and learn how the Russians raped and looted each German village they passed thru in WWII, they'd gladly be nuked. I don't feel that the neutron warhead 'makes nuclear war thinkable.' It's not quite the same thing as those big bombs that blow the hell out of everything, but is a step above the 'conventional' weapons. I do know that the weapon would put an end to the 3:1 or 4:1 or 10:1 superiority that our potential enemy would have, pretty damn quick!

Local bumper sticker: "Split Wood, not atoms."

I apologize for having three addresses for Steve Shaddix last iss. He left Rocklin early ~~but he didn't say that to us about his new residence~~ but for some reason, we had a mix-up. I believe ~~that~~ but he most of you are aware of his place in Long Beach Mississippi.

And lastly, I must inform you that I will not go twice-a-month (right now). I put a scare in some of you and encouraged others of you. Depending on stuff, I'll be 3 iss. in 2 months. Y'all take care. *Steve*

*The Germans, that is...*



## S O U T H E R N      S A S S

a column of hobby news, world activities, and other writings...

Last issue, I introduce this column. The response has been very good, so SS will be a regular column.

The topic last time was this nation's military. I will assume that everyone who reads this has read #4 (if not, back issues are available), so I won't go back over it. John Michalski has commented about the subject, as I requested him to. I quote John. "I guess from your response to my article, I didn't make my draft position clear. I think that the low-pay proposal you quote must be used in tandem with a Universal Male draft, and take in any female that volunteers. Half measures won't cut it, and a universal draft of everyone who graduates or turns 18 (whichever comes FIRST) will be a positive way of making it fair. What could be fairer than hitting them ALL? As to officers, just a couple of quick points: 1. We have way too many now, and 2. No one should be or become an officer without a minimum of four years enlisted time. Today's officer corps is created largely out of ROTC clowns who become arrogant bastards after getting their degree/commission/annointment to rule the dumb masses. And the way they treat the common soldier sure proves it. So, excepting perhaps only Academy graduates, no one gets a commission without serving in the trenches a few years first. All this will make for a better military, a more effective one, a cheaper one, and a better society.

The German army used to require four years enlisted service first. Von Manstein said it gave the soldiers more respect for their officers, as well as for making better officers. I can sure see why."

I find myself completely in agreement with John here. As a statistic, the Pentagon employs more Generals now for our 3 million man force than it did with our 12 million man force in World War II. There are too many officers, and few of them know what's going on, either. Sigh. My own career is planned on an ROTC scholarship, with me turning into a career soldier for the Army. Oh well. There's always becoming a janitorial engineer to plan on. Or a porch bunny...

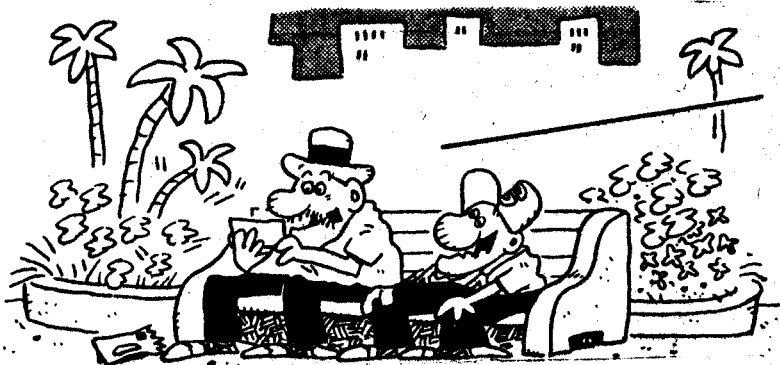
John says a couple more things which I'll add here (since I've run out of gas on the earlier subject).

"The new TS format looks great! Also "Southern Sass" is a nice title for a BS-column. My only question is, why does the drawing of that tractor driver eating the potatoe show the potato on a string? Do Tennessee tractor drivers drop their potatoes so often that they keep them on strings to fetch 'em back real quick?"

Thanks very kindly for your pleasant remarks about TS. I find your advice and opinion very important to me. The "potato" is actually a CB mike. The guy is supposed to be driving a diesel. Come to think of it though, I like the tractor and potato-on-a-string idea much better...

