

Hi, there, I'm Queen Ann,
direct of the fair and
one of the nice.
If you are wondering, this
is page one of SMUT, #5,
dated February 13, 1972.

We're just sitting
around here talking
about this fine
"Diplomacy" game.
Isn't this a
clever cover idea?

The editor-publisher at
present is Peter Weber,
who resides at 417 East
Hatchers, #2, Phoenix, AR
85020. He is head guy



Peter & I hope that you
will find some enjoyment
in it. Oh, I'm
and you

with this obscure &
filthy romance.....

I am flattered, I
guess I can sit for
a while



DIPLOMACY-A game invented by James B. Callahan and copyrighted by Games Research
Inc., 45 Waverley St., Boston, Mass. The game itself is available
from said publisher for \$3.00, postpaid and includes the new rulebook
(which is used herein) is available for \$1.00, each.

.....forging right ahead, we come to the subject of game openings and the like. Game #6, the last to be started in Smut* for quite some time, has 2 registrants as of now....I expect that this game should fill before the next issue, so if you are interested, better get in touch quick. Subscriptions are always welcome....the sub rate remains at 9 for \$1, or 81 for \$9, 72 for eight, etc.. Trades are still welcomed, I guess.

If you wish to enter a game, a SMUT* GAME REGISTRATION FORM should be filled out and returned to the Editor. This form available upon request, and, of course, is totally and completely free. As for game fees, the set entrance fee is \$4. but there is a dollar discount if you are a member of IFW, N3FGBDD, TDA (sometimes called J. Beshara's private public club for unassuming Diplomacy players), the new org, or the Tiajuana Jai-alai Club (???). If you enter two or more games, \$.50 can be knocked off the game fee of any game after the first. Why is good and sweet Queen Ann on the cover? And who is Queen Ann really?? Oh well, these and other questions answered sometime later....

Because of the gastly size of this issue, many of the traders will be recieving it third class. I will try and jam as much diverse material into this mess as possible. This means that I still have not decided for certain what the format of this Zine will be..... Other publication news: 60 or so persons recieved a copy of SMUT* #4. Only one person missed his moves this issue. SMUT* introduces colored paper. The ditto machine still works..... still plenty of masters....typewriter works perfectly. ~~and I don't think you have to worry about the draft. they won't get your ass~~ Eugene Weber

ANNOUNCEMENTS.....

How do you sink a Polish battleship? ----put it in water

Did you hear about the pollack who was too smart so they took half of his brain out? After the anesthetic had worn off and the operation had been successfully completed, the first thing he said was: "NOMMA MIA!!"

Everytime you turn around, you see another day go (daygo....dago....I get it!)

The jokes aren't mind/ed.

1. Game openings elsewhere:

- a. PLATYPUS PIE- Brenton Ver Plogg, 520 Parker #202, San Francisco, 94118. Regular Diplomacy games, articles, wild Playtpusses, Game fee: \$5.50.
- b. WILD 'N WOOLY- Steve Cartier (??), c/o Dan Alderson, 6720 Day street, Tujunga, Ca., 91042. Variant Diplomacy games (using the regular Dip map): Breakthrough Diplomacy, Take-Away Diplomacy, Red Herring Diplomacy, Power Diplomacy, Godt Diplomacy, Escalated Diplomacy, and more!
- c. MARCUS- Mark Weidmark, 528 Park Crescent, Pickering, Ontario, Canada. Regular Diplomacy, and other fun things. Game fee: \$4., I believe.
- d. BOAST- Bottom Of A Sewage Tank- Herb Barents, 157 State St., Zeeland, Mi. 19464. Regular Dip, Middle earth IV, & Origins of WWII game openings. Sub and \$1. game deposit,....er, change that to a \$2 Game Deposit.
- e. WILE 'N' WORRY- Rod Walker, 4719 Felton Street, San Diego, Ca., 92116. The host of WILD 'N WOOLY (not any more, however!) Reg Dip, Game Fee: \$4.
- f. Hhhmm, there are others, but they escape me now.

