



Saint George

AND THE



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A Vast Wasteland Publication

Diplomacy is correctly remembering her name when saying, "Of course I'll respect you in the morning."

The new game doesn't start this time. We have 5 players: Jeff Richmond, Brad Hessel, Randy Swords, Cliff Mann, and John Maehir. I hope two more hardy souls will have joined by next time. My great expertise tells me that more games will be ending soon, so I plan to maintain game openings for some time. The fee will probably go up for the next game, however. Any game fees received after this game fills, but before next issue will be accepted at the present rates. And these are: \$1.00 game fee and maintenance of a sub. Sub rates to be found on the last page.

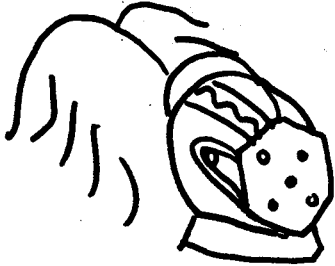
I have been reading in Brutus Bulletin (or Bullus Brutatin, as some would have it) ((available from John Michalski, for 1.75 for the issues from now til December, 913 NE Sixth Street, Moore OK 73160)) that the New York state area has much worse winters than we in Indiana do. Any one who gives serious credence to a belief in the superiority of Anglo-Saxons over other ethnics might ask himself why we and the Canadians have the countries with the crummy weather and the Latins have the warm ones....I am sure there are some out there anxious to rectify that; jingoism is not an obsolete attitude.

Of course not all of the United States is cold (although I suspect all of Canada is). John announces they are in their fourth out of five days of weather over 80. Thanks John. However our weather today is in the 70's so I guess Spring is here. Tra. La.

Incidentally, I've been wondering...When Quebec splits off from the rest of Canada, how many states are you guys planning on coming in as? Any comment, Harry or Cecil?

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SAINT GEORGE SPEAKS

SF & The Mass Media

Have you ever noticed that there are hundreds of good SF books, a few good SF movies, and only two good SF TV series, Star Trek & Twilight Zone? (And Twilight Zone was more of a fantasy than SF.) That's not merely an interesting occurrence; it's virtually dictated by the nature of the individual media and the definition of success for each.

Do you know that according to Bookviews Magazine a sale of 40,000 books places a book on the Best Seller List? That means that one person out of 60,000 has read the book. True, you hear of paperbacks selling a million copies, but that still means only one out of hundreds are reading the book. SF books don't rank anywhere near books that sell like that. Fortunately, publishers of SF are aware of this and don't expect large sales. They are aware there is a small, but constant market for SF and are able to publish to make money in this limited market.

A Movie that only attracts 40,000 theater-goers is probably going to be showing at the drive-in in the first place, and it's going to disappear without a ripple. Star Wars is, of course, a phenomenon. It is successful beyond customary standards. Few movies can attract the kind of audience Star Wars is getting, so let's consider Westworld. That movie isn't often mentioned in discussions of SF movies, but it was and it was successful. Several million paid admissions are to its credit.

But a TV series! Star Trek attracted millions of viewers AND WAS A FAILURE! People seem to forget this fact in their discussion of Star Trek. Star Trek was borderline in its number of viewers its first year and was scheduled to be cancelled its second year and was only saved by viewers' protests. And mind you, it was not saved by the quantity of protests. The Network heads were impressed by the quality of the viewers who were protesting--not the run of the mill person who watches LaVerne and Shirley (like I do) but university professors, company executives, etc. So Star Trek was kept on for one more year, on the theory that if the "cream of the viewing Audience" which normally doesn't watch television was watching, that combined with the regularly viewing audience would provide strong ratings for Star Trek. As we know, it didn't work that way. The question is why.

There is, in the United States, a strong anti-intellectual bias. This in spite of the fact that most parents claim to want a good education for their children. I think that mostly what the average parent wants is for his child to be able to read street signs, make change, and be taught a job skill. Anything other than that is a frill and can be dispensed with. And they're right in that regard. Although the vast majority of the population of the United States is literate (that is, they can read and write) there is no reason for them to be. Note above the kind of sales that make books successes.

