

... I hope you have fun with this. Honestly, I can't type, can't spell, can't construct a sentence, and I can't correct all my errors. Sorry. Anyway, have fun!

Also, it has been brought to my attention that abbreviations like CA, IL, MO, and even AR (Not AZ!) don't mean a whole hell of a lot to our Canadian neighbors. So, all players should make it a habit to spell out the name of their state in full when supplying return addresses and things on your letters. Besides, folks, its hard to connect fifty two letter abbreviations to the names of fifty states. Hey, Any of you Canadians know what Alg. stands for?

NOW, FORWARD INTO THE GAMES!

Game 1: a Boardman number has been assigned to this game and hereafter this number will be used to represent this game. And the main number is 1971DU. This is the 12th game to be started this year because that this is indeed a banner year for the game. A steady player has stepped forth for this game; he is Tom Eller (44 Bigelow Street, Cambridge, Mass. 02139).

- Austria (Carr): Vienna-Budapest, Paris-Burgundy, Marseilles S Par-Bur.
- England (Carr): London-Edinburgh, Paris-Burgundy, Marseilles S Par-Bur.
- France (Bowers): Brest-Mid Atl, Paris-Burgundy, Marseilles S Par-Bur.
- Germany (Carr): Berlin-Berlin, Berlin-Berlin, Berlin-Berlin.
- Russia (Carr): St Petersburg-Gulf of Bothnia, Moscow-Ukraine, Warsaw-Galicia.
- Turkey (Brooks): Ankara-Black Sea, Bulgaria, Syria-Syria.

Underlines are for the next deadline is January 7, 1972. Fall 1901 moves are due then. requests for an extension of the deadline may be granted if anticipated that they had not had sufficient time to prepare the moves. Add now, some press reports...

The next deadline is January 7, 1972. Fall 1901 moves are due then. requests for an extension of the deadline may be granted if anticipated that they had not had sufficient time to prepare the moves. Add now, some press reports...

Ed Rask's address is 10111 1st St, NW, Washington, DC 20012 and Sarajevo (Mungariam) is 10111 1st St, NW, Washington, DC 20012.

ARCHDUKE SPOKE... MUNGARIAM... the throne... Sarajevo... Francis... Serbia... 85,000... Sunnyside... this war...

Berlin (Jan 2, 01)- The German Government today revealed plans for a great Feast to celebrate the 100th year of the first sold crossing of the Black Forest by a single individual. Places have been reserved for all members of the diplomatic corps of the reviewing state. Special mention was made as well as the best seats reserved for Germany's most trusted allies, France, Italy and Russia. Doubts about a coming world wide conflict were also put to rest when the Kaiser's New Years message was released to the Press. In this message, his Imperial Majesty spoke glowingly of the good relations entertained by our country with all our neighbors. Peace and Prosperity was

the most common theme. It advised all nations to stay away from involvement in any conflicts unless provoked.

Munich (Jan. 3, 01): Today at a press conference, Wolfgang Walker expressed his deep appreciation for the German Government and the Kaiser for the recognition afforded to his direct ancestor Ulric Walker, the first man to cross the Black forest alone. "This feat by my ancestor" he stated, "opened the way for Germanic growth in a hitherto feared area. Trade followed shortly after and from this trade grew the great German nation as we know it today."

Wales (undated): The British army was sent here today in order to stop an uprising brought on by the KFA (Kill France Asso.).

Budapest (April 10, 1901): 130,000 Imperial Austrian troops were rushed into the city today to assist the Royal Hungarian Army in putting down an expected revolt by 'peacenik demonstrators' at the political convention next week. According to Mayor Dalek of Budapest, an estimated 75 demonstrators were pouring into the city, ready "to disrupt the convention and do all sorts of bad no-nos".

Sunnyslop (undated): Ugh, civil disobedience is everywhere nowadays it seems!

Naples (April 7, 1971): "Pings are ready and the Mu Shih are to follow!"

Ankara (May 13, 01): The first Naval (???) Fleet pulled up and departed. It is rumored that it is on a good-will tour of friendly countries in the area. The ships were loaded with boxes marked "AMMO" (The Turkish word for gifts!).

Paris (undated): General Chuck Duggal (Duggeral???) today ordered the annual maneuvers for the forces of France...this was in conjunction with the French Ambassador, Monsieur Le Beau's speech to the Kaiser: "Peace in our time."