Whatever happened to Ray Brannan? How about John Beshara??

.....they didn't all escape, though; one more!

g. ANSCHLUSS- Joe Antosiak, 3637 Arden Ave., Brookfield, Ill., 60513.

Origins of World War II game openings only, game fee \$3. Joe has written an article about "Origins" for this issue.

2. Non-game Diplomacy Zines

a. ANTARES- Burton Labelle, 146 Elm, Saco, Maine, 04072. Devoted solely to rating systems and discussions thereof. Subscriptions: \$1 per year.

b. GAMERS' GUIDE- P.O. Box 255, Rockville Center, New York, 11571. Gaming info, want ads, club bulletins, Game openings, reviews. Subscriptions: 10 for \$1.35.

c. HOOSIER ARCHIVES- Walter Buchanan, Route 2, Lebanon, Indiana, 46032. Covers the ARCHIVE, original articles, and the "Archive Game". Very much worth having. Subs are 10 for \$2. or 7 for \$1.

d. FAKIR- editor unknown, available from Ross Walker, 4719 Felton Street, San Diego, Cal. Original material looks a lot like WAZIR (the magazine of the Diplomacy Association), and is written in much the same style.

To say the least, it is a good deal better than WAZIR. It is a must for any member of the Diplomacy Association.

3. READER'S CHOICE- This is a poll to determine the most interesting and useful articles in the magazine. Right now we have three categories: 1. Strategy and tactics, 2. Human aspects of Diplomacy, 3. Game openings. You can send me three preferences chosen from the list below. I will write down what everybody says, and the three categories with the most requests will be included in the next issue. Please send your preferences to me as soon as possible. This is a very important poll, and I would appreciate your participation. The poll will be held for two weeks, and the results will be published in the next issue.

1. Articles about strategy and tactics written by assorted authors
2. Articles about the human aspects of Diplomacy
3. Articles about game openings
4. More game openings
5. Everything mentioned here (or you invent)

What have you done? The poll is now open, and I would appreciate your participation. Numbers one, two and eight (orings) are running strong, with 3, four and nine not far behind. I would appreciate your response to this poll. The poll will be held for two weeks, and the results will be published in the next issue.

4. Phone calls: I suggest, if you do not have the new rulebook, so if you do not have the new rulebook, call me if you do not have the new rulebook. I can be reached by dialing 602-992-4222. Beware, however, getting in touch with me via this method won't be too dependable. If you do miss your moves, I will try to call you anyway.

5. The BEYERLEIN PLAYER POLL

This is a player polling system run by Douglas Beyerlein (3934 SW Southern, Seattle, WA. 98116) and as far as I know, it is the only player polling system in which the players rate the players now active. How the poll works: any one can enter simply by listing the top fourteen players they consider the best (listed in order, of course). All ballots are collected by Doug and tabulated. The current listing (as of February 1) is as follows:

TOP BOARD		Second BOARD		
	#		#	#
1. John Sayre (6)	281	8. Andy Phillips	87	12
2. Brenton Ver Ploeg (2)	174	9. Tom Miller	87	7
3. Eugene Prosnits	170	10. Rick Brooks (1)	64	7
4. Hal Birger (4)	150	11. Larry Peery	58	8
5. Doug Beyerlein	147	12. Bob Strasser	56	6
6. Doug Beyerlein	105	13. Lew Palilpher	49	5
7. Hal Nauq	90	14. Bob Strasser (1)	48	4
		15. Alan Lakoff (1)	48	5

Players with 17 or more points are listed in the top board. R. Miller (1), Fournelle, ...

Note: # means the score or total points tabulated from the ballots. The number of ballots listing the player's name on the top board or the second board is figured as follows: ...

A fourth poll will be held in the future. The poll will be held in the future. The poll will be held in the future. ...

Hopefully, more than 17 ballots will be cast in the next poll. The PUBLISHER'S POLL, (run by ...)

