

# The Sillmarilli

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Dedicated to promoting and humanizing the game of Diplomacy  
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VOLUME I NUMBER 7

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Subs are 8/\$1. There are no openings for regular games at this time, nor or any expected for some time. There are two spots left for the MEIV game for \$4 plus preference list.

### Two important announcements. First the deadline has been changed to April 11, to allow for the extra time it is taking to put this issue out due to timing troubles. Second, if you don't do anything else besides read your game results, read The Home Front. Because it will carry any important changes or clarifications concerning the games or the zine.

Someday soon perhaps, I'll get out another issue of CR<sup>2</sup>, the IDA central region zine. In the mean time the IDA is moving along. plans are being finalized for the handbook, the game insurance should soon be working, and many other details are occurring. The membership is now over 110. If you'd like to join us and help, send \$2 to Walt Buchanan, RR#3, Lebanon, Ind, 46052.

March 31 there will be a day long convention in East Lansing, Michigan. It will be spnsered by the MOW group. Starting at 7:45 AM (no body is going to get me up at 7:45 to play any damn game) it will be in Berkey Hall 119A till 5:30, then it will be moved to a dorm. The fee is 25¢ for MOW, 50¢ for all others. Berkey Hall is on the north side of the campus, on the south side of Grand River Blvd. Since it is in the middle of the state, they should hopefully get a good turnout. I might even make it up. So if I can, I know there are a lot of people who live a lot closer, so why not go. If you have any questions I suppose you should get in contact with either Karl Pettis, 520 W McDonal Hall, MSU, East Lansing, Mi, or Paul Wood, 24613 Harmon Ct, St Clair Shores, Mi, 48080 should be able to answer them. You might also like to check out YGDRASIL CHRONICLE by Paul and John Van De Graf, they got their new mimeo, and it looks good.

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### The Home Front

I started out last issue by calling it issue #5 instead of #6, and things went down hill from there. My basic problem was that I went out the night before and was not in the best shape the next day, the mind was still a little gone. What happened was that I had a couple of people who I had not received orders from. So I searched all through the files to make sure that I had not misfiled them, before I wrote them down as NMR. But what I didn't do was check for orders which had been sent in along with the previous season. So naturally two of the people had sent in conditional orders. So I apologise to those people and the other players in their games. Hopefully this will teach me to look. I've always felt that the best way to learn something was to do it wrong once, and learn from your mistake.

Concerning retreats, unless there are enough to make the situation confusing, I'll ask for conditional orders. If any player feels that he just can't submit orders without knowing where the unit is, then all he has to do is tell me, and I will put the retreat in the next issue and extend the deadline. I don't particularly want to go mailing postcards to everyone, because that can add up pretty fast. So if you want to know exactly where the unit is before you make your move, let me know and the deadline will be extended.

Also, there are a couple of people who are sending in moves for two different games on the same piece of paper. Let this be a warning, from now on, I shall take the top set of moves and use it and ignore any other moves of the paper. It gets to be a real hassle trying to remember where the other move was filed.

I finally got my securities license and am on the job selling. If anyone is curious about mutual funds, feel free to write me. This is not an offer to sell. I have to put that last sentence in due to federal regulations.

I may start editing the press a little bit. Not the length of it, but the quality of it. I've seen some good press in here and I've seen some poor press. I consider something poor, when all you do is basically call an opponent names. Good press normally has some humor in it, a bit of a story line, or something like that. I don't mind using space for that. But to take up space to call people names, I can do without.

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Last issue I said it was tied for first place on my list of zines, well its now number 1. What is it, ARMADILLO! ARMO #15 was just tremendous. The entire issue was down by hand rather than by typewriter, and it looks great. I can't recommend this zine to <sup>you</sup> ~~such~~. So why not try it out by sending \$1 to Coop, 3501 Saylor Place, Alexandria, Va, 22304, and if you're lucky he'll send you six issues. If you're not lucky, you'll get stuck getting ARMO for the rest of your life. By the way, Coop made a fatal error New Year's Eve and proposed to Susie. She made an even more fatal error and accepted. And I think that I just misspelled fatal, but I wouldn't worry about it if you wouldn't. After much thought I figured out what to get as a gift, a lifetime subscription to WAZIR and EREHWON. How's that for a treat.

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It was right that you must have defended the city, when it was attacked... but why was the city attacked? Because the shipowners, vineyard owners and slave dealers in Asia Minor came into conflict with the Persian shipowners, vineyard owners, and slave dealers. A fine reason!

