

Saint George

AND THE



Vol. IV, No. 3

October 15, 1978

A Vast Wasteland Publication

Diplomacy is discovering that all those cities in Maryland and Virginia are all suburbs of Washington, DC and that the other 6 players in your game meet regularly to discuss your letters and chortle.

Yes, it's nearing the time Mark Berch dreads. The Annual isn't-this-weather-rotten Festival. So far Fall hasn't been a total disaster. The temperature is below normal, but that's becoming normal. At least it hasn't snowed. My attitude is still semi-cheerful, at least as cheerful as I ever get.

I wish to extend my congratulations to Dan Mathias who has completed the first phase of his training second in his class, only fractionally behind the first place. Good luck in your second phase.

I would like to renew my plea for articles, since I have a virtually completely new roster of players since the last time I mentioned it. I pay at the rate of one free issue for 1 page articles, more or less. I would like to hear from novices on their views of the hobby and what they think the hobby needs, from old-timers on how they think the hobby is changed, and from anyone on how they think the game should be played. Especially Russia. I would like to hear from ANYONE on how to play Russia since I can't seem to do it. (Unless you count being wiped out every time as playing Russia.)

I'm making an effort to include more reading material, since that seems to be what's wanted. I hope you'll contribute, since I can't write all those articles myself. The last time I wrote one I humorously mentioned that when I play Austria I stab Turkey. Since then, no Turkey will ally with me - not even when I'm Italy or Russia. Or France.

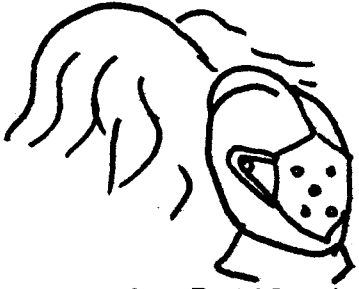
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Saint George and the Dragon is a monthly journal of postal Diplomacy* available from: Robert Sergeant, 3242 Lupine Drive, Indianapolis, IN 46224 Phone:(317) 293-4394. Subs: 10 issues/\$2.50. NO GAME OPENINGS

SAINT GEORGE SPEAKS

Battlestar Galactica



I have some good news and some bad news. First the good news-BG is doing well in the ratings. Now the bad news-the principle I mentioned earlier, that the larger the market SF aims for, the worse the SF, is demonstrated

by Battlestar.

I am not an intellectual snob about SF. I don't believe that it has to be morally uplifting, or instructive to be worthwhile. A SF story that is entertaining is worthwhile enough. I think most people who become fans of SF become so through so-called space opera. A youngster is not ready for Harlan Ellison (is anyone?) but Jack Vance is an ideal author for the purpose. The earliest SF story I remember reading was his story, Planet of the Damned, in the December, 1952 issue of Space Stories. I've been a fan of SF ever since. SF is the only form of literature that can arouse what is called a "sense of wonder", in the somewhat trite phrase. So anything that does this for me, works. Star Wars did; Close Encounters didn't.

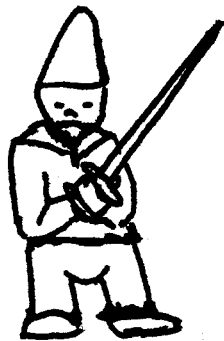
Battlestar almost works, at least in the early episodes. The three hour opener and the next two episodes were fun. The action scenes went on too long for my taste and the second and third episodes didn't seem to have much else. Sure there were things wrong. Our side took no casualties in the space battles with the Cylons and ours were unseasoned rookies, and you knew that Sirena wasn't going to survive much longer and everyone, even Star Wars, seems to think there is sound in space. But those things can be lived with. The characters are at least as interesting as those in Star Trek.

BUT

Then came the episode of October 8, 1978. C'mon, guys. What is this nonsense. "Captain Apollo against a lone Cylon gunslinger"? Garbage, pure and simple. With the emphasis on simple. Quite apart from the fact that they should have put the script in the paper shredder, the special effects designed for the planet had NO thought given to them. It might have been an interesting touch to have a horse that growled instead of neighing, but no thought was given to the implications. If the horse growls, it is not a horse, it must be an alien environment-evolved animal. And in that case its looking like a horse is highly improbable, especially if you consider the animal, eohippus, that the horse evolved from on earth.

