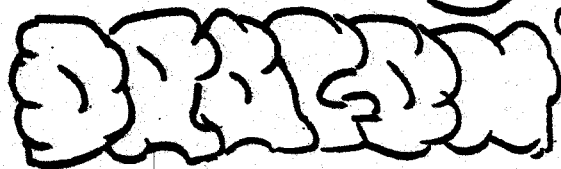


Saint George

AND THE



Vol. V, No. 3

August 12, 1979

A Vast Wasteland Publication

Diplomacy is discovering when your new potential ally says: "I've heard of you", that's all he does say.

WW IIIb maps have been printed and are on their way to me from Texas. Just imagine, imported maps - this is really a high class zine. So far I have six people who want to play, Yerkey, Thompson, Sulsberger, Pyfrom, Schaller, and McPherrin, and I have two people who wish to be standbys. Maps and rules will be going to you as soon as I get them. There are 9 positions left. Rules are essentially regular Diplomacy rules, if there are any novices who might be interested. WW IIIb is a new map variant of the world; there are 15 players. These are the only openings I have.

My last regular Diplomacy game is filled. I regret that not everyone who wished to play will be able. I will not publish the list of players now because one player will still be wandering until October. The game assignments will be made in the October issue, and game fee will be due then. Some people have asked what I meant when I said that this game might be my last. My interest in publishing is beginning to wane, again. I intend to keep publishing as long as it takes to complete the games in progress. IF my enthusiasm has picked up again by the time there are only a few games running, I may open games again at that time, but it doesn't look likely right now. I have carried 5 games from start to finish, and finished 3 other games which started elsewhere. 7 regular games are still running. (Irrelevant, but I like numbers.)

An update on the Postal Diplomacy Tournament is within.

And, belatedly, I fear I must join the group who have condemned Bernie Oaklyn as a GM. As a player he is neither more nor less untrustworthy than the rest of us. I don't care to get into all the things he has done, but I strongly urge everyone to avoid playing in any zine run by Bernie Oaklyn.

Let me also take this time to say that under present circumstances, Craig Reges' zine, Against The Odds is a poor choice. His last issue with moves was in late Feb. He sent two game starts in June. Nothing since. Many publishers have lapses then become regular again, but I suggest you ask for a sample copy, and check the date before sending money. I have cancelled my trade and withdrawn from the two-man game I was in, so I can't provide any update, unless some other publisher wants to let me know if the zine becomes regular again.

Richard Kovalcik has restarted Tetracuspid with a view to re-establishing a reputation for regularity. There are no game openings, Richard is finishing the games currently in progress. If he does again become regular, I'll let you know.

Figure Painting: The Art of the Assembly Line

by Dale Kemper

Ships, planes, tanks, or soldiers, the painting of a wargaming miniature collection can be as time consuming as you want it to be. If you've the artistic flair and patience to paint every last uniform button and nose-hair on a figure less than an inch high, you must be a pretty serious historian - and probably don't drink. But there are some of us slobs around who get out the old spray paint can, spray one force red and one blue and have at it.

Painting, like everything in miniatures, is totally individualistic. Whatever you are happy with is the thing to do. Some people love the praise and prizes you can win at wargame convention's figure painting contests. But like everything, winning is difficult, and only the painter knows of the anguish of working on one figure for six hours, finishing up by putting pupils in the eyes, and slipping, putting a big blue streak down that uniform coat.

Ships, planes, and tanks mostly need little work. Just slap on some battleship grey, or olive drab, paint funnels and exhausts black, and you have it...Camouflage can complicate things as this will, once again, take historical research and time consuming painting methods.

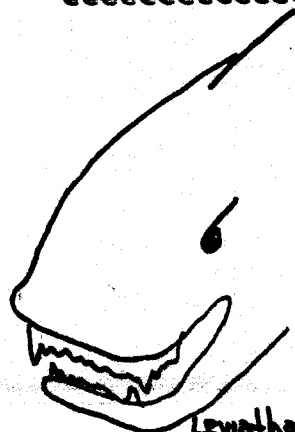
Fantasy and Napoleonics can be the most fascinating figures to paint, if you have the patience. Colorful lines of battle, or the intricate painting of a shield crest can add much to the panorama of a miniature battle. And when you think about it, that's what intricate painting is all about. To even more realistically represent a battle or situation. Rules help this, as does interesting terrain or playing boards. BUT it is precision painting that makes the difference. Without it, you might as well play a boardgame, moving pieces or cardboard counters around.

