

Vol. IV. No. 5

December 10, 1978

A Vast Wasteland Publication

Diplomacy is learning not to snicker when using the phrase "Game-long alliance" over the phone.

Hah ! December 10 and so far no measurable snow. Snow flurries twice, but that's it. Cold, though. However, from watching the Weather Report it seems that every section of the country has worse weather than we do. So no matter what else happens this winter, we're off to an excellent start.

There are some important announcements in the Town Crier, so don't neglect that section. We have an article on Germany from another multiple winner. Next issue I'll have an article on France from a French winner, and I have articles offered on England and Austria. Way to go, guys. I really do appreciate it. Are there any Turkish or Italian winners who'd like to share their secrets? Anonymity is promised.

In a last minute phone call Craig Reges has said he will be continuing in Phoenix and he will be back at his home address from 12/22 to 1/22: 16 w 761 White Pines Road, Bensenville, IL 60106

And surely that's enough happy talk.

Table of Contents

1976IF, leviathan5	1978HS, The Dwarf9
1976IJ, The Changeling3	1978HT, The Werewolf6
1976JW, The Phoenix10	Saint George Speaks2
1978CO, The Banshee10	Dragonfire7-8
1978HH, The Vampire	Town Crier11

Saint George and the Dragom 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

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SAINT GEORGE SPEAKS

Letters on BattleStar

Before we wind up discussion, here are a few more comments.

Mark Berch wants to designate this zine as the "official"

BattleStar discussion zine. I must decline. I'm afraid

everything that can be said on the subject has been; other SF is coming

up. I am especially looking forward to the Invasion of the Bodysnatchers,

having seen the original about 6 times.

From Jeff Richmond:

"If the producers of this show have any brains, they'll contract the cast now to do a special episode...in which the Galactica finds Earth, they'kill all the Cylons, and live happily ever after. Naturally, they wouldn't want to air such an episode until they've milked the series for all the money they can(including syndicated reruns). But they should film it now to avoid the problems Star Trek has had."

((First you are supposing that the producers really care whether the story comes to a conclusion. I can name you many shows which had a "quest" theme and in which the players were still under contract when the series was being ended, yet no one cared enough about the fans to bring the thing to a close.

And, you must remember that Star Trek's popularity didn't begin until it was cancelled. While the series was still producing new episodes, it had nothing like the audience it found in syndication. So the problem arose of increased demand for a product which was no longer available. BattleStar is popular now. When the time comes that BattleStar is cancelled, and it has been the rounds in syndication, there really won't be enough market for them to film a conclusion now at the prices the actors could charge at the series' height in popularity.))

From Mark Berch:

"The most recent two-parter, 'The Living Legend', was by far the best on BG. Not only was there plenty of action, but there was even the beginning of a clash of ideas, which is what good SF is about..."

((I was somewhat upset at the way BG has progressed until I read a mention of BattleStar, somewhere as not a Science-fiction series, but as a "Space War" series. The more I think about it, the more apt the description is.

Nearly everyone I have talked to complains about the things that were not done in the script. Things necessary for a "good" SF show. But you know, if all the thing is is an action series which happens to take place in space, then things like character development(a thing Mark comments as lacking) are not really necessary. Space Opera has always been considered an inferior branch of SF. And in BG we begin to see that there is indeed something lacking in action without ideas.

1976IJ

The Changeling

Fall. 1905

WAR CONTINUES AMONG MAJOR POWERS

(in Spring, 1905, the Russian move A sev-MOS was motted.

Players were notified.)