The Schemer is a publication of postal Diplomacy, Origins of WW2, and Machiavelli. Publication dates are irregular now, but at least three (3) issues are printed every two months. (About every 3½ weeks, then.) New readers should note that no game fees are charged for the games, and subs start at \$4.50 for 12 (I like to undercut my competition!) The Schemer's phone number is (615) 684-8265, and the hours between 9:00 p.m. and 10:p.m. Mon. thru Thurs. is Schemer hour. The publisher is unavailable the entire day and night on Sunday (studying the world of dreams) and any time after 11:00 p.m. on Sat. nite, too. Please note that these times are CST.

S U B Z I N E Coming soon!!! That's right, folks. For no additional money, you'll soon receive full-sized Schemer's plus the new zine 'Damn the Torpedoes' which will be a 1-3 page subzine. More info as it becomes available...



IF THIS IS A  
FIXED INCOME,  
I'D HATE TO SEE IT  
WHEN IT WAS  
BROKEN.

THAMES 7-24

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### The Play of England by S.D.

England is a great country to play. Not only is the English player not surrounded by other countries, he is separated from everyone by water. These facts make England a great defensive country. Yet the same facts that help him defend hinder him on the attack.

Perhaps the famous triad of Austria-Russia-Turkey is less known than the English-French-German one. Each of these groups is famous for 'two against the other'. In most games, England allies with either Germany or France against the other. This is a logical choice for England to make (joining in with a close country against another close country) for he must have a foothold on the continent. England may be the ruler of the high seas, but until he gets blue armies on the land, he is nothing.

Now, mind you, the Great Fleet can get you the coastal centers (and they are worth much of the game) but to add the final few, England must use a land force.

As England, the first thing you should do is stir up some dust between France and Germany. If these two ally against you, start another game right away. But if you can create ill-will between them, you should be fine. Don't worry about signing any agreements with either so soon. You can get your 2 builds in '01 without drawing any lines between them. In other words, talk alliance with both but don't commit yourself. When your two builds come in, then you can start choosing, but again, a choice isn't necessary. Your main objective should be the positioning of forces around the continent. Then, when you do decide who must go, hit that country with everything. You'll

cont. page 6

An Interview With Your Publisher - 4 -  
by Dave Manuel

DM: What is the purpose of The Schemer?

S.D.: TS was originally designed to be a low-cost publication where people that had gotten a bad deal (bad GMing, high cost, etc.) could come and play in. I noticed in my readings how many people were dissatisfied elsewhere, and though I know you can't please all of the people all of the time, I felt that things were getting out of hand. Now, TS isn't just for refugees. I wanted to make it appealing enough for the people who had had no problem with the hobby as well. I'd also like to make it appealing enough for non-players to enjoy, but that remains to be seen.

DM: Who would you say helped you the most in getting started?

S.D.: I don't want to answer that one, but I'll do it anyway. John Michalski helped enormously with his advice. He was very prompt in answering my barrage of questions to him. I'd have to say Bruce Linsey was the greatest help to me, though it's a real tough choice. I owe both of these men a great debt for their help.

DM: What is your favorite zine, aside from TS?

S.D.: I really can't answer that one. I feel each zine is unique and cannot or should not be compared with others. I just know what or which zines I look forward to getting, but I feel that there is no such thing as 'best' and 'worst'.

DM: Do you feel that the hobby is in good shape now?

S.D.: Well, I think it's o.k. right now. The hobby is made up of so many ~~zines zines zines~~ publications. That's good in a way, as people have more of a choice. But it also leads to confrontations between publishers. If these battles could be limited to just those involved, it would be alright. But far too often more innocents suffer.

DM: So, do you feel that controversy is bad for the hobby?

S.D.: There are many kinds of controversy. Some kinds seem to get people together. Others seem to be limited to mud-slinging. The latter kind is much more devastating.

DM: What things do you see as harmful to the hobby?

S.D.: Let me think about that one... I think inactivity is the greatest danger the hobby faces. Our society has lived with the 'don't give a damn' idea for a long time. Now, it seems like that idea is finally catching up with the hobby. Of course, there are so many polls and crap going on now. That's not what I call activity. Because there are so many polls, we are more likely to not give a damn about them, and up to now, we haven't given a damn. When there were just a few polls a year, more people got involved. Now, everybody seems to be running something.