--Bertold Brecht

Man in the street; Apathy? No, I don't know what it means, and I don't give a damn, either.

## THE GAMES

The deadline for all games is 12:00 noon EST, April 6, 1973

## 1972AO Spring 03

Russia(Blandin): F StP(nc)-mry, F bot-Swe, Fsev-Arn, A Mun-kie, A ukr-Sev  
 Germany(Dick): F Bal S Rus F bot-Swe  
 Austria(Eller): F Aeg-con, A rum-Bul, A Gre S A rum-Bul, A Ser S A rum-Bul,  
 A bud-Rum, A vie-Boh  
 Turkey(Vagts): F Bla S A Bul, A Con S A Bul, A Bul S Rus A Ukr-Rum/nso/d/  
A Smy H/d/ retreated to Ankara by conditional order  
 France(Verheiden): F hol-Kie, A Ruh S F hol-Kie, A bar-Bel, A gas-Bar, A Por H  
 F bre-Eng, F mar-Spa(sc)  
 Italy(Winter): A Apu H, F Ion H, A syr-Smy, F Eas S A syr-Smy  
 England(Pohrte): A Den-kie, A kie-Ber, A Lon-swe, F Nwy S A Lon-swe,  
 F Nth C A Lon-swe, F Ska C A Lon-swe

deadline for Fall 03 is April 6, 1973

## 1972EI Spring 02 Again

One of the players has requested an extension of the deadline for the Fall moves. Seeing that I made two errors in the adjudication last issue, this gives everyone time to get things straightened out. Also, since I have received no word from Tim Kelly, he is replaced by Art Hasbnel whose address was in the last issue. So here are the Spring moves as they should be.

Austria(Glidden): A gal-Ukr, A vie-Gal, A Bud H, A Ser S F Gre, F Gre-Bul/d/  
 F Gre has been retreated to Alb  
 England(Rutta): F lon-Nth, F Eng S F lon-Nth, F Nwg S A Nwy, A Nwy H/d/  
 A Nwy is taken off the board  
 France(Kelly): MMR, F Bre H, A ParH, A Mar H, A Spa H, F Bel H/d/  
 F Bel has been retreated to Pic  
 Germany(Walker): A mun-Sil, A kie-Mun, A hol-Bel, A Ruh S A hol-Bel, F den-Swe  
 Italy(Schleinkofer): F Ion C A apu-Tun, A apu-Tun, A Ven H  
 Russia(Carlson): F swe-Nwy, F StP(nc) S F swe-Nwy, A Fin S F swe-Nwy,  
 A now-War, A Rum H, F Sev S A Rum  
 Turkey(Dick): F aeg-Gre, F smy-Aeg, A Bul S F aeg-Gre, A Con S A Bul

Deadline for Fall 02 is April 6, 1973

## 1972ER Spring 02

Austria(Lancaster): A Gre-bul, A vie-Tyr, A Bud-gal, F Tri H/d/ retreat to either  
 Alb, Adr, or disbanded  
 England(McKeon): A Nwy S, F nth-Ska, F Nwg-nth, F Lon H  
 France(Chin): F bre-Pic, F spa(sc)-Por, A mar-Bur, A Par S A mar-Bur,  
A Mun S A mar-Bur/d/ retreat to either Sil, Boh, or disband  
 Italy(Stuart): A tyr-Tri, A Ven S A tyr-Tri, F nap-Ion, F tun-Tyr  
 Russia(Fleming): F Swe H, A mos-StP, A war-Gal, A Ukr S A war-Gal, F Sev H  
 Turkey(DePrisco): F smy-Aeg, A arm-Ank, F rum-Bla, A bul-Rum, F Con-Bul(sc)  
 Germany(Lind): A Ber S A kie-Mun, A kie-Mun, F Hol-nth, A bel-Ruh

Deadline for Fall 02 is April 6, 1973

1972ER Press

MILAN (Republican Press): Official governmental sources today expressed their desire to continue to back the Russian government's decision to continue the Austrian war, while it is rumored that Turkey may enter in against Italy should this occur. Italy stands ready to aid Russia whenever possible.