Vienna (April 10, 01): ~~THE FLAME~~ (ANNALS) Emperor Josef Von Tosiak, ruler of the vast Austro-Hungarian-Bohemian Empire, announced today that units of the Austrian fleet had been sent to various seaports in Albania on a Good-will peacekeeping mission.

Sügarmspies (April 13, 01): Good and Sweet Queen Ann, the fairest of the fair and the nicest of the nicest, paused briefly to relax and read the news of the day. Queen Ann is always so busy hunting for and collecting antiques that she often tires her sweet and prissy little self out. "Oh," she exclaims, "it is time to address the agents of the press" (they often come about this time of day). "Well, gentlemen," she begins once in their presence, "it is so nice to see you all again, your bright little smiling faces and OH! you all look so healthy and happy!" She was reading about the events of the war that has been rumored to have broken out aboard, those rumors must surely be correct; just look at all those press releases talking about good and peace, and friendship. If there are any shots fired with malicious intent, I'm sure it would be by accident and that all would be rectified before the Fall of this year. Besides, all the friends and allies of our country and all the virtuous leaders of the mighty powers will be doing their best to stop this unnecessary violence and make things the way they should be: Peaceful and Harmonious."

Trieste (April 1, 1901): Dr. Raffaello Szacrewoinakowinij, professor of Physics at Bosnia A & M University, announced today that he and a group of research scientists had perfected an "atomic Bomb". When asked what this would accomplish, the professor replied, "We now have the power to blow up any atom in existence."

So much for press releases! the small speck to the right is in reality the first published microdot ever to contain "O Little Town of Bethisem" and an interpretation

GAME 2 BEGINS!

Arrghh! The second batch of perverted fiends is set and ready to to go, so without further ado, Here They Are:

- Austria: Herb Galenzoski, 19511 Fraser Hwy., Surrey, British Columbia, Canada. (Air Mail may perhaps speed correspondence)
- Englnad: Nicholas J. Furcola, 602 Leverington Ave., Philadelphia, Pennsylvania, 19128
- France: Ed L. Rack, 2190 I Halifax Dr., Ottawa, Ontario, Can., K1G 2W6 (Air Mail, again)
- Germany: Jack Boyd, 8530 S. Western, Lot 9, Amarillo, Texas, 79110
- Italy: Ray Bowers, 625 Enans, Kirkwood, Missouri, 63112
- Russia: Jack Shannon, 3050 Madison, #17, Fullerton, California, 92631
- Turkey: Len Lakofka, 1806 N. Richmond, Chicargo, Illinois, 60647

The deadline for Spring 1901 moves is January 7th, 1972 which is, I beleive, a Friday. An extension of the deadline due to the slowness of the mail at this time may be granted if requested.

Now, a little about the players! included in this game is an Opp. Engineer, a poet, a sales representative, a supervisor, 2 computer programmers, a computer proofreader, a 29 year old married non college grad and a 29 year old married college grad. There is also a partridge in a pear tree, but he is the gameqmaster! There are two Canadians who both list "women" as "other interests" (something fishie here). Two of the Americans appreciate folk music, and two others don't list any interests (Diplomacy addicts, no doubt). From one of the forms, I get this question: "Can't you write?". To that I answer: it should be obvious!

The preference lists looked like this:

Galenzoski:	r	f	e	t	g	i	A	
Furcola:	r	r	i	g	a	f	t	
Rack:	r	e	t	r	g	i	a	
Boyd:	e	r	f	a	r	t	i	
Bowers:	e	r	t	i	g	a	f	
Shannon:	r	a	e	t	r	g	i	
Lakofka:	i	a	g	e	r	i	r	

Four players recieved their first choice. Where a tie ocured, as with England and Russia, I flipped a coin to determine who would recieve that country. The loser recieved the next highest unclaimed country on his list.

Oh yes, there are things of you who have not paid your game fees. Feel free to do so at any time, preferably before March of 72!

Games 3 and 4

Game 3: I sighted on the front page that game 3 is begun...er, it is not. I have been waiting for two forms to be returned, but as of today, they have not arrived. Instead of waiting, I have decided to publish today as I am already two days behind. When the two forms do get returned, I will begin the game by Carbon Copy Letter (see Smut* 105) so that the game may get rolling before the next issue (which should come about the 9th of January.) Included in this game, which is for novices by the way, are Lark Weidmark, Jim Carson, Jack Lash, Joseph Leon, Jim Angelshaw, and perhaps the world's most conservative player, who will remain nameless. I am hoping to receive forms from Tilsen and Dethardt. So, fang, hang tight!

