

MERRY CHRISTMAS

HAPPY

HANUKKAH

(RELATEDLY)

JOYEUX NOÛ.

À CÉLÉBRER

NEW YEAR!

Published every four weeks, except during July and August by
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\$5.00 per game; this extends subs to end of game

\$3.50 standby fee; this extends sub to end of game

1980 IC (MENSA # 12)

SPRING, 1902: THREE-WAY SQUEEZE ON FRENCH CONTINUES; TURKISH AND AUSTRIAN TROOPS ENGAGE; TZAR SLEEPS AS ENEMIES CLOSE IN.

USA (Lewis) 4: A Vie* S A Bud - Gal*; A Ser* S F Alb* - Gre.

ENG (Byrne) 5: A Bre* - Par; F Eng - MAO*; F Lon - Eng*;
F Edi - Nwg*; F Nvy* - Swe.

FRA (Gaughan) 2: F Pic* - Bra; A Dur - Par /d/ (retreat:
Gas, OTB).

GER (Young) 6: F Hol - Kie*; A Bel* S A Mun - Dur*; A Kie -
Ruh*; A Ber - Mun*; A Den* H.

ITA:(Phillips) 4: A Pie - Mar*; A Ven - Pie*; A Rom - Apu*;
F Tun - Ion*.

RUS (Marshall) 6: NMR: All units held: F Rum*; A Sev*;
A Gal /d/ (retreat: Ukr, War, Sil, Boh, OTB);
F Swe*; A Pin*; F StPnc*.

TUR (Wilson) 5: A Gre* - Alb; A BuN* - Ser; F Con - Bla*;
A Ank* S A Smy - Arm*

Underscored moves fail. * indicates final position. /d/ = defeated.

Standby for Russia is: Charles Letcher, 3325 Sepulveda Blvd.,
Apt. 3, Los Angeles, CA 90034. Please submit Summer & Fall '02.

SUMMER 1902 and FALL 1902 DUE FRIDAY, JANUARY 9, 1981.

PRESS

Turkey to Russia: KGB! I knew it! A hidden unit of KGB in
Sevastopol.

Turkey to France: I'm glad I'm not in that three-way squeeze
play.

Paris: We have not yet begun to fight! (obviously...)
2 Samuel 22: 5-7.

11/11/77

For the month of the season, this month's province is Wales, a country which united with England in 1536; which had never joined any other country. Inhabited by a folk who speak in Welsh while reciting cywyddau, towns were named in honor of the gods: Penrhdyfendigaid, Llanorhaeadr-ym-Mochnant, Llanfyllen, and Sennydd-Goad in a clever attempt to baffle the English. Perhaps Diplomacy players could learn a few things about Welsh defense from the Welsh.

11/11/77

Wales still needs standbys.
John J. Bacile, 4531 Milwaukee Ave., Chicago, Ill., 60630.

Standbys are the unsung heroes of postal dip. Without them the game would become unmanageable. They often enter a game with a seemingly hopeless situation left them by a player who has dropped out of a game for that reason; yet many games have been won by standbys. Need a challenge worthy of your skills? Try to resurrect an occupied country and make it yours.

11/11/77

Four people have phoned or written expressing an interest in playing in this game. All are new to postal dip and are anxious to learn about stabbing via mail. As soon as I hear from seven players and one standby the deadline for game fees will be set and country assignments will be made.

James Byrne objected to my geographical restriction for this game. He writes, "All I can say is, we (the Confederacy) have invaded areas far to the north of our national boundaries before. Beware those who slight the sons of Lee!"

What can I say? We Canucks whipped the Yanks good in 1799, and even razed Washington, so we wouldn't want to offend the late Gen'l Lee, another famous Yankee-fighter. Perhaps, if players from Virginia really wanted to play in North-1 we could make it conditional on them learning to backpack at 20 lbs. or, an even tougher challenge: starting a Ford engine at 2000'.

11/11/77

My mailing address from Dec. 17 to Jan. 12:
John J. Bacile, Laurent Provencher, 108 Rockland Ave., Manchester, NH
Telephone: (603) 627-1911

ADVICE TO NEW PLAYERS

How do you keep track of your postal games? I buy macramé work boards. They cost about \$2.50 and can be picked up at any craft store. Then all you have to do is pin a conference map to it and use little coloured pins to mark the positions. I use those packages of sewing pins they sell in almost every variety store (they come in seven colours). To mark fleets, I wrap a small label around the pin. This way I can pick up the board any time to study it. You can do this in the bath, though I'd advise against doing it while driving or having dinner with one's paramour—equally dangerous situations.

Anyhow, each side of the board can accomodate two games (they're 12" X 18"), and, if you're poor, you can always use the back of the board (though be careful not to stab yourself in the thigh or bend your pins while working on the opposite side). They hold pins well and can be stacked neatly out of the way.

MANIWAKI

Heavy negotiations in one of the games I'm playing prompted a few phone calls a while ago. After asking me to stab France, Austria, Russia, and everyone else, everyone wanted to know just where this place is.

Okay, Maniwaki is 80 miles north of Ottawa (if you don't know where that is, look it up) on the Gatineau River. It's on the Canadian Shield in the foothills of the Laurentian Mountains. The Laurentians are reminiscent of New England, or the kind of mountains one sees in Missouri. It's heavily forested, mainly pine, and the major industries are related to forestry produces.

Unemployment is seasonal and quite high, but the economy is on the upswing. A new highway and industrial complex are being planned. Estimates are that this could provide about 1,000 new jobs. There's a lot of building and activity in the region.

The population is about 10,000, 80% French-speaking. The rest are divided about evenly between Algonquin Indians and "English" Canadians (mainly of Irish Catholic stock). Communication is done in "franglais," a language unique to rural Québec. One uses French grammar and verbs, English nouns, and curse words in both languages. The word "dere" is used as a punctuation mark.

Culture? It's quite a busy place. Folk singers fill the taverns, there are plays, movies, a new FM station (That sexy voice giving the call numbers is my wife's!). Every February the Indians hold a festival in honour of the groundhog (Pakwaun). And hockey is the big sport.

For the "English"? Well, Ottawa's only 80 miles away and beer's the same in any language.

SIG ELECTIONS

Charles continues in his letter: "The second outrage was knocking those of us who failed to vote for junior committee-man. What would you have me do? Flip a coin and vote? I've never heard of either man before. If they wrote something to tell of their opinions or positions, I never received it. Surely it is better not to vote than to vote in ignorance."

I agree Charles. I wish I knew more about the candidates too. But, I was assuming that the majority of SIG members have been members long enough to get to know something about the people involved, though the onus should be on the candidates, not the voters, to identify themselves.

RULES

First, Dan Wilson asks why I don't use Just's Right Hand Rule for situations where someone fails to submit a retreat order. First, Just's Right Hand Rule can be used only for Summer Retreats; a defeated unretreated unit in the Autumn Retreat season is always removed. I, for one, do not see the need for two different rules for essentially the same situation. Further, I don't believe anyone should benefit from an NMR, especially the guilty party. Finally, I believe the GM should not meddle in the game. The only moves I make are those I'm ordered to make by the players.

To business: Under Rule VII, 4: "An illegal order is not followed, and the unit so ordered simply stands in place. A mistaken order, if legal, must be followed. An order which admits of two meanings is not followed. A badly written order, which nevertheless can have only one meaning, must be followed."

So, it is not necessary to write which coast a fleet is ordered to on a two-coasted province, if it can reach only one coast. Some people believe F Bot - St.P is not legal, but, to me, it can not move to the nc anyhow, so there's no problem.

What if you have a F in Bre, yet write: A Bre - Pic. Well, whatever unit it is, it can move to Pic, so what's the problem? (Note, if you call an A a F and order it to a sea space, that's an illegal order.)

Further, when giving support to a unit of another power, it is not necessary to write out that power's name. There is only one A Ber, for example, no matter who it belongs to. It is customary to write the foreign power's name, but the rule book does not say it is necessary.

(Some people I play with will argue an order's illegal if it is not written exactly according to tradition. Why be so petty if the meaning of the order is clear?)

BOOKS

If any of you are war game fanatics, you might like to read THE THIRD WORLD WAR: AUGUST 1985 by General Sir John Hackett. (Macmillan, 1978; 415 pages) Gen. Hackett projects the present NATO and Warsaw Pact developments and world political situation a few years into the future when a world war (read: "Russia versus the West") becomes inevitable. That war is described in detail by someone intimately familiar with present military capabilities. Long descriptions of tactics and military hardware get tedious for me, but the overall thrust of the book is a mounting horror that puts to shame the silly shenanigans of bratty psychic (psychotic?) kids that Hollywood's been insulting us with of late.

OTHER GAMES

Ann and I finally got to an RG last weekend. It was held in Ottawa and the executive of Mega Canada was there in force. The parties (Fri. and Sat. eves) were a great opportunity to meet other RGs as well as get sloshed. During the business meeting Sat. afternoon, we more mature members got together in a hotel room for games. After losing at Scrabble and a few other games I'm supposed to be good at, A DUNGEONS AND DRAGONS game was organized. Though I'd heard of the game, living where I do I don't meet with many opportunities to learn the more complex games. I thoroughly enjoyed myself as a super-strong human warrior slaying sabre-toothed tigers. Unfortunately, we had a trigger happy wizard in our band of heroes who did us more harm with misused firebombs and lightning bolts than the Dungeon master with all his nasty tricks. If you get addicted easily, a game to avoid. I've already adapted it for classroom use.

DEDICATION

This month's issue is dedicated to all elves, dwarves, gnomes, and ogres who kept our childhood from becoming dull.

See you next year.

Best of the season,
Ron