DM: What can we expect to see in The Schemer in the coming issues?

S.D.: Well, you certainly won't see any more drastic changes. I've finally found a format that I like, so that problem is solved.

(cont next page)

The Chamber; Dave Manuel, 10318 Oakgate St., Bellflower, CA 90706; \$5.00 for 10 issues; supposed to be bi-monthly, but actually the rate is about 3 issues in 2 months; offers Diplomacy, with a few free openings left; send him a stamp.

The Dogs of War; John Daly, Rt.2 Box 136-M5, Rockwell, NC 28138; \$4.00 for 10 issues; monthly; offers Dip (but probably no openings right now); published by a very competent man; ask for sample!

Dot Happy; Allen Wells, 550 Memorial Drive #2E3, Cambridge, MA 02139; .50¢ an issue; monthly; I believe there aren't any game openings right now; mucho material in this one; good looking format.

Just Among Friends; Al Pearson, Rt.1 Box 177B5, Kearneysville, WV 25430; .50¢ an issue; monthly; there may be a few Dippy openings; also runs Dip Candyland; this one's also worth reading alone; very good-looking format. Send him a stamp!

\* An Interview, continued=====

I think you'll see my writing style improve, and hopefully, you'll see less and less written by me. I may reduce sub fees even more (or increase the run to 14 or 16 issues for \$4.50) and will probably have a 'no-frills' system where people who sign up for a game won't have to pay for a sub until the game starts. Not only would this insure a speedier game start (as I hustle my butt) but it would perhaps attract more potential ~~pros~~ middle-class and young players. Not to brag, but the future looks bright for TS!

DM: So there you have it...



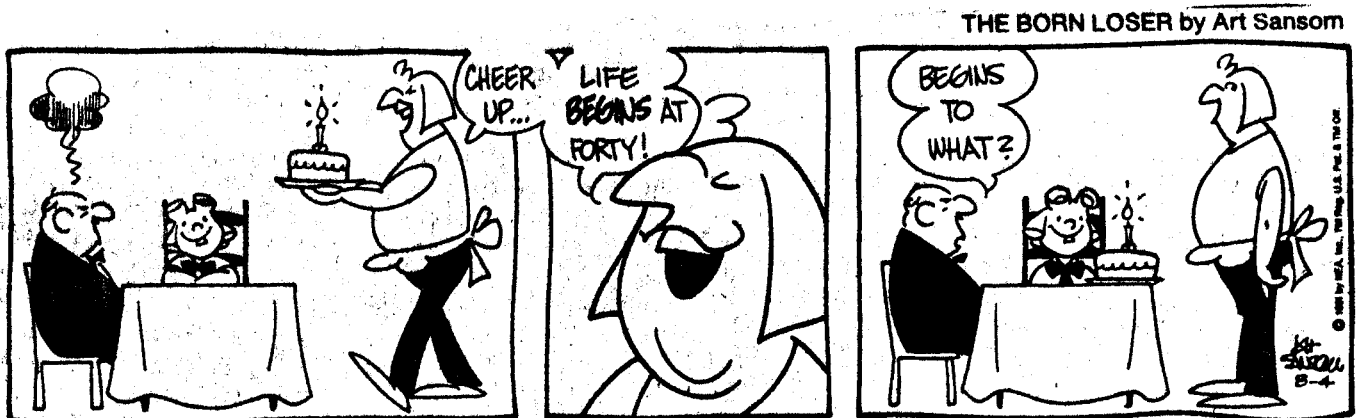
find that you can attack either France or Germany about equally well. Naturally, if you are strong in the north (Norway, Sweden), you will be a little wiser to attack Germany (on a tactical standpoint). But once again, don't feel forced to attack anyone. You can afford to make your own decisions.

Of course, if one of your neighbors starts building fleets, your decision has been made for you. Once control of the seas are yours (even if you don't feel powerful) (it's remarkable how uncomfortable your enemy will feel with you owning the seas), you must not give it up.

To conclude this very basic strategy article, let me again bring out a few basic things that you should remember. (1) Don't commit yourself too soon to an alliance with either France or Germany. This can wait. Let them fight and when you're ready, pick your target. (2) Make sure you maintain rule of the seas. You start the game as ruler, so don't give it up. Don't limit your force to fleets but for the first few years, the supply centers that concern you can be taken by fleets. (3) When you are ready to commit yourself to an attack, make sure you've got everything else under control (don't be squabbling with France while you launch an attack on Germany while you still are fighting Russia for Sweden).