The PUBLISHER'S POLL, (run by ...)

6. The NEW RULEBOOK. The SMUT* HOUSE RULES FOR REGULAR DIPLOMACY POSTAL PLAY cover the entire New Rulebook, so, if you do not have the new rulebook, I suggest you grab on to it.

7. Hal, Bob Strasser. If you remember a few things back there, you'll know that a few issues of SMUT* you should have a little editorial special where I tied into Bob pretty good (talking him to hell and telling him where to shove it, which I did not mean to be taken as seriously as it appears to have been). Thinking it

over (after being verbally chastised a couple times), my approach to the subject via that article (although not belying my true feelings) was in error.... I aggravated you by not being more forthcoming in my response. I would not have to make the whole thing public. I would have been much better, I suppose, for this I apologize, both to you and to the readership for wasting their time reading this trash. I would like to put into this that I have changed my opinion about the value of your personal drawbacks, or the quality of the work you have done. I would like to put into this that I have seen the rough copy of your work and I would like to put into this that I would like to see the better.

THE ANNOUNCEMENTS ARE THE GAMES!
France (Bowers) : F. Brent & A. Paris-Picard
Germany (Rack) : A. Hamilton-Burghy
A. Hamilton-Burghy
A. Hamilton-Burghy

Due to a player, ... or players request, the deadline is extended until Feb. 25, 1972, which is a Friday. A copy of the list of names from all

included with my listing of names. This number will be included with my listing of names. Turkey (Brooks) : Steve Brooks

RUSSIA: Steve Brooks, 3001 E 2nd St., #6, Tallahassee, Florida 32302
TURKEY: Robert Howerton, P.O. BOX 536, Bunnell, Florida 32522

any questions, let us hear them as soon as possible. I have some copies of the book available.

What kind of people are in this area? Well, we have collectors, students, busy executives, etc. I would like to see the book.

The preference lists have been prepared by an expert and are intended to be used by the collectors. I would like to see the book.

but my garbage is a player. I would like to see the book.

1971 DU: Spring 1902

ENGLISH UNITS TAKE SHELACKING, AUSTRIA TAKES RUMANIA, GERMAN ARMIES SMASH ALL FRONTS UNOPPOSED, BLACK SEA REMAINS NEUTRAL!!

- Austria (Antosiac): F Greece-hold, A Serbia-Rumania, A Budapest S Serbia-Rumania, A Vienna-Galicia, F Trieste-sits.
- England (Cox): F Eng.Channel-Mid-Atlantic, F London-English Channel, A Picardy-Paris/Dislodged/removed otb (no retreat available)/ F Norway S Garsen A Den-Swe/ dislodged/ may retreat to: Sarents, Norwegian S, North S, Skaggerak/.
- France (Bowers): F Brest S A Paris-Picardy, A Burgundy-Marsielles, A Spain-Portugal.
- Germany (Rack): A Munich-Burgundy, A Belgium S A Mun-Bur, F Holland S A Belgium, A Kiel-Munich, F Berlin-Baltic Sea, A Denmark-Sweden
- Italy (Carr): A Piedmont-Venice, A Tyrolia S A Piedmont-Venice, F Tunis-Ionian Sea.
- Russia (Labelle): A Rumania S Aua A Ser-Bel/A Rumania dislodged/removed otb (no retreat available)/, F Sevastopol S A Rym, A Galicia S A Dan, A Merser-Ukraine, F Sweden-Norway, A St Pete S F Sweden-Norway.
- Turkey (Brooks): A Bulgaria-Rumania, F Armenia-Sevastopol, F Constantinopla-Bilania, A Ankara-Armenia.

The deadline for Fall 1982 is March 3, 1972. A retreat from Norway is requested as soon as possible from England. I will send out that retreat as soon as I receive it. If it is not worth coming before the war, I will allow moves by Russia and Germany. I will also allow retreats. I will also point out that his brother left the family. I will also point out that they themselves by submitting general correspondence. I will continue this year on unit charts.

