



Saint George

AND THE

DRAGON



Vol. I, No. 1

February 7, 1976

A Vast Wilderness Publication

"If 'Truth is Beauty', what is Diplomacy?"

-Austria, after an Italian stab-

Yes, one of the disadvantages of a Free Press is that I am free to send to you this, the first issue of Saint George and the Dragon. We have dedicated Saint George to the proposition that although many things are serious, life is not one of them. So let's have a good time.

Many of you will know me through our games together. To these let me say that my publishing will be more reliable than my adherence to an alliance. To those who don't know me, let me say that I did not get your names from the FBI files. That's where I got your addresses. Your names have been culled from the lists of people who have indicated an interest in this sort of publication. That does sound like an offer to sell pornography, doesn't it? Well, perhaps in a later issue...

When the smoke clears, you will see

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Saint George and the Dragon is a monthly journal of postal Diplomacy* available from: Robert Sergeant, 2902 St. Paul Street, Indianapolis, IN 46203. Game fee: #3.00; Subs: \$2.00/10 issues; Sample Copy for first class postage. Game fee includes sub for life of your game.

*Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and copyrighted by Games Research, Inc., Box 18-N, Boston, Massachusetts 20118.



SAINT GEORGE SPEAKS

Since this is the first issue of Saint George and the Dragon, this column will run a little longer than usual. Introductions are in order, and I will take you on a tour through the castle of Saint George, so you can get to know the various departments listed on page one, which form a regular part of this zine.

I discovered Diplomacy in 1963, while studying at the University of Chicago Divinity School. In 1965 I ceased to study at the U of Chi, but I am still playing Diplomacy. There are those who think I gave up the wrong thing. I am presently employed as the parts buyer for the RCA wholesaler in Indiana, through whose kind auspices, and full knowledge, Saint George is being printed. I have worked for this company for 9 $\frac{1}{2}$ years. I am happy with my job, and they are happy with my work, so you need have no fear that this arrangement will fall through. But just in case, I have a second source for the printing set up.

Now for the departments.....

"Saint George Speaks" will bring you up to date on the happenings in the world of the editor and publisher, me. It will consist of editorials on any subject which provokes a reaction in me, and things which you need to know about the condition of Saint George. Those who know me and those who don't may find interesting insights into the psychotic mind.

"Feudal Code", which makes an appearance in this issue, is a compilation of the House Rules under which the games in Saint George will be run. Any questions about my rules will appear under this heading.

"Minstrel's Lay" brings to you such fiction and/or poetry as is submitted to me, and is worthy of printing. In this issue, Moonman begins. Its author prefers to remain anonymous. I hope you enjoy it. I solicit stories or serials on any subject, esp. SF, Fantasy, or wargaming. (See paragraph on "Dragon Fire" for rate of payment.)

"Dragon Fire" will bring articles on play, strategic and tactical. I am inviting persons to contribute articles on their favorite country, and the way they believe it should be played for a win. Letters to the editor which are interesting and/or bring up points for discussion will complete the department. I will refuse to print articles or letters which are meant as a personal attack on anyone. Saint George is not a political zine, nor will it be. I do solicit articles which, upon publication, will be paid for at the rate of one free issue per half-page of article...which considering the size of my type face should be a bargain.

"Candidates for Kinghood" are plugs for such zines as wend their way to me. Since I haven't established any trades yet, the reviews are now of those zines I play in. I have selected the best of these, which I feel are worthy of your support.

"Merlin's Visions" are reviews of television programs, movies, or books which merit your attention, or that you should be warned against. The lead-off article is a critical review of Space:1999.

(S.G.S. is continued on p.3)

SAINT GEORGE SPEAKS (con'd)

"Dragon's Teeth" will appear bi-annually. It will be a listing of Saint George's players, readers, and traders. Since this is my first issue and is, conceivably, being sent to some people who have no interest in it, I do not now have such a list. "Dragon's Teeth" will make its first appearance in Vol I, No 6.

And last, there will be "En Garde", which promises to be the most intersting of the departments....the games !

#####



There are presently 20 game openings. Now surely that seems a sufficient number. Although this is my first issue, I already have one player lined up. I NEED MORE ! As listed on the first page, the game fee is \$3.00, surely a modest amount for all the accompanying drivel. I want to open three games, so act now ! The game fee gets you a subscription to Saint George and the Dragon for as long as your game continues. While I welcome subscribers, I prefer players.

I would like to run a press zine, but of course no one is required to write press. I would like to make Saint George your zine as much as mine. The way to do that is to get you to play and write. Country selection, as mentioned in the "Feudal Code" will be by random draw. Take a chance...

Boardman numbers will be provided for all games, but in keeping with a recent trend, the games will also carry a House Name. To follow up on the title of this zine, the games will be named after Mythological Monsters. In submitting moves, either reference will be acceptable, the Boardman number or the House Name.

So if you would like to see the size of this department grow, and vaquish a monster, send in your game fee.

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CANDIDATES FOR KNIGHTHOOD



Diplomacy World, (Walter Buchanan, R.R.3, Box 324, Lebanon, IN 46052) This zine is a must for anyone planning to remain in the hobby for more than one game. It contains articles on everything of interest to the Diplomatic Community. Current issue is Vol II, No.4. Carries a demonstration game, ratings, variant listings, and much more. Subs are \$4.00/4 issues and worth every cent.

(C.F.K. continued on page 4)

CANDIDATES FOR KNIGHTHOOD (cont'd)



Diman, (Brad E. Hessel, 15 oak Avenue, Tarrytown, NY 10591)
This a game zine, currently carrying 4 games with analysis during the Winter season, press in the other seasons. If you enjoy a well-edited, press-oriented zine, and I do, this is worth the money. Subs: 20¢/issue, Sample copy for first class postage. No game openings.



8th Stab, (Charles Spiegel, 4517 Springfield, Philadelphia, PA 19143) This is a game zine, currently carrying 3 games with lots of press, game analysis, gaming articles. He is getting into D & D, and is presently planning to change from Xerox to mimeo. Has regular publication with short Winters. Present issue lists 2 game openings. Sub: \$1.80/10 issues; game fee:sub plus \$1.00



Rebus Sic Stanibus, (New England Society of Cynics, 65 Winter Avenue, Staten Island, NY 10301)
This is also a game zine, with the emphasis on a new variant called "Grand Tournament Diplomacy". Its idea is to involve the player is intra-country negotiations, as well as inter-country disputes. There are 22 starting positions with 16 people already signed up. Regular game openings are also available. Publishing is on a monthly basis. Subs: 2.50 for players in GTD and includes entrance into regular games. Those wishing to play only in regular games will be charged a sub rate of \$3.00 per year which includes entrance into one regular game; for additional games game fee is \$1.00



Graustark, (John Boardman, 234 East 19th Street, Brooklyn, NY 11226)
"The Very First bulletin of postal Diplomacy" again has game openings. John has been publishing regularly since 1963, and offers the most reliable game-mastering in the hobby. He offers many services not common to most zines. Retreats are mailed to the players so that negotiations for the next season can be based on certain knowledge. GMing is quite good. Game fee is \$10.00. Stand-by positions are \$5.00. Sub only: \$2.00/10 issues, mailed in bundles by 3rd class.

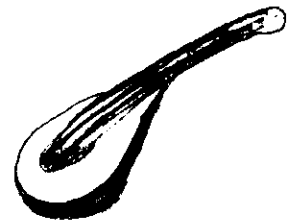


Poictesme, (Bruce Schlickbernd, 6194 East 6th Street, Long Beach, CA 90803)
If you enjoy reading about feuds or hobby politics, this is the zine to get. Someone is always arguing with some one else about something. Carries many games, press, and D & D. Sub: \$2.00/10 issues. No game openings.

MINSTREL'S LAY

Beginning ... "the Adventures of The Moonman"

"The accident of birth does not a being make."
-Moonman, from "Orthodox Earthian Thought"



Chapter One

To begin with, the Moonman wasn't really from the Moon, or at least, not from our Moon. In retrospect, I suppose it's as much attributable to the fact as to any other that he enjoyed a rather uncomfortable stay upon our planet. Not that he was particularly hard to get along with, he was extremely good-natured...but, well, "different." People were often vexed and perplexed by his insistence on the minority view that he was a native of "the Earth." Strange indeed for a being from the Moon, or other such celestial place, they supposed. But the tag "Moonman" stuck, especially after thousands of packages of cheese arrived at his space capsule, soon after his arrival....Children do such silly things.

Curiously enough, it all began with a traffic ticket. I was taken somewhat aback when a purple banana walked into my law office. At first I thought it was my secretary, but the banana was taller. In fact, he was about 4'6", colored a pale purple, with no eyes, ears, nose, mouth, feet, or any of the usual appendages possessed by most beings, although normal for a banana. Since neither color, race, nor birth defects are obstacles to my collection of a fee, I said, "Yes?"

His reply was not in the form of speech. Rather, he thought, "I Believe I have suffered the indignity of being burdened with the injustice of having been issued a citation."

As he thought, the paper floated gently toward me and down upon my desk. Still not convinced I was not the object of a practical joke, and not wanting to satisfy another's warped sense of humor, I inquired of the object if it cared to sit down. At this the manifestation of my previous night's binge (for I was sure that my hangover had something to do with all this) shrank into a small globe, about two feet in diameter, and hovered about six feet off the floor.

"Who are you ? What are you ? What's your address ?", I fired in rapid succession. In response he thought, "I am the being who now appears before you. I am from 'Earth'." This made sense to me, although on a rather abstract level, so I continued, determined to retain my composure, "What's your beef ?"

Again he thought, "Pursuant to Wisconsin Statutes, Section 346.52 (1)(a), no person shall stop or leave standing any vehicle, whether attended or unattended and whether temporarily or otherwise, in any of the following places: within an intersection. I have only today arrived to visit your planet from my home on Earth. It seems I have chosen a particularly unfavorable location in which to settle my craft. I desire to retain your services in this rather unsavory

(continued on page 6)

MINSTREL'S LAY (continued from page 5)

matter. I would suggest we contend that the statute refers to 'persons' and hence has no applicability to Earthians, and that my cruiser should not be construed as constituting a 'vehicle' within the intent of the promulgation."

Silence rang in my ears as I attempted to pick my jaw up off the floor. I began to realize for the first time the true magnitude of the situation confronting me. "Do you have any money to pay for my services?" (I'd had enough of welfare loafers and deadbeats.)

The globe quivered slightly...then, "The thoughts of wise men, like rain, are found, falling unnoticed on barren ground."

"Say what !?!"

"The thoughts of Wise men, like.."

"I know, I know, " I intruded. "But what about the money, dough, moola?"

Again a vast silence invaded the room. I attempted to stare him down, but I was unsure which area of his surface I ought to concentrate my gaze upon. I had no wish to offend him. It seemed like hours before his response came. "My needs be great. You shall receive thrice your worth."

I immediately accepted the case. But..did I detect a faint smile in his thought? Had I been hasty? Could a purple banana receive a fair trial? For that matter, was my new client a 'person' within the meaning of the Due Process Clause? My mind churning, I reached in my pocket for a cigarette. "Smoke?" I ventured, shaking the pack at him. "Not my brand," was the thoughtful reply.

NEXT TIME...THE TRIAL



There is some good news and some bad news. First the bad news. This show isn't within light years of Star Trek. Now the good news. There is a movie titled Queen of Outer Space, in which Zsa Zsa Gabor plays the leader of the Venerian underground. Space:1999 isn't quite that bad.

The real question with this series is whether bad SF is better than no SF at all. And make no mistake about it this is bad SF. Among some bad technical effects, such as sound on the airless Moon, are several other problems, a non-acting cast and preposterous scripts. Suspension of disbelief is never so much needed as here. But even accepting what one must to get into the plot is not enough. There is absolutely no resolution of plot. A statement is made at the end of the program that this is what happened and we just don't know enough to explain it. This is sloppy work on the authors' parts.

If you're a die-hard SF fan and think "Doc" Smith was a great SF author, then this should suit you. But if you've been raised on Clarke and Asimov, this show is unsatisfying.

FEUDAL CODE

1. Rules in the 1971 rulebook will be followed except for these changes and additions.
2. Assignment of countries will be by random draw.
3. In the event that a player misses Spring, 1901 moves, the following neutral moves will be made:
Austria-A Vie H, F Tri-Alb, A Bud-Ser
England-A Lvp-Yor, F Lon-Nth, F Edi-Nwg
France- F Bre-MAO, A Par-Pic, A Mar-Spa
Germany-F Kiel-Den, A Ber-Kiel, A Mun-Ruhr
Italy- A Ven H, A Rom H, F Nap-Ion
Russia- F St.P(sc)-GoB, A War H, A Mos-Ukr, F Sev-Rum
Turkey- A Con-Bul, A Smy H, F Ank-Con
4. If a player misses two consecutive seasons, he will be permanently replaced by another player.
5. Publication will be monthly.
6. Moves must have player's name, country, game number or name, season and year, date sent, and be signed
7. Moves for two or more players on the same postcard or paper are not acceptable, even if signed by all parties.
8. The use of code words is not acceptable.
9. The game master will be home from 12:00noon to 3:00 pm his time on the Saturday of the deadline. This is the only time phoned orders are acceptable. Collect calls are never acceptable. The GM will, upon request, call a player collect if his moves are not received by the deadline. Written confirmation is required.
10. Illegible orders will not be used. The game master will make every attempt to read handwriting, but printing or typing is preferred.
11. Draw votes are not acceptable before 1906. Draw votes must be unanimous among all players still having units on the board. No player excluded from a draw may have more units than any player included in the draw. If there is no change in the net number of supply centers for three years running, a draw will be declared among all players still surviving.
12. Any error of GMing must be called to the GM's attention by return mail or it will be allowed to stand. Players will be informed by letter of any error.

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