And the matter of the oviners(!) wearing cheap plastic hats...I'm sure someone said they thought it would be cute if they showed that the oviners were so poor they couldn't afford anything but plastic. But! In a subsistence economy, which they were certainly portraying, plastic is not cheap. Cheap plastic requires a heavily technological society. It would have been more appropriate if the one wealthy individual had a plastic hat.

Battlestar has the potential to be very good. It ought to at least be entertaining. But one more Cylon gunslinger and I may go back to Walt Disney, where the children's shows are more adult. And incidently do you wonder why no one as yet has complained about the incredible amount of violence in this show?



The Dwarf

1978??

The Dwarf

Fall, 1901

CONFLICT IN THE LOWLANDS AS FRANCE REVERSES DIRECTION;
 CONFUSED SITUATION IN THE BALKANS

Austria(Brawner) A gal-RUM, A SRB S A gal-RUM, F TRI-ven
 England(Mathias) A EDI-bel, F NTH C A EDI-bel, F nwg-NWY
 France(Dralle) F mao-ENG, A spa-POR, A PIC-bel
 Germany(Phipps) F DEN H, A kie-HOL, A RUH S A kie-HOL
 Italy(Swords) A nap-GRE, F ION C A nap-GRE, A VEN-tri
 Russia(Hooton) A UKR-rum, F SEV S A UKR-rum, A lvn-WAR,
 F gob-SWE
 Turkey(Tomcufcik) F ank-CON, A smy-ARM, A BUL S Austrian
 A gal-RUM

Underlined orders cannot be carried out; CAPS denote final resting place
 of unit. COA: Bob Dralle, 2690 Drew, Apt. 1133, Clearwater, FL 33515
 Thanks to Konrad Baumeister for the standby moves, although they were
 not needed.

SUPPLY CENTER CHART

The Dwarf

1901

AUSTRIA:	bud, tri, vie, RUM, SRB.....	5,	build 2
ENGLAND:	edi, lvp, lon, NWY.....	4,	build 1
FRANCE:	bre, mar, par, POR.....	4,	build 1
GERMANY:	ber, kie, mun, DEN, HOL.....	5,	build 2
ITALY:	nap. rom, ven, GRE.....	4,	build 1
RUSSIA:	mos, stp, sev, war, SWE.....	5,	build 1
TURKEY:	ank, con, smy, BUL.....	4,	build 1
NEUTRAL:	bel, spa, tun.....	3	
		34	

 DEADLINE FOR WINTER, 1901 IS NOVEMBER 11, 1978 12 NOON EST

Dwarfish Press--

Vienna(WARTI): The success of Budapest's new fact-based soap opera has
 been amazing. This is a typical example of the last few moments of
 the record-breaking show, Search For Diplomats:
 "Will the Turkish Sultan learn how to write letters? Will the Russian
 player make a decision? Why did the Italian player move to Trieste?
 Why didn't the Turkish army in Smyrna or the Austrian fleet in Trieste
 do anything? What happened to the French King? And, what about Naomi?
 For the answer to these and other questions ("Mommy, why is the door
 locked?"), tune in next season to...Search For Diplomats."

From the Czar's notebook(via Russia): "Spring cometh before a fall."

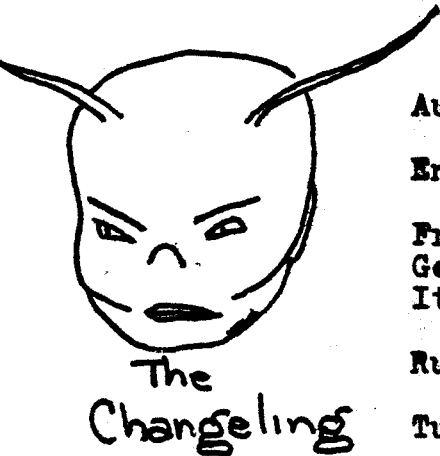
1976IJ

The Changeling

Winter, 1904

WINTER SETS IN FOR THE DURATION

Austria(Verheiden) builds A TRI. Has A TRI, A SRB, A MUN, A WAR, A GAL, A BUD, A RUM, F BUL(SC)
England(Kendter, Jr.) removes f lvp, f nwg. Has F NTH, F ENG, F HEL
France(Kelly) removes F nat. Has A BRE
Germany(Nielsen) even. Has A PAR, A HOL, F BEL
Italy(Smith) builds A VEN, A ROM. Has A VEN, A ROM, A VIE, A MAR, F ADR, F ION, F ALB, F POR
Russia(Ditter) builds A STP. Has A STP, A KIE, A UKR, A SEV, F NWY, F DEN, F BER, F BLA
Turkey(McLendon) even. Has A CON, F AEG, F ANK



nearly everyone requested a separation of seasons so it is granted. I have preliminary orders for everyone which will be used unless changed. Kelly is playing the French position.