Austria(Verheiden) F BULSC S A RUM(imp), A RUM S F BUL(SC),

A SRB S A bud-TRI, A bud-TRI, A VIE S A bud-TRI, A BOH-mum,

A TYO S A bud-TRI, A SIL H

England(Kendter, Jr.) F nth(d, r lon, yor, edi, nwg, ska, otb)

S F ENG-bel, F ENG-bel, F HEL-hol

France(Kelly) A bre-par(d, r pic, gas, otb)

Germany(Nielsen) A par-BRE, F BEL S Russian F nwy-NTH,

A HOL S F BEL

Italy(Smith) A mar-PIE, A tri h(d, a), A VEN S A tri,

F ADR S A tri, F ALB S A tri, F ION S Turkish F GRE(otm),

F MAO S German A par-BRE

Russia(Ditter) F bla-SEV, A KIE-mum, A lvn-BER, F BAL C

A lvn-BER, F DEN S F nwy-NTH, F nwy-NTH, A mos-WAR,

A UKR S A mos-WAR

Changelus Turkey (McLendon) F GRE-alb, A CON-bul, F ANK H
England must retreat from the North Sea: the Italian A Trieste

England must retreat from the North Sea; the Italian A Trieste is annihilated France must retreat from Brest, although the point is moot. Temporary COA: Dave Ditter, 7340 Xerxes Ave. No., Minneapolis, MN 55444 from 12/22 to 1/7. He did not give the number of the apartment, although he listed the word No.

Vienna: A large quantity of Italian military equipment was found in the capital after the recent liberation. Contrary to expectation, it was found that abandoned tanks had all three reverse gears in generally good working order. However, the steering was found to be jammed in a hard turn, leading to uncontrollable circular motion and complete devastation of Italian forces in the rear.

Russia-Austria: Eric, you didn't hear me scream bloody murder when you stabbed me, your ally. Don't be so fatalistic; take your lumps, you deserve them. Only by sheer guesswork last season am I still in this game. Vatican City-Rekjavik: The Supreme Pontiff, Pope George Ringo I, reports that he is too distressed to even discuss the grey paper used last issue.

Saint George and the Dragon - No. 35 page 4 December 10, 1978

Changeling Press--

Rome-Vienna: Now really, Eric! When did I ever "waffle"? Well, maybe once or twice, but then again, you did a bit of waffling yourself. As for your statement that you "will no longer negotiate with the Italian under any circumstances", that is about the most childish thing I have ever heard coming out of a grown man's pen in the entire time I've been in this hobby. And I'm sure you know that in this hobby, grown men's pens can put out some pretty childish stuff. I mean, why not just say "Mr. sergeant, Mr. Sergeant! Roy Smith hit me and I'm never going to talk to him again as long as I live, so there. Nyaaa! "They both bail down to the same thing.

If I may quote from the Editor's Note at the end of the <u>Dragonfire</u> article last issue: "I think this article admirably repeats the philosophy of playing the game with <u>all</u> the players, and not merely making a single alliance." I suggest that you re-read that and take that advice to heart. I am willing to negotiate with you right up until the time when I take your last center, or you take my last center, whichever comes first.

As for my smoking too many reefers, alas, due to financial and scholastic considerations, I have been smoking rather a few less than I might have

hoped for.

Now about my lacking, sorely lacking even, a rudimentary intelligence, I find it hard to believe you did not see my stab coming. When I first moved against you, I sent you a letter explaining that my moves were purely defensive. I guess I was hoping you would think that it was just another one of my many "waffles" and not recognize it for what it was, an all-out attack. I sent the letter, even though I felt that surely it was a waste of a stamp. After all, anybody with even a rudimentary intelligence, to use your terms, would be able to see that it was all a lie. I can only conclude that either you do not have a rudimentary intelligence, or that I am a better liar than I thought. Neither prospect comforts me.

O.K. Enough pussy-footing around. Let's get on the business about me and Alan Rowland being "imseparable allies". I would be very interested in how you came to that absurd conclusion. Granted, Alan and I are good friends. Granted, Alan and I live in the same town. Granted, Alan introduced me to the Diplomacy hobby. NOT granted, Alan and I are inseparable allies. Name me one postal game where both Alan and I were allied. Better yet, name me one game in which both of us were players. With the exception of the New Jersey Invitational(a more or less local game which never got a Boardman Number, and brike up after just a year or two due to lack of interest), the two of us have never been in the same game. I am not including, of course, local FTF games. In fact even in those local games, Alan and I usually end up on opposite sides.

