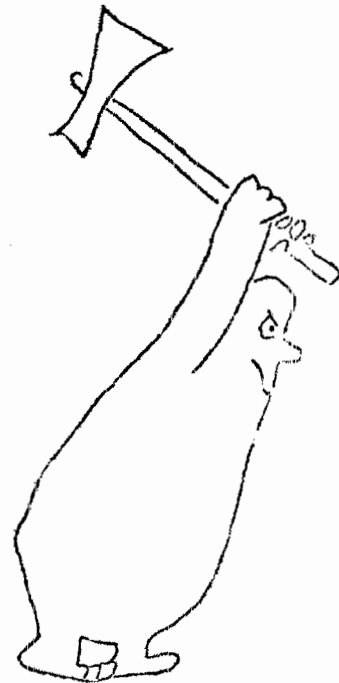


S A B 47



"Yeah, those California boys play a rougher game than most."



STABBINGS:

GAMESMASTER

IN THIS ISSUE

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NEXT DEADLINE: 11 May 1968

(Phone: 312 491-9383)

<u>Orthanc</u> D (1965W)	--	Winter 1911
<u>Massif</u> II (1966I)	--	Fall 1912
<u>Orthanc</u> H (1966AB)	--	Fall 1907
<u>Trantor</u> III (1967A)	--	Fall 1908 & Winter 1908
<u>Massif</u> III (1967E)	--	Fall 1907
<u>sTab</u> #III (1967Rt)	--	Winter 1905
<u>sTab</u> #V	--	Fall 1902
<u>Trantor</u> IV (1968A)	--	Fall 1902

sTab, the official organ of the Beer Fanciers of the World, is published every three weeks by John Koning. While it is basically a Rolling Rock Forever (!!!) publication, it is willing to listen to the Other side (as witness the lettercolumn). In fact, the editor of this learned journal will journey to Youngstown next month for the semi-annual Toronto-Youngstown Negotiations. While these talks have, in the past three years, produced no general agreement on the superior brew, all parties involved think they are a Good Thing. Subscriptions to this magazine are at the rate of 10 for one dollar, and all trades are welcome.

Just out (last week) is Valhalla #1, the joint venture of sTab and S&T. First issue is devoted primarily to diplomacy, but future issues will contain more general war-games material as well. Val also begins game 1968AB (see rosters, farther on). Subscriptions to Valhalla are \$2 per year (17 issues) from Chris Wagner, c/o Strategy and Tactics, Box 11-187, Loudonville, N.Y. 12211 (make checks payable to Project Analysis Corporation). As a "package deal," you may get 1 year each of Val and sTab (34 issues) for \$3 from me (Koning).

At press time, also, Conrad von Metzke (5327 Hilltop Dr., San Diego, Calif. 92114) still had a few openings in Costaguana's third game -- fee \$3 (\$2 to present players, or trades). Costa is going on a tri-weekly schedule as of next issue or so.

After some shouting about how I was going to move the rosters to the back of the magazine, the voice of reason (John McCallum) pointed out that if I left them in the front of the magazine I could type them ahead of time. (sTab is typed in one continuous process, with nothing continued to the back of the magazine, so if an item on page 2 isn't ready to go, pages 3,4,etc. cannot be typed.) So, in the front they stay. Those uninterested in such things can probably hurry through them in 3 seconds or less.

+ + + + + +R * O * S * T * E * R * S * I * ! * !+ + + + +

CORRECTIONS TO STAB 46 - - - - - CHANGES - - - - -

1967B-R: J. Mazor not "Out S05"
(not out at all)

1966T-G: H. Naus (out F07)

#1966AR-F: Ch. Brannan (out F09)

1966BK-I: A. Swenson (out S07)

1967P-A: C. Ollila (dro F05)
disorder
R: D. Francis (dro F04)
S. Cochran

1967W-R: D. Beyerlein (out F04)

1967Y-E: C. Ollila (dro F03)
K. Polan
R: L. Gallo (dro F02)
J. Greene, Jr.

1967AF-F: J. MacKenzie (dro S05)
disorder (out F09)

#1967AM-F: D. Deutsch (dro S02)
C. Ollila (dro S03)
G. Long

1967AR-E: S. Gordon (res S03)
H. Naus

1967AS-I: S. Gordon (res F02)
M. Zelazny

1967AT-I: S. Gordon (res W03)
unreplaced as yet

1968J-R: T. Griffin (dro S02)
G.I. Grayson
T: S. Gordon (res F02)
J. White

NEW GAMES - - - - -
X-13

1968X - Xenogogic - Larry Peery
(March)

E - Gary Dickson
F - Robert Perkins
G - James Latimer
I - Roland Tzudiker
A - Keith Polan
R - Greg Warden
T - Robert Kinney

My thanks to John McCallum John Boardman, Charles Wells, Hal Naus, and to all other players and gamesmasters whose help is invaluable in updating rosters (and catching my errors).

1968Y -- Xenogogic X-16 - Larry Peery ((March))

E - Hal Naus
F - Bud Pendergrass
G - Sidney Jolly
I - Harold Peck
A - Conrad F. von Metzke
R - Keith Polan
T - Kenneth Hake
((All San Diegos))

1968Z - Cerebral Nebula #4 - Greg Long ((April))

E - Bob Kinney
F - Tom Rosenbaum
G - Richard Metzger
I - Craig Mackey
A - Al Novack
R - Linn Haramis
T - Ed Halle

1968AA - The Lost Ones TLO #2 - Steve Hueston ((April))

E - Brad Payne
F - Rod Randall
G - Doug Beyerlein
I - Buz Eddy
A - Doug Baker
R - W. Gerald White
T - Jon Jacky

1968AB - Valhalla - John Konink ((April))

E - Charles Reinsel
F - James Latimer
G - Larry Peery
I - John A. McCallum
A - Jerry E. Pournelle
R - John W. Smythe
T - Monte Zelazny

GAMES RECENTLY COMPLETED - - - - -

1967AK - Big Brother #5 - Charles Reinsel

E - Edi Birsan
F - Margaret Gemignani (dro W02)
disorder (out F05)
G - Greg Warden (out F05)
I - Roland Tzudiker (dro F04)
disorder (out S06)
A - K.V. Wittman (dro S07)
disorder
R - Thomas Griffin (won F07)
T - Michael Childers

1967AK -- Supply Center Chart

	01	02	03	04	05	06	07	
England -	4	4	6	7	8	10	10	CONGRATULATIONS to Tom Griffin on his first win! Russia has now won seven regular 7-man games, putting it two ahead of its nearest competitor. An even 20% of all completed regular games have ended in draws (7 out of 35).
France -	3	2	1	1				
Germany -	3	3	3	2				
Italy -	3	3	4*	2	1			
Austria -	4	5*	4	3	1	1	1	
Russia -	6	8	9	11	15***	17**	18	
Turkey -	4	5	6	8	9	6	5	

sTab #III

"Winter 1905"

20 April 1968

NOTE: In the "Fall 1905" moves, underline France's "A Bre-hold"
The "Fall 1905" supply center chart should appear as follows:

ENGLAND: ~~Lon~~, ~~Nwy~~, Bre, Hol ((2)) Remove ONE
 TURKEY: Smy, ~~Ser~~, Bul, Gre, Tun, Rom, Tri, ~~Spa~~, Ven, Nap ((8))
 Cannot build one, since no home-owned centers open.
 FRANCE: Par, Mar, Por, ~~Nap~~, Bel, ~~Hol~~, Spa ((5)) Remove ONE
 GERMANY: Kie, Mun, Ber, Lvp, Edi, Lon, Den ((7)) Build ONE ((no room for second build))
 AUSTRIA: ~~Ven~~, ~~Vie~~ ((OUT)) Remove all forces
 RUSSIA: Mos, War, Sev, StP, Swe, Rum, Bud, Ank, Con, ~~Den~~, Nwy,
Vie, Ser ((12)) Build TWO

WINTER 1905

ROLAND TZUDIKER

ENGLAND: Remove Army Finland

JOHN McCALLUM

FRANCE: A Brest retreats to Picard^y
 Removes Fleet Tuscany
 GERMANY: Builds Army Munich

LARRY PEERY

RUSSIA: No builds or retreats received. Retreating Fleet Denmark is annihilated. Russia will be three pieces short in 1906.

sTab #V

"Fall 1902"

20 April 1968

G A M E S M A S T E R M E S S E S U P L A Y O U T

MOVES APPEAR ON PAGE FIVE

HAL NAUS

ENGLAND: A Lon-hold; F Eng (S) FRENCH A Bur-Bel; F Nth (S) RUSSIAN
 F Swe-Den; F Ska (S) RUSSIAN F Swe-Den
 FRANCE: F Spa(sc) (S) F Lyon; F Lyon (S) F Spa; A Mar-hold;
 A Par-Bur; A Bur-Bel
 TURKEY: A Bul-Gre; A Con-Ank; F Bla-Con; F Smy-EMed

DEREK NELSON

GERMANY: A Ber-Pru; A Bel-Bur; A Kie-Hol; F Helg-Kie
 ITALY: A Mun (S) GERMAN A Bel-Bur; A Pie-Mar; F Tyrr-Lyon;
 F WMed (S) F Tyrr-Lyon
 AUSTRIA: A Sil-War; A Gal (S) A Sil-War; A Ser-Bul; F Gre (S)
 A Ser-Bul; F Alb-Ion

JOHN SMYTHE

RUSSIA: A War (S) A Ukr-Gal; A Ukr-Gal;; F Nwy-hold;
 F Swe-Den; F Rum (S) TURKISH A Bul; A Pru-Sil

Underlined moves do not succeed. The Turkish Army Bulgaria is annihilated.

 DEADLINE FOR "WINTER 1902" ORDERS IS SATURDAY, 11 MAY 1968

BUILDS:

ENGLAND: Lon, Edi, Lvp, ~~Mwy~~ ((3)) Remove ONE
 FRANCE: Par, Bre Mar, Por, Spa ((5)) No change Total 11
 TURKEY: Ank, Smy, Con, ~~Bul~~ ((3)) No change
 GERMANY: Kie, ~~Mun~~, Hol, Bel, Ber ((4)) No change
 ITALY: Ven, Rom, Nap, Tun, Mun ((5)) Build ONE Total 15
 AUSTRIA: Vie, Bud, Tri, Ser, Gre, Bul ((6)) Build ONE
 RUSSIA: StP, War, Mos, Sev, Rum, Swe, ~~Ber~~, Nwy, Den ((8)) Build 2
 +

MOSCOW Generalfieldmarshall Derek von Nelson of the German Imperial Army is now considered the Tsarist Russia's most dangerous enemy. Speaking for the Tsar, Prince Alexander Alexandrovich Borscht, Chamberlain of the Privy, exclaimed, "the recent German victories in the field can only be the result of the workings of a most evil genius. And the only most evil genius currently practicing in Europe is von Nelson. I pray that Europe and the World now understands why Russia joined with the Allies."

FRENCH-ENGLISH ALLIANCE to NELSON: I prefer Coors myself. Millers Ale and Red Cap remind me too much of that stuff you have in excess after drinking too many beers.

GENEVA to FRENCH-ENGLISH ALLIANCE (DWE) What stuff you have in excess after drinking too many beers? Empty bottles? Broken glass? Headaches? Gas? Drunken Canadian Houseguests? Or perhaps (gasp) John Smythe's Kielbossa Dinners?

TRANTOR

#73/SVG #73

"Fall & Winter 1908, Game III"

20 April 1968

ENGLISH RETAKE BREST

SPLIT IN ANTI-AUSTRIAN RANKS?

NOTE: Omitted from "Spring 1908" moves was England's "F Nth-Den."
Players were informed.

ENGLAND: F Den-Bal; F Nwy (S) RUSSIAN A StP; F Nwg-Nth; A Bel-Hol;
(Pournelle) A Bur-Mun; F Mid-Bre; F Eng (S) F Mid-Bre

FRANCE: A Gas-Mar
(Reinsel)

GERMANY: A Ruh (S) A Kie; A Kie-hold
(Latimer)

ITALY: A Par-hold; A Pie (S) A Ven; A Ven-hold; F WMed-Spa(sc);
(Clark) F Tun-Ion; F Adr (S) F Tun-Ion; F Apu (S) F Tun-Ion;
F Tyr (S) F Tun-Ion

AUSTRIA: F Ion-Adr; F Alb (S) F Ion-Adr; F Aeg-EMed; F Gre-Ion;
(Smythe) A Ber (S) A Mun; A War-Sil; A Mos-StP; A Pru-hold;
A Tri-Ven; A Tyr (S) A Tri-Ven; A Bud-Tri; A Vie (S)
A Bud-Tri; A Boh (S) A Mun; A Mun (S) A Tyr

RUSSIA: A StP-hold
(Nelson)

Underlined moves do not succeed. The Italian Fleet Adriatic is
annihilated.

BUILDS:

ENGLAND: Lon, Lvp, Edi, Nwy, Bel, Hol, Swe, Bre ((8)) Build ONE
FRANCE: ~~Par~~, Mar ((1)) No change
GERMANY: Kie, Den ((2)) No change
ITALY: Nap, Ven, Tun, Spa, ~~Mos~~, Rom, Por, ~~Par~~, Par ((7)) No change
AUSTRIA: Vie, Tri, Bud, Ser, Gre, Rum, Bul, Con, Ank, Ber, Smy,
Mun, War, Sev, Mos ((15)) No change
RUSSIA: StP ((1)) No change

"Winter 1908"

ENGLAND (Pournelle): Build Army London

DEADLINE FOR "SPRING 1909" ORDERS IS SATURDAY, 11 MAY 1968

WHITEHALL (September 1908) The Admiralty announced successful transit of the Red Fleet, Royal Navy, into the Baltic Sea. The Baltic is now an English Lake, and actions directed toward the eventual liberation of Berlin will now commence.

LONDON The War Ministry announced that British Expeditionary Forces have now taken station in Holland, and will support unconditionally the German forces in Kiel.

NEW YORK It is widely believed that with promised British support in Holland now at the disposal of the German Empire, actions against the Austrian hegemony in Britain's Principal Ally, Germany, will be greatly strengthened. The American Secretary of State has pledged neutrality in the European conflict, but Congress has amended the Neutrality Act to provide that any nation may purchase, for cash only, weapons or any other produce of the US industrial plants, provided that they provide their own shipping for transport. No American flag vessel may carry arms or other contraband of war from an American port.

WHITEHALL The Royal Navy announced that German submarines now operating against Austrian shipping will henceforth make use of Portsmouth, thus saving significantly in their refitting time after each expedition.

----- "Fall 1902, Game IV" -----

I T A L I A N N A V Y R E A C H E S M I D A T L A N T I C
FRANCE, RUSSIA FIGHT ON ALONE

ENGLAND: Δ StP-Mos; F Bar-StP(nc); F Nwy (S) F Bar-StP; F Eng (S)
(Koalenz) ITALIAN F WMed-Mid

FRANCE: Δ Bre-Gas; Δ Par-Bur; Δ Mar (S) Δ Par-Bur; F Spa(nc)-hold
(Wagner)

GERMANY: Δ Sil-hold; Δ Mun-Bur; Δ Bel (S) Δ Mun-Bur; Δ Bur-Gas;
(Smythe) F Bal-Den

ITALY: F Tyrr-Lyon; F WMed-Mid; Δ Pie-Mar; Δ Rom-hold
(Prosnitz)

AUSTRIA: Δ Gal (S) Δ Rum; Δ Rum-hold; Δ Boh-Tyr; Δ Ser (S) F Gre;
(Tzudiker) F Gre-hold

RUSSIA: Δ Mos-hold; Δ Ukr (S) Δ Mos; Δ War-Fru; F Swe-Den.
(Ward)

TURKEY: Δ Sev (S) ENGLISH Δ StP-Mos; F Bla (S) Δ Sev; Δ Bul-hold;
(Kuch) F Aeg (S) Δ Bul

Underlined moves do not succeed. There are no retreats.

DEADLINE FOR "WINTER 1902" ORDERS IS SATURDAY, 11 MAY 1968

BUILDS:

ENGLAND: Lon, Lvp, Edi, Nwy, StP ((5)) Build ONE
 FRANCE: Par, Mar, Bre, Por, Spa ((5)) No place to build.
 GERMANY: Ber, Kie, Mun, Den, Hol, Bel ((6)) Build ONE
 ITALY: Nap, Rom, Ven, Tun ((4)) No change
 AUSTRIA: Vie, Bud, Tri, Ser, Gre, Bun ((3)) Build ONE
 RUSSIA: Mos, War, ~~SyF~~, ~~SyS~~, Swe ((3)) Remove ONE
 TURKEY: Ank, Con, Smy, ~~KAA~~, Bul, Sev ((5)) Build ONE

= = = = =

MUNICH The German General Staff, after considering the Italian request for support, ordered Count Beulow's Army into Gascony. To defend against the expected sortie by the Paris Garrison, Generaloberst Schtupid's Third Army is marching into Burgundy to reinforce Beulow's Second Army. The General Staff hope that the capture of Gascony will enable the German and Italian forces to secure Paris and all of Southern France.

VIENNA The name of Smythe is blessed
 For Dippy skill unsurpassed
 Though he often allies,
 On himself he relies,
 To lay his enemies to rest.

MOSCOW "Well, we thought we had this deal with Turkey, and he stabbed us. Then we thought we had this deal with Austria, and he stabbed us. We were allied with Germany, then he stabbed us, and now England holds the capitol. All in all it hasn't been too good a year." -- exerpt from Tsar Rupert's press conference

ATHENS We have mobilized the national guard to protect ourselves against the threat of the Heathen Turks, currently steaming in the Aegean. The Emperor has appointed me his deputy in this area to preserve Greece for the Austrians. I will issue more bulletins in the future. -- Spiros Preposterous


MASSIF^{no} 58


Game 1966I
"Fall 1912"
20 April 1968

TURKEY FAILS TO MOVE
 GERMAN GAINS OVERTAKE ALLY

NOTE: Omitted from the "Spring 1912" orders was Turkey's "F Naf-Mid" but since this order could be inferred from "F WMed (S) F Naf-Mid" no steps were taken to inform players.

ENGLAND: A Yor-hold: F Edi-Nth: F Lon (S) F Edi-Nth
 (Cartier)

FRANCE: A Par (S) F Eng-Bre: A Pic (S) F Eng-Bre: F Eng-Bre
 (Tzudiker)

 "Fall 1907, Game H"

G E R M A N S S I N K F R E N C H C H A N N E L F L E E T
 T U R K I S H M A R I N E S I M M O B I L I Z E D B Y V A G U E O R D E R

ENGLAND: A Yor-Edi; F Tyrr-Nap
 (Cartier)

FRANCE: No moves received. F's Eng, Bre, Lyo; A's Mar, Lon-stand
 (Hakulin)

GERMANY: F Nth-Eng; F Mid (S) F Nth-Eng; F Bar-Nwg; F Hol-Nth;
 (Thomson) A Pic-Bre; A Par (S) A Pic-Bre; A Mun (S) A Sil-Boh;
 A Sil-Roh; A War-Gal; A Ukr (S) A War-Gal; A Mos (S)
 A Ukr.

AUSTRIA: A Ven-Apu; A Tyr-Mun; A Tri-Bud; A Vie (S) A Gal-Boh;
 (Reinsel) A Rum (S) A Bul; A Bul (S) A Gre; A Gre (S) A Bul;
 F Tus-Rom; F Tun-Ion; A Gal-Boh

RUSSIA: No move received. F Sev-stand
 (Owings)

TURKEY: F Ion-Gre; F Aeg (S) F Ion-Gre; F Con-Bul ((illegal))
 (Latimer)

Underlined moves do not succeed. The French Fleets English Channel and Brest are destroyed. The Turkish move to Bulgaria is of no effect, since the coast to which the fleet was moving was not specified. The support of the Army Bulgaria for Greece is therefore not cut.

 DEADLINE FOR "WINTER 1907" ORDERS IS SATURDAY, 11 MAY 1968

BUILDS:

ENGLAND: Lvp, Edi, Nap ((3)) Build ONE

FRANCE: ~~Fly~~, Mar, ~~Bre~~, Por, Spa, Lon ((4)) Build ONE

GERMANY: Ber, Kie, Mun, Hol, Den, Swe, Nwy, War, Mos, StP, Bel,
 Bre, Par ((13)) Build TWO

AUSTRIA: Bud, Tri, Ser, Vie, Rom, ~~Mos~~, Ven, Tun, Rum, Gre, Bul
 ((10)) No change

RUSSIA: Sev ((1)) No change

TURKEY: Smy, Con, Ank ((3)) No change

+++++

MISSOIF:

JOHN SMYTHE, 621 E. Prospect, Girard, Ohio 44420

In issue #17 of

Glockorla, David

Lebling stated, "You can always get a poor player to send in the moves you want if he is not untrustworthy. But even the best player, if he is untrustworthy, will not get alliances. Given a choice between the two, I would pick the trustworthy poor player over the

over the untrustworthy good player in any game." I question the reasoning of Mr. Lebling and the others who use the term "trustworthy" in such a manner.

See Webster's Collegiate Dictionary, 7th Edition, for the following definition: "Trustworthy: worthy of confidence, dependable."

Diplomacy is a model (i.e., a simplified version of reality) into which the authors' built a great deal of uncertainty. If I may be trite, the greater the uncertainty surrounding a decision the greater the probability of the decision maker making an error. Accordingly, a diplomacy player must negotiate to achieve an alliance structure that gives him the maximum chance of reducing the opponents' alternative courses of action. In this way, the player may make the best possible guesstimate about the opponents' strategy and tactics. And the good player uses alliances, not only to reduce his own risks, but to increase the uncertainty for the other six players. Obviously, it is not in his best interest to honor an alliance which does not yield these results. A player who will break an alliance when it is in his best interests to do so can not be accused of being undependable. He is acting in a manner demanded by the model, by Diplomacy. Only when a diplomacy player acts in a manner that does not maximize the probability of his winning the game is he being undependable. Unworthy of confidence. Untrustworthy.

Let me use a personal experience to illustrate my point. In Nostrillia ((Dan Alderson's Superdiplomacy game. jgk)) I played Germany to Phil Castora's England. Phil and I had an alliance. After some very fortunate results with the die, Austria and France were removed, leaving me in a position to attack Russia. Accordingly, I ordered about 70% of my forces into Russia. The only risk was that I had to leave my western border unprotected... but, I had an alliance with Phil, after all. As I was taking Moscow, Phil took my French possessions, Belgium, Munich, and Kiel. My reaction was normal. I raged and ranted for a few minutes and expressed a few choice opinions not fit for print. For Phil pulled one of the most brilliant coups that I have ever observed. I do not consider him to be untrustworthy. I always consider my chances of success increased when I make an alliance with him, for I feel Phil will always move in a manner that will maximize the probability of his winning.

When a player considers an alliance, his first thought should be 'will the alliance enable me to achieve my goals first so that I may be ready to fight my ally before he is ready to fight me.' Too many people think alliances are contracts which guarantee them a specific amount of time to achieve their goals, no matter how inefficient their play. All too often such thinking results in the better players being ganged. People who must resort to such tactics rationalize their poor play by the misuse of the term "trustworthy."

In all the games I have played, I can remember only one or two instances where anyone was ganged. Usually the players had enough confidence in their abilities to believe they could use alliances. And they did.

I think the above just about expresses my thoughts on the issue. I am very curious about the response of Diplomacydom. To eliminate some of the misunderstandings: as I wrote I assumed that the players"

Only goal is to satisfy the game-master's conditions for victory. The question of motivation was thus ignored, as were cross-game alliances, pledges to assist another to win, self-sacrifice to permit another to win, etc. ((Well, comments???)

Re who am I -- I am an ignoble innuendo intent on inflicting intolerable indecencies upon insufferable individuals who insist in indoctrinating innocents with idealistic and inoperative inspirations for improving industrial institutions to increase the increase in increments to the income of inputs. ((Whaaa...)) I am a slightly overweight student of economics who sincerely believes that Canadian beer is almost good enough for even Canadians to consume. I am an individual who knows that John McCallum is a Canadian inspiration for international intrigue; John Koning possesses magickikal powers; Larry Peery yearns to return to an earlier eristance where he was a member of the commercial nobility of Renaissance Italy; John Boardman is really David Lawrence; Derek Nelson doesn't really exist, for no person could live in an empty bottle of Red Cap; Steve/Charles Cartier/Brannan is the name of a spirit sent by the Infinite to plague me; the California players really exist, for not even the prince of players could create such a cast of characters; Tzudiker is the poet laureate of Diplomacydom; and Smythe really favored rating systems as long as he was number one, but he will never admit it because he knows his foolish play in all the other games he didn't win will eventually cause him to be last. Who am I!

MARGARET GEMIGNANI, 67 Windermere Rd., Rochester, N.Y. 14610 I vote for Michelob by draft. Millers in the bottle is o.k. O'Keefe is real good also in bottles. Personally, it is the bottle that makes it. Don't drink Carlings... it isn't healthy. ((I know; after all, I've seen Nelson and Lake.)) German Ludderbow ((sp??)) light also comes in bottles. It is okay. Dark is like coffee.

CONRAD F. VON METZKE, 5327 Hilltop Dr., San Diego, Calif. 92114

I doubt that I could afford to send your immodestly solicited case of Swan Lager, but if I can find it in bottles I might manage to send a couple rounds. So far I have discovered it only on draught, in two places.

Nobody, to my knowledge, has yet inferred that I am anybody else, or rather that I am not myself -- that is, that anybody else is not himself but is rather me -- or I -- or, in other words, he who is not Conrad von Metzke, and not somebody else who is Conrad von Metzke is neither, unless he is both, or one or the other. ((You ought to argue with Smythe.)) Actually, I am a symbiotic metamorphosis of both Orpheus and Euridice, moulded in the image of Charles N. Reinsel by a devious process of excretory osmosis, and resembling a half-breed offspring of the Jolly Greene Giant and Prince Metternich. Most of my friends think I am a dyspeptic flamingo seen through overlaid bifocals. I say to you now that I am Kwame Nkrumah without the flab, and I challenge Peery, Greene, Boardman, or the Shah of Iran to disprove the same.

No, actually I go by several pseudonyms -- James B. Marshall, Eutiquio José Revillazigedo, Anto Kabasta, and Edwin M. Jeffrey (but NOT Monree E. Jeffrey, who is a real person). And I wish

people would respect people's rights to be other people and stop worrying about who is who, or who isn't who, or whatever. After all, selective pseudonymism (if I may coin a term) is a science, and often reaps great rewards for the instigator. Look where it got Scandanelli.

In reference to Mr. Peery's bucolic epistolary tantrum in sTab 46, Colonel Irving Solomon is a real person and a very distinguished gentleman. Must we drag the innocent through the mud of Peeriland in order to placate the venial judgements against the guilty?

EDUARD HALLE, 107 SE 8th St., Gainesville, Fla. 32601 Swan, huh?
Well, the

only beers we see here from the Pacific area are the Phillipines' San Miguel and the Jap's Asahi. Neither of which I will war enthusiastic over, but I will admit San Miguel is drinkable and above the level of Toilet Flushings.

Bass light Ale is indeed a passable brew, and has been known to pass through my parched mouth (a permanent condition) to soothe my inquenchable thirst.

While in Jacksonville the other day I stumbled across a case of Coors, which I quickly purchased. ((Yes, I've had those days myself, when I felt like collapsing right in the liquor store.)) Now if some Porters stout would just drift in with the next high tide I would rejoice. Guinness is a great brew, but Porters is the cream of the crop. Unfortunately it is about as hard to come by as California oranges in Florida, but nobody misses those (Let's get another fight started!). ((I am sorry, but sTab is not an Orange Fandom magazine.))

DEREK NELSON, 18 Granards Blvd., Scarboro, Ontario, Canada By the way,

John, I'll not only defend Miller's Ale, I'll drink to it. And to Hamm's, and Rolling Rock, and a lot of others too.

Talk to a Canadian in casual conversation and he'll sprout, in a Pavlovian manner, that Canadian booze and education are better than the Yank version. Having attempted to check this by empiracal means (particularly the former) I must conclude that my research shows me US beer is like US education ~~light, and~~ -- some very good, some terrible. (I understand Ballantine's is made from toilet flushing dregs.)

European beer is the same -- some good, some terrible. McCallum's Tuborg is probably the best I've had.

I guess I should add I'm not a beer drinker anyway. A Red Cap man is an Ale man! (No applause please, just drink up.)

((And that's all we'll hear from *Beer Fandom* this issue))

STATISTICAL ABSTRACTS

John McCallum mentioned, a few weeks ago, that Gene Prosnitz had suggested that a rating system be constructed consisting of the number of supply centers held by a player at the end of the game in

the case of finished games, and the numbers of centers held in the last completed year in the case of current games. McCallum himself suggested dividing this by the number of games, to prevent this becoming just a an activity contest.

While I am not about to run out the results of such a system based on current and completed games, it is fairly simple to do so for completed games alone. However, as with the McCallum percentage system (on which the winner of the only game he ever played -- like Bruce Pelz -- gets 100% and cannot be beaten), players who have finished high in the only game they have completed (again, like Pelz, who would end up with an 18,000), we have some scaling problems. To resolve this, I multiplied each score by a percentage derived from the McCallum system. I will include correction factors for converting back into raw scores.

In the list below, the number in paranthesis following each player's name represents the number of games for which he is rated. In the case of replacement players, I made the arbitrary decision to assign final scores of below 10 to the original player, and those above 10 to the replacement. In actuality, the final score should always go to the replacement if it raises the replacement's average, and to the original player otherwise.

As usual with my lists, an asterisk following a name indicates that the player is no longer active. (That is, no longer holds a seat in any current game... whether he is playing it or not.)

| | |
|----------------------------|-----------------------------|
| 14.750 John Beshara (1) | 9.624 Tom Griffin (2) |
| 14.563 Charles Wells (5) | 9.358 James Dygert (5) |
| 13.500 Bud Pendergrass (1) | 8.325 Conrad von Metzke (9) |
| 12.250 Rick Brooks (1) | 8.312 Terry Kuch (2) |
| Larry Peery (1) | 7.438 Donald Berman* (2) |
| Bruce Pelz* (1) | Banks Mebane (2) |
| 12.113 Monte Zelazny (4) | 6.840 John McCallum (7) |
| 11.818 Don Miller (3) | 6.494 James MacKenzie (5) |
| Jerry Pournelle (3) | 6.488 James Sanders*(2) |
| 11.750 Chris Wagner (1) | 6.125 Lon Atkins* (2) |
| Dian Pelz* (1) | 6.105 Charles Reinsel (9) |
| 11.196 James Latimer (3) | 6.000 Richard Bryant (1) |
| 10.500 Rod Walker (2) | Jack Greene, Jr. (1) |
| 10.210 John Smythe (9) | 5.863 Derck Nelson (8) |
| 10.063 Charles Turner (2) | 5.598 Alan Huff (3) |
| 9.750 Harold Peck (1) | 5.347 Frank Clark (3) |
| 9.657 John Koning (9) | |

- 4.118 Jock Root* (4)
- 3.750 Michael Childers (1)
- 3.542 Earl Thompson* (5)
- 3.500 Ken Davidson (2)
- 3.456 Edi Birsan (3)
- 3.000 John Davey* (1)
Dave Francis (1)
Robert Lake (1)
- 2.799 Robert Ward (3)
- 2.442 Charles Brannan (9)
- 2.421 Jack Chalker (4)
- 1.772 Roland Tzudiker (5)
- 1.500 Allan B. Calhamar* (1)
Kenneth Levinson (1)
Gail Schow (1)
Richard Shagrin (1)
Harry Stine* (1)
Bob Whalen (1)
- 1.292 Phil Castora* (4)
- .750 Greg Moleneer* (1)
Mark Owings (1)
K.V. Wittman (1)
- .727 Dick Schultz* (4)
- .622 John Boardman (3)
- .438 Scott Duncan* (2)
Jack Harness* (2)
- .311 Ron Bounds (3)
Jerald Jacks* (3)
- .000 Michael Aita* (1)
Charles Alexander (3)
Brian Bailey (2)
Edwin Baker* (1)
Brenda Banks* (1)
Steve Barr* (2)
Tom Bulmer* (1)
Art Canfil* (1)

- 0.000 Bill Christian (1)
Robert Cline* (1)
Dennis Frisch* (1)
Leonard Garland (2)
Margaret Genignani (4)
Sidney Get* (1)
Aleris Gilliland* (1)
Al Goggins* (1)
Barry Gold * (2)
James Goldman* (4)
Thomas Gorman * (1)
Paul Harley* (2)
Bob Hendin * (1)
Terry Huston* (1)
Stuart Keshner* (1)
Bernie Kling* (3)
Dave Lebling (2)
Fred Lerner* (3)
Greg Long (1)
John Mazor (1)
James L. Munroe (1)
Hal Naus (1)
George Parks*(1)
Steven Patt* (1)
Don Reckleis* (1)
John Sandoval* (1)
Joel Sattel* (1)
Bill Schreffler* (2)
Bill Stewart (1)
William Sullivan* (1)
Anders Swenson (1)
Richard Uhr* (1)
Greg Warden (1)

=====
COUNTRY SCORES -- for 35 games

| | | | |
|---------|-------|---------|-------|
| TURKEY | 7.114 | GERMANY | 4.171 |
| RUSSIA | 5.857 | AUSTRIA | 4.029 |
| ENGLAND | 5.514 | ITALY | 2.914 |
| FRANCE: | 4.400 | | |

+++++
Scaling Factors -- to convert
system scores back to raw scores

| NO. OF GAMES | FACTOR |
|--------------|--------|
| 1 | 1.333 |
| 2 | 1.143 |
| 3 | 1.061 |
| 4 | 1.032 |
| 5 | 1.016 |
| 6 | 1.008 |
| 7 | 1.004 |
| 8 | 1.002 |
| 9 | 1.001 |

And that's it for #47. jgk