Painting a wargaming formation can become a practice as enjoyable as the actual playing of the miniatures game. In fact, some people feel it is more so. There are a number of people around the country (and in England, especially) who have no interest whatsoever in wargaming, and yet spend hour upon hour painting 54mm or larger scale historical figures (like Patton, Napoleon, etc.) just for the painting alone. These pieces ultimately come out master works to be placed in a display case or on a mantle. There is also the diorama builder constructing various situations in miniature. These can be as small as a stand with a Zulu warrior charging, or as big as a representation of an entire battle. Many of these types can be seen at various museums around the country (Bunker Hill, the Alamo, a beautiful 1/72nd scale representation of the Battle of Trafalgar in Portsmouth, England covering over 60 square feet!).

Figure painting is what you want it to be, whether for a wargame, or not. But in any case, it's not worth losing your mind over by trying to put eye lashes on the bloody thing!

NEXT: RULES-IF YOU CAN'T FIND 'EM, MAKE 'EM!

((Do you have any questions about the world of miniatures, or topics you would like to see dealt with more fully? If so, let me know, and I'll relay them to Dale. We are looking for themes, so let us know.))



1976IF Leviathan Fall, 1915
TIME MARCHES ON
 Austria(Kelly) A SRB S A RUM, A VIE S A BUD, A SEV S A RUM,
 A RUM S A SEV, A HUD S A VIE
 France(McPherrren) F POR S F spa(sc), F spa(sc) S F POR(d, a)
 Germany(Berch) F MAO S Italian F wes-SPA(SC), A GAS S Italian
 F wes-SPA(SC), A BUR S A GAS, F BRE S F MAO, F IRI S F MAO,
 A WAR S A SIL, F NAT S F MAO, A MUN S A BOH, A SIL S A BOH,
 A BOH S A SIL, A MOS H, A PRU S A SIL, A LVN H, A RUH H,
 F NTH H, F ENG S F MAO
 Italy(Beyerlein) F wes-SPA(SC), A MAR S F wes-SPA(SC), F ARM E,
 A PIE S A MAR, F tyn-LYO, F tun-WES, F NAF S F tun-WES,
 F BUL(EC) H, F GRE S F BUL(EC), A TRI S A TYO, A TYO S Austrian
 Leviathan A VIE

 SUPPLY CENTER CHART 1976IF Leviathan 1915

AUSTRIA: bud, rum, srb, sev, vie..... 5, even
 FRANCE: por, spa..... 1, even, 1 ann
 GERMANY: bel, ber, bre, den, edi, hol, kre, lvp, lon, mos, mun, nrw, par, stp, swe, war.....16, even
 ITALY: ank, bul, con, gre, mar, nap, rom, smy, tri, tun, ven, SPA.....12, build 1

Italy sent in his build, which is A VEN, so we can proceed to 1916.

DEADLINE FOR SPRING, 1916 is SEPTEMBER 8, 1979 12 NOON CDT

NEED A GAME ?

THIS LIST IS AVAILABLE FROM ITS COMPILER: Lee Kendter, 4347 Benner St., Philadelphia, PA 19135 for 15¢ SSAE. GM's with openings are urged to contact Lee.

- Claw & Fang: Don Horton, 16 Jordan Ct., Sacramento, CA 95826
 Openings in reg Diplomacy. Sub 12/\$5.00, Game fee \$3.00
 - The Dragon and the Lamb: Steve McLendon, Box 57066, Webster, TX 77598
 Openings in reg. Dip. Sub 10/\$4.00, Game fee \$1.50 (+ 3 openings in Younstown)
 - Eggnog: Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WI 53130
 Openings in reg Dip. Sub 10/\$3.50, Game fee \$2.00
 - Brutus Bulletin: John Michalski, Rt.10, Box 526Q, Moore, OK 73165
 Openings in 10 day deadline game. Sub 8/\$2.00, Game fee \$2.00
 - Toronto Telegram: Bill LaFosse, 126 Bay St., Apt.24, Trenton, Ontario, K8V 1H8
 Openings in reg Dip. Sub 10/\$4.00 Game fee \$2.00
 - The Beholder: John Kelly, Box 35, Klickitat, WA 98628
 Openings in reg Dip. Sub 25¢/issue, Game fee \$2.00
 - Murd'ring Ministers: Ron Brown, 1528 El Serino Pl., Bakersfield, CA 93304
 Openings in reg Dip. Sub 12/\$4.00 Game fee \$3.00
 - Assorted Garbage: John Lipscomb, 1201 Osler St. Saskatoon Saskatchewan S7N 0T8
 Openings in re Dip and quite a few variants. Sub 5/\$1.00 Game fee \$1.00 for reg Dip. Variants free
 - The Flying Dutchman: