



Seitenstetten

Issue Number Two

22 November 1972

This is SEITENSTETTEN, a strange magazine of strange idiocies, namely Diplomacy game 1962-A. It is published by Conrad von Metzke, Box 8342, San Diego, California 92102.

Game Fills: Sufficient applications have arrived to restart this game; for a while I was beginning to despair of getting enough. As it is, your humble editor will continue to play and gamesmaster the thing. (In any case, a majority of votes favored my doing this anyway - two to one, with one not voting, but I would have voted in favour to break any tie anyway.)

Round-Robin Gamesmastering: Of the seven players, six are already gamesmasters. It is therefore reasonably possible to consider the round-robin GM system which was originally intended for this game. (If the seventh person cannot find publishing facilities, I will be willing to do the mechanical part of his turns.) Three people have already agreed to do this, and I don't recall any objections. Therefore, are there any of you who would refuse to handle every seventh issue? If so we can't do it, of course, but otherwise we shall. Let me know if you decline immediately.

The players: Countries have been assigned by random draw, except Austria which I retained for myself.

AUSTRIA: Conrad von Metzke, Box 8342, San Diego, CA. 92102.

ENGLAND: Richard Holcombe, 45 Kimberlin Heights Dr., Oakland, CA. 94619.

FRANCE: Harold Naus, 1011 Barrett Ave., Chula Vista, CA. 92011.

GERMANY: Charles N. Reinsel, 1709 32d St., San Diego, CA. 92102.

ITALY: Robert Ward, 8665 Florin Road, Sp. 176, Sacramento, CA. 95828.

RUSSIA: John Boyer, 117 Garland Drive, Carlisle, Pennsylvania 17013.

TURKEY: Len Scensny, 317 Linwood, Rochester, Michigan 48063.

The positions: Notice that in SEITENSTETTEN #1 I mistyped one Italian order. In Spring '01 the order a rom-tus should read a rom-ven.

The Moves: Fall 1901 Builds should be sent to von Metzke by Saturday, December 16, 1972. When I print them I will set a deadline for Spring 1902 on the second Saturday in January and advise of the order of gamesmastering turns (unless vetoed).

(more)

The Name: I have had a couple of enquiries concerning the name of this magazine. This is encouraging. For years I have felt that since the old days of Diplomacy, when people cared, you could put any title you wished on the masthead of a Dipzine and nobody would pay any attention. In fact, the last time I recall anyone giving two hoots about a Dipzine name was in 1965 when Bob Cline put out a rag without a name and nearly everyone wrote in and asked him to give it one. So he didn't. And since then, until now, silence has reigned. Ah, nostalgia! Well, thank you for asking, you guys; it made my day just to know that somebody cared what SEITENSTETTEN means. Keep up the good work....

The Hoax: Von Metzke tells all. SEITENSTETTEN, or - to be precise - Game 1962-A, was originally designed to be presented as a hoax. There was once a plot afoot, designed by Rod Walker and me, to completely overshadow the achievement of John Boardman by foisting off on the public a well-developed, magazine-format, perfectly ordinary Diplomacy game called 1962-A. In this vein we created several years' worth of phony moves, two or three phony players, a phony title for a phony magazine, and even a few phony ditto masters to be used to produce phony issues.

I hadn't known about it until last week, but it seems that Rod went one step beyond. He created some phony publicity. Walt Buchanan tells me that the complete publishing 'history' of 'MONGO' was written up a year or so ago in great, excruciating, utterly false detail.

Well, Rod is gone, and the hoax has seemed ever more pointless over the months anyway. So when I finally sat down to do the 62-A hoax, I dropped the hoax parts. The background of this game as given in SEITENSTETTEN #1 is substantially correct, insofar as my memory serves me; in any case the prime facts are right. Rod's old 'MONGO bibliography' and any information based thereon is, except where conjunct with SEITENSTETTEN #1, a pack of lies.

The Originals: Attached hereto is a copy of the second letter I sent out to set up 1962-A. It is typed directly from the original. Later on I'll reprint the third, fourth and fifth items in this series (Item One being long lost). Coincidentally, the typewriter used for the reprint, my immortal 1933 Underwood Clatterbug, is the same machine I used in 1962 for the original.

The End.

(for now....)

OH YEAH -- WAIT A MINUTE. Forgot to state that we will be using the 1971 rulebook from here on, mainly because a couple of us - including me - don't have the '61 any more (if we ever did).

5327 Hilltop Drive
San Diego 14, Calif.
August 16, 1962

Dear Friends, again,

I guess we have a game. I don't know how this is going to work, what with Rod in OCS and Duke soon to head for the Far East, but we can surely try. Now if only I had a newer typewriter; would you care to send me the Everest, Rodney C.?

Well, I had Cindy draw the countries and this is how it worked out; I'll list the addresses too to save space.

England is Rod, whose address for the moment is 4709 Adams Avenue, San Diego 16. But he'll give me his military address as soon as he has one.

France is Leonard Garland, 841 Iona Drive, San Diego 14.

Germany is Frank Setchell, Toltec Dorm, Box 311-B, 5579 Remington Road, San Diego 15.

Italy is Lewis Perry, whose summer address is P.O. Box 616, Yellowstone National Park, Wyoming.

Austria is me.

Russia is Jon Sutherland, o/o Dr. J.L. MacIlwaine, Department of History, Harvard University, Massachusetts.

Turkey is Duke Kelley, 519 Jones St., San Bernardino, Calif.

A couple of these addresses are only good for another two weeks or so, so hurry. To show off my speed, I'll send everyone my own first letter of negotiation and whatever with this.

Probably by the second move or so we can start trading off the typing. Once the college reopens I can use the ditto machine again, so I won't have to type everything twice. Let me know as soon as you want to run a move.

Most of you seem to think that twenty days is enough between moves, so we'll try that and see if it works out. So try to get your first moves in by the sixth, okay?

Final note. If anybody cares, Dan just dropped the SG job for the high schools on me. Just what I needed, sixteen units and that mess. Oh well, I suppose I can do it.

Sincerely,