For a much better set of strategy articles, plus other tips for your play of Diplomacy, send 75¢ to Bruce Linsey for his Supernova packet. Although when I got this I was no longer a novice, I still enjoyed the packet and found it worth the money. If you don't have it, get it. Send your requests to Bruce at 24A Quarry Drive, Albany, NY 12205.

Also, let me again ask for your contributions ~~of money~~ in articles. If you think that something(s) was/were missed in the Austrian article and this English one, by all means let us know. If you think that the articles were just plain poorly written and you think you could do better ~~and you can, easily~~, then compose your thoughts and send them to me. You'll get a minimum of 3 issues added to your sub for each printed page that you write. So do it! Don't let me get by with this garbage!! Write for The Schemer!!!



Games Pending === === === === === === === === === === === === ===

Dip One (Elephant); Steve McBee, Dave Manuel, Bert Schoose, Greg Fritz, Whitt Pond, Bill Clements, Dan Gorham. F I L L E D !  
See below for player addresses.

Dip Two (Tiger); 7 openings... \$1.00 game fee. (Actually NMR deposit.)

Origins One; Phil Fry. 4 openings.

Machiavelli One; Greg Fritz. 5 more needed.

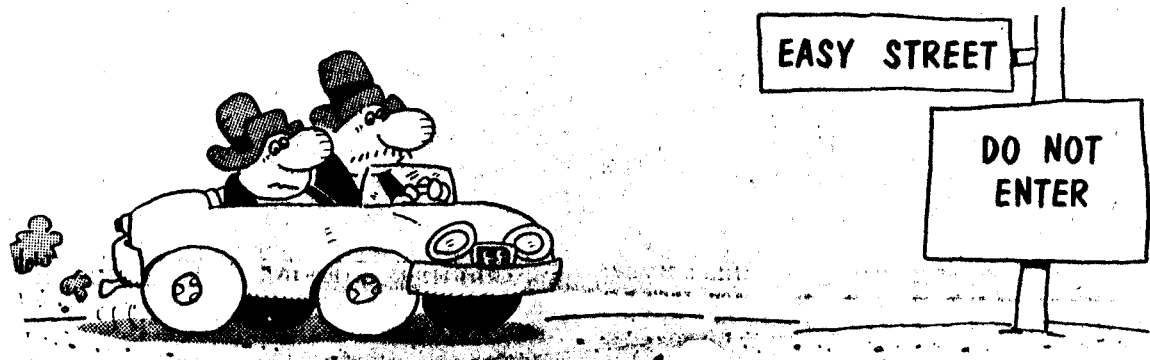
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Dip One Player Addresses and Country Assignments:

- Austria-- Steve McBee, Rt.1 Box 214, Normandy, TN 37360.
- England-- Bert Schoose, 5115 Lincolnshire, De Kalb, IL 60115.
- France-- Dave Manuel, 10318 Oakgate, Bellflower, CA 90706.
- Germany-- Bill Clements, 354 Wicklow Circle, Jackson, MS 39208.
- Italy-- Dan Gorham, 1365 Edgecliff #3, Los Angeles, CA 90026.
- Russia-- Greg Fritz, 3710 East Lasalle St., Apt.3206, Colorado Springs, CO 80909. It should be noted that Greg will be moving to a new address shortly after the end of August. When I receive his new address, I'll pass it on to the rest of the players as soon as possible.
- Turkey-- Whitt Pond, 8033 Gessner Dr. #143, Austin, TX 78753.



Black Press, anyone? Vote yes or no for this with your spring moves. One 'no' vote will mean no black press. No vote received counts as a 'yes' vote. Deadline for Spring 1901 moves is September 24. If all of the players have their moves in before that date, I'll have TS out early. Also, players please let me know if you'd be interested in turns shorter than one month. If everyone agrees, this game can play at least 3 turns in 2 months. Let me know what y'all want... Have a good game!



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RUSSIANS AND TURKS CLASH IN SOUTH!

Austria (Phil Fry)-NMR!!! As per houserules, GM moves F Trieste-Albania, A Vienna-H, A Budapest--Serbia.