Press--

England: Betrayed by Italy, Russia, and Germany. Who is left?(Turkey and Austria, who else?)

(via Italy): Sorry, Eric, but there comes a time when even the most mild-mannered of men, if teased long enough will rise up and beat the hell out of their tormentors. This is one such time.

((remainder of press held until Spring.))

DEADLINE FOR SPRING, 1905 IS NOVEMBER 11, 1978 12 NOON EST

1978??

The Vampire

Winter, 1901

Austria(Lawniczak) builds A VIE. Has A VIE, A BUD, A SRB, F ALB
England(Hayman) builds F EDI. Has A YOR, F EDI, F NWY, F NTH
France(McPherron) builds F BRE, A PAR. Has A PAR, A SPA, A PIC, F BRE, F POR
Germany(Bailes) builds A MUN, F BER. Has A MUN, A KIE, A BEL, F HOL, F BER
Italy(Smyth) builds A VEN. Has A VEN, A TUN, A TYO, F ION
Russia(Phipps) builds F STP(NC), F SEV, A WAR. Has A WAR, A RUM, A UKR, F STP(NC), F SEV, F SWE, F BUL(EC)
Turkey(McLendon) builds F ANK. Has A CON, F AEG, F ANK



See PAGE 10.

Press: Constantinople-Paris: Now that you have let Russia grow big and strong(via letters to Austria & Italy that I should be wiped out), what is your English chum going to think of you since now he has his back to the wall? In fact what are you going to do now?

DEADLINE FOR SPRING, 1902 IS NOVEMBER 11, 1978 12 NOON EST

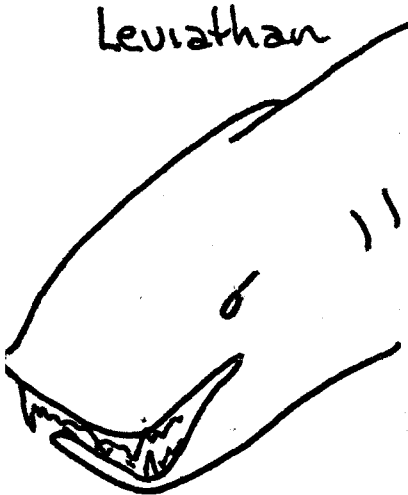
1976IF

Leviathan

Fall, 1910

Leviathan

DEAD IN HIS TRACKS ?



Austria(Kelly) A SRB S A RUM, A VIE S A BUD, A SEV S A RUM,
 A RUM S A SEV, A BUD S A VIE
 France(Bailes) A YOR-lon, F mao S F GAS(d,r por, spa(nc),
 spa(sc)), F GAS S F mao, A MAR S F GAS
 Germany(Berch) F bre-MAO, F ENG S F bre-MAO, A par-BRE,
A BUR-gas, A LON-vor, F nwg-NAT, F nth-EDI, F hol-BEL,
 A MUN S A BOH, A BOH S A GAL, A GAL S A BOH, A UKR S
 A GAL, A MOS S A UKR, A ber-SIL
 Italy(Beyerlein) A tus-PIE, A TYO S Austrian A VIE, A TRI S
 A TYO, F ADR S A TRI, F BLA S Austrian A SEV, F BUL(SC)H,
 F GRE S F BUL(SC), F tyn-WES, F tun-NAF
 Russia(McLendon) A ARM S Austrian A SEV

Underlined orders cannot be carried out;CAPS denote final resting place of unit. The concession to Germany was defeated; there is a call for a 5 way draw. Please vote with your Winter orders.

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 SUPPLY CENTER CHART 1976IF Leviathan 1910

AUSTRIA: bud, rum, srb, sev, vie..... 5, even  
 FRANCE: lvp, mar, por, spa..... 4, even  
 GERMANY: bel, ber, bre, den, edi, hol, kie, lon, mos,  
 mun, nwy, par, stp, swe, war.....15, build 1.  
 was 1 short  
 ITALY: bul, con, gre, nap, rom, smy, tri, tun, ven..... 9, even  
 RUSSIA: ank..... 1, even...