And about my attack being, in effect, a concession to Russia: I can see no reason to say that att all. I think it is obvious that you proposed the concession to Russia last season. While there is nothing wrong with this, there is the matter of the "The Play of Russia" article. I believe that you wrote it and submitted it in conjunction with your proposal of a concession to Russia, as perhaps, a psychological weapon. If that was your intent, then I think that is a terrible way to play this game. If it was not you who submitted the article, then I withdraw my accusation and offer

my apologies.

Leviathan

Fall, 1911

NO PEACE ON THOSE TERMS

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) F POR S F SPA(NC), F SPA(NC) S F POR,

A MAR S F SPA(NC), A lvp-edi(d, r yor, otb)

Germany(Berch) F HOL-nth, A WAL S F cly-LVP, F cly-LVP, F MAO H,

A BUR S A GAS-mar, A GAS-mar, F NTH-edi, F NAT S F MAO, F ENG S F MAO, A MUN-tyo, A GAL-vie, A BOH S A MUN-tyo,
A MOS-sev, A UKR S A SIL-gal, A SIL-gal

Italy(Beyerlein) F NAF-mao, F WES S French F SPA(NC),
A PIE S French A MAR, 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)

Russia (McLendorr) A arm-ANK

France must retreat from Lverpool. Both draws were defeated; there is a new proposal for a five-way draw. Please vote with your Winter/Spring orders. From 12/22 to1/13 COA: Mitchell Bailes, 263 Congressional Lane, Rockville. MD 20852

SUPPLY CENTER CHART 1976IF Leviathan

AUSTRIA: GERMANY:

bul, con, gre, nap, rom, smy, tri, tun, ven...... 9, even ITALY: RUSSIA:

DEADLINE FOR WINTER, 1911 & SPRING, 1912 IS JANUARY 13, 1979 12 NOON EST

Leviathan Press--

Russia(in exile) to Berlim: I see another reason to include a one center power in a draw. In order to wipe me out, the Allies will have to pull three units from the line, move them over to Turkey, and box me in. This accomplished, they would then have to get those three units back to the line. I'm not saying they won't, but it would be risky for them. And I was necessary a while ago to hold Sevastopol long enough to allow Italy time to get another unit in position. So, I will veto any draw that does not include Russia, and I urge you to reconsider so we can quit wasting Bob's time.

John Michalski, Brutus Bulletim, Rt.10, Box 526Q, Moore, OK 73165: "Bored stiff with the torpid pace of most games? Want experience? FAST? Ever want to play wild, win-big-or-sink-fast? Well, I have 3 openings left in a

TEN DAY DEADLINE game! NOT (necessarily a phone game as many say. Just plan ahead with your ally: "One if by land, two if by sea", get the results, send him a card saying "Situation B has cocurred, so I'm doing X, expect you to do Y" and send a set of orders." continued on page. 9.

1978HH

The Vampire

Spring. 1902

BETTER LATE THAN NEVER

Austria (Lawniczak) A VIE-gal, A srb-RUM, A BUD S A srb-RUM, F alb-GRE

England (Hayman) F edi-NWG, A YOR-nwy, F NTH C A YOR-nwy, F nwy-SKA

France (McPherrem) F POR H. A spa-MAR, A par-BUR, A PIC S A par-BUR. F bre-ENG

GermanyBailes) A mun-KIE, A kie-DEN, A BEL S French A PIC, F HOL-nth, F ber-BAL Italy(Smyth) A tyo-BOH, A ven-TYO, A tun-ALB, F ION C A tun-

ALB

Russia(Phipps) F STP(NC)-nwy, F SWE S English F NTH-den(nso), A war-GAL, A UKR S A war-GAL, A rum-bud(d, a), F bul(ec)-BLA, F SEV S F bul(ec)-BLA

ampire Turkey (McLendon) A con-BUL, F AEG S A com-BUL, F ANK-bla

The Canadian postal strike is over so the game will return to normal. All players have had an additional issue added to their sub, due to the delay. Temporary COA from 12/22 to 1/13: Mitchell Bailes 263 Congressional Lane, Rockville, MD 20852.