England (John Caruso)- F Edin-Norweg., F London-North, A Lvp-York.

France (John Daly)- F Brest-MAO, A Paris-Burg, A Mars-S A Paris-Burg.

Germany (Mike Maston)- F Kiel-Denmark, A Berlin-Kiel, A Munich-Ruhr.

Italy (Steve Duke)- F Naples-Tyr, A Venice-Piedmont, A Rome-Venice.

Russia (Steve Shaddix)- F Sevest-Black, F St. Pete-GOB, A Warsaw-Galicia, A Moscow-Ukraine.

Turkey (Dave Manuel)- F Ankara-Black, A Constant-Bulg, A Smyrna-Armen.

Deadline for Fall 1901 is September 26.

Press

Ankara-Moscow; If I'm wrong, forgive me!!!

Ankara-Rome; HaHaHaHaHaHaHaHaHaHaHaHaHaHaHaHaHaHa!!! (In your face.)

Rome-Ankara; Kiss my gritz!!!

Italy to Austria and Russia; Let's cream Turkey!

GM Commentary ((Oh, for Pete's sake!-ed.))

Well, here it is. The first game of TS (hurrah), my first crack at GMing instead of playing ((and losing, tee hee.)), the first war (Russia and Turkey, Round 1), and the first NMR (boo, hiss). A lot of firsts.

Now, I'm going to attempt to tell you my thoughts on the game. Russia's move to Black was helpful as he can now take Rumania without any problems. Shaddix seems to be trying to get two builds (at least), with one guaranteed. Moving to the west, Austria is moving, but only by the grace of the HR neutral moves.

Moving north and west, it appears Germany is in a slight spot of trouble but, along with France and England, is hoping for two builds. E and F seem to have some sort of an agreement, but only time can tell. Moving south, we finally come to Italy. I don't know about you, but I think he's the chief antagonist in all of these areas, except for Fry's NMR. It appears he is just going for one build and is biding his time for the first war to take its toll. If I were Austria, France, England, Germany, Russia, or Turkey, I'd look out for Italy. ((Who, meeeeeee????? Shut your damn mouth you #%&\*+##\$%@!!@c\*%\$#!!!))  
Until next time...

Players should note that the houserules have parts which should be disregarded. You don't have to write things out in full, nor do you have to write them on 3 x 5 cards. These clarifications will be sent to each of you shortly.

Steve McBee



"SCARLETT O'HARA TAUGHT US WELL!"

---by Gary L. Coughlan

Being a Southerner and playing diplomacy by mail (PBM) can be a great natural advantage as long as we do not rub the Yankee noses in it and remember that each of us is an individual.

Southerners have a tendency to be bombastic, boastful and very proud of their identity. A typical example was a South Carolina Senator in 1855 who gave his reasons why the North could never hope to subdue the South:

"Should they make war on us, we could bring the whole world to our feet. What would happen if no cotton was furnished for three years?...England would topple headlong and carry the whole civilized world with her. No, you dare not make war on cotton. No power on earth dares make war on it. Cotton is king."

Well, we all know what happened there-----the South lost the Civil War and a lot of power. Since that time, Southerners have been a minority in fact as well as in name. But our minority status is what gives us our great strength.

The Yankee, sometimes even unconsciously, will patronize the Southerner. A favorite Yankee tactic is to write "Dukes of Hazard-Southern accent" press in games which contain Southerners. Others will write articles and even fake zines, such as the infamous Y'all, to mock Southerners. I have even received a few phone calls in which a Yankee will attempt to imitate the Southern accent. If only John Caruso could have heard himself! I thought I would die laughing.

It is anyone's guess if there are more Southerners or more women in PBM Diplomacy. Either way the number is tiny and the Southerners can learn a lot from the women. The fewness of our numbers makes us very visible in both cases.

Since the Southerner is considered (and portrayed) by the Yankee as a dumb, unsophisticated, ignorant hillbilly-type, he is perfectly justified in acting this way. Give the Yankee what he expects to see. Praise his gaming ability. Ask for his advice. Compliment him on any press or articles that he may have written. Encourage him when he has a setback. This is known as the "Southern Belle Tactic" popularized by Scarlett O'Hara and it is very adaptable for Diplomacy. (Ah'm jest a lil ole scatter-brained ninny, Ah am!").