1972EV Spring 02

Austria(Cooper): A Ser S F Gre-bul(sc), F Gre-bul(sc), A Vie S A bud-Gal  
A bud-Gal, A tri-Bud  
England(Lowrance): A Nwy S Ger F Den-swe, F liv-Nat, F Bre-gas, F Nth S F lon-Eng  
F lon-Eng  
France(Lanham): F Mar-spa(sc), A Spa-gas, A Par-bre, F Bel-eng, A Por H  
Germany(Keller): A hol-Kie, A ruh-Mun, A mun-Boh, F kie-Bal, F Den-Swe  
Italy(Prasse): A ven-Tyr, A apu-Ven, F ion-Adr, F nap-Ion  
Russia(Nichol): F Swe S F StP(nc)-rwy, F StP(nc)-rwy, A Mos H, F rum-Sev,  
A ukr-Rum, A Gal S Ger A mun-Boh/d/ retreat to either Sil, War,  
Ukr or disband  
Turkey(Davies): F smy-Eas, F Aeg S A Bul-gre, A Bul-gre, A Con-bul

deadline for Fall 02 moves is April 6, 1973

Propaganda

LONDON: If only we had known that Russia was looking for a warm water port! In order to learn more, we have decided to detach a minister to St. Petersburg to offer our services. Of course, as befitting a power that so surely and faithfully keeps its alliances Russia must be afforded an escort for our minister. Therefore, an army and a fleet will go along to see if it might serve as a cold water port for the English. By the way, Dave, don't trust Nichol too far, he's stabbed one ally already and you look pretty likely to be next.

MUNICH: Prince Matahad today flew over the German-Austrian border. There have been many requests by the heads of Europe to see this new weapon of war. Too many in fact. Some of the requests came as far as Turkey. The Crown Prince and his father conferred and it was decided to give Austria the first chance to see the ballon go up.

BERLIN: Baron Dotolov of Archangle was shown the Naval War Room with the last group of wisiting chiropractors from Ulm. He remarked to the busboy at dinner, "The English with their giant shipyard in Liverpool are in for a big surprise." When the potted palm asked what he meant, he replied, "We have developed a secret method for keeping Murmansk, Ice Free."

Just as he was about to disclose the method of the palm which was potted, the lights went out. A scream, a crash and footsteps were heard. Finally a light was produced and Baron Dotolov was lying dead in his mashed potatoes.

A cursory examination reavled the Baron had been beheaded; demitasse was served and a closer investigation determined the real cause of death. Two small pin holes were discovered on Dotolov's left heel. There two punctures to the highly trained members of the SS investigation team, indicated that the dread assassins of Hath were once again active.

KIEL: Princess Yoni hosted an informal party for naval powers at her summer cottage this past holiday season. Abdul Coroom of Sinope was boasting of the fleet his county is building in Smyrna, "These dreadnoughts each have 6000 camel power per screw and are able to travel for a week without a drink of water." Il Col Counce, the Italian naval envoy from Milano, countered,

"The ships we are building are the biggest and most modern to be designed by the Swiss since the Spanish Armada and come with either mushrooms or anchovies." Princess Yoni just smiled, "what do the Italians and Turks know of water."

1972FH Winter 01

**Builds:**

Austria(Huang): A Bud  
 England(Ray): F Edi, F Lon  
 France(Riepl): A Par, A Mar  
 Germany(Barents): F Kie, A Mun  
 Italy(DePrisco): F Nap  
 Russia(Bennett): A War  
 Turkey(Wood): A Con

**Has:**

A Bud, A Tir, A Ser, F Alb  
 F Edi, F Lon, A Bel, F Nth, F Nwy  
 A Par, A Mar, A Bur, A Spa, F Por  
 F Kie, A Mun, A Ruh, A Hol, F Den  
 F Nap, A Ven, A Tun, F Ion  
 A War, A Mōs, A Sev, F Bot  
 A Con, A Rum, F Ela, A Arm

deadline for Spring 02 is April 6, 1973

**Propaganda**

ROME: King Fea'Less, top wop of the Italian Empire, announced that effective immediately Cap'n Crunch would be taking over command of the Italian first fleet, now rusting in the Ionian Sea. The good, but feeble-minded Cap'n, would be spearheading "Operation Rumble". Backing up this latest Italian attempt at world power would be Rear Admiral Ernesto "Bigass" Bumper. "Operation Rumble", a two-part affair, is really quite simple. That's because the Italian military mind is really quite simple. First, Cap'n Crunch's first fleet, using a secret formula, will turn the Eastern Mediterranean sea into milk. When this is accomplished, he will dump 650,000 tons of Rice Krispies into the Eastern Med, bowl of milk. You know what happens when Rice Krispies hits milk, don't you? So once again we have an eloquent example of the feeble Italian mind.

ZUPCUP(HIGH): It should be noted that the Iker of Hill is still thinking over the offer, mentioned in the last issue. Also, it should be noted that the Iker of Hill has built an elevator to get up to his hill home. It seems that he is too heavy to hike the hills.

MUNICH: Beergarden 4 & 5 were opened today in Munich and Denmark. Hopes are that Paris and London will be the next ones to open.

DEROT: The Woodies and the Bare Ents met in this paradise city recently and decided it was time to do something about Herr Iker of Hill. "We will not tolerate anyone under six feet tall, much less those under five feet," was the slogan of the meeting. The Woodies brought their surfboards and came in their PJs while the Bare Ents brought their Bare Entwives. Much fun was had during the orientation meeting with the groups calling each other Stars and Lords. But when the business portion of the meeting came, it was decided to demote the party in question to the Iker of the Valley and make him work his way up again. "It was a hard decision to make" said a spokesman, "But we had no choice but to send him back after all that chicanery."

SLOPOTHEHILL: The former Herr Iker of Hill was seen passing this way today heading for the bottom of the valley. He was accompanied by another person who gave the name Lou Reed, and as they passed, they were seen wearing sweatshirts bearing the slogan:

HEY BABE,  
 TAKE A WALK  
 ON THE  
 WILD SIDE.

**BLOOMINGGULTCH:** You've got to be kind, Derot a paradise city. Just what do the Woodies surf on the waves, in their bathtubs. Herr Iker of Hill, and make no mistake about it, "I am, the Iker of Hill," today announced that due to all this noise coming from the north, he might be forced to return to MEGANER and straighten all these misguided people out. When asked about his friend with the sweatshirt, Herr Iker replied, "He's just a real sweet friend."

1973U Spring 01

Austria(Gallagher): A bud-Ser, F tri-Alb, A vie-Tri  
England(Ryder): F edi-Nwg, F lon-Nth, A lvp-Yor  
France(Haehnel): F bre-Mao, A par-Bur, A mar-Spa  
Germany(Nagle): NMR, A MUN H, A HER H, F KIE H  
Italy(Scroggie): A ven-Rom, A rom-Apu, F nap-Ion  
Russia(Schill): A war-Sil, A Mos-StP, F sev-Rum, F StP(sc)-Bar/imp/  
Turkey(Lindauer): A con-Bul, A Smy H, F ank-Con

deadline for Fall moves is April 6, 1973

#### Propaganda

Turkey: Recent revolts in Bulgaria have caused tremendous havoc in the Turkish Empire. The entire Empire was devastated when some Bulgarian rebels crossed over the Turkish border and went on a rampage of destruction. Turkey lays in ruins, and for the past few months, everything has been muddled up by confusion and utter chaos. Even communication between Turkey and the outside world has been affected. It has been extremely slow with some countries, and communications have even been totally cut between Turkey and some others.

Now that the rebels have been rounded up and are being escorted back to Bulgaria by the Turkish army to await execution, the Sultan wishes to reopen channels of communication between Turkey and all other nations to the greatest possible extent. He is at this time making a plea to all the other nations for peace in Europe, and pledges that Turkey doesn't want war, and is not prepared for war, so the Turkish Empire is declaring itself neutral in the upcoming skirmishes. He also asks that the heads of state of all of the nations in Europe try to be sympathetic with the devastated Turkish Empire, and try to write to the Sultan as soon as possible. This will definitely insure Turkey that it does have friends, that will back it in time of need, and a friend is something that one cannot turn his back on easily.

In short, what the Sultan is trying to say is that Turkey has nothing but peaceful intentions in mind in it's dealings with all of the European nations. He hopes that all of the other European nations can say the same thing in regard to Turkey. To insure him that this is true, please write.

WARSAW: Well Art I hope you kept your word, I have used the famous Polish gambit! Will it work folks? Can I sacrifice all my builds for a great position? Only time will tell! You see both Harvey and Dan have agreed not to attack me! But can they be trusted! I doubt it you see both of them thought I was going to help them kill the other one. No such luck fellows. I will gladly help you in 1902. And I never promised to attack anyone, we just agreed not to attack each other. So I hope you will be true to your words. I will give a running analysis on the Polish opening and a comparison with a normal game in AR4.

VIENNA: Daniel of Carney was crowned today "Emperor of Austria, King of Hungary" in a ceremony in the little village of Bethany situated exactly half way between Vienna and Budapest. In his coronation speech the new ruler promised equal treatment and wide political freedom for all nationalities in the Empire. "To each man and each political subdivision will go the power

to govern those things which touch only their individual or political lives. To the Empire will go the jurisdiction over those things which touch the lives of us all," he said.

"And born of humble parents in a land of many peoples shall come a ruler who will chain together his subjects with links of wisdom tempered by the fire of his heart." Prophecies of Jagumbe

Since Dennis Nagle did not sent in Spring moves for Germany, Pat Walker 3355 W 34th, Apt C, Indianapolis, Ind, 46222 is asked to submit moves for Germany's Fall season. Moves may be made conditional upon who is playing Germany.

1973Et Tuile

Angmar(Nelson): A Rhudaur-Gladden, A Gundabad-Carroock, A Carn-Dun-Gundabad  
 Arnor(Haehnel): A Carddan-Eregion, A Arthedain-Grey Havens, A Shire-Cardan  
 Gondor(Clamen): A Anorien-S. Ith, A Lebinnin-Harondar, A Belfalas-Calenardhon  
 Harad(Larson): A Umbar-F Umbar, A N Harad-Khand, A F Harad-N Harad  
 Mordor(Lancaster): A Gorgoroth-Ephel Duath, A Barad-Dur-Nurn, A Udun-Barad-Dur  
 Rhovanion(Schill): A Wilderlands-Rhun, A Esgaroth-Mirkwood, A Mirkwood-Dol Guldur

deadline for Quelle is April 6, 1973

#### Propaganda

ANGMAR: King Thorn of Angmar writes to his wife..... Lord Cirion has completed the job of organizing the armies I was saddened by the condition of the men as I reviewed them today. They are young, some still just boys. They are enthusiastic and eager to begin the fight. They know nothing of the horrors of battle which await them.

Lord Cirion is an able commander but still I am uneasy. The men are ill-equipped and undisciplined. What will happen when they meet the skilled and experienced swordsman of the south? Tomorrow we head east and hopefully, to victory.

ASH NAZG FREE PRESS AND FEAR MINISTRY: The Dark Lord wishes to send his greetings and admonishments to some of the friends of Mordor. First, to the people of Angmar, He asks this: Has Angmar been conquered by the Indians from a Zane Grey Novel? King of Angmar not from across Great Blue Water, him from Middle Earth. King of Angmar speak with forked tongue!

Next, to the people of the realm of Harad: So far you of the far south have remained silent. We in Mordor sincerely hope that this does not mean that you are against us, for only Doom awaits if you are.

To the race of the West, the Dunedain, we ask this: We can provide free, if painful, nose jobs if you really want them. We also have one week torment special on sale this week for just the small price of entering Mordor.

WAR OF THE NOSES Pt 2: Minutes of the royal council meeting; The King addressing the council: "Gentlemen, to rid our future generations of these troublesome noses, I have decided on a system of forced breeding with the rest of Middle Earth. I have taken the liberty of ordering troops into Grey Havens and Eregion. I now put this resolution to a vote.

Just as their Earth Counterparts (The Chicago City Council) would have done, they passed the Kings resolution almost unanimously. They then went on to the last item on the agenda, voting themselves a 100% pay raise.

**GONDAR ROYAL PRESS:** The realm of the stewards is ended! King Clamgorn son of Clamborn has returned to claim his rightful throne! His reign began February 25, 3019. Even tho he is only 14, he is a genius and great things are expected to happen during his long and fruitful rule. He wishes for negotiations to begin with those countries..

**HARONDAR BATTLE PRESS:** With the peaceful takeover of Harondar by the great monarchy of Gondor, the province of Harondar has joined the great realm of Clamborn III. And because of the hostile actions of Harad, a state of war exists between Gondar and Harad.

**EREBOR:** I Durin renounce the Dark Lord, his claims and all of his Emmissaries! We the Dwarves will destroy his power and kill him upon the very altar of his empire at Sannath Nuir! No quarter will be given until his very being is consumed by the flames of Ordurui! We shall rend Barad Dur from it's foundations and cast it inot the hell holes from which it was created! Our first objective is to destroy the pit of Dol Guldur. Mordor shall be rased! The Towers of Narchost and Carchost shall crumble before the fury of the people of Azanulbizar! Death to the servants of the Dark Lord! By Kheledzaram, So be it!