Game 4. This game should be filled by next issue. Thus far, there are 5 interested; this game may also be for novices, but I will decide pending responses via form. Game 5 will most probably be the last open game in this Zine to be started, or at least until I find out how much work I will have to be doing or of the other games and. All told, there should be 5 regular games and two invitation only games in SMUT* which will probably force me to run over 15 pages each issue. We shall see.

COMMUNICATION VIA CASSETTE TAPE REEL. Yes indeed, you too can bore your fellow Dippy players to death using this novel method. Actually, tapes aren't a bad idea if you have a lot to say, don't like to type, and like to do other things like drink beer or smoke dope while you write letters. Burt Labelle points out that one tape (60 minutes) is equal to about a fifty page letter (although that is about 30 pages more than I would estimate, it does save a lot of time and work) for about the same cost as a two or three chance peice of mail. This will make tapes almost the sole method of communication between the leaders of the player organization or reformed TDA. Cassette players and tapes are not overly expensive, either. Yes, even your editor has adopted this method of communication and invites anyone to attempt to bore him to death via tape. I am not really; I enjoy tapes as they are more personal and you can get to know more about the person that you are communicating with. Blab away!

A PLAYER POLL RATING SYSTEM!

Since the inception of Diplomacy (especially now that the players have been trying to figure out ways to judge a players skill. Rating a players skill in Diplomacy games accurately and to everyones satisfaction is quite difficult to do, at least by the current systems.

The first such system is the point rating system; they have been around awhile and are generally accepted. Now there is Antares (Burt Labelle; page 2), the latest of such system. These point rating systems rate a player by his showing in a game: win, place, draw, survival, elimination and gives him a rating number by which he is compared with the other palyers. These type systems cannot take into account some of the many other aspects of the game: the countries which he plays, type of competition, rate of growth, time of entry into the game and with how many units, etc. Without becoming so terribly complex so as to become unworkable, it could be said that these systems are sometimes unbalanced and that they do not accurately show the players ability in relation to the other players.

For polling systems, there is the Beyerlein Poll, run by Doug Beyerlein, 3934 SW Southern, Seattle, WA, 98148 and as far as I know, this is the only system thereby the players rate the players. Unfortunately, this poll is very much like a popularity contest; it wasn't meant to be that way.

WISHFUL THINKING

A justice to be named Rehnquist
Went before a Senators inquest,

in the issuing Dishonor
He lost their approval
& Now he is a failed sucker

OLD MAN SANTA CLAS DOES NOT
There was an old man who had a wish
Who lived down in a hole
He had an aversion to birds
& the chimneys caused sores
And flying that little sleigh
made him seasick

There was an old man who had a wish
Who lived down in a hole
He had an aversion to birds
& the chimneys caused sores
And flying that little sleigh
made him seasick

He had an aversion to birds
& the chimneys caused sores
And flying that little sleigh
made him seasick

& the chimneys caused sores
And flying that little sleigh
made him seasick

And flying that little sleigh
made him seasick

(Aren't limericks fun?)



however, with a few refinements, a player poll could be very accurate; it would have to be well controlled and efficiently run and would it would have to be widely used. For the control, a great deal of work would have to be done (more on that later) and it would necessitate the use of a computer for tabulation and print-out purposes.

Generally, this poll would include all players in all regular Diplomacy games which have been completed. To qualify to be rated, a player will have completed either 3 or four games (this condition I have left open). Since there aren't too many players who have completed more than 3 games (75 or so, I would imagine) so this system would not be too ungodly difficult to initiate at the present. Each player included in the poll would be sent a "Ballot" (instead of Ballot, try rating sheet) which contained all the players he has played against and would be asked to rate each of the players on his rating sheet and return his sheet to the control. The control would then tabulate each returned sheet, get an average rating or point total for each player from the returns received (possibly, hopefully) and place the players in an order relative to the others on the poll. Only the top 30 or so rated highest on the poll would have their rating published for the public and perhaps a return could be sent to each player polled informing him of the rating he received.

Interesting? Let's look into it more. The computer would be needed to sort out who played against whom in what game and print out an individual rating sheet for each player. Each individual sheet would include only the people that player was in his game with and it would include the player rate each person on his sheet in his game (1-bad (2)-average (3)-good (4)-excellent (5) basis based on his own experience with each player in relation to everyone on his sheet; (1) categories to be rated on would be 1. Tactics, 2. Diplomacy, 3. The type of competition in that game (or games), and perhaps 4. Overall craftsmanship (a big category indeed).