But, through all of this Southern Belle style of Diplomacy, the Southerner knows that he is really intelligent. And we know much more about the Yankees than they really know about us. Even if we are not eloquent or come across as naive and unsophisticated, we know what is going on in a game and can call a spade a spade as Scarlett O'Hara did in Gone With the Wind as she listened to Rhett Butler, also a Southerner, lecture a group of Southerners:

"Has any one of you gentlemen ever thought that there's not a cannon factory south of the Mason-Dixon line? Or how few iron foundries there are in the South? Or woolen mills or cotton factories or tanneries? Have you thought that we would not have a single warship and that the Yankee fleet could bottle up our harbors in a week, so that we could not sell our cotton abroad? But---of course---you gentlemen have thought of these things."

"Why, he means the boys are a passel of fools!" thought Scarlett indignantly, the hot blood coming to her cheeks."

All of PBM Diplomacy is made up of minorities. Good allies for Southerners are women, Canadians and Bob Olsen all of whom have been shamefully abused as we have.

But, I have had good alliances with blue-blooded Yankees too. You can learn a lot from them. They are friendly, intelligent, witty and they keep you on your toes. (Well that's enough complimenting, praising and encouraging for now. I don't want to get sick!).

So, I would advise my fellow Southerners not to act superior and arrogant towards the Yankees. We cannot survive in games without them. Not yet anyway. Let us overlook their birth defect from having been born in the North. We are so lucky!

---END---

From Larry Peery (of Xenogogic): TS #3 arrived. Thank for the mention. I too have been thinking about your ten worst list. But my thinking led me to a different direction. So, here is my list of the 11 best. I picked them for their practical application of the theoretical concept of "good". Good being whatever you define it as in their particular field. You will note that most of these people did something; they didn't just preach about it. So, here goes: (1) Amenhotep III or IV; commonly called AKHNATON, the creator and proponent of the concept of monotheism. Someone, I think it was Allen Drury, called him "the first individual in history." (2) NEBUCHADNEZZER; hopefully, I have the right king here. Not for his Biblical exploits but because he founded libraries, promoted communication, was the first archeologist, and used his studies of the past to make things better in his own time. (3) Jesus Christ; all other considerations aside, because of the Sermon on the Mount. (4) King Arthur; of Round Table and Camelot fame; Because of the concept of the Round Table. (5) Francis of Assisi (1182-1226). (6) Erasamus (c. 1466-1536), the Prince of Humanism. (7) Charles Dickens (1812-1870), because his writings stirred the conscience of an empire-minded Empire. (8) Clara Barton (1821-1912); because of her work with the Red Cross. (9) Christopher Wren (1632-1723) because of his work as an architect in which beauty and utility were perfectly matched. The Greenwich Observatory, St. Paul's, and the Naval Hospital are all examples of classic beauty. (10) Hendrik Willem Van Loon: a Dutch writer, like Erasamus, whose writings (Lives, Geography) are classics in their own right. The tragedy was in trying to find someone alive now to include. I could only come up with one, (11): Mother Teresa. Anyway, there is my list. Do with it what you will... Am getting good feedback on IDHF. I will have lots of stuff for the October Xeno which will be around 48 pages! Oh, happy days! Oh well, gotta run.

((Thank. Larry, for another good letter. You've done some extensive research for your list. I was a little suprised to see our SAVIOUR ranked so low. Keep up the good work with the IDHF. Comments, anyone???)

Here's a letter from Dave Manuel (of The Chamber): Even though I like digest style zines better, the improvements in TS are more than satisfactory. Both my Dip sets have the plastic stars and anchors. It took me two weeks of strain, but I slowly became accustomed to the 'new' pieces. The strange thing about it is that I've had both sets since December of 1980! On the Junior Diplomacy League; I'll use a page or two in TC to give all the info the youth of the hobby needs. Money on this is a strain on me to a certain degree. I'll have some Supernova packets and a JDL newsletter out every few months or so, telling about what the youth need/want. They'll even elect a President, V.P., etc. So, send those 'I want the JDL' notices into me and ~~step~~ step me as soon as possible. Until Shaddix folds (joke). Oh yes. I'm offering PBM Midway (not in TC) for anyone interested...