



# Saint George

AND THE

# DRAGON



Vol. III, No. 6

March 12, 1978

A Vast Wilderness Publication

Diplomacy is getting your ally to apologize for getting his back in the way of your knife.

First the good news-It was raining yesterday. That is good news because it wasn't snowing. Winter has not quite come to an end, but there are beginning to be hints that Winter will not last forever. I must apologize to those of you who have commented on my indication last issue that I was intending to move. I was indulging in the favorite pasttime of Heesiers, making threats in an effort to improve the weather - well, nothing else works against the weather. I shall probably still be here churning out this rag next winter. The urgency evaporates with the onset of spring.

To celebrate the imminence of Spring, and to help build circulation, WE HAVE GAME OPENINGS. To repeat, WE HAVE GAME OPENINGS.

I had intended to wait until another game ended, but I am getting inquiries from new bleed now, so now is the time. Present players are of course welcome to sign up for an additional game. Game fee is one (1) dollar plus the maintenance of a sub. Present subbers need only pay the one dollar until their sub comes up for renewal.

Also Steve McLendon is thinking about opening a new game. Steve is reliable so if you want to sign up for another game, after you sign up for mine, write Steve, Box 57066, Webster, TX 77598.

And lastly it is with regret we mention the upcoming demise of Fred Davis' Bushwacker. I had not played in his zine because I am not really interested in variants, but it was a well run, prompt zine and will be missed in the Hobby.

I would also like to request my traders to plug these game openings, and I will return the favor.

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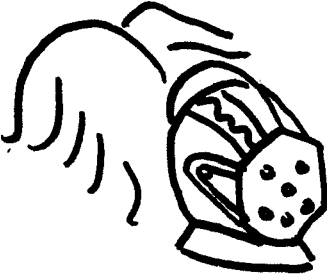
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 Saint George and the Dragon is a monthly journal of postal Diplomacy\* available from: Robert Sergeant, 3242 Lupine Drive, Indianapolis, IN 46224  
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## Saint George Speaks

### "Quark"



No, I don't like this either. The reason is really rather hard to put my finger on. This is intended to be a comedy. A lot of series have wound up as such through no intention of the writers, but this one started out that way.

The characters are potentially funny, but the thing doesn't seem to jell. The best drawn character is Ficus, a human-shaped plant, something I knew won't satisfy Mark Berch. His responses are appropriately non-human. And the character is at times funny, but at times he is merely pretentious. I don't see that using words of more than two syllables or five letters is automatically a knee-slapper four or five times per episode. The fact that we are supposed to laugh for this and no other reason tells us a lot, not only about whom this series is aimed at but also about the attitude of the general public about educated people in America.

Commander Quark is adequately played by Richard Benjamin. Unfortunately I remember how good he was in the old series *He and She*, so I can't use a more enthusiastic word than adequate. My only criticism is that he seems a little hyperactive in his re-actions.

The Bettys ought to be funny but somehow aren't. They are, apparently, a woman and her clone, each claiming to be the original person. There was one scene in which the two identical appearing women claimed to have run into each other at the telephone by accident and that they did not know each other. The humor in the situation came from your mind's conception when they were told to do this, not from the way the scene was written or played.

Andy is short for android, which he is not. He is a robot. Someone has been misled by *Star Wars* in which both R2D2 and C3PO were called androids. In traditional SF parlance, an android is a human appearing robot, or an artificially produced organic human. The thing is just awful.

Gene/Jean is just offensive. He/she is a human with a complete set of both male and female chromosomes. This produces a creature which alternates between male and female responses. However, the feminist movement tells us that there are no typically female responses, the whole thing is a matter of conditioning, so who conditioned this person to react with a split personality? However, in the actual playing of the characters, he does not come across as reacting femininely; he projects the image of a limp-wristed gay.

The whole thing wrong, in my estimation, is that the comedy is intended to flow from the bizarre qualities of the characters, rather than the situations. The difference is that between the *Mary Tyler Moore Show* and *Gilligan's Island*. In the former, the situations and characters were more close to normal; in the latter the characters and situations were highly improbable. In *Gilligan's Island*, we were supposed to laugh every week over the stupidity of the captain, the vanity of the movie star, etc. In *MTM* although Ted was stupid every week, that was not the sole justification for laughing.

I suppose both are valid forms of comedy, but the *GI/Quark* style seems to me to be terribly repetitive and after a while, boring.