This system would be quite accurate in getting a rating for each player (if the response was large enough) from the players he played against and would show reasonably well who is better than whom based on player opinion. However, favoritism or grudges would not be eliminated and would still have some effect on how a player is rated which would show up in almost any player's poll.

To initiate this system, names and players would have to be cataloged and a computer program would have to be taken care of just to figure out who is to be rated and by whom. Ray Bowers, 625 Evans, Kirwood, Mo. 63112 has expressed an interest in writing out a system by computer and he has access to same. Ron Walker has such in the way of records for almost all games, so he can give someone the opportunity to use this information. There are many other people who would be interested in this system and their help would be greatly appreciated. The next thing to be done would be player participation in the system. The barest of minimum and a wide scale publication effort would be needed to interest the players in the system. Perhaps this system could be incorporated with TDA or in a player oriented Diplomacy service/organization like TDA or any other such organization as a working part.

I will be working towards the formation of this or similar system if enough interest is shown. Actually, not too many players in SAUT* would qualify to be rated in this system I have outlined (three complete games to qualify); but as an experiment we could apply it to all players in this Zine. However, it will be awhile before I can work fully on a player poll system...first, the present TDA thing must be resolved in one way or another. If you are interested in this system, by all means let me know; if enough interest is shown, I could put out a further publication on the subject.

BOB STRAYER: You may have noticed that in the past issue I have been referring to us or we when speaking about this Zine. (This issue I have been saying I, I, I all the time. Well, about a week ago, Bob Strayer, in a flurry of bad judgement, decided that he didn't want to have anything to do with this mess...he also decided that I am no longer his friend, and that he will no longer involve himself in the organizational aspects of Dippy (the TDA fiasco)...he also threatened to drop out of a whole bunch of games and informed me that knocking on his door would be a waste of time (recently, it has been). I have not seen Bob for awhile and I can't understand why he would do anything so damn drastic without talking it over with someone first. As for his reasons, he sighted that he can only write three or so letters a night (like me) and that he didn't want to loose any friends (imagine that! I wonder what I was?). I do know what the real reasons were but for the embarrassment of Bob, I'll let it ride. Actually, I am not too happy with what happened...I am not happy with some of the things that caused this also...his decision may well have ruined this Zine as I might get drafted after the holidays and there is absolutely no one to pick it up if I do. So, players, you are forwarned.

I have not seen or written Bob but I hope gets over this flash of Discombuberation or whatever it is soon. Bob, are you gonna come out of your hole or do I damn you to a life of eternal torment? It is your decision, but I know you aren't dumb...

DIPCON V IN CHICAGO! Last night in a brief telephone conversation with Lenard Lakofka, I was informed that Len has decided to host the fifth annual Diplomacy mosh along with a few other Chicagoans. Len plans the convention for July 22 and 29 and is getting financial backing via The International Federation of Wargamers (IFW). I kinda like the idea of the thing being in the Mid-West and wish Len all the success in the world...of course, I'll be there if humanly possible. More later!! Oh yes, Len's address is included in Game 2's business.

THE READERS BIG CHANCE!

Well, fans, since there are very definately more of you out there than editors in here, I have decided to let the players, subscribers, and who ever else is interested in this thing have a say in what should be published in OUR Zine. O.k. here is the deal: I will type on almost any subject and say almost anything I want if nobody tells me what they want to hear...I will be listening to the whine of the players for the next couple issues (until all the games are filled and all the players have a chance to reply) and then I shall adopt a format most agreeable to the players (readers, etc. what have you). Here are the categories:

1. Articles about strategy and tactics, written by asserted authors
2. Articles about the human aspects of Diplomacy (my favorite subject)
3. Articles about the happenings in the world around us.
4. An open forum for the readers to express their little views.
5. All of the above (for those who like to see the Ed. with his ass off)
6. None of the above or other unrelated matters
7. Assorted Prose (pornographic, via whatever, you know)
8. More games (you will have to yell loud if I am to agree to this)
9. Everything mentioned here (for you perverts)

Gee, that's quite a lot...I will adopt the largest three categories requested except for #5 & #9. Remember, anyone who gets this thing can tell me what they want to hear. I would appreciate a response from all the players and subscribers!

Well, this concludes SMUT* 2 for now...I will not be mailing using envelopes hence-forward because of the weight problem I will encounter via the P. O.