DEADLINE FOR FALL, 1902 IS JANUARY 13, 1979 12 NOON EST

Paris-Constantinople: Steve, all I said was that you are dishonest, sneaky, decious, and untrustworthy. I really am your friend. Guess what your enemies

think of you!

Paris-World: As usual Steve insults everyone's intelligence. I don't think it was France that vacated the Black Sea, giving Russia a free hand there. And my warning to Austria and Italy not to trust Turkey was borne out by the moves. Turkey certainly wasn't attacking Russia when he moved his fleet into Aegean. Steve is crying now, but we have nobody but him to thank for Russia's strong position and if he gets the chance he will switch sides again. ************

1978HT

The Werewolf

Austria (Hayman) builds A TRI. Has A TRI, A SRB, A BUD, F GRE England (Brawner) Builds F LON, F EDI. Has A DEN, F LON, F EDI, F NWY, F NTH France (Kovalcik) builds F MAR, F BRE. Has A POR, A GAS. F MAR. F BRE. F SPA(SC) Germany (Michalski) builds A BER. Has A BER, A HOL, A MUN, F BAL

Italy (Moraitis) builds F NAP. Has A VEN, A PIE, F TUN, F NAP Russia(Price)builds A STP, A MOS, A WAR. Has A STP, A MOS,

A WAR, A VIE, A RUM, F BLA, F SWE

Turkey (Stevens) builds F SMY. Has A BUL, A CON, F AEG, F SMY

COA: Jack Brawner, Box 5706, Tallahassee, FL 32313. Press on page 9 DEADLINE FOR SPRING, 1902 IS JANUARY 13, 1979 12 NOON EST

Saint George and the Dragon - No. 35 page 7 December 10, 1978

DRAGONFIRE

"How to Play Germany" by Dipple O. Massey

Does it take an article to tell you how to play Germany? How stupid: anybody can play Germany. All you have to do is write down your orders and send them in. Just be sure you write legibly so the GM can understand what you want. In fact, anybody can play any country by following the above procedure. See what a knack I have for turning something appearing so complicated into downright simplicity?

Oh, you want to win? Well, why didn't you say so. That's a different matter altogether. It's still very simple, actually. Just make sure your mother plays England and Peggy gemignani plays France. If you can't meet this basic requirement, the situation becomes somewhat more delicate. OK, you find yourself in a game as 'ermany with six other guys you can't even pronounce their names. Let's assume these other guys are just as anxious to slit a throat as you are (although in some circles it is argued that this is established fact and, therefore, no assumption is necessary.)

The first requirement is to get England and France to go at it. If they are even neutral towards one another, your chances diminish. You can rule out a 3-way alliance also because after you've mopped up everybody else, there you are in the middle of two 11 power countries. If you are going for a draw, that's fine. But western triple alliances are not favorable for a German win.

How do you get France and England slashing each other right off the bat? Well, that's your problem, but I will offer one suggestion. Tell Italy that France is going into the Channel, he will then tell England. Tell Russia that England is going into the Channel; he will then tell France. Tell Austria and Turkey the same thing, just to cover everything. You also write E/F and tell them the same thing. Now they may think you are jsut blowing air, but if they receive the same reports from other corners of the board, chances are you will see a war in the Channel.

Phase II of your pre-game negotiations consists of forming an Austro/Turkish alliance in the east. You write Austria/Turkey, subtly hinting what an honest, forthright, babykissing fellow the Turkish/Austrian player is. And of course what a weasel is the Russian rogue. You then proceed to cite "overwhelming" proof that your opinions are well-founded. A strong Russia in the early game will kill most chances for a German win.

In Phase III you persuade Italy to go east. You have successfully maneuvered Austria/Turkey into keeping Russia pinned down, but you don't want them to grow too strong in the process. You want Italy there to keep them both honest.