DEADLINE FOR WINTER, 1910 & SPRING, 1911 IS NOVEMBER 11, 1978 12NOON EST  
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 1978?? The Werewolf Spring, 1901

NO CONFLICTS - SO EVERYONE'S HAPPY ?



Austria(Hayman) F tri-ALB, A vie-TRI, A bud-SRB
 England(Brawner) F lon-NTH, A lvp-EDI, F edi-NWG
 France(Kovalcik) A par-GAS, F bre-MAO, A mar-SPA
 Germany(Michalski) A mun-RUH, A ber-KIE, F kie-DEN
 Italy(Moraitis) A rom-VEN, A ven-PIE, F nap-ION
 Russia(Price) F stp(sc)-GOB, A war-GAL, A mos-UKR,
 F sev-BLA
 Turkey(Stevens) A con-BUL, A smy-ANK, F ank-CON

The Werewolf

CAPS denote final resting place of unit. Our apologies to the Italian player for misspelling her name. It is Moraitis. Press is on page 6.
 COA: Mark Stevens, 4495 Raven Lane, Apt. 21, Bay City, MI 48706
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 DEADLINE FOR FALL, 1901 IS NOVEMBER 11, 1978 12 NOON EST  
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1978??

The Banshee

Fall, 1902

ENGLISH MISS CAUSES WESTERN STAGNATION; EASTERN MACHINE
KEEPS ROLLING



Austria(CD) no units
 England(Hessel?) NMR F NTH H, F ENG H, F IRI H, F NWY H,
 A BEL H
 France(Kendter, Jr.)(A bur R MAR) A MAR-bur, A GAS S
A MAR-bur, F BRE-eng, F mao-NAT, A PAR-pic
 Germany(Swords) A BUR-pic, A RUH-bur, A MUN S A RUH-bur,
 F HOL H, A DEN (U) H
 Italy(Machir) A tyo-TRI, A tri-SRE, A BUD S A tri-SRE,
F ION-gre, F NAP-ion, F TUN H
 Russia(Richmond) A rum-CON, F BLA C A rum-CON, A ukr-RUM,
 F SEV S A ukr-RUM, A stp-FIN, F SWE-nwy
 Turkey(Pyfrom)(F bla R ANK) F AEG-gre, A srb-rum(d, r alb,
 otb), A BUL S a srb(imp, OTM), F ANK-bla

Underlined orders cannot be carried out; CAPS denote final resting place of unit. Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WI 53130 is asked to submit standby orders for England. Turkey must retreat from Serbia. Please note that since Greece is vacant due to a stand-off, it is not available for a retreat.

SUPPLY CENTER CHART

The Banshee

1902

AUSTRIA:	bel	0,	OUT
ENGLAND:	bel, edi, lvp, lon, nwy.....	5,	even
FRANCE:	bre, mar, par, por, spa.....	5,	even
GERMANY:	ber, den, hol, kie, mun.....	5,	even
ITALY:	nap, rom, tri, tun, ven, vie, BUD, SRB.....	8,	build 2
RUSSIA:	mos, rum, stp, sev, swe, war, CON.....	7,	build 1
TURKEY:	ank, bul, bul , smy.....	3,	remove 1
NEUTRAL:	gre, gr	1	
		<u>34</u>	

 DEADLINE FOR WINTER, 1902 & SPRING, 1903 IS NOVEMBER 11, 1978 12NOON EST

Banshee Press--

France: The Foreign Minister announced today what he would do about the attack by Germany and England. He finally had the answer to which country he was going to allow to conquer French soil. He said it was neither Germany nor England. At first the people were confused, but then they all turned to Italy and asked for the "miracle" to keep out the English and German people.

(via Italy) To all players: I am sorry that I have not answered any correspondence, but have been extremely busy re-decorating my house. I hope to improve in the future.

THE TOWN CRIER



John Michalski has just announced 7 or 14 (depending upon the response) openings in his top-rated Brutus Bulletin. These games will be played on 10 day deadlines -10 days from issue to issue- The novice should be made aware that is almost certainly going to be a phone game. If your finances do not permit a lot of long-distance phone calls, best pass this by. But if you can afford it, this is as near as you're going to come to the pacing of FTF games. If you like a fast-paced game, give John a try. He says he will have normal(!) game openings in November. These will be played on a much slower 14 day deadline.

Retiarius is a new zine, now in its third issue. It is put out by Ted McDonald, 4711 Tuckerman St., Riverdale, MD 20840. He has openings in games other than Diplomacy, but that too. It contains artwork I would give my teeth to have.

I have just received an announcement from Metro Detroit Gamers for their 7th annual Wintercon. It will be held December 1, 2, 3 at Oakland University, Rochester, MI. These are the same people who put on Origins this year, an impressive job. If you live in the Mid-west I suggest you consider this con. For details write: Metro Detroit Gamers, P. O. Box 787, Troy MI 48099.

Craig Reges, publisher of Against the Odds, has announced the availability of the new novice introductory package. He says it is free, but a SASE would certainly help. I do believe Craig also has a special offer to novices on game fees. Write Craig at 1501 Higgins Hall, Western Illinois university, Macomb, IL 61455.

I have received an "Official" notification that Dennis Agosta is the new BNC. I have also heard from another publisher that he has sent two SASE's and received no word. I haven't seen Dennis's zine Command since August. So when Boardman Numbers are available, I'll get them, but don't hold your breath.

^{almost}
And Lastly, the new Diplomacy World came out this week, announcing that in effect Walter Buchanan is leaving the hobby. I am sorry to hear this since it was Walter who called me to welcome me into the hobby and it really made me feel welcome. He has been curtailing his involvement for some time and now he, evidently, is giving up the archives. really too bad.

Town Crier
(Continued)

I wish I could recommend Diplomacy World as highly as I did when Walt Buchanan was running it, but I can't. The present editors seem to have a cavalier attitude towards their publishing schedule, and there is an elusive quality to the contents that I just don't care for. Also, the price is going up to \$9.00/year. That's bad enough if they come out on their proposed bi-monthly schedule, but they've only managed two issues on their quarterly schedule.

Let me instead recommend Diplomacy Digest available from Mark Berch, 492 Naylor Place, Alexandria, VA 22304. Mark's zine rates quite highly on the Leeder Poll and is a good source of articles on the subject of Diplomacy. I have not seen an issue lately since I keep forgetting to send Mark a sub, but don't make my mistake.

And we get letters too(so there, John !)...

From Mark Berch(written before the Cylon gunslinger episode)

"I trust you saw the 3 hour kcikoff for Galactica. I was amused by the Earthlings(sic) fear that if they lost this battle, that the race of man would be exterminated. Somehow I have the feeling that for the rest of the season they will be constantly encountering humans wherever they go. I must say that, after the first two shows, the script-writers have sowed an appalling lack of imagination. The plots have been so predictable. I just KNOW that they will head into that Magnetic Void. It certainly makes sense. They have to hide, and what better place than a magnetic void to not only hide, but trot out some special effects on the tube(as you know by now there were no special effects just a sometimes blackening out of the stars. And while the Magnetic Void ruined the operation of their instruments, it had no apparent effect on the Machine Cylons). And I must say that the Commander's decision to recall the fighters at the end of the movie was not only apallingly stupid, but certain to be ignored. I'm a sucker for this sort of stuff on the tube, but this is pretty weak stuff so far. This isn't Science Fiction, except visually. It's just an adventure story.
29 Sept 1978

Curt Gibson would like to hear from any others who experiment in Conway game of Life, or studies or plays Bulo (Tactix) or Parity, Ufology, Eschatology, Forteana, or the Occult.

To the Vampire players:

Randolph Smyth has told me the Canadian Post Office is using a system of rotating strikes. He is the only Canadian player so the news only affects this game. Since Randolph is a player of some note and not one to NMR, I have decided that if his moves are not in by the deadline, it is probably the fault of the Post Office. So if his moves are not in by the deadline, I shall delay the reporting of this one game until I receive his moves, or until he lets me know the strike is over. If this occurs, I will report the moves by carbon copy to the players and report them later in the next issue of the zine.

While this may seem to be unfair and giving preference to Randolph, the matter is not his fault, and I'm sure you would appreciate the same courtesy if you were the only USA player in a Canadian zine. Just remember that there can be NO alteration of moves after the deadline. So don't give your moves out over the phone to someone until you have Saint George in your hands.

*Diplomacy is a registered trademark for a game invented by Allan B. Calhamer. Copyright owned by Avalon Hill.

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X Player
X Trader
 Sub

FIRST CLASS MAIL/FIRST CLASS MAIL

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