**MIRKWOOD (SOUTH):** Seig Heil! (?)

**RHOVANION:** Join us Angmar in the plunders of the South Land!

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Richtofen's War  
(OR: How About Flying Circus II)  
Rich Stuart

A few days ago I had occassion to pick up the latest Avalon-Hill biggie at the local toy store; the product, an eye-catcher entitled Richtofen's War, the game of aerial warfare 1916-1918. It is my purpose here to give to my fellow readers a brief description of this Avalon-Hill addition in the event that some of you haven't already seen it, or you have but weren't all that sure about it.

Firstly, as mentioned the apperance of the game is quite impressive: bookcase format with a fine colored print of a Folker triplane on the cover. For those of you who might merely desire another simulation to add to your collection, looks alone would sell you.

The mapboard is a full color rendition of a recon-map of the Arras-Cambrari region in WWI. This perhaps could be better, but far be it from me an amateur to critixe. The components and rules are well organized and are all professionally done-up. So much for graphics.

The game itself is more than anything a testing ground for just about any WWI aerial situation you might think up. The idea of many scenarios, (a feature started with Panzerblitz and likely to be a standing feature), is as expected represented here also.

The players have the option of one of several situations: Richtofen vs Brown, Dogfight Mission, Photo-Recon Mission, Trench-Strafing Mission, Tactical Bombing (such as it was), Artillery Spotting, and Ballon Busting. There is also a very well-done campaign game scenario to show the week of "Bloody April", during the famous Arrass offensive. All in all the selections give you infinite variety.

The game itself may disappoint those of us used to engaging vast numbers of divisions into strategic warfare. So, for those of you strictly strategy minded, my first impression is wait a bit. However, don't disregard it completely.

The game presents an interesting development into simulations: individual combats. And individual means just that. There is relatively no luck at all



present. Instead the player flying his craft, ( and there are a wide variety to choose from), must make his own decisions quickly, without hesitation or quickly suffer the consequences. Realism is the high-mark of this particular game, and playability for once doesn't suffer.

The players begin by choosing a scenario and with operations in mind maneuver against each other, keeping track of such things as climb, maneuverability, dive potential, damage, munition depletion, ect. However, don't let this turn you off. The mechanics are quite easy to overcome, and after you once get used to them, you hardly notice them as a matter of course. Much like readily viewing an instrument cockpit, which is what Avalon-Hill had in mind to begin with.

In the advanced versions for each scenario, there can be as many as six-ten airplanes, all individually controlled, being flown at the same time. Later, with proficiency in downing enemy pilots you can earn an "ace" status along with its own particular advantages.

There are rules covering such things as heavy and light AA fire, wind-drifts, critical damage, and even forced landings.

Basically, this can be considered to be a very advanced, polished-up version of S&T's Flying Circus. If you go for that, you'll highly crave this.

For the strategy minded, as I said this particular game may leave something to be desired, especially since there is no way you can play it solitaire. Still, if you can get others around with you, the more the better; the game situation improve with the number of individuals you have. For the tactically-inclined, you will probably like it rightoff. Yet agains I warn you, don't expect to be able to play it solitaire.

For the wargame club organizers my heartiest recommendations go for this product if you want an attractive, appealing game to get newcomers into you folds. Since the theme is basically individual combats it serves as a perfect vehicle to get individual club challenges and inter-club tournaments going, with a high grade of competition based on individual styles of play. To this end it is excellent.

The game sells for \$9.00 by Avalon-Hill. I would assume they are taking mail-orders for it by now but write first just to be sure.

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1972ES Spring 02

Austria (Truman): A Boh-gal, A Ser-bul, F Gre-seg, A Vie-bud  
 England (Facer): F nth-Nwg, F lon-Nth, F Nwy S F lon-Nth, A Yor H  
 France (Metcalf): A Mar H, A bel-Bar, F mao-Eng  
 Germany (Moriarty): A Mun H, A Hol H, A Ber S A Mun H, F kie-Bal, F Den S F kie-Bal  
 Italy (Fultz): F tun-Ion, A ven-Tri, A Tyr S A ven-Tri  
 Russia (Novak): F Swe H, F StP(nc) H, A War-gal, A mos-Ukr, A Bud-vie,  
 A Rum S Tur A Bul-ser/nso/, F Ela S Tur A con-Bul  
 Turkey (Jarvis): F smy-Eas, A bul-Gre, F Aeg S A bul-Gre, A con-Bul

deadline for Fall 02 is April 6, 1973

You might notice that Austria has an extra army which was not built during the winter. This is because I forgot to check for conditional orders, and Austria had some. I notified Russia of the army before this was typed up, since he is the one which this effects the most. If any of you have any complaints about the way this was handled please let me know. Also, Mr Fultz says that he was on vacation, and forgot about the builds, and hopes that it will not happen again.