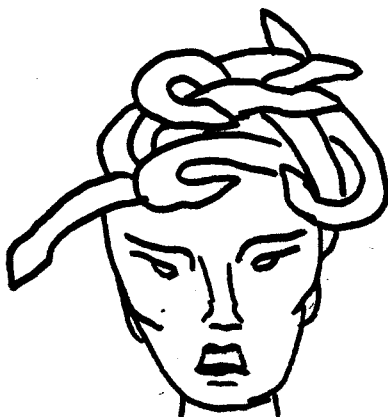
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1976R

Medusa

Fall, 1911

STALEMATE LINE IN PLACE - NOW WHAT ?



Medusa

Austria(McArdle) A MAR H, A PIE S A MAR, A mos-LVN,  
A sev-MOS, A ukr-WAR, A sil-PRU, A gal-SIL, A BOH S  
A gal-SIL, A TYO-mum  
England(Kelly) F mao-SPA(SC), F POR S F mao-SPA(SC),  
A GAS S F mao-SPA(SC), A BUR-mar, F iri-LVP, F NAT S  
F iri-LVP, F ENG S F iri-LVP(imp), F BRE S F iri-LVP(imp)  
A RUH S German A MUN, F BAL S German A BER, A FIN S  
German A STP, F NWY S German A STP, F NTH H  
German(Cohen) A MUN H, A KIE S A MUN, A BER S A MUN,  
A STP H  
Italy(Drews) F LYO S Austrian A MAR, F WES H, F NAP S F WES,  
F ION H, A rom-VEN, F TYN H, A ARM H

Underlined orders cannot be carried out. CAPS denote final resting place of unit. COA: Ronald M. Kelly, Apt. 209, 6817 Georgia Ave. N.W., Washington, DC 20012. The draw vote was defeated. After 3/17, Ron Kelly's address will change to: Apt.314, 6038 Richmond Highway, Alexandria, VA 22303.

\*\*\*\*\*

SUPPLY CENTER CHART                      1976R                      Medusa                      1911

AUSTRIA: ank, bud, mar, rum, srb, sev, tri, ~~war~~, vie,  
war, MOS....10, even  
ENGLAND: bel, bre, den, edi, hol, lvp, lon, nwy, par,  
por, ~~spa~~, spa, swe....12, remove 1  
GERMANY: ber, kie, ~~mun~~, mun, STP..... 4, even  
ITALY: bul, com, gre, nap, rom, smy, tur, VEN..... 8, build 1

\*\*\*\*\*  
DEADLINE FOR WINTER, 1911 & SPRING, 1912 IS APRIL 8, 1978 12NOON EST  
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Press\*\*

Via England- I request everyone's understanding during my temporary lapse in diplomatic contact, due to my up-coming change in both residence and employment.

Via The Vast Wasteland- Just because this game is winding down is no reason to cut back on press. Press is always welcome.

\*\*\*\*\*

1976BA The Basilisk Winter, 1910

A: builds A BUD, A TRI, E: removes F nat, G: no centers open, plays 1 short, R: removes A par

Spring, 1911

I DON'T WANT YOUR HELP



The Basilisk

Austria(Hessel) A ber-SIL, A MUN S English F DEN-kie(nso)  
A TYO S A MUN, A BOH S A ber-SIL, A mar-BUR, F WES H,  
A GAL S A rum-UKR, A rum-UKR, A srb-BUL, F AEG C A bul-SMY,  
F EAS S A bul-SMY, A bul-SMY, A BUD-rum, A tri-SRB  
England(Rogowski) F DEN S Austrian A MUN-kie(nso)  
F edi S French F lon-nth(nso)(d, r, cly, nwg, yor, stb)  
France(McLendon) A bre-PAR, A spa-BRE, F MAO C A spa-BRE,  
F lon-WAL  
Germany(Mann II) F nth-EDI, A LVP S F nth-EDI, A KIE H  
Russia(Anderson) A bur-RUH, A GAS S French A spa-mar(nso)  
A nwy-STP, F SWE-den, F bal-BER, F BLA-rum, F smy-CON,  
A MOS-ukr, A sil-WAR

Underlined orders cannot be carried out. CAPS denote final resting place of unit. England must retreat from Edinburg. This retreat will be due with Fall and may be made conditional upon it. There is a proposal for an Austre-Russian draw and for a concession to Austria. Please vote with your Fall moves.

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DEADLINE FOR FALL, 1911 IS APRIL 8, 1978 12 NOON EST  
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Press--

Russia-Austria: Surrender now, before it's too late. I will be lenient.