The game begins. The French/English standoff in the Channel virtually assures you Belgium, Holland, and Denmark in 1901 and, therefore, three builds. You have attacked no one, made no threatening moves, and all your neighbors are engaged in bloody conflict. England, Russia, and France are all coming to you with hat in hand, each desparately needing your help. You build two armies and a fleet and all your neighbors are happy. To Russia, you are in good position to help him against Austria; England now has visions of your sweeping in on France. France realizes that you are about to help your good buddy Russia against Austria and that you have built an additional fleet for an English assault. (continued on page 8)

Saint George and the Dragon - No. 35 page 8 December 10, 1978 How to Play Germany -continued

But here you must be careful. You don't want to throw most of your strength against England because he can hold you off with just a few forces of his own, while France can breeze into the English back door. Yet you cannot deny aid to France because then he might just decide not only that it is useless to tackle England alone but that you are the bigger threat, which could very well lead to a F/E reconciliation.

So you move your fleets into Ska and Den; two armies you send into Silesia and Prussia. England may be wary of this and cover himself in Norway, but he will not move against you and deliberately provoke a two front war since

it is obvious you are merely going after Russia. France sees two German fleets in good position to hit England.
1902 is a good year for Germany. You take Sweden and maybe Warsaw. France is just beginning to make headway and England positions his forces to meet the immediate threat. In 1903 you take Norway and convoy another army to Livonia. France may or may not have taken London or Liverpool but, if not, you give him Belgium as a generous tidbit just so he will not feel that he is stagnating. Always remember to keep France happy.

In 1904 you march into StP and take control of the North Sea. At this point you make heartwarming overtures to Italy or Turkey(with whom you have maintained friendly relations and communications all along), whichever is the

strongest and has the better position.

If Turkey is in good shape, you convince him how cool and suave it would be to hit Austria from two opposing sides. You would also send "scouting parties" to the Italian peninsula where Turkish and French fleets will soom be beating each other up. Soon it will be only you, France, and Turkey remaining. At this point it should be fairly easy for you to see which of the other two is most vulnerable and you forthwith viciously stab the dimwit in the back for the wim and congratulations from all parties involved (stabee excluded).

If Italy is in the best shape, however, you generously grant him the privilege of being the beneficiary of your military genius and the two of you proceed to munch on Austria and Turkey. Of course, you convince France it is time he dealt with the Italian upstart, if he hasn't begun to move in that direction already. You also perform your moral duty and inform Italy that France is coming. This innocent maneuvering on your part insures that you will get most of the eastern spoils, provides France with someone other than you to hassle, and positions much of the French strength in the south. When the forces begin to reposition, you execute a brilliant stab of France to the applause of Italy and the GM. A quick strike into Burgundy and the English holdings prove to one and all that you are indeed Patton's seventh incarnate. You and Italy now proceed to demolish the lower class. But you must remember to keep Italy happy. Give him no cause to suspect your bloodlust. Otherwise, he just might think you are only playing him for a sucker and may well join with the opposition. When he does realize that you have indeed played him for a sucker, it will be too late for him or anyone else to do anything about it.

Now all this may sound great in theory but putting it into practice will require some diplomatic effort on your part. Sure there are other ways to win as Germany, but I believe that this one gives you the best chance.

(continued on page 11)

Saint George and the Dragon - No. 35 page 9 December 10, 1978

1978HS

The Dwarf

Spring, 1902

WHAT IS GOING ON IN THE WEST ?



Austria(Jack Brawner-see below COA) A vie-GAL, A BUD S A vie-GAL, A RUM-sev, A srb-BUL, F tri-ALB

England(Laurence Daniel Mathias, 219-60-7206, ETA School
Bldg. 520 Class 7841-C, SSC/NTC, Great Lakes, IL 60088*see
below) F lon-WAL, A edi-LON, F NTH C A edi-LON, F NWY S F NTH

France(Bob Dralle, 2690 Drew, Apt. 1133, Clearwater, FL 33515)
A por-SPA, F ENG-bel, A PIC S F ENG(imp, otm), F bre-MAO

Germany(Oren Phipps, 2280 Dosinia Ct., Reston, VA 22091)
A ruh-BEL, A HOL S A ruh-BEL, A mun-BUR, A kie-DEN, F den-SKA

Italy(Randy Swords, 1866 Coventry Road, Columbus, OH 43212)
A ven-APU, F nap-TYM, F ION-aeg, A GRE S Austrian A srb-BUL