The following abbreviations and notations will be used in all SIOPF games.

- D1. Supply center lists: Supply center: SC. Gained previous to current listing: Vie, Tyr, Mos. SCs gained since previous listing: LON, CON, ROM. SCs lost since previous listing: ~~Bar~~, ~~Nrg~~, ~~Wes~~
- D2. Units. Army: A. Fleet: F. Build: B. Remove or eliminate: (off the board): /otb/. South Coast: S.C. North Coast: N.C. Bay: Bay. Strait: Strait.
- D3. Movements: Move (attack): M. Support: S. Hold: H. Convey: C. Retreat: R. Spaces open for retreat: /Ska, Bal, Swy. Mutual Support: MS. No moves received: NMR. Impossible, ambiguous, misspelled, written or otherwise incomplete order: /imp/.
- D4. All underlined moves fail: A ber-Mun, A Kie-Mun.
- D5. Abbreviations:

<u>Austria</u>	Aus	Turkey	Tur	
Vienna	Vie	Constantinople	Con	
Tyrolia	Tyr	Smyrna	Smy	
Budapest	Bud	Ankara	Ank	
Trieste	Tri	Armenia	Arm	
Bohemia	Boh	Syria	Syr	
Galicia	Gal			
<u>England</u>	Eng	Portugal	Por	
Edinburgh	Edi	Spain	Spa	
Clyde	Cly	North Africa	Naf	
Liverpool	Lpl	Tunis	Tun	
Yorkshire	Yor	Belgium	Bel	
London	Lon	Holland	Hol	
Wales	Wal	Denmark	Den	
<u>France</u>	FRA	Norway	Nor	
Brest	Bre	Sweden	Swe	
Picardy	Pic	Rumania	Rum	
Gascony	Gas	Serbia	Ser	
Paris	Par	Albania	Alb	
Burgundy	Bur	Greece	Gre	
Marseilles	Mar	Bulgaria	Bul	
<u>Germany</u>	GER			
Ruhr	Ruh	Barrents Sea	Bar	
Kiel	Kie	Norwegian Sea	Nrg	
Munich	Mun	North Atlantic Ocean	Nat	
Berlin	Ber	North Sea	Nth, Nse	
Silesia	Sil	Irish Sea	Iri	
Prussia	Pru	Skaggrak	Ska	
<u>Italy</u>	ITA	Baltic Sea	Bal	
Piedmont	Pie	Gulf of Bothnia	Bot	
Venice	Ven	Helgoland Bight	Hel	
Tuscany	Tus	English Channel	Eng	
Rome	Rom	Mid Atlantic Ocean	Mid	
Apulia	Apu	Western Mediterranean Sea	Wes	
Naples	Nap	Gulf of Lyon	Lyo	
<u>Russia</u>	RUS	Tyrrhenia Sea	Tyr	
St. Petersburg	Stp	Ionian Sea	Ion	
Finland	Fin	Adriatic Sea	Adr	
Moscow	Mos	Aegean Sea	Aeg	
Warsaw	War	Eastern Mediterranean Sea	Eas	
Ukraine	Ukr	Black Sea	Blk	
Sevastopol	Sev			
Livonia	Lvn			

U.S. AIR MAIL 13c

December 10, 1971 (effective immediately, 12/10/71)

Section A

Section B

- A1. Published Bayized Rules for Diplomacy will be used
- A15. (See: B11)...Civil Disorder
- A19. Delete for reasons of space
- A24. Seasons...delete k.
- A28. ...deadline...&...concerned...

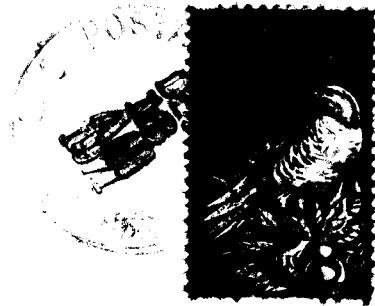
- B8. ...moves...
- B9. Substitution Causes
- B11. No orders delivered...
Disorder...all units...
 but may be supported in place.
- B15. Victory Criterium: control of 18 supply centers.
- B16. ...change...

* * * * *

SMUT* #2
Not what
Your
Thinking!

RETURN TO:

Peter Weber
417 E. Hatcher, Apt. #2
Phoenix, Ar. 85020



FIRST
CLASS!!!

TO: Conrad Von Metzke
Box 8392
San Diego, Ca. 92102