Anyway, SF tends to attract an intellectual audience. And there are not enough intellectuals in the United States to make a SF movie or TV series successful. That is, not SF as such. A SF series or movie

(Continued on page)

1976R Medusa Winter, 1911

England removes F nth; Italy declines build

HO HUM Spring, 1912



Medusa

Austria(McArdle) (F Bla was omitted last season)
F BLA H, A MOS S A LVN, A LVN H, A WAR S A PRU, A PRU H,
A BOH S A SIL, A SIL H, A TYO H, A PIE S A MAR, A MAR H
ENGLAND(Kelly) F SPA(SC) S A BUR-mar, F POR S F SPA(SC),
A GAS S A BUR-mar, A BUR-mar, F lvp-IRI, F nat-MAO,
F ENG S F nat-MAO, F BRE S F nat-MAO, A RUH S German
A MUN, F BAL S German A BER, A FIN S German A STP,
F NWY S German A STP
Germany(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 NAF S F WES, F WES H,
F TYN H, F ION H, A ARM H, A ven-ROM

Underlined orders cannot be carried out. CAPS denote final resting place of unit. There is a proposal for a draw among all the remaining players. Please vote with your Fall, 1912 orders. Should the draw pass, it will be effective BEFORE the fall orders take place. A reminder of Ren Kelly's COA: Apt. 314, 6038 Richmond Highway, Alexandria, VA 22303.

DEADLINE FOR FALL, 1912 IS MAY 13, 1978 12 NOON CDT

1976IF Leviathan Winter, 1907



Leviathan

Austria(Nurse) builds A VIE. Has A VIE, A BOH, A BUD, A SRB,
A RUM, A SEV
France(Gable) Builds F BRE. Has A EDI, A LVP, A MAR, F NWG,
F MAO, F BRE, F SPA(SC), F WES
Germany(Berch) builds A BER, F KIE, 1 short. Has A BER,
A NWY, A SWE, A MUN, A SIL, A WAR, A MOS, F NTH,
F ENG, F KIE
Italy(Beyerlein) builds F ROM. Has A TYO, A PIE, F ROM, F TYN,
F NAF, F AEG, F CON
Russia(McLendon) A gal R OTE. removes A bul, A ukr, F nat.
Has A ARM, F BLA

A separation of seasons was requested by everyone and is granted. Thanks to Ren Kelly for submitting orders for France although they were not needed. COA: Bob Gable Box 129, Lafayette, IN 47906. Preliminary orders are on file for France & Germany and will be used unless changed.

DEADLINE FOR SPRING, 1908 IS MAY 13, 1978 12 NOON CDT



The Basilisk

1976BA The Basilisk Fall, 1911

(The Austrian move: F GRE S A srb-BUL was omitted last time.)

FRANCE RENASCENT

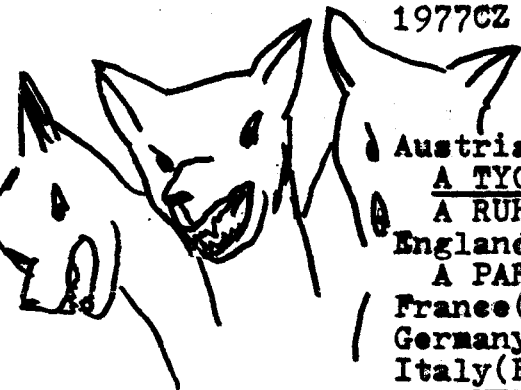
- Austria(Hessel) A SIL S A gal-WAR, A MUN S English
 F den-KIE, A TYO H, A BOH S A MUN, A BUR-mar, F WES-spa(sc)
 A gal-WAR, A UKR S A gal-WAR, A bul-CON, F AEG S A bul-CON,
F EAS-smy, F gre-BUL(SC), A bud-GAL, A srb-RUM,
A SMY-ank
- England(Rogowski)(F edi R NWG) F NWG-nwy, F den-KIE
- France(McLendon) A bre-GAS, A PAR S A bre-GAS, F MAO-spa(sc),
 F wal-LON
- Germany(Mann II) A lvp-EDI, F edi-NTH, A kie-den(d, r hel,
 ruh, etb)
- Russia(Anderson) F SWE-nwy, F bla-ARM, F cen-ank(d, r bla,
 etb), A MOS-ukr, A war-sil(d, r pru, etb), A stp-LVN,
 A ruh-BEL, F BER S German A kie(etm), A gas-mar(d, a)

Underlined orders cannot be carried out. CAPS denote final resting place of unit. Germany must retreat from Kiel; Russia must retreat from Constantinople and Warsaw. The Russian army in Gascony is annihilated for lack of a retreat. These retreats will be due with Winter orders which may be made conditional upon them. The Russe-Austrian draw and the concession to Austria were both defeated.