\*\*\*\*\*

1976JW The Phoenix Winter, 1907



France(Machir) builds F MAR, A PAR. Has A LON, A LVP, A BUR  
A PAR, F MAR, F MAO, F IRI, F STP(NC), F LYO  
Germany(Bunke) builds A MUN. Has A MUN, A PIE, A TYO, A BOH,  
A TUS, F EDI, F NTH, F NWY  
Italy(Mann II) even. Has A TRI, A BUD, A VIE, A SRE, A APU,  
A VEN, A BUL, F SMY, F GRE, F AEG, F TYN  
Russia(Gibson) removes F nwg. Has A GAL, A UKR  
Turkey(Staud) even. Has A RUM, A CON, F BLA, F ANK

A separation of seasons was requested and granted. Press will be held until Spring.

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1977CZ

Cerberus

Winter, 1904

A: builds A VIE, E: builds F lvp(imp), A LON, F: removes  
A bur, A pic, G: A war R UKR, removes F kie, F bal,  
R: builds F STP(NC), A SEW

Spring, 1905

ODE.....



Cerberus

Austria(Kehrer) A mun-RUH, A boh -MUN, A TYO-ven, A TRI S  
A TYO-ven, F ven-ADR, F ALB S F ven-ADR, F GRE-ion,  
A smy-ANK, A vie-BOH  
England(Machir) A lon-BRE, F lvp h(nsu-see below), F HOL H,  
F ENG C A lon-BRE, F edi-CLY, A bre-PAR  
France(Fiack) F nwg-NTH  
Germany(Gibson) A UKR H  
Italy(Bunke)(A ven R ROM) A rom-VEN, A PIE S A rom-VEN,  
F APU S A rom-VEN, A mar-BUR, F wes-TYN, F ION-gre  
Russia(Michalski) F stp(nc)-BAR, A swe-NWY, F lvn-BAL,  
F DEN S F ber-KIE, F ber-KIE, A pru-BER, A sil-WAR,  
A war-MOS, A sev-RUM, F con-AEG, F ank-CON

Underlined orders cannot be carried out. CAPS denote final resting place of unit. Note: England could not build in LVP because that center belongs to the French. However he is still entitled to the build later.

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DEADLINE FOR FALL, 1905 IS APRIL 8, 1978 12 NOON EST  
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Press--

**Via Germany: Jackass Power in the East-**

Like a cat in a creamery, we are tempted in all directions at once. But we like the Ukrainians and decided to stay and help in the spring plowing, & maybe other plowings - mmmmm!

Rome: The King today declared open season on all Austrians caught trying to cross the Italian frontier.

St.Petersburg: At long last, humanity has been freed from the tyranny and stench of the vile inhabitants of Germania. Soon the last crawling remnants are expected to be flushed out of their expected Carpathian hide-outs. Hopefully little military effort will need be expended in this final de-leousing operation. The Russian general for that district has indicated he expects the main part of the job to be finished up by civilian contractors working for Terminex. Should the barefooted Burgo-meisters opt to foul the Baltic instead, we are prepared to handle them with our oilspill crews, well experienced with scraping scum from the beaches! This action is taken as a goodwill humanitarian gesture, to free all the powers of Europe from the plague of nut mail formerly pouring forth from the Kinky Kaiser of Kookdom. Now let justice triumph over evil--or in other words, I hope no one interferes in Norway or Kiel with Russian forces.

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1976IF

Leviathan

Fall, 1907

HOW THE MIGHTY HAVE FALLEN



Leviathan

Austria(Nurse) A SRE-bul, A rum-SEV, A gal-RUM, A vie-BOH,  
 A BUD S A gal-RUM  
 France(Gable?) NMR F MAQ, F NWG, F WES, F SPA(SC), A LVP,  
 A EDI, A MAR H  
 Germany(Berch) F nth-ENG, F den-NTH, A SWE (U) H, A stp-NWY,  
A WAR-ukr, A MUN H, A SIL S A MUN, A MOS S Austrian A rum-  
 SEV  
 Italy(Beyerlein)(F wes R TUN) F CON-bla, F smy-AEG,  
 A TYO S Austrian A vie-BOH, A PLE-mar, F TYN-wes, F tun-NAF  
 Russia(McLendom)(A rum R UKR, A gal R OTE) A BUL-com,  
A UKR-sev, F BLA S A UKR-sev, A boh-vie(d, r gal, otb)  
F NAT-mao, A sev-ARM

Underlined orders cannot be carried out. CAPS denote final resting place of unit. Ron Kelly(see Medusa for COA's) is asked to submit standby orders for France. Orders may be made conditional upon the Russian retreat and on the identity of the French player. Separation of seasons will be granted if requested by two of the present players.

