

# S I A B 53



"Well Derek, lessee... in the next game you be John Smythe and John McCallum, and I'll be Monte Zelazny and Ed Halle and..."

"Nchono John... you got to be Halle and Zelazny in the las' game, and you let it en' in 1907... so this time I'll be...."

# STABBINGS

GAMESMASTER

IN THIS ISSUE

John Koning  
318 So. Belle Vista  
Youngstown, Ohio 44509

Phone: 216 799-2141

NEXT DEADLINE: 13 SEPT. 1968

- Orthanc D (1965W) -- Fall 1913 - Conclusion
- Orthanc H (1966AB) -- Fall 1909
- Trantor III (1967A) -- Fall 1911
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- Massif IV (1968AD) -- Spring 1901
- Orthanc L (1968AE) -- Spring 1901

sTab, a nearly tri-weekly journal of postal diplomacy and other foolishness, is edited and published by John Koning. All credit, praise, and any public service awards should go to Mr. Koning; address lawsuits to Derek Nelson and Robert Lake. ## Subscriptions are 10 for \$1, and trades with other postal diplomacy journals are quite welcome.

The Victory Criterion used in this magazine, and in many others, has been bothering me for some time. As has been said before, the idea of awarding victory to a player with more than half the units is that with the superior force at his command he could, if given the time, sweep his opponents from the board (we will ignore the question of "perfect defenses"). However, merely because several units are missing from the board (either through annihilations or failure to build) reducing the total units in play to -- say -- 31, and one player has 16, this temporary majority does not imply that he could go on to eliminate the competition. Moreover, in a game like 1965U, where two players (McCallum and Reinsel) had total forces of 17, facing 17 units owned by John Smythe, the majority-of-units-on-board victory criterion acted to restrict McCallum and Reinsel's movements, for they could undertake no strategy that would include a possibility of one of their units being annihilated, since that would have given victory to Smythe. I am therefore ALTERING THE VICTORY CRITERION IN STAB TO 18 UNITS ON BOARD, or 18 supply centers and a majority of the units on the board (which eliminates the possibility of a minority victory). This will take effect in Orthanc L and Massif IV, and in all future sTab, Valhalla, and Ragnarok games. You are forewarned.

+ + + + + R \* O \* S \* T \* E \* R \* S + + + + +

CORRECTION - - - - - 1966AT-R: M. McIntyre (out FO8)

1967N-T: F. Muhlhauser (dro SO4)  
D. Bischkoff  
(not Edi Birsan) 1966BD-R: J. Mazor (dro FO7)  
G. Schelz

CHANGES - - - - - #1967M-A: D. Miller (res FO6)  
G. Schelz

1966F-E: J. Mazor (dro W11)  
M. Zelazny 1967AP-R: G. Nemeth (dro WO4)  
C. von Metzke

1967AR-G: C. Reinsel (out SO5)

1967BC-A: C. Reinsel (out FO4)

1968C-A: G. Mazor (dro FO3)  
G. Schelz1968M-F: G. Nemeth (dro WO2)  
H. Naus1968P-G: R. Johnson (res FO6)  
disorder1968AA-F: R. Randall (dro WO1)  
R. Shagrin

NEW GAMES - - - - -

1968AP - BC#1 - Dan Evans  
(May??)E - Robert Kinney  
F - Mike Hoos  
G - Conrad von Metzke  
I - Bob Johnson  
A - Charles Reinsel  
R - Marvin Garbis  
T - Harold Naus1968AQ - BC#2 - Dan Evans  
(June)E - Bob Johnson  
F - Paul Rubin  
G - Doug Baker  
I - Hal Naus  
A - R.D. Scott  
R - Charles Reinsel  
T - Larry Fong1968AR - BC#3 - Dan Evans  
(June)E - Charles Reinsel  
F - Margaret Gemignani  
G - Brian Libby  
I - Edi Birsan  
A - Mike Hoos  
R - Robert Kinney  
T - Dean Prater

NOTE: The "BC" games on this page are a part of the series of games run by Dan Evans in his March of Dimes tournament. I am obliged to Hal Naus for the information he provided on them.

1968AS - BC#4 - Dan Evans  
(June)E - Ed Halle  
F - Dean Prater  
G - Marvin Garbis  
I - Brian Libby  
A - Harold Naus  
R - Margaret Gemignani  
T - R.D. Scott1968AT - BC#5 - Dan Evans  
(June)E - Edi Birsan  
F - Conrad von Metzke  
G - Larry Fong  
I - Bob Kinney  
A - Ed Halle  
R - Doug Baker  
T - Paul Rubin1968AU - BC#6 - Dan Evans  
(July)E - George Grayson  
F - Larry Fong  
G - Ed Halle  
I - Doug Baker  
A - R.D. Scott  
R - Mike Hoos  
T - Brian Libby1968AV - Adag - Hal Naus  
(July)E - Michael Goldstein  
F - Robert Perkins  
G - Ian McCandlish & Russ Jones  
I - Buddy Pendergrass  
A - Edi Birsan  
R - Craig Klyver  
T - Doug Baker1968AW - Costaguana #4 - Conrad  
von Metzke (July)E - John Turnquist, Jr.  
F - Robert Johnson  
G - Frank Lunney  
I - W. Gerald White  
A - Chuck Carey  
R - Anders Swenson  
T - Roland Tzudiker

Listings continued on next page. From all indications, 1968 will be a boom year for regular diplomacy games... and for game endings.

1968AX - Costaguana #5 - Conrad  
von Metzke ((July))

E - Eric Just, Jr.  
F - Bob Kinney  
G - Harry Brunsch  
I - Harold Peck, Jr.  
A - Lawrence St. Cyr, Jr.  
R - Michael S. Goldstein  
T - Bill McDuffie

1968AZ - La Guerre KAB - Buddy  
Tretick ((July))

E - Marvin Garbis  
F - John W. Turnquist  
G - Don Morin  
I - Steven Bobker  
A - R. W. Dellbringge  
R - Kenneth Borecki  
T - Craig Clyver

1968AY - La Guerre KAA - Buddy  
Tretick ((July))

E - Charles Hoch  
F - Phil Gaskill  
G - Larry St. Cyr, Jr.  
I - Harry Brunsch  
A - George Grayson  
R - Marvin Garbis  
T - David May

1968BA - Erewhon - Rod Walker  
((August))

E - John Beshara  
F - Bob Kinney  
G - Ian McCandlish  
I - Banks Mebane  
A - Michael S. Goldstein  
R - Bill Weyant  
T - Greg Long

RECENTLY COMPLETED GAMES - - - - -

1966BG - Armageddonia-2 - Charles Turner

E - Steve Powlesland (out FO7)  
(and R.J. Maddox)  
F - Derek Nelson (won S11)  
G - William Celestre (out FO5)  
I - Charles Brannan

A - Conrad von Metzke (res S02)  
Ken Fletcher  
R - Clyde Johnson (res W05)  
Monte Zelazny  
T - Charles Alexander (out FO6)

|     | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|-----|----|----|----|----|----|----|----|----|----|----|
| E - | 4  | 3  | 4  | 4  | 3  | 1  |    |    |    |    |
| F - | 5  | 7  | 7  | 8  | 11 | 12 | 14 | 14 | 15 | 16 |
| G - | 4  | 4  | 3  | 1  |    |    |    |    |    |    |
| I - | 4  | 4  | 4* | 6  | 7  | 7  | 4  | 5  | 7  | 5  |
| A - | 5  | 6  | 7  | 6  | 6  | 7* | 7  | 7  | 6  | 4* |
| R - | 6  | 6  | 6  | 8  | 6  | 7  | 9* | 8  | 6  | 9* |
| T - | 4  | 4  | 3  | 1  | 1  |    |    |    |    |    |

((The game concluded after an annihilation of an Italian unit in Spring 1911 left 31 pieces on the board. Congratulations to Derek Nelson on his 3rd win, his 2nd in a 7-man game!))

1966BK - Armageddonia-5 --(James Dygert &) Charles Turner

E - Roland Tzudiker  
F - Charles Alexander  
G - Larry Peery

A - Bud Pendergrass  
R - Paul Leitch (won FO8)  
T - Stephen Willard (out FO4)

I - Anders Swenson (out S07)

|     | 01  | 02 | 03 | 04 | 05 | 06 | 07  | 08  |
|-----|-----|----|----|----|----|----|-----|-----|
| E - | 4   | 5  | 6  | 8  | 8  | 10 | 13  | 13  |
| F - | 5** | 5  | 3  | 1  | 1  | 1  | 1   | 1   |
| G - | 4   | 5* | 5  | 4  | 4  | 2  | 2   | 1   |
| I - | 5   | 3  | 2  | 2  | 2  | 2  |     |     |
| A - | 5   | 7  | 9  | 8  | 8  | 6  | 3   | 1   |
| R - | 6   | 6  | 8  | 11 | 11 | 13 | 15* | 18* |
| T - | 4   | 3* | 1  |    |    |    |     |     |

Congratulations to Paul Leitch on his first victory!

1968P ((yes, 1968)) -- Big Brother #7 -- Charles Reinsel

|                                                    |                                |
|----------------------------------------------------|--------------------------------|
| E - Greg Warden (dro S07)<br>disorder (out F07)    | I - Monte Zelazny              |
| F - David Mayhall (dro F04)<br>disorder            | A - Tom Griffin (out F03)      |
| G - Robert Johnson (res F06)<br>disorder (out F07) | R - Eduard Halle (won F07)     |
|                                                    | T - Karl V. Wittmann (out F03) |

|     | 01 | 02 | 03 | 04 | 05  | 06     | 07 |
|-----|----|----|----|----|-----|--------|----|
| E - | 4* | 4  | 2  | 1  | 1   | 1      |    |
| F - | 3  | 4  | 4  | 5* | 2   | 2      | 1  |
| G - | 4  | 5  | 7  | 7  | 6   | 2      |    |
| I - | 4  | 6  | 9  | 9  | 9   | 14**15 |    |
| A - | 4  | 4  |    |    |     |        |    |
| R - | 6  | 8  | 12 | 12 | 16* | 15     | 18 |
| T - | 4  | 3  |    |    |     |        |    |

Congratulations to Eduard Halle, who first victory nearly coincided with the birth of his son.

1965W -- Orthanc D -- see Orthanc section, this issue.

sTab #III

"Winter 1907"

30 August 1968

JOHN McCALLUM

FRANCE: Build Army Marseilles

LARRY PEERY

RUSSIA: Build F St. Petersburg (nc), F Sevastapol, A Warsaw

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DEADLINE FOR "SPRING 1908" IS FRIDAY, 20 SEPTEMBER 1968  
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RALSTONSTADT (12 November 1907) In a move seen by many as an effort to perpetuate the current chaos in Canada caused by the mail strike (which is really something Jack Greene dreamed up), Dr. Peter H. Olmes arrived here at Ryerson College to assume his post as Provost. After meeting with the Academic Senate Olmes announced a series of shakeups within the professional positions. Within the new academic structure the following appointments have been made:

I. Chairman of the Division of Conservative Arts and Sciences:  
Dr. Gerald Pournelle.

Chairman of the Department of Economics: John Boardman.

Chairman of the Department of Scientific Research: Dr. Margaret Gemignani.

Chairman of the Department of Minor Scientific Research:

Dr. Charles Reinsel.

Chairman of the Department of Finance: Dr. Sidney Cochran, Sr.

II. Chairman of the Division of Liberal Arts and Sciences:

Dr. Rodney Walker.

Chairman of the Department of Peeris tic Studies: Dr. Wade Hampton Johnston.

Chairman of the Deoartment of Diplomatic History: Dr. John B. Bourke.

Chairman of the Department of Modern Dance: Dr. Larry St. Cyr, Jr.

Chairman of the Department of English: Dr. William Linden.

Master Brewer of the College: David Francis.

Charwoman of the University: Gail Schow.

This distinguished faculty should provide an interesting forum for the brainwashing (education?) of the general diplomatic public. Further efforts to locate new educators are underway.

ST. PEERIGRAD (12 November 1907) Her Imperial Majesty the Empress Xenia Tanayevski-Ordevski attended a reception for the soon-to-depart peace delegation which is leaving within the week for Sydney, Australia. The Grand Duke Charles and Count Peter are said to have informed the Empress that ever opportunity would be given to achieve a just and lasting peace that would endure for all time.

INTERNATIONAL PEERIPORT (15 November 1907) As the half-way mark approached on their journey, Peerinauts Nelson, Koning, and Lake reported back here from their WHOOPEEE DOO Ist that the trip was proving enjoyable. The only crisis thus far came when Command Pilot Nelson sprained a finger while popping a pop-top on a can of Schlitz. Meanwhile things go smoothly on the trip.

PEERIWICH (PERILAND, somewhere off the Continent) The Peeripeeper of Periland, Dr. Edwin Duckworth, Jr., announced today that the English complaints about the naming of Peeritune were entirely without justification. "In naming this new planet Peeritune we have pollowed in the tradition of naming the planets for mythical Greek Gods. There was some debate since a group of astronomers favored naming the planet Peerikles, but some doubted whether Peerikles was a real God, or merely a god. That question has been referred to the 4th International Conference of Christians, Catholics, Jews, and Peerites, to be held soon.

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sTab #V

"Fall 1904"

30 August 1968  
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Summer 1904: Italian Army Piedmont retreats to Venice.

HAL NAUS

ENGLAND: F Eng-Mid; F Helg (S) F Hol; F Hol (S) FRENCH A Bur-Bel  
FRANCE: A Par-Pic; A Bur-Bel; A Pie-Tus; F Lyon (S) A Pie-Tus;  
F Spa(sc) (S) ENGLISH F Eng-Mid  
TURKEY: F Syr (S) A Smy; A Smy (S) F Con; F Con (S) A Smy

DEREK NELSON

GERMANY: A Bel-Bur; A Ruhr (S) A Bel-Bur  
 ITALY: A Ven-Pie; F Tus (S) A Ven-Pie; F Tyrr-Lyon; F WMed (S)  
 F Tyrr-Lyon; A Bch-Tyr  
 AUSTRIA: A Ser (S) A Bul; A Bul-hold; F Aeg (S) A Bul; F EMed-Smy;  
A Gal-War; A Vie-Bud.

JOHN SMYTHE

RUSSIA: A Ukr-Gal; A Sil (S) A Ukr-Gal; F Bla (S) A Rum;  
A Rum (S) TURKISH F Con-Bul; F Ber (S) F Kie; F Kie (S)  
 F Ber; F Bal-Den

Underlined moves do not succeed. The Austrian Army Galicia may retreat to either Vienna or Bohemia. The French Fleet Lyon may retreat to Marseilles, as may the French Army Piedmont. Since only one piece may retreat to Marseilles, the French player has the choice of retreating the army and destroying the fleet, retreating the fleet and destroying the army, or destroying both. These retreats should accompany the "Winter 1904" orders.

-----  
 DEADLINE FOR "WINTER 1904" ORDERS IS FRIDAY, SEPTEMBER 20, 1968  
 -----

BUILDS:

ENGLAND: Lon, Edi, Lvp, Hol ((4)) Build ONE  
 FRANCE: Par, Bre, Mar, Por, Spa ((5)) Build ONE (for annihilated unit; build two if annihilate both) Total 12  
 TURKEY: Ank, Smy, Con ((3)) No change  
 GERMANY: ~~Kil~~, ~~Mil~~, Bel, ~~Ber~~ ((1)) Remove ONE  
 ITALY: Ven, Rom, Nap, Tun, Mun ((5)) No change Total 12  
 AUSTRIA: Vie, Bud, Tri, Ser, Gre, Bul ((6)) No change  
 RUSSIA: StP, War, Mos, Sev, Rum, Swe, Nwy, Den, ~~Kil~~, Ber ((10))  
 Build TWO

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# TRANTOR

#79/ SVG #79

"Fall 1911, Game III"

30 August 1968

I T A L Y L O S E S I O N I A N  
 A U S T R I A M O V E S W E S T A G A I N

NOTE: Omitted from the "Spring 1911" orders was Italy's unsuccessful move "A Ven-Tri"

ENGLAND: F Nwy (S) RUSSIAN A StP; F Both (C) A Swe-Lvn; A Hol (Pournelle) (S) GERMAN A Kie; A Swe-Lvn; F Bal (S) A Swe-Lvn; F Mid (S) F Bre; F Bre (S) F Mid; A Bur@Mun

((continued on page 8))

GERMANY: No moves received. A Kie, A Ruh-stand.  
(Latimer)

ITALY: A Ven-Tyr; A Pie (S) A Ven-Tyr; A Tus (S) F Apu-Ven;  
(Clark) F Apu-Ven; F Ion-Adr; F Tyrr-Ion; F Nap (S) F Tyrr-Ion;  
F Lyon-Tyrr

AUSTRIA: F Alb-Adr; F EMed (S) F Aeg-Ion; F Gre (S) F Aeg-Ion;  
(Smythe) F Aeg-Ion; A Tri-Ven; A Tyr (S) A Tri-Ven; A Vie (S)  
A Tyr; A War (S) A Lvn; A Mos (S) A Lvn; A Lvn (S)

RUSSIAN A StP; A Sil (S) A Mun; A Boh (S) A Mun; A Mun (S)  
GERMAN A Kie; A Pru (S) A Ber; A Ber (S) GERMAN A Kie

RUSSIA: A StP-hold  
(Nelson)

Underlined moves do not succeed. The Italian Fleet Ionian is routed, and is retreated to Tunis. The Italian player has until Wednesday, 11 September 1968 to exercise his option to remove rather than retreat (in which case he should also submit a build order). Since no supply centers have changed hands and no annihilations have occurred, there are no "Winter 1911" moves (save the possibility of the Italian build listed above).

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DEADLINE FOR "SPRING 1912" ORDERS IS FRIDAY, 13 SEPTEMBER 1968  
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SUPPLY CENTERS:

ENGLAND: Lon, Lvp, Edi, Nwy, Bel, Hol, Swe, Bre ((8)) No change  
GERMANY: Kie, Den ((2)) No change  
ITALY: Nap, Ven, Tun, Spa, Rom, Por, Par, Mar ((8)) 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

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VENICE "It's a trap, it's a trap, we're being pushed into a watery grave," chanted long lines of enlisted men and C.P.O.'s of the Taranto Fleet today after the General Staff issued orders for an advance into the Adriatic.

ROME "Perhaps," mused a high-ranking Staff officer this evening, "if he keeps his eye on the Hell's Cauldron of the Adriatic, he'll take it off such spots as the Irish Sea, the Gulf of Bothnia, or Switzerland."

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"Spring 1904, Game IV"  
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G A M E S M A S T E R G O O F S A G A I N  
ISOLATED CAMERA REVEALS TURKISH FORCE

In sTab 52, when printing the "Spring 1904" moves, I neglected to print the move of the Turkish Army Constantinople, or to take notice of the effect of its order. This slip would have passed unnoticed,



and the unit have vanished forever, had not John Beshara pointed out the omission to me. Here follows a revised set of "Spring 1904" orders. In sTab #54 we will print the "Fall 1904" moves. All who wish may leave their orders stand, but the Italian, Austrian, and Turkish players will certainly (almost) wish to revise theirs.

ENGLAND: A Bar (S) A StP; A StP-hold; F Nth (C) A Lon-Den;  
(Koalenz) A Lon-Den; F Bre-Eng; A Nwy-hold

FRANCE: R Par-hold  
(Wagner)

GERMANY: F Bal-Swe; A Pru-Sil; A Kie (S) ENGLISH A Lon-Den;  
(Smythe) A Bur-Par; A Pic (S) A Bur-Par

ITALY: F Por-Mid; F Spa(sc)-WMed; F Rom-Tyrr; F Nap-Ion;  
(Prosnitz) A Ven-Pie; A Apu-hold; A Mar-hold

AUSTRIA: A Bul-Gre; A Ser (S) A Bul-Gre; A Gal-Rum; A Tri-Bud;  
(Tzudiker) F Alb (S) ITALIAN R Nap-Ion

RUSSIA: A War-Gal; A Ukr (S) A War-Gal; A Mos (S) A Ukr;  
(Ward) F Den-hold

TURKEY: A Sev (S) F Rum; F Rum (S) F Gre-Bul; F Gre-Bul(sc);  
(Kuch) F Ion-Alb; F Ank-Bla; A Con (S) F Gre-Bul

Underlined moves do not succeed. The French Army Paris does not retreat, and is annihilated. The Russian Fleet Denmark retreats to the Helgoland Bight. The Austrian Army Galicia retreats to Vienna. The Turkish Fleet Ionian may retreat to either the Adriatic, Tunis, the Aegean, or the Eastern Med. This retreat should be submitted by Wednesday, 11 September 1968.

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DEADLINE FOR REMAINING "SUMMER 1904" RETREAT IS WEDNESDAY, 10/11  
DEADLINE FOR "FALL 1904" ORDERS IS FRIDAY, 20 SEPTEMBER 1968  
-----

CHANGE OF ADDRESS: Pvt. Keith R. Koalenz  
Plt. 1063 MCRD  
San Diego, Calif. 92140

23 Aug-23 Sept. Robert J. Ward  
5383 Auburn Drive  
San Diego, Calif. 92105

((Bob says that after 1 October he will probably be in Vietnam, but he doesn't know the address yet.))

○ MASSIF<sup>no</sup> 64 ○

GAME 1967E

"Spring 1909, Game III"

30 August 1968

A U S T R I A R E V I V E S A G A I N

TURKEY NOT SO FORTUNATE

ENGLAND: F StP(sc)-hold; F Den-Nth; F Iri-Mid; F Por-Spa(sc);  
 (Zelazny) A Edi-Yor; A Lvp-Wal; F Gre-Bul(sc); F Aeg (S) F Gre-  
 Bul; F Ion-Gre; F Adr-Alb; A Nap-Rom; F Rom-Tyrr;  
 F Lon-Eng; A Sil-War

FRANCE: A Par-Bur; A Bre-hold; A Mar-Gas; F Smy-Con; A Ank (S)  
 (Turner) F Smy-Con; A Mos-Sev; A War-Gal; A Ber-Kie; A Boh-Vie;  
 A Tyr (S) A Boh-Vie; A Ven-stand; A Tri-Bud

AUSTRIA: F Bul(sc) (S) TURKISH A Con; A Alb (S) A Vie-Tri;  
 (Francis) A Bud (S) A Vie-Tri; A Vie-Tri; A Ser (S) F Bul; A Gal-Ukr

TURKEY: No moves received. A Con-stand.  
 (Shagrin)

Underlined moves do not succeed. The French Army Trieste and the  
 Turkish Army Constantinople are annihilated.

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 DEADLINE FOR "FALL 1909" IS FRIDAY, 20 SEPTEMBER 1968  
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PARIS The Foreign Ministry today avowed that France will keep its  
 alliance with England until the end of the current war,  
 even if this means that England will end up controlling more of  
 Europe than France. Despite the uneasiness caused here by recent  
 (untypical) English silence, France continues to uphold the alliance.

BUDAPEST I have not yet begun to fight.

-----  
"Spring 1901, Game IV"  
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G E R M A N Y A T T A C K S S W I T Z E R L A N D ! ! !

DWE HEADQUARTERS THREATENED

ENGLAND: F Edi-Nth; F Lon-Eng; A Lvp-Yor  
 (M.Thomson)

FRANCE: A Par-Bur; A Mar (S) A Par-Bur; F Bre-hold  
 (Naus)

GERMANY: A Ber-Kie; A Mun-Switz; F Kie-Hol  
 (Kcalenz)

ITALY: A Ven-Pie; A Rom-Ven; F Nap-Ion  
 (Grrrrreene)

AUSTRIA: A Vie-Tri; A Bud-Ser; F Tri-Alb  
 (Cochran)

RUSSIA: A War-Ukr; A Mos-StP; F Sev-Bla; F StP-Both  
 (Nelson)

TURKEY: F Ank-Con; A Con-Bul; A Smy sits on its duff (wot a  
 (Clark) waste)

((continued from pg. 10))

Underlined moves do not succeed.-----  
DEADLINE FOR "FALL 1901" ORDERS IS FRIDAY, 20 SEPTEMBER 1968  
-----

BERLIN The Imperial Wiz Kid Kaiser Keith Koalenz has instructed THE MADD BOMBER to level DWE HQ, Geneva, Switzerland, with ground support of the Second Army, commanded by Field Marshall Joe Ginzburg. The Imperial Wiz KKKK conferred the Blue Maxine on Peter, navigator of The Madd Bomber, but he refused the honor as he's very Victorian. The hopes and prayers of the Imperial Wiz KKKK go with you, Madd Bomber and crew!

GEVENA (DWE) Are you sure you know what you're doing, KK? I mean, we are in charge around here, you know. But then, you've not been around long enough to remember the fate of General Falderal, who tried to invade Geneva some time ago.

ROME His Majesty Humbert I appointed Duca Greene to lead the latest Italian Government. The Duca's first act was, "to have an election this fall to cement my policies in Italia. Hopefully Italia will survive to Fall."

VIENNA The Ballplatz wishes to announce that it has learned (slightly) to appreciate the duplicity to be found in the Court of Grand Savcy. Some words to the wise have been sufficient.

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# ORTHANC 52

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Game 1965W

"Fall 1914, Game D"

30 August 1968

FRANCE SWEEPS TO VICTORY

HOLLAND'S SEIZURE ENDS WAR

FRANCE: A Ruh-Kie; A Yor-Hol; F Nth (C) A Yor-Hol; A Bel (S)  
(Miller) A Yor-Hol; A Yor-Hol; F Eng (S) F Nth; A Bur\*Mun;  
A Pic-Bur; F Pie-hold; F Ven (S) A Tri; F Adr (S) A Tri;  
A Tri (S) A Ser; F Ion-Aeg; F Tun-Ion; A Ser (S) F Bul(sc)  
F Bul(sc) (S) F Ion-Aeg; A Gre (S) F Bul; A Alb (S) A Ser

GERMANY: No moves received. F Den; A's Nwy, StP, Hol, Kie, Mun,  
(Huff) Tyr, Boh, Vie, Gal, Bud, Rum, Ukr, Sev

TURKEY: A Arm-Sev; A Con-Bul; F EMed-Aeg  
(Reinsel)

Underlined moves do not succeed. The German Army Hoocond is annihilated. This means that there are but 33 pieces on the board, making France's 17 a clear majority, and under the sTab victory criterion awarding the game to Miller after the Fall move. In magazines such as Graustark, however, in which the "Winter" builds are considered an indivisible portion of the "Fall" moves, it would be

necessary for Miller to build for his new game, giving him 18 centers (and pieces) to his opponents' 16 -- or at least for him to have the opportunity to build, since he could refuse to build and still have a 17/16 advantage --. I have such a build for Miller in my possession (Army Paris), but under my current victory criterion (see page 2 for the new one) Miller wins the game without the build.

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 SUPPLY CENTERS:

FRANCE: Par, Mar, Bre, Rom, Tun, Por, Spa, Nap, Ven, Lon, Edi, Lvp, Tri, Ser, Gre, Bul, Bel, Hcl ((18)) Build one.  
 GERMANY: Ber, Kie, Mun, Nwy, Swe, Den, ~~WZ~~, War, StP, Mos, Vie, Bud, Rum, Sev ((13)) No change  
 TURKEY: Con, Ank, Smy ((3)) No change

A supply center chart and a game summary appear below.

1965W - Orthanc L -- Ron Bounds (dro W07)

John Koning

E - Pat McDonnell (dro F05) I - Joes Sattell (out F04)  
 Mark Owings (out F09) A - Conrad von Metzke (out S06)  
 F - Don Miller (won F13) R - Jerald Jacks (res F02)  
 G - Alan Huff Steve Cartier (out F03)

T - Charles Reinsel

|     | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11     | 12 | 13  |
|-----|----|----|----|----|----|----|----|----|----|----|--------|----|-----|
| E - | 4  | 5  | 7  | 6  | 6  | 3  | 2  | 1* |    |    |        |    |     |
| F - | 5  | 6  | 7  | 9  | 9  | 11 | 11 | 11 | 13 | 14 | 15     | 17 | 18* |
| G - | 5  | 7  | 6  | 7  | 6  | 8  | 10 | 11 | 12 | 14 | 16**14 | 13 |     |
| I - | 3  | 3  | 3* |    |    |    |    |    |    |    |        |    |     |
| A - | 4  | 3  | 3  | 3  | 1  |    |    |    |    |    |        |    |     |
| R - | 5  | 3  |    |    |    |    |    |    |    |    |        |    |     |
| T - | 5  | 7  | 8  | 9  | 12 | 12 | 11 | 11 | 9  | 6  | 3      | 3  | 3   |

GAMESMASTER'S SUMMARY Orthanc D was begun in Barad-Dur #9 and confirmed in #10, in the days before Jack

Chalker and Ron Bounds split their magazine into two parts (the second becoming Orthanc). It was the last game started in 1965 (the "Spring 1901" deadline was 2 January 1966) and the last game begun before Chalker and Bounds split... in fact, the first moves in the game were carried in Bounds' magazine Orthanc. My files of early Orthanc's are a bit thin (I am not sure, for instance, that the 1901 center listings for Austria and Italy are correct), so I am a bit hazy on initial developments in the game. However, I'll do my best.

By the end of 1902, Russia, Austria, and Italy were on the ropes. England has seized St. Pete, Germany was in Warsaw and was pouring troops eastward, and France had seized Tunis and was building up her southern Navy. Meanwhile, Turkey was taking centers from both Russia and Austria, though for some reason Reinsel respected for some time the Austrian homeland. There was at this point an apparent understanding between England, France, and Germany, one of the provisions of which seemed to be that Germany build no Fleets while France concentrated on seapower.

In Fall 1902, after a hassle over accepting moves after the

deadline (not a new issue today after all), Gerald Jacks resigned from the game and Steve Cartier took over... briefly.

In 1903 England launched an apparent attack on Germany, and was seemingly joined by France, who seized Belgium. Meanwhile, Austria was attacking Italy with French aid. (For Austria to attack anyone at this point was ludicrous)

The English attack on Germany was going well until McDonnell miss her 1904 moves, giving Germany a breather. Although apparently at war with France as well, Huff continued to send German armies east while recouping some of his losses (in Scandinavia) from England. In the Fall of this year Turkey suddenly invaded the Austrian homeland, prompting a declaration of war on Turkey from France. Turkey had previously ignored Austria while fighting Russia, but had made his expansive move on the strength of an alliance with Germany.

Owings took over England in 1905 and invaded Germany with new steam. Shortly thereafter, however, he lost interest in the game and stopped sending in moves, dooming England.

In 1906, France used a French fleet that had been stationed in the English Channel since 1902 to convoy a French army into London. France also seized the last Austrian center, while Turkey, now the biggest power on the board, eliminated the last Austrian army. Apparently by the Fall of this year Turkey had become such a threat that the Western powers ceased their squabbling to face him. This meant primarily that Germany and France fought Turkey while England helped France help herself to English centers.

From this point onwards the game took on all the appearances of a prearranged tie. Germany and France ground inexorably onwards. But after Huff missed his 1911 builds Miller evidently departed from that plan, and swiftly ended the game by seizing three German centers.

Congratulations to Don Miller on his third win (out of four games, no less!), setting a record than few will equal. My thanks as well to Alan Huff and Charles Reinsel for diligently playing out a game that, due to its mid-game interruption, had dragged on for 32 months.

----- "Fall 1909, Game H" -----

L A S T F R E N C H U N I T D E S T R O Y E D

A U S T R I A N S B E G I N S L O W R E T R E A T

ENGLAND: F Lvp-Iri; A Yor-Edi; A Lon-Yor; F Tun (S) GERMAN  
(Cartier) F WMed-Tyrr

FRANCE: No moves received. F Lyon-stand  
(Hakulin)

GERMANY: F Nth-Eng; F Hol-Nth; F Spa(sc)-Lyon; A Mun-Tyr; A Ruh-  
(Thomsen) Bur; A Sil-Bch; F WMed (S) F Spa(sc)-Lyon; F Naf (S)  
ENGLISH F Tun; A Pie (S) A Mun-Tyr; A Mar-hold;  
A Pru-Lvn; A War-Gal; A Ukr-Rum; A Sev (S) A Ukr-Rum;  
A Mos-Ukr

((continued on page 14))

AUSTRIA: F Tyrr-Tun; F Ion (S) F Tyrr-Tun; A Tus-Ven; A Tyr (S)  
 (Reinsel) A Boh; A Boh (S) A Tyr; A Gal-Rum; A Bud (S) A Gal-Rum;  
A Rum-Bul; A Ser (S) A Rum-Bul; A Bul-Gre;

TURKEY: No moves received. F's Aeg, Con, Ank-hold  
 (Latimer)

Underlined moves do not succeed. The French Fleet Gulf of Lyon is annihilated. The Austrian Army Tyrolia may retreat to either Vienna, Trieste, or cbb the board (in which case Austria would build one). This retreat should be submitted with the "Winter 1909" orders.

-----  
 DEADLINE FOR "WINTER 1909" ORDERS IS FRIDAY, 20 SEPTEMBER 1968  
 -----

BUILDS:

ENGLAND: Lvp, Edi, Lon, Tun ((4)) No change  
 FRANCE: Per ((1)) No place to build  
 GERMANY: Ber, Kie, Mun, Hol, Den, Swe, Nwy, War, Mos, StP, Bel,  
 Bre, Par, Spa, Mar, Sev ((16)) Build ONE  
 AUSTRIA: Bud, Tri, Ser, Vie, Rom, Ven, Rum, Gre, Bul, Nap ((10))  
 No change  
 TURKEY: Smy, Con, Ank ((3)) No change

-----  
"Spring 1901, Game L"  
 -----

R U S S I A M O V E S S O U T H

MAD SATYRICAL MONK(S) APPEAR(S)

ENGLAND: F Lon-Nth; F Edi-Nwg; A Lvp-Yor  
 (Davidson)

FRANCE: A Par-Pic; A Mar-hold; F Bre-Mid  
 (Halle)

GERMANY: F Kie-Den; A Mun-Ruh; A Ber-Kie  
 (Lebling)

ITALY: A Ven-Tyr; A Rom-Ven; F Nap-Ion  
 (Francis)

AUSTRIA: A Vie-Tri; A Bud-Ser; F Tri-Alb  
 (Swenson/ff)

RUSSIA: F StP-Both; F Sev-Bla; A Mos-Sev; A War-Ukr  
 (Walker)

TURKEY: A Con-Bul; F Ank-Con; A Smy-hold  
 (Tzudiker)

If there were any underlined moves, they would be failures.

-----  
 DEADLINE FOR "FALL 1901" ORDERS IS FRIDAY, 20 SEPTEMBER 1968  
 -----

CHANGE OF ADDRESS:

Eduard Halle  
 P.O. Box 903  
 Gainesville, Florida 32601

= = = = =

VERSAILLES The French cabinet is still in session this morning as two-thirds of France's armed forces mobilize for war. Prime Minister Michel Ob ordered the First Army, the "Red Caps" of Carling fame in the last war, to advance towards the Belgian border in preparation to defend that neutral country from invasion. The first fleet has left Brest on a good will mission to the South. Its new commander is Admiral Wilhelm "Bud" Weiser, who left the Bavarian service to seek "greener vinyards" in France. Asked why the fleet was sailing, Admiral Weiser said it was for training purposes. "I run a tight ship," the Admiral stated, "But lately a lot of us have been getting tight a little too often."

VIENNA (1 April 1901) Debarking from his personal Dirigible aircraft, the Mad Satirical Monk, who is going to be running things here for the next few years, made a comment to the assembled World Press. "The Empire faces its most terrible challenge of many centuries" stated the Monk in a remarkably sane-sounding voice, considering his reputation, "the forces of dissent which have traditionally found power and comfort only within the Empire, have now seen the path of establishing themselves first on the throne of an alien Power, the better to work their nast mechanations on the poor, defenseless, noble, purehearted, generous, kind, loyal, brave, true, religious Austrian Empire. In other words, why did I have to wind up facing that Hungarian Harpy who is on the Russian Throne, and won't anybody do me the favor of at least sabotoging the Spring Palace's supply of Lucrezia's favorite pre-breakfast treat of French-fried pig grease? At this point, the Mad Monk absently (he rarely acts any other way) brushed his fingers over a strangely coloured fragment of a meteority in a subtle, mind-warping pattern, the sky split open, a ten-mile-high Galician Lancer on a twenty-mile-high horse gave the cry "To Arms" in each of the twenty major languages and dialects of the Empire, and we all knew the game had begun.

SEVASTOPOL (3 January 1901) The local police here are reporting one of the strangest mass migrations in the history of the Empire. Suddenly, from everywhere, out of the wood-work, from under damp rocks, from inside beer kegs and wine casks, down from belgries, and even up from snake holes, hundreds of Mad Satirical Monks are appearing, all of them heading for the Austrian border. "We cannot imagine," said the Governor of Crimea and the Taurida, Rozhdestvensky Izaakevitch Walkoff, "where these leonies think they're going." It is strange, at that. You don't suppose that something has happened to poor old fuddy Franz-Josef, do you? Some 665 Monks have already been counted going through Checkpoint Charlie on the Austrian frontier, singing, "We'll be coming 'round the mountain when we come..."

MOSKVA (12 January 1901) Oh, tragedy, tragedy! The Tsar has been assassinated! The 666th Mad Satirical Monk, Andrei B.C. Swensonoff, appeared in the former capital of the

Empire during a state visit by His Imperial Majesty, Tsar Nikolai II, and caused the Worm Oureborcs to devour His Majesty, the Imperial Family, the Imperial Uncles, the Imperial ~~Cousins~~ Cousins, the Imperial Sisters, the Imperial Aunts, and the Imperial Margarine. Suddenly, Russia is bereft of a ruler and has to go back to the high-priced spread. Horror, horror, catastrophe unimaginable! We're sorry about the Tsar, too.

PETROGRAD (10 February 1901) Amid pealing bells and joyous choruses from members of the Moskva, Kiev, and Petrograd Opera Companies, His Imperial Majesty Boris II was today crowned Tsar, proclaiming the end of the House of Romanov and the accession of the House of Badenov. With his Majesty was also crowned the Tsarina, Lukretsyia Innocentevna, daughter of His Holiness the Pope. Interviewed by reporters later, Her Majesty said, "I'm-a just-a thrrrrill-ed, dollink!" in her charming accent, described in official circles as "Italic-Slavic." Her Majesty was seen later pouring wine for the Turkish ambassador, Rolando-Bey Pasha, but that abstemious gentleman wisely refused it.

PETROGRAD (15 February 1901) The Russian Government today formally requested the extradition from Austria of "the Monk and assassin Andrei B.C. Swensonoff" to Russia, to stand trial along with "a certain worm" for the willful consumption and digestion of His Imperial Majesty Nikolai II. The Tsar is reportedly ordering a demonstration along the border to indicate the importance attached by the Imperial Government to obtaining the person of this treacherous Monk.

CONSTANTINOPLE (1 May 1901) Sultana Bev Bas Shur, ruler of the Ottoman Empire, and beloved of Allah sent messages of peace to the capitals of the world. The young ruler said that all avenues to peace will be bent open and that She will fly to Moscow to arrange for a peace treaty with the Czar.

GENEVA (DWE) I think that should be "all avenues to peace will be kept open..." in the Turkish release above, but Roland's hand is sometimes difficult to decipher, and I like it as it stands.

?????/?????/?????/?????/?????/?????/?????/?????/?????/

# M O S S O F :

((After the circulation of the letter from Charles Wells -- printed in sTab 52 -- Charles Reinsel, editor of Big Brother, printed the following editorial in #68 of that magazine.)))

Charles Wells, who makes his living by teaching Mathematics, has circulated a letter making Moralitic excuses for missing three moves in the Winners Game (BB #4). He also spoiled the Gamesmaster game (BB #1) by missing three moves. Yesterday I telephoned him and pointed out three large "Lies" and other shadings of the truth. He said he was going to other gamesmasters (i.e. Rodlie Walker -- a "has proved himself the liar, and possibly Diplomacy's most arrogant phoney as well" - Quote: from Costaguana vol.3 #8 (17 June '69-p.10)) and ask that they print his letter. So, Charles, I guess it will take another Mathematics teacher to straighten you out. Sorry!



The Canadian players all get their moves in during the postal strike in Canada but Wells - 125 miles away - can not do this task.

In BB #24 (12 January 1967) we told all players in a full page EDITORIAL that "TELEGRAMS TO CLARION ARE USELESS." We advised them to use telephone or special delivery which is great in Clarion. Telegrams are not delivered in Clarion and all players were not to use them.

Thirteen days is much longer than the 7 or 8 days many of the newer and inexperienced Gamesmasters use for some Winter and Spring moves. Especially since we always mail within 24 hours of the deadline and do not take weeks or even months like Wells' "Lonely Mt." to get a diplomach zine out.

The "Reinsel" rule was adopted at the start of BB #1 Game in issue #2 of March 21, 1966. Wells was in this game! Think? It was repeated as rule 12D in #26 and 34 and many times thereafter. "Anytime I have moves from all of the players involved in a game, I reserve the right to compile or publish moves at that time to speed up the game. This was based on rule #2 in CHARLES WELLS' own Lonely Mt. #3 published on 3 November 1965. Quote, "If all moves are received early, LONELY MT. WILL PUBLISH EARLY." Better read page 2 again, Charles!??!

Well's rule #1 in same issue (3 November 1965) states: "If the original player fails to send in a move again (Total 2 misses) the standby becomes the official player for that country." Forget this Charles? In Lonely Mt. #21, page 6 Charles states RULE: "The SECOND time a player misses moves in three game years, he is out immediately." Rought!???? Now also in original "Rules for Lonely Mt. postal Dipl. Games" we look at Rule #5. Quote: "The alternate player will take over for the playing of a country if the player for that country resigns, or if he misses two moves (of any sort) within two game years." Worse yet!???? In the BB #17 issue dated 8 October 1966 rule #15 states; "If any player misses a total of any three (3) moves the civil government of his country has collapsed." We took Well's Rule made it less strict here! Fact: Winners Game started in BB #31 on 15 April 1967. Note! Now - Wells states "BUT REINSEL'S RULES ARE IDIOTIC". I'm sorry Chas. Wells but you ARE AN IDIOT BECAUSE THESE RULES ARE RULES THAT YOU YOURSELF USED BEFORE I DID. (And mine is less harsh you "IDIOT.")

You said in print that it was all right for Boardman to cheat in Diplomacy (He played two countries using the phoney name Eric Blake). You say you accept moves after a deadline. You even held up games for your friends a month or more! All I can say the great Chas. Wells must answer this question: WOULD THOSE WHO CHEAT IS SMALL THINGS LIKE POSTAL DIPLOMACY BE HONEST IN REAL LIFE ? I WONDER! I WONDER! HMM!

((Before going onward to other letters, I would like to make one point in anticipation of replies from other readers. Wells' policy towards those who miss moves may well be more harsh than that of Big Brother in regard to the offending players -- i.e., you give someone three misses where Wells gives him only two -- but Wells' policy is less harsh on the remaining players, because Lonely Mountain provides a replacement player while Big Brother allows the pieces to remain idle. But then, I do not wish to get into a discussion of the replacement player system at this point. I do not use it in stAb... but I don't expel players either (I just sort of let them rot away. jgk))

((Shortly after the publication of sTab 52 I received a revised version of the Wells' letter, which will also be the editorial of Lonely Mountain #43. In this letter (or rather, editorial) Wells retracts or amends several statements made in the letter printed in the last issue of sTab, and generally restates his arguments. Below are some excerpts from this editorial... for the full text, read LM #43 -- 15~~6~~ from Charles Wells, 3021 Washington Blvd., Cleveland, Ohio 44118.))

Recently, my dissatisfaction with the rules used in the games published in Charles Reinsel's BIG BROTHER came to a head with my expulsion from the Winner's Game as a result of a telegram taking a day and a half to go from Cleveland to Clarion, Pa. (that can't be over 350 miles). Before I get into the criticism, let me say that the mistake was my fault, and my criticism is not an attempt to mitigate my failure to move. All the rules that I am going to criticise should have been known to me before I joined the game (they weren't, but he DID publish them and I either never read them or forgot them). (This latter, by the way, corrects a remark I made in a letter I sent recently to the players).

.....

In the Fall of 1913, because of the birth of our Number Two Son, and because of the Canadian Postal Strike, I waited till the night before the deadline to send off my moves, and because it was so late, I telegraphed them rather than phoning them in (having forgotten Reinsel's warning that telegraphed moves are often late to Clarion).

.....

WHILE I'M AT IT: ANOTHER CRITICISM OF CHARLES REINSEL

Charles Reinsel has been pointing the finger lately at Gamesmasters who accept moves after the deadline, if they haven't adjudicated the game yet.

May I ask, why not? If the rule is applied uniformly to all players, what harm does it do? Indeed, it does positive good, since the fewer missed moves in a game, the better a game it is.

Several gamesmasters refuse to accept moves after the deadline, but only Charles Reinsel moralizes about it. What difference does it make, provided it is known to all the players and is applied uniformly? (By the way, I have always accepted moves after the deadline if I haven't yet adjudicated the game in LM).

Perhaps he believes "rules are made to be obeyed." I submit that that is dehumanizing nonsense. An arbitrary and capricious rule with no purpose behind it need not be obeyed. Indeed, if the penalties are bearable, it ought not to be obeyed. This makes me some sort of semianarchist, I guess.

It seems to me that if a Gamesmaster is going to take several days before he gets the moves out, he is being hypocritical to expect the players to be on time. I must add that Charles Reinsel is not being hypocritical about this since he always gets the moves out on time.

-- Charles Wells

((I object to the point you raise in the last paragraph of this letter, but I will treat it in sTab #54 when I discuss my own deadline policy... which makes me a sort of semi-demi-anarchist, I guess. jgk))

((The following excerpt is from Charles Reinsel's editorial in Big Brother #69. It was, to my knowledge, not written directly as a rebuttal to Wells' revision quoted above.))

I shall never forget one time when Charles Wells forgot his move in the BB#1 game. I called and no one answered! Just a couple days later I visited Wells' home for an over-the-board game at Cleveland. When reading the current Big Brother he claimed loudly that he mailed the postcard a couple of days before. During that conversation his wife, Jane, came out of the bedroom with the unmailed moves in her hand that she had discovered on top of the dresser.

Wells often uses the lowly postcard in spite of the fact he was told in person, in letters, and in BB #50 that Cleveland seldom ever postmarks postcards and is very slow in delivery. Usually he mailed on the day before a deadline which is tempting the fates anyway.

Charles Wells was losing both BB#1 and BB#4 anyway and now he is trying desperately to think of some way of having them not counted in the official Big Brother's and other rating systems. He will fail! ((One of Wells' points was that games -- like those in BB -- in which more than two units stand in civil disorder be declared variants and discounted in rating systems. No other gamesmaster has come out in favor of this as yet.))

John Beardman printed the ORIGINAL BIG BROTHER rating scale in GRAUSTARK #57 (25 July 1965). Beardman declared, "It seems like a good idea!"

In Graustark #60 (15 August 1965) in the "Diplomatic Pouch" Chas. Wells states, "Reinsel's postal diplomacy game ratings are an excellent idea. Lot Atkins and I were talking about such a system a few weeks ago! We think about Reinsel's system that I like so much is that it has come sort of meaning right away.

"If a player is fairly good his score will slowly increase over time. It's not good to have too fast an increase and I don't think that Reinsel's does. Reinsel's system (like the master point system used in bridge) also takes into account experience. Reinsel's system is really sort of elegant!" says Charles Wells.

Chas. Wells continues, "There are two goals in Diplomacy: (1) To survive, and (2) To Win. (This - in Diplomacy - is unlike chess, where the only goal is to win.) To do the first is a minor accomplishment and to do the second is a major accomplishment, and the Reinsel system takes this exactly into account."

In Lonely Mt. #7 (7 January 1966) Chas. Wells printed the current Big Brother original and official Postal Diplomacy rating system.

In a letter (8 July 1966) Conrad von Metzke states: "I think yours was the first rating system. So far, it's the best in essence."

Another letter (19 July 1966) von Metzke says, "On your ratings, I think the modifications you mention bring the system very close to 'perfection.' I like your idea about confining the system to postal games."

Another letter states, "We of the IDF (International Diplomacy Federation) the original not Walker's phoney duplicate, proposal committee envision adopting an 'ideal system largely based on yours."

In Brebdingnag #79, page 2, Gamesmaster and Editor John McCallum stated, "Incidentally, if I had to choose a single Rating List to survive my vote would be for the Big Brother - e, not my own!"

Clarion, Pa. is only 136 miles from Cleveland, Ohio, and not the "350 miles" that sometime Math teacher Wells insists.

Yes, Charles Wells I believe "RULES ARE MADE TO BE OBEYED!" and since you admit you don't you are the poorest sport in Diplomacy and must be a mighty (oh pity your students) poor mathematics teacher..!?!

JOHN A. McCALLUM, "A Qtrs," SES, Ralston, Alberta, Canada.  
(Copy of a letter sent to Charles Reinsel, Charles Wells, Derek Nelson, and myself -- the other participants in the BB Winners Game))

It seems to me that your ((Reinsel's)) statement in Big Brother 68 contains one remark which is unfair to Wells. You state, 'The Canadian players all get their moves in during the postal strike in Canada but Wells - 125 miles away - can not do this task.' As far as one particular Canadian player was concerned, namely myself, I was able to get my moves in on time on that move, and have been able to do so for many moves past, only because Charles Wells kindly agreed to act as anchor man for our alliance. As you know, Charles Wells and I have had a close alliance in this game almost from its beginning. Twice it happened that after both of us had submitted more or less routine sets of orders a much better idea occurred to one of us (once it was Charles' idea, and once it was mine). In both cases the fellow with the idea promptly phoned the other, we ironed out details, and sent in revised moves. Both times we were too late, you had already prepared your stencils and we could not use out better moves. On one of the occasions we were only a day or two ahead of the deadline, so your having typed the moves was not so surprising in view of your house rules. The other time, however, we were the better part of a week ahead of the deadline; Charles says 5 days in his circular letter, I had thought it was six. Obviously we could not go on like that. We there and then decided that one of us would have to hold off, on every move, to the last possible moment, so that we would not be cut off again. Letters from you to Ralston take anywhere from 3 days to 6 days to reach me, so I imagine that mine are as erratic in reaching you. It was easier for Charles to judge the time, so he agreed to be the anchor man. But it is incorrect to say that Charles was late with his moves and that I was on time. The alliance was late with its moves. Deliberately. That is the only way a close alliance can protect itself when operating in a game conducted as yours is. Had Charles spent the summer as a visiting lecturer at the University of Alaska, and had my Head Office transferred me to Toronto for the summer, the same general scheme would have been in effect except that it would then have been Charles who sent in his moves on time, and I who waited until the last or second last day, to give both of us a chance to change our minds, or come up with a better idea. In my opinion any game run as yours is, with the gamesmaster allowed to prepare Spring and Fall moves ahead of deadline will inevitably have alliances doing just as Charles and I did. Of course, in most cases they will not have the odd-ball geographic distribution that we had, so that they will be able to take turns being the anchor man, and not have one who has to bear the brunt of the action, as Charles had to do. But, in one form or another, they will do just as we did. Similarly, in such a game, a player playing a lone hand, but with feelers to various alliances or

other powers, would be foolish if he submitted moves much before the deadline, as he runs the risk of denying himself the use of some information which may come to him.

No one denies your right to run the game in that fashion. You declared it in your house rules, and no one can complain because you did as you said you would do. But, in my opinion, it is a self-defeating policy. It forces players to send in moves at the last possible moment in order to protect themselves. In such a game only two types of individuals can afford to send in moves much ahead of the deadline. First, the player who is protected by an ally holding off for him; I was fortunate enough to be in that position with Charles. Second, the player who has a won game, except for mopping up operations, who doesn't really care what he hears from the other players.

You will remember that some time ago I wrote you suggesting that your policy of publishing ahead of deadline was not the wisest. You replied that you couldn't wait until deadline because to do so would mean that sometimes you would have to delay publishing. Anyone with publishing experience - and all the players in this game have publishing experience - knows that it is true that one cannot always publish within a few hours of the announced deadline. ((Amen!)) The job, the family, the club committee, or what not, may also make demands on the same date. And even when these other demands do not arise it takes time to check moves, prepare stencils, and so on. I would say that a zine in which the game part of the issue is not touched until the deadline hour must often be one day late in publishing and sometimes be two days late. Largely for that reason, I think, sTab went over to a three week deadline instead of its previous two week schedule. It was published on a week-end. To be two days late with any issue then meant either,

1. Retaining the following deadline and so badly squeezing the players for time or
2. Putting back the following deadline a full week to take care of a couple of days, so greatly decreasing game speed.

sTab's solution of the difficulty, to accept a considerably slower game speed, may not appeal to you. You are proud of producing a promptly run zine. Rightly so. There are players who prefer a slower game; they are already well locked after elsewhere. But there are players who prefer a fast game and, up to now with the promise of Ragnarck, Big Brother has been one of the only two places they could go.

However, it does seem to me that there is a better solution than to publish ahead of deadline, and that is to name a deadline one, or if necessary two, days ahead of the date on which you intend to publish. That is, name a deadline of the 12th if you plan on publishing on the 14th. The way you are doing it now, naming the 14th when you plan on publishing on the 14th, will inevitably mean, as time goes on, that more and more of your players will do just as Charles and I did, and submit moves as late as possible, in order to protect themselves in case they have a change of plans. You will be right back where you started: some player or other in every game will delay until the last day and you will have to do your publishing within a few hours which, you said in your letter to me, you can't do.

The advanced deadline of the 12th for a 14th pubbing date, on

the other hand, lets players know where they stand. Up to the 12th they can change moves at will. They are therefore under no pressure to deliberately delay. And you have the advantage of having two days for one game which happens, that move, to have all its moves submitted promptly. ((But, he will have two days for all the games.))

In the very early days, before the playing procedures for postal Diplomacy had 'jelled' I believe that Boardman used the procedure that you now use, i.e., he published ahead of deadline when moves were received from all players. As you state, Charles Wells had such a procedure in his house rules in Lonely Mountain although I am doubtful if he ever actually used it. The only other person known to me to publish in that fashion was Jack Chalker who had an even worse procedure, as he would accept no revisions at all. That meant that every player, not merely one player in each alliance, would have to deliberately stall. But to say that Chalker once had an even worse procedure is to say nothing in support of yours. That would be like justifying a gamesmaster in changing a player's moves because Bernie Kling occasionally did the same.

Big Brother games are your responsibility, not mine. You must run them as you see fit. But my opinion remains that to publish ahead of deadline, as far as main Spring and Fall moves are concerned, is a thoroughly bad procedure with nothing whatever to recommend it. It is a procedure, moreover, which makes the gamesmaster's task harder not easier, as players in such a game will be bound, sooner or later, to resort to deliberate stalling to protect themselves.

-- John A. McCallum

From the NASC Daily Log (via Frank Clark):

"Diplomacy is to do and say the nastiest thing in the nicest way."  
-- Isaac Goldberg

((There are more letters, but this issue is straining already. Next time, I promise, Rod... jgk))

????????????????????????????????????????????????????????????????????????????????????

FROM:

John Koning  
318 So. Belle Vista  
Youngstown, Ohio 44509



Carol Nelson  
10 Edwards Blvd.  
Scarborough, Ontario  
Canada