SUPPLY CENTER CHART	1976BA	The Basilisk	1911
AUSTRIA:	bud , bud, bul, cen, gre, mar, mun, nap, rom, rum, srb, tri, tun, ven, vie, SMY, WAR..16, build 1		
ENGLAND:	den, kie , KIE.....		2, even
FRANCE:	bre, lon, per, spa, PAR.....		5, build 1
GERMANY:	hel , hel, kie , lvp, EDI.....		3, even, was 1 short
RUSSIA:	ank, mos, nwy, par , stp, sev, sm , swe, war , BEL, BER.....		8, even, 1 annihilated

 DEADLINE FOR WINTER, 1911 & SPRING, 1912 IS MAY 13, 1978 12NOON CDT

1976BA PRESS--
 Somewhere at Sea: His Lordship, Admiral of the Blue, Horatio Johnbull,
 reports on the loss of Edinburg, "We were not fairly beaten; no
 Englishman is ever fairly beaten!"



Cerberus

1977CZ

Cerberus

Fall, 1905

SIDES FIRM UP

- Austria(Kehrer) F gre-ION, F ALB S F gre-ION, F ADR-apu,
A TYO-ven, A TRI S A TYO-ven, A ank-CON, A MUN-bur,
A RUH S A MUN-bur, A BOH-mun
- England(Machir) F ely-EDI, F eng-BEL, F HOL S F eng-BEL,
A PAR S Italian A BUR, A bre-PIC
- France(Fiacck) F ath-EDI
- Germany(Gibson) NMR A UKR H
- Italy(Bunke) A BUR S English F eng-BEL, A PIE S A VEN,
A VEN S Russia-Austria(nse), F APU S A VEN, F TYN S F ion,
F ion(d, r nap, tun, etb) S Russian F AEG-gre(nse)
- Russia(Michalski) F bar-NWG, A NWY H, F den-SKA, F bal-DEN,
F KIE-hel, A BER-kie, A WAR H, A MOS-sev, A RUM-sev,
F AEG S Austrian F gre-ION, F con-SMY

Underlined orders cannot be carried out. CAPS denote final resting place of unit! Italy must retreat the unit from the Ionian Sea. This retreat will be due with Winter orders which may be made conditional upon it.

SUPPLY CENTER CHART

1977CZ

Cerberus

1905

- AUSTRIA: bud, bul, gre, mun, srb, ~~spj~~, tri, ~~spj~~, vie,
CON..... 8, remove 1
- ENGLAND: bel, bre, ~~edj~~, hel, len, par, LVP..... 6, build 1
was 1 short
- FRANCE: ~~spj~~, EDI..... 1, even
- GERMANY: ~~spj~~..... 0, out
- ITALY: mar, nap, per, rom, spa, tun, VEN..... 7, build 1
- RUSSIA: ank, ber, ~~spj~~, den, mes, nwy, rum, stp, sev,
swe, war, KIE, SMY.....12, build 1

DEADLINE FOR Winter, 1905 & Spring, 1906 IS MAY 13, 1978 12 NOON CDT

1977CZ--No press

1976JW

The Phoenix

Spring, 1908

A CONSTANT EASTWARD PRESSURE



France(Machir) F mao-NAF, F iri-MAO, A lvp-YOR, A len-NWY,
F STP(NC) H, F lye-WES, F mar-SPA(SC), A bur-MAR,
A par-GAS
Germany(Bunke) A TUS-ven, A tye-VIE, A BOH S A tye-WIE,
A mun-TYO, A PIE S A mun-TYO, F nwy-SWE, F EDI H,
F NTH C French A len-NWY
Italy(Mann II) F TYN-tug, A apu-ROM, A TRI S A VEN,
A BUD & A BUL S A srb-RUM, F gre-ION, F SMY S F aeg-CON,
F aeg-CON, A srb-RUM, A VEN S A apu-ROM
Russia(Gibson) A gal-SIL, A UKR S Turkish A rum(otm)
Turkey(Staud) A rum-bud(d, r gal, sev, etb), A smy-con(nsu)
F BLA S A smy-con, F ANK S A smy-con, A con (U) h(d, a)

Underlined orders cannot be carried out. CAPS denote final resting place of unit. The Italian A vienna and the Turkish A constantineple are annihilated for lack of a possible retreat. Turkey must retreat the unit from Rumania.