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SUPPLY CENTER CHART

1976IF

Leviathan

1907

AUSTRIA: bud, ~~bul~~, srb, tri, vie, RUM, SEV..... 6, build 1  
 FRANCE: bre, lvp, lon, mar, par, por, spa, EDI..... 8, build 1  
 GERMANY: bel, ber, den, hol, kie, mun, nwy, stp, war,  
 MOS, SWE.....11, build 3 <sup>was</sup> short  
 ITALY: gre, nap, rom, smy, tun, ven, COM..... 7, build 1  
 RUSSIA: ank, ~~ank~~, ~~bul~~, ~~bul~~, ~~bul~~, ~~bul~~, ~~bul~~, ~~bul~~, BUL..... 2, remove 4  
 1 annihilated

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 DEADLINE FOR WINTER, 1907 & SPRING, 1908 IS APRIL 8, 1978 12 NOON EST  
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PRESS--

Vienna: Last night the Austrian Love, Sex and Marriage Test was administered. The most controversial question, #4 in the Sex section: Would you sleep with the Emperor or His wife if they asked you?, has raised mixed feelings. 78% of males said yes, but only 46% of the females. 35% of married people said yes to 88% of the singles. The North was behind with an average of 30%, the East next with 38%, the West next with 58% and Serbia far in the lead with 79%. It is rumored that the Emperor is planning to set up a palace in Serbia in the next few weeks.

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And closing comments on 1976BM.....

John Michalski-

This was a very instructive game for me. I went in as a standby for a reasonably strong France facing an apparent Austro-Russian juggernaut. France was critically weak in one area however, and that was the lack of any strength in the Atlantic. The minor survivors were quickly swept aside (in part by me) and then it was just a drive to the end. The strange thing is that I never did find out just what it was I was facing: I don't recall ever hearing from any other player in the game, save occasional remarks in the orders themselves which apparently doubled as press. From appearances, I must assume these two had agreed on a race for the win, but I don't know. I thought I'd try for a three way draw, but there was no war weariness, so that failed. Then I went for survival, trying an A-R draw, but that too failed. I outlined plans for an alliance with both; sent plans to the opposite player named; all but stood on my head and whistled Dixie. All produced a big zilch. So it ended in a massive push that the Atlantic power, Russia, won. It has taught me (again) how good a strong and trusting two-way alliance can be, and also showed how big a turkey you can walk in on by standing by, even if you're up in the range of a 9-12 center power. I hope at least one of the survivors will submit something so I can find out for sure just what was going on in this thing.

GM-

Unfortunately neither Russia nor Austria submitted a statement. I hope I am not violating ethics in commenting that I don't think a race for the win was the agreement. I do want to make a few comments on this game because they illustrate the problems I see in postal versus FTF Diplomacy. John comments that this game illustrates how good a two-way alliance can be. I think it only illustrates that a two-way alliance is superior to one country acting alone, because I don't believe France ever had an ally. I have praise for John's diplomatic efforts, but it is my experience that once a two-way alliance forms in postal diplomacy, it is nigh impossible to get it to split apart. Thus I knew how big a turkey France was when I handed it off (sorry about that John), but I couldn't just let it sit in CD. I am truly grateful to standbys in this game. However, the game-long alliance makes this game really boring. I don't know whether all of you have played FTF, (I read statistics once which indicated a large percentage of players have only played FTF) but the game-long alliance takes some of the fun out of the game that is usually found when the game is played with more flexible alliances. I think a large part of the problem is the time delay which causes the results of a stab to go on for months and the fact that a lot of people play this game to meet other people. When you make a friend in the hobby, you are sometimes reluctant to stab him because this is the only game you have with him. Were you playing FTF, he would have other chances to get even, so the stab does not seem as dirty. Don Rittel and I got into our first game together. He and I allied and as we progressed on to other games we had an agreement that would could stab each other in other games, but our first game was inviolate. (continued next page)

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I would like to advise people new to this game, and those who have been playing the two-way alliance game - try being a little more flexible in your alliances. If you have a chance of winning through a stab, take it. How many people play chess to reach a stalemate? And as a two time winner (he said modestly) I can testify it's a lot more fun to win than draw.

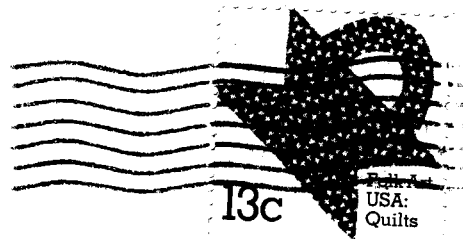
However, I am not advising you to stab if you have no chance of winning. If you have to reach a stalemate to prevent someone else from winning, do so. But starting the game with the intention of drawing is not a lot of fun.

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- Player
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