## Propaganda

ST PETE: The Committee on the Lock Ness Problem has not reported yet on the problem. The Czar is getting impatient (or so it is rumored), and hopes to begin work on its cage soon.

VIENNA: Austrian armies have been ordered inot action against the decietful filthy cossack scum that has slithered into our beloved Empire like sewage cozing out of a gutter. Despite the quantities of this nauseating muck flowing south from the cesspools of Moscow and Warsaw, the Austrian people have pledged to never give up the fight against this festering army of rubbish eaters.

GREECE: Amid rumors of an impending invasion by Turkish mercenaries, the Royal Austrian Navy. Despite the King's hope that the Turks would not allow themselves to be used, it seems that they may have fallen headfirst into a barrel of cossack verbal excretions.

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M<sup>2</sup>

ALPHA has folded, due to personal problems, David Hunt has ceased publication of ALPHA. He has sent all the information concerning games to Conrad von Metake, in hopes that the games will be picked up by other GMs. I certainly hope so, as the first game I entered was in ALPHA, and I was in good shape.

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Correction this is not going to be M<sup>2</sup>, instead I shall keep you on top of the latest Diplomacy tactics and tell you of the:

#### The Anti-Birwan Opening

About two weekends ago I had the pleasure of going to Walt Buchanan's for a day of FTF Diplomacy. The quest of honor was Edi Birwan, also there were three other Hoosiers and one from Illinois. The topic of discussion was Edi's record in FTF Diplomacy, and he had the mistake of saying that he had never been eliminated from a FTF game. Walt had been trying to get everyone against Edi before, but when this was heard it sealed Edi's fate. To make things worse, Edi drew Turkey to Walt's Italy. Walt quickly organized Austria and Russia to go against Turkey, while Edi was trying to see what he could do with the other powers to try and save Turkey. As I was France, Walt and I agreed to a neutral area in the Med. Then Edi came up and tried to talk me into coming against Italy. Now I liked the idea of coming against Italy while he was busy with Turkey, but I also wanted to see Edi out of the game. So I waited a year before striking, which gave Walt enough time to get Edi out of the game, unfortunately it also gave them enough time to set up a stalemate line, which ended the game.

The second game started with Walt England and Edi Germany, with me as RUssia. Walt was talking about getting Edi again, while Edi was talking about revenge. The other five of us decided that Edi should be able to get his revenge, but then we would get Edi. So the game started out with Russia moving into Scan, while Germany and France moved on England. Walt quickly was down to one unit and disappeared into the Archives. Things then proceeded nicely for the stab against Germany, but it fell apart when I got stabbed by Turkey and Austria, and Italy and Austria moved against France. The game eventually ended in a stalemate. The funny part was that each time Walt came back into the room he had more units, ending up with 4.

It was an enjoyable weekend, visiting the Archives and all. And Walt was really nice, since I was a member of the IDA and a fellow Hoosier publisher, I only had to pay half price to see the Archives, which was well worth the \$10.00

# International Game Show

♠ Diplo-Con VI ⑩

## June 22, 23 & 24, 1973



## Diplo-Con VI

WILL RICHARD ACKERLY SUCCESSFULLY DEFEND HIS TITLE IN THE 49-PLAYER DIPLOMACY TOURNAMENT, or will YOU be victorious and take it away from him? The 2nd Annual 49-Player Diplomacy Tournament will award, in addition to the touring Diplomacy Cup, a beautiful, hand-made, inlaid hard-wood, Diplomacy board; engraved with your name. The tournament is held in two rounds of competition. On Saturday, 7 full games are played. On Sunday, games for the winners, those who were in draws, and the highest ranking 2nd place players, will be scheduled.

DIPLOCON, in Chicago, will feature the inventor of Diplomacy, Mr. Allan Calhamer, heading a seminar for novice players on the strategy and tactics of the game.

For members of the National Diplomacy organizations time and space has been set aside for open meetings of the leadership and the members.

DIPLOCON VI is a place to meet your play-by-mail opponents and gamesmasters, and to meet new rivals among the hundreds who will attend!