DEADLINE FOR FALL, 1908 IS MAY 13, 1978 12 NOON CDT

1976JW Press--

Meesegow: French ambassador died of heart failure and shame at the news Paris repented not. Berlin Quake !

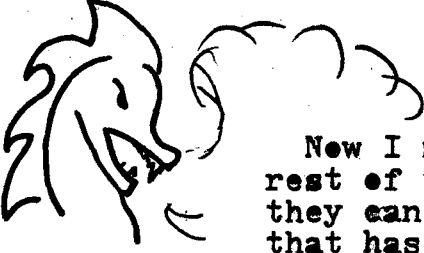
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(SGS from page 2)

must succeed on another basis than as sf. You remember how everyone glosses over the technical errors of Star Wars(I don't mean technical in the sense of the methods used to film, but the scientific accuracy) as irrelevant. I did myself. Because they are irrelevant to the enjoyment of the movie. The science-fictional aspects of Star Wars are an enhancement to the story, but it is not essentially a SF story at all.

What all this is leading up to is the fact that it was just announced in the papers that filming has begun on the Star Trek movie. I don't like the whole trend of the Star Trek phenomenon which insists less on a good SF movie than it does on a "Star Trek movie". I think they could film an episode of Gilligan's Island using the Star Trek characters and have as nearly as successful a movie. With Trekkies, the emphasis is on form rather than content.

So there will be a Star Trek movie. It won't be great science fiction, but it would be better than what they would have to produce to get a high rating on television.



DRAGON FIRE

Now I must admit that Italy is hard to play. If the rest of the players choose to ignore you diplomatically they can pretty much get away with it. The only country that has to talk to you is Austria. So advice on playing Italy is better than no advice at all, right? Wrong.

The new issue of Diplomacy World is out with Adam Gruen's article on the play of Italy. I know I am no expert on the play of this country, having only tried it once, but there's got to be better advice than the bundle of contradictions he's passing off as a how to play article.

I was willing to ignore his previous comment that the greatest strength of France is that initially the other players ignore you! But some of his statements regarding Italy are just too silly. On the subject of a joint attack by England and Germany on France he says you have two choices..either helping E-G with the result "Italy will be the next target.", or stabbing France with the result "there is nothing to stop England and Germany from attacking Italy." That's advice?

If you're Italy, what are England and Germany doing attacking France without your knowing about it. Why are they so firmly allied with you as the silent partner, instead of you being allied firmly with one of them and the other as the second target.

Gruen says the worst thing in the world you can do is attack France. Maybe. I personally think it's often a good idea. The question is what's happening with the other three countries? I think the ideal time to attack France is when Austria and Russia are attacking Turkey.

Neither Austria, nor Russia can build a lot of fleets quickly in the south. This gives you time to grab pieces of France and turn them into fleet to use in the east. However, if Turkey is going to be one of the survivors in the east, you should be coming to the aid of the odd-man-out purely in the interests of self-preservation.

Equally, Adam Gruen to the contrary, the ideal situation for Italy is if France is being attacked. The longer delay on another power entering the western Med, the better for Italy. And if Marseilles is in foreign hands, even if these hands are not Italian, the better for Italy. The foreign occupation closes the only building port in the Western Med.

But alot of this is intellectual exercise. Have you ever noticed that some players enter a game with their minds made up on what alliance they want to play and will play only that one? The trouble with Diplomacy "How to Play" articles is that, unlike those for other games, they are difficult to apply. Diplomacy being a game of seven players must of necessity be played pretty much by ear. You can have some idea of what you want to do, but if you can't achieve the alliance you need, do something else. Make another alliance. Things that will work in one game, won't in another. So write everyone, and keep alert for new chances.

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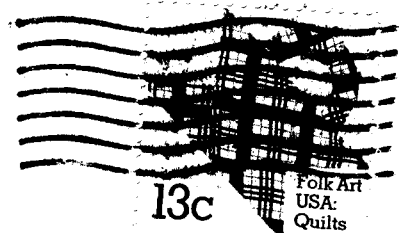
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