And now, the nasty press release:

Budapest (Jan 3) ANA--After receiving a message from the Russian Government that the troops in Galicia would be withdrawn, and that the neutrality of Rumania would be guaranteed, the Austro-Hungarian Empire was obliged to learn of the treachery of the will. The military advisers left the further areas of Rumania, and left everybody & his brother in Galicia.

The Empire asserted that Austria had no wish to meddle in the internal affairs of any of the neighboring States, but that any attempt at aggression by the nasty Russians would be met with force.

Sunnyslop (Jan 3)--Where's the picnic, & the laque, & the spaghetti, & all that?/

Berlin (Jan. 3)--The man believed to have parachuted into the Black Forest at the beginning of the UWR has been tentatively identified by the State Police. The clue to this man's identity was eventually found to be the color of his parachute. The green and chevron colors have been recently associated with a movement founded by an expatriate American named Trewer Beep. This man (?) has initiated recent demonstrations before the Imperial Palace for the GLF (Gay Lib Front). Searchers continue to hunt for Ms Beep.

Bad Wasser (Jan 5)--FLASH!--Trewer Beep has been found at the edge of the Black Forest with a broken arm, seven cracked ribs, and a brain concussion. When interviewed, Ms Beep kept repeating "Abdul, you silly boy". From this, government cipher clerks have deduced that Ms. Beep's plans to form a homophile society with the UWRG racers as members has not met with success.

Sügarenspies (Jan 5)--The press corp here is all in a rumbler... It seems that the mysterious airplane which crashed the open parachute outside of Neustadt has been found... The press got so excited (nothing like this ever happens here) that it is feared that their overexuberance could cause a major riot... called for tomorrow at the castle... atrocity... with... she is too busy doing... press boys... the press... airplanes haven't been invented... will certainly put... Munich (Jan 6.)--Official Bulletin of the UWCR: The first week of the race is almost over. We find the participants divided into two main groups... we have Hans, Pierre and James and... has not yet made up his mind to which group... one side to the other... never finish the race... task or contest to... winning the contest... about beer drinking... cheese souffles and tea and crumpets are good preludes to beer drinking (/barf/). The argument is not conclusive. In the meantime, Ivan wants everyone to join his in a... his last words were: "Oops, gah-----"

Zurich (Jan 7)--The local law enforcement agency has accepted a strange note... his last words were: "Oops, gah-----"

Prague (Feb 5)--NEWSPAPER OFFICE BURNED: The offices of the newspaper Danni Hlaxatal were firebombed and destroyed early this morning, along with the printing presses and... had... Standby please... Case 6... Kindig... Weber... Bowers... Fish... takers??

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- 1. Kindig
- 2. Kindig
- 3. Weidmark
- Beyerlein
- Bowers
- Fish
- takers??

1921 RE: Fall 1901

GERMANY CAUGHT IN JUTLAND GAMBIT, JOSES MUNICH,
LOUD NOISES IN RUMANIA, ALL NEUTRALS OCCUPIED!

Austria (Caluzeski), A Budapest-Rumania, A Serbia S. Bud-Lun,
Albania-Grass, England (Purcola), F. Eng. Channel-Belgium, F. North Sea-Norway, A York-Holds
Russia (Shannon), F. Italy (Rovers), A. Spain (Heller), F. Wild Wild, Germany (Soyd),
F. Denmark-Sweden, F. Kiel-Banner, F. Prussia (Hind), F. Poland (Lewy),
A. Yugoslavia, A. Albania, F. Tunis-Tunis.

Turkey (Hind), F. Italy (Rovers), A. Spain (Heller), F. Wild Wild, Germany (Soyd),
F. Denmark-Sweden, F. Kiel-Banner, F. Prussia (Hind), F. Poland (Lewy),
A. Yugoslavia, A. Albania, F. Tunis-Tunis.

Friday: (I haven't got a calendar!!) (How do you spell calendar, anyway??)

Supply Center: W find the participants divided into two main groups. We have
not yet made up his mind to which side to go. One side to the other side
never finish the repeated argument. Each side to win. Each side to win.
The argument is not conclusive. In the meantime, Ivan wants everyone
to think of security as good and crumpets as bad and crumpets as good and crumpets as bad.

France: In the meantime, Ivan wants everyone to think of security as good and crumpets as bad and crumpets as good and crumpets as bad. In the meantime, Ivan wants everyone to think of security as good and crumpets as bad and crumpets as good and crumpets as bad.

Germany's borders, appropriate measures will be taken against the aggressor. In the meantime, Ivan wants everyone to think of security as good and crumpets as bad and crumpets as good and crumpets as bad.

with the owners and operators of the French protectorate, they are anticipated as increases in wheat stocks as well as the shipments of garlic from France.

factory--there are hundreds of little bastards running around. The Arch-Duke's... If you call bathing dipping you linear in a martini for the olive, you must miss the wine--you see of a... Surolog... prefer whiskey and kool-aid to martinis... And now, HEMERRE's Ding-Bat!!!!

And now, HEMERRE's Ding-Bat!!!! * * * * *

More news from your friendly Australian spy network and Rubber Communist France. It was noted today that the elite of the French army (habitat elite armed with cannons, positioned on the German border). The general staff confirmed that this does not mean an act of war. They went on to say that "We've heard that the Kaiser is a big man and we want to get a good picture of it!"

BE Press (continued)
German: The Kaiser ordered his army to stand by, weapon in hand. He went on to say "Stab and shoot straight and don't bring anything back alive... at all times wear your rubbers."

Italy: The Italian government, with Austrian approval, decided to build a plush hotel in the Tyrolean Alps. The name of this new hotel (brothel?) will be the Bon Cat-House. The main meal will be pizza with pussie for dessert; all are welcome. (/yummy/)

Turkey: It was said that the Sultan's wife was ill, that was until he found out she had been changed to the Palace kitchen.

Russia: The Czar was in a rage upon hearing that his great Black Sea fleet had been destroyed. He ordered his staff to march forth to serve the boys all meals, and that if they should loose Rumanians, they had better find some Englishmen to swap.

Austria: The Emperor, who was a very good guy, (I could go on for hours about this fellow, but I'm getting SMUT* tired) was in a rage upon hearing that his fleet had been destroyed. He ordered his staff to march forth to serve the boys all meals, and that if they should loose Rumanians, they had better find some Englishmen to swap. The court are ready to help him with his back, but even said that when he's through with him, he won't want to go to that Italian Cat-House.

France: The Emperor, who was a very good guy, (I could go on for hours about this fellow, but I'm getting SMUT* tired) was in a rage upon hearing that his fleet had been destroyed. He ordered his staff to march forth to serve the boys all meals, and that if they should loose Rumanians, they had better find some Englishmen to swap.

Germany: (Berlin) A Berlin-Kiel, A Munich-Ruhr.

Italy: (Naples) Via Capua, Rome, Naples-Ion.

Russia: (Moscow) A Moscow-St. Petersburg, A Leningrad-S. Petersburg.

Turkey: (Constantinople) A Constantinople-Istanbul, A Istanbul-Constantinople.

Surprise, all moves succeeded!!! The Fall 1971 Deadline is March 3, 1972.

Is Poland the correct one? ...

Anyway, any seven persons who can keep from attacking each other the first year and not have any deaths...
And, you guys can write press releases, good! ...

1972 C Press: (alright you guys, you gets to submit more press!!-John Wayne)

Paris (Feb 1)--I detest the rumor that the sovereign army of France has made an attack on Italy...it is a friendly visit to show our men what the enemy is made of. We were displeased with their homes (they strongly resemble toilets!).

Sumner (Feb 1)--after hearing the terrible news about the Italian toilets, the Los Angeles Co. is going to expand its operations to include Italy, so that the French or whoever is going to use them can relieve themselves on a decent facility.

Vienna (April 1)--In accordance with the wishes of my Imperial Master, the Emperor, I have the honor to inform you that the Emperor has been pleased to announce the following... information prevail... I am pleased to announce the following... in my official capacity as the Imperial Minister of Information...

Court. Each musician was presented with a gramophone record by the 'Greatful Dead' and a plate of mushroom straddles... sent home with instructions to "come back when you learn to Boogie".

Reports have reached Vienna that residents of Serbia, historically and culturally almost a part of the Empire itself, have been physically abused... granted... The Emperor himself has remarked that "he cannot tolerate a bunch of your Greats..."

dispatched the 6th division (the 'fighting Hungies') to Serbia to restore order and has... Budapest... his best wishes to all the... of Europe.

France (Paris): F... Germany (Berlin): G... Austria (Vienna): A... England (London): E... Italy (Rome): I... Russia (Moscow): R... Turkey (Istanbul): T...

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France (Paris): F... Germany (Berlin): G... Austria (Vienna): A... England (London): E... Italy (Rome): I... Russia (Moscow): R... Turkey (Istanbul): T... Fall 1901 notes are due on... (at least this year), a Friday... press releases which follow on the next page.

The army has roughly 1,200 generals (it's hard to keep exact count) to command 295,000 troops and 76,000 Carabinieri (National Police under Army command). The Italian Navy is something else... there are more admirals than ships, submarines, and all other sea craft combined. The air force has 228 Generals and 10,000 officers. The army officers wear stars in December, an officer of the Government wears a star in January, and the Court of Accounts (which ought to have good press releases) has stars with one star. The ministry of defense permits the generals to stay home while they draw full pay and exercise all rights of their rank.

In contrast to Italy, the Soviet Union has 200 Generals, an army of 2 million and 513 Generals. The Soviet Union has a million men under arms, and technically to cover the country they have a million more. The military is a complex organization, and the Defense Minister said, "We have a surgeon general for the men and a veterinarian general for the animals." The official answer is a bit more complex. Many officers receive stars before retirement to boost their pensions. For historical military and social reasons, Italy has a higher percentage of Italians than other countries.

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Preamble: This constitution served as the later in the date governing document for the Italian Republic. It is the result of the interest, play of the Italian people, and the Italian people's interest in the Italian Republic. It is the result of the interest, play of the Italian people, and the Italian people's interest in the Italian Republic.

Article 1: Concerning membership:

A. Classes of membership:

1. Citizens of the Italian Republic, who are entitled to vote, run for office, and receive all the benefits of citizenship.

2. Citizens of the Italian Republic, who are interested in the Italian Republic, but who do not vote or run for office, they are entitled to membership in the Italian Republic. They may not vote or run for office, they are entitled to membership in the Italian Republic. They may not vote or run for office, they are entitled to membership in the Italian Republic.

3. Citizens of the Italian Republic, who are interested in the Italian Republic, but who do not vote or run for office, they are entitled to membership in the Italian Republic. They may not vote or run for office, they are entitled to membership in the Italian Republic. They may not vote or run for office, they are entitled to membership in the Italian Republic.

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10. Citizens of the Italian Republic, who are interested in the Italian Republic, but who do not vote or run for office, they are entitled to membership in the Italian Republic. They may not vote or run for office, they are entitled to membership in the Italian Republic. They may not vote or run for office, they are entitled to membership in the Italian Republic.

... To recruit new members... they are \$2.
... with approval of the Council
... by the Council.

C. Benefits and duties:

1. Receives all organizational publications
2. May vote for officers and referendums (regularly)
3. May run for office (regularly)
4. May propose amendments to the Constitution
5. Any other as approved by the Council

Article II: The Executive Council

The Council consists of elected officers, organizational secretaries and the at large Electors; their purpose is to conduct the operations, management, and financial affairs of the organization. The Council shall be found acceptable and approved by the members of the organization.

1. President - presiding officer of committees and all other offices, carries out the will of the membership.
2. Vice President - assists the President in all matters.
3. Secretary - maintains records and correspondence.
4. Treasurer - manages the financial affairs of the organization.

... accounts of all funds, chairs Finance Committee as presented when office...
... of it and of its own motion.

3. ...
4. ...

... There shall be a Council election in a manner...

C. At Large Electors:

... to be made...
... reduced and supplemented by contributions...

- 4. Membership--to recruit new members, help members seeking games, advise members, maintain membership roster, select DipCon site with approval of membership, any other duties determined by the council.

Article III. Motions and Voting

- A. All regular members may make a motion to the Council who acts upon the motion.
- B. A motion may become a referendum if 10% of the Regular Membership or 33% of the Council so approve, with the vote determined by the Registrar.
- C. The content of all motions shall be published in the Journal.

- E. Special editions of the Journal may be published to expedite a motion or referendum. The President as presiding officer shall carry out the will of the membership.
 1. 2% of voters request further action.
 2. A Council action may elect to send it to committee.

Article IV. Officers and Committees

- 1. The Council shall elect officers and committees.
- 2. The Council shall elect a President, Vice President, Secretary, Treasurer, and Registrar.
- 3. The Council shall elect a Finance Committee.
- 4. The Council shall elect a Nominating Committee.
- 5. The Council shall elect a Grievance Committee.

The Council shall have the authority to suspend or expel any member who is in violation of the Constitution or the Bylaws. The Council shall also have the authority to suspend or expel any officer or committee member who is in violation of the Constitution or the Bylaws. The Council shall also have the authority to suspend or expel any member who is in violation of the Code of Ethics.

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Letter From A New Player:

On the other hand, it is not true that the... would think that the... of political... and all types of political... to represent anything but... representation, but once...

the diplomacy... each player... (the same area)... manner as for... but to... of the diplomar... number on the... eliminated, for all... your opponent to be eliminated, for your own to be eliminated, for all... One all the... "Control" counters for their... of which were later...

... a chart showing who gets points for paying... no... it nobody has control... the USA... understanding with... diplomatic negotiations... convincing... have been received, as outlined above, players... counter in any... The counter represents a... with PPs in that area, as well as a... for control... ready also can... players... will... of... Each country is... -please note the distinction between Diplomacy, the name of a game, and dipmacy, a noun meaning 'the conducting of relations between countries'. (one is capitalised, the other is not.)

Allocated a certain number of PFs at the start of each turn; then each country, in turn, places its allocated PFs in the various areas (the board is a map of Europe as it appeared in 1935, divided mainly into countries). These PFs represent any and all types of political actions and/or maneuvering, from negotiating a non-aggression pact with someone (as did Germany and Poland) to the use of armed force (as in the Rhineland, 1936). It takes imagination to remember everything that placing a political factor can represent, but once you've played a few games, you get used to it.

As I mentioned above, there is no element of chance in the Diplomacy conflicts. In OWWII, however, each player has placed their PFs, each player, in turn, decided whether to attack, for each area that is in the same area(s) as his own PFs. The odds are determined in a standard manner as for Avalon-Hill wargames (20PFs attacking, 10 PFs defending, odds, but 19 to 10 is only 1:11, and a 19 to 10 is only 1:11, and a 19 to 10 is only 1:11). The outcome of the diplomatic conflict. It is possible, depending on the number on the die, for your opponent's to be eliminated, for your own to be eliminated, for all of your opponents and those of your opponents to do something to happen. Once all the conflicts have been resolved, players place "Understanding" and "Control" counters for their PFs, of which more later.

The game is rather complicated, and it is difficult to describe in a few paragraphs) else... a historically accurate... will take... There are... really big... sending the... on a chart showing who gets points for having what... game): Germany gets 3 points for "Control" of Czechoslovakia; 2 points for an "Understanding" with Russia, etc. The USA, on the other hand, gets 1 point if nobody has control of Czechoslovakia, and 2 points if nobody has an understanding with Russia. The USA therefore has the most work to do as far as diplomatic negotiations go. The US player must try to convince the other Allies that they are willing to... been through a couple of games and seen how... convincing.)

Now, about those "Understanding" and "Control" counters. They're the reasons why everybody has to go up on Germany. Once the diplomatic conflicts in a turn have been resolved, as outlined above, players may place an "Understanding" counter in any area where they have 5 or more PFs; at a cost of 5 PFs. The counter represents a diplomatic understanding such as a non-aggression pact. In areas where the player has 5 or more PFs, he may place a "control" counter (Germany controls the Rhineland, Germany controls the Rhineland). Once a "control" counter is placed in an area, the player who placed it receives 1 point for each PF he has in that area (you receive points for control), nobody else can ever place a counter in that area. After two "control" counters are placed in an area, the player who placed the first counter receives 1 point for each PF he has in that area. If the game is played properly, it is a very interesting and... the outset, the general features... late stages, each player... dies about turn 15, then they... start feathering their own nests. When you have a wild scramble for power as everyone tries to grab whatever points he can.

Besides the regular ("Historical") game, **ORIGINS** features several built in variants. These consist of varying the Allotments and victory conditions, designed to simulate four "What If?" situations. What if France and Britain had pursued a more aggressive diplomatic policy? What if the USA, in partnership with Britain, had tried to play a greater role in European politics? The variants provide for the playing out of these scenarios, as well as two others: what if the Allies had joined 1939 Russia, or, of course, Germany's anti-Bolshevik Crusade? and what if France had gotten her internal troubles straightened out and been better coordinated in diplomatic affairs? And, of course, you can design your own variants.

So, what have you? **ORIGINS** is a very reasonable Diplomacy, but deals with abstract political maneuvering rather than with the maneuvering of armies and fleets. **ORIGINS** is built in, but there's still a lot of it left to the players; if you were brought up on Diplomacy, you may find the element of chance distasteful (and I understand that Rod Walker et al. are trying to write the rules to eliminate chance and to give the USA something useful to do) and **ORIGINS** tries to recreate an actual historical situation. What it boils down to, I suppose, is that you can't call one game "better" than the other, it all depends on what you want in a game.

Afterthoughts: Avalon-Hill sells **ORIGINS** for \$8.90; there are openings for postal **ORIGINS** games available from me at the address below; comments, criticisms, and suggestions should be sent to:

Joseph O. Antosiak
 3637 Arden Ave.
 Brookfield, Illinois 60513

(/ thanks Joe, and good luck with your Zine, **ANCHLUSS**;/)



Last Issue an article on strategy was started: **THE POSITIONS OF POWER**. Aside from the introduction we covered the countries Austria and England. Continuing in alphabetical order, we come to that ever popular Republic: **FRANCE**.

FRANCE, to begin with, has a position quite like that of Russia; there is a Northern theatre and an Southern theatre. Actually, both the North and the South are directly linked by the Mid Atlantic, thus allowing a quick change in movement from the North to the South. At the outset of the game, France may be faced with a three way Alliance against him (Italy, Germany, & England), but if this can be avoided, France can use his Diplomatic position to affect all most every other player's strategy.

France gets early strength if it can ally with either Germany or England and then side the other out. The elimination of the other depends upon the control of the North Sea; in that position, France can either outflank the remaining neighbor. Once that is accomplished, watch out, France will be tough to stop especially if things are tied up in knots in the East.

Although the Northern theatre is definitely the place for France to attack first (more supply centers border the North Sea than does the Tyrrhenian, Western Med, and Gulf of Lyon combined), filtering units into the Med or positioning some in Iberia will assure France of some defense to the South in the very least. As France, you would almost have to stretch into the Med to take your 18 centers; with Russia as an ally, moving on Italy, or even Austria or Turkey becomes necessary to gain victory.

Let's examine France's supply center potential and find out how to prevent an overly strong France from taking all the marbles (or Supply centers, or dots). Assuming that France has had his success in the North against either England