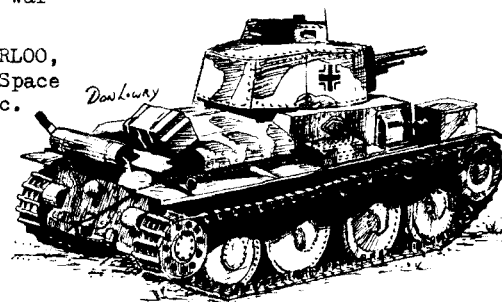
## Chicago II

The largest Historical Conflict Simulations Convention in the U. S. will convene again in Chicago for your pleasure and enjoyment. The three major divisions this year will be:

- \*\* A 2 day Chess Exhibition, in which Chicago Area Chess Masters will simultaneously play multiple challengers. The first challenger to tople each of the Chess Masters will win a fabulous prize.
- \*\* The Tri-Century Miniatures Trophy and \$50 in gift certificates will go to the best overall player in a Napoleonics game, a Medieval game and a WWII armor game! Prizes will also be awarded for scheduled Modern, Naval (WWI & WWII), American Civil War and Fantasy miniatures games!
- \*\* The Old Masters Avalon Hill Trophy for best overall play in playbalanced WATERLOO, STALENGRAD, and GETTYSBURG, plus a gift certificate award, will be awarded. Space will also be available for all types of adult games, wargames, miniatures, etc.

Three other features will be:

- \*\* An exhibition of ancient and precious games and chess sets.
- \*\* Workshops in Diorama Construction and Soldier Conversions.
- \*\* An Adult Game Bazaar where you can buy all types of games, miniatures, books, magazines and novelty items!



JUNE 22, 23 & 24 are the dates for the INTERNATIONAL GAME SHOW, held this year at the Bismarck Hotel, La Salle & Randolph, in Downtown Chicago.

Fees:	FRIDAY JUNE 22 2:30 PM- 12 PM	SATURDAY JUNE 23 9:00 AM-12:00 PM	SUNDAY JUNE 24 9:00AM-8:00 PM
spectator	\$1.00	\$2.50	\$2.50
Chess only	----	\$3.00	\$3.00
Player	\$2.00	\$5.00	\$5.00

(access to  
all events)

For prepayment, before April 30, 1973;  
minus 50¢/day in Spectator or Chess  
minus \$1/day as an all around player

Room accomodations, in beautiful, newly remodled rooms, is a fantastic \$16/day for Singles and \$22/day for doubles. A \$10 deposite to the Hotel is required on check-in times after 6 PM. Make all checks payable to the INTERNATIONAL GAME SHOW at 205 West Wacker Drive, Chicago, Illinois 60606.



Flying Buffalo Computer Conflict-Simulation, Inc (Flying Buffalo for short) is a company which is trying to provide a service to wargamers; the professional, accurate and timely moderating of multi-player wargames. All games are moderated by our computer, and there are always openings. You may have to wait awhile for some of the less popular versions, but there is always room for another player. Opponents are provided. All you have to do is pay the fee and say which game you want. Available:

Nuclear Destruction:(ND) This is a strategic game of missiles and diplomacy, rules cost 10¢. Games usually consist of 10-12 players. Fee=25¢ per move.

Partners ND: Same rules as regular ND. Join with a friend. Each player gets a separate country, but the two of you may help each other. Everyone in the game will have entered with a friend. Fee=25¢ per move per player

Blitz ND: Same rules as regular Nd, but the time limits will be 1 week instead of 2 weeks. All moves will be mailed airmail. Fee=30¢ per turn.

Battle Plan: This is a more tactical game than ND (and a lot more complicated). It includes armies, air force, navies, missiles, AHMs, spies, counterspies, and much more. Rules cost 35¢. Game fees = 50¢ per turn.

Island BP: Same as regular BP, except the starting countries are the 3 islands and Austria. Fee = 50¢ per turn.

Board of Directors: This is a business game, where each player is in charge of a million dollar corporation. Rules cost 25¢. This game is especially designed for schools. Teachers should write for more details. Game Fee=\$4/game

The Flying Buffalo's Favorite Magazine (TFBM): Has articles on strategy of the various games, rule clarifications, announcements of new games, descriptions of past games, and the current ratings lists. Sample copy = 75¢  
Sub = \$4/year (6 issues, 16pages each offset)

For any questions about the above games or if you wish to enter any of them write Rick Loomis, 8149 E Thomas Rd, Scottsdale, Ariz, 85251. I recommend of the games highly, I think that they are well worth the game fees.

\*

That about wraps it up. While I don't like the beer, I happen to like the Schlutz commercial (you can see how much I like the beer, I can't even spell it right, that would never happen with Bud) and what they say. You only go around once in life, so get all the gusto out of it you can.

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