Russia(David Hooton, Worcester Polytechnic Institute,
P. O. Box 1136, Worcester, MA 01609) A mos-STP, A UKR-sev,
A WAR-gal, F SWE H, F SEV-bla

Turkey(Tokentik, Konrad Baumeister, 11416 Parkview Lane,
Hales Corners, WI 53130) F CON-bla, A ARM-smy, F SMY-aeg,
A bul sucks down a bottle, cap and all(h), (d, a)

Konrad Baumeister now takes over the Turkish position. COA: Jack Brawner, Box 5706, Tallahasses, FL 32313. Dan Mathias says that after 12/21 he will be going home and then after Jan 3 to a new address in Florida. The problem is that I can't read his home address. It's either 7007-D or 2007-D Lachlan Circle, Baltimore, MD 21239. Try both.

DEADLINE FOR FALL, 1902 IS JANUARY 13, 1979 12 NOON EST

Dwarf Press--

Somewhere in the Tyrrhenian Sea: Tunis, or Bust !

Werewolf Press--

Turkey: England sure has Germany and France duped! Where do they think he'll go once Sweden and St. Petersburg are taken?

Bonn: We hope the board waits in eager anticipation of what strange strategy is behind A mun-Ruh, A Ruh-Mun when the nearest French unit is in Gascony. Keep wondering. Then you won't laugh so hard at the flub.

Rome: Queen Anna invites everyone to dine on Russia. However if the Czar will attack the forked-tongue viper in Turkey, he will find immediate allies in Italy and Austria.

Naples: Come ahead, froggies. Everyone knows the French are really all women who reproduce by sitting on eggs, and everyone knows how dumb and chicken the chicken pluckers in France are.

Venice: Get your act together, Germany and England.

John Michalski Plug-continued: I will accept phoned orders for this one, but you can get by without using it. All you miss is the waiting! Suggest to your friends that they sign up now. Or your enemies. \$2+sub, or \$3 without sub.

Saint George and the Dragon - No. 35 page 10 December 10, 1978

1976JW The Phoenix Winter, 1911
F:builds F MAR, G: builds A MUN, I: NRR, A vie r OTB

Spring, 1912

ANOTHER ITALY BITES THE DUST ?

France(Machir) A bel-NWY, F BAR H, A STP-mos, A PIE S German A ROM-ven, A TUS S German A ROM-ven, F ion-ALB, F APU-adr, F tyn-NAP, F wes-TYN, F mar-LYO, F tun-ION

Germany(Bunke) F NTH C French A bel-NWY, F BAL-lvn, A PRU S A sil-WAR, A sil-WAR, A mun-SIL, A boh-GAL, A VIE S A boh-GAL, A TYO S A VIE, A VEN-tri, A ROM-ven

Italy(Reges?) NMR A gal h(d, r bud, rum, oth), A SEV H, A TRI H, A SRB H, A GRE H, F AEG H, F EAS H, F ADR H

Russia(Gibsor) A mos-UKR, A LYN-mos

Turkey(CD) F ANK H

Ron Kelly is asked to submit standby orders for Italy: Apt. 314, 6038 Richmond Highway, Alexandria, VA 22303. The Italian unit must be retreated from Galicia.

DEADLINE FOR FALL, 1912 IS JANUARY 13, 1979 12 NOON EST

Phoenix Press--

thoenix

Transiberian Newsbits: After years of monastic prayers, the former French ambassador is reported to have fled from the cabinnical retreat in the Taiga north of Tomsk, determined to tell the 'aris government to boot der Kaiser in der poop. Toot-toot: and the choo-choo headed west, him atop the caboose, yelling "I pray & pray & only hear Satan mock 'First d bunkybunkybunkybunk...

1978C0

The Banshee

Fall. 1903

ENGLAND SLEEPS THROUGH ANOTHER FALL

England (Hessel) NRR F nwy r OTB. NMR F IRI H, F ENG H, F NTH H France (Kendter, Jr) F NAT S F bre-MAO, F bre-MAO, A pic-BRE,

A bur-MAR, A GAS-spa

Germany (Swords) (A bur r RUH) A DEN H, A MUN-boh, A RUH-mun,

A BEL H, F HOL S A BEL

Italy(Machir) F GRE S F ion-AEG, F ion-AEG, A SRB S F GRE, F WES-spa(sc), F tyn-LYO, A VIE-boh, A tri-TYO, A PIE S

A tri-TYO

Russia(Richmond) F arm-ANK, F BLA S F arm-ANK, A BUL S A CON, A CON S A BUL, A NWY S F SWE, F SWE S A NWY, F stp(nc)-BAR Turkey(Pyfrom) F aeg-gre(d, r smy, eas, otb), F ank-con(d, a)

Turkey must retreat from the Aegean Sea; his fleet Ankara is annihilated. Jerry Jones, P. O. Box 8529, San Marino, CA 91108 is asked to submit standby orders for England. Supply center chart is on next page.

Saint George and the Dragon - No. 35 page 11 December 10, 1978 1978C0 SUPPLY CENTER CHART The Banshee 1903 ENGLAND: FRANCE: GERMANY: bud, nap, rom, srb, tri, tun, ven, vie, GRE.. 9, build 1 ITALY: RUSSIA: con, mos, rum, stp, sev, swe, war, ANK, BUL, MWY...10, build 3 TURKEY: ********************

DEADLINE FOR WINTER, 1903 & SPRING, 1904 IS JANUARY 13, 1979 12 NOON EST

"How to Play Germany"-concluded

An initial alliance with England is fine, IF you are willing to play for a draw. But it is too confining to permit many German wins. England would probably insist that you possess no more than two fleets, and he always has some units at your back. And an English Knife can be very sharp indeed.

That's the way I see it, and I'm Dipple O. Massy.

((Note: There is good advice in this article, coming as it does from a multiple winner. I didn't win that way as Germany, but the important thing that shows up in this article and the preceding one is that you must be THE active diplomat in the game. If your ally is the one constantly coming up with suggestions instead of you, you may share in a draw, but you are almost certainly not going to win.))

TOWN CRIER

Inissue #28 of the Brutus Bulletin (John Michalski, Rt.10, Box 526Q, Moore, OK 73165) the announcement is made that <u>Diplomacy World</u> has folded. John prints a confirming letter from Conrad von Metzke that the latter hasn't the finances to continue with publication. He will be refunding subs slowly - but will not be notifying traders. Publishers are asked to spread the word to cancel trades. So Mark Berch no longer has the second largest Archives; he has the only.

Speaking of Mark Berch, in Diplomacy Digest, 492 Naylor Place, Alexandria, VA 22304, he offers help in providing game records to players whose game has been orphaned so they can get them restarted. Too many times when a publisher drops out, he can't be bothered to help the players get the games

relocated. Try Mark for help.

Jerry Jones, P.O.Box 8529, San Marino CA 91108 & Randolph Smyth,

249 First Ave. Ottawa, Ontario, Canada K1S 2G5 have both offered to restart and rehouse orphans. If you have an orphan or are willing to pick one up, please contact one of these gentlemen.

Saint George and the Dragon - No. 35 page 12 December 10, 1978

Steve McLendon in Dragon and the Lamb has announced openings in a 9-player world variant called Holocaust. If he is sending everyone a map like the one he sent me, this is definitely worth your while. The map is large enough to use as a game board, and he is only charging a sub. A BARGAIN:

And he and I have been working together on another Global Variant which will have 19 players. It is an extension of the basic European map of regular Diplomacy. Besides the 7 players of Diplomacy(and Russia has an expanded role in the East) there are 2 North American, 3 Asian, 3 African, 3 South American, and Australia. If you are interested(and the only remaining task is the finalization of the African map) please let me know, but send no money. Dave Bunke will be GM'ing this because I want to play in it.



Robert Sergeant
3242 Lupine Drive
"Indianapolis, IN 46224"

Y Trader

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X Player

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DougBeyerlein 640 College Menlo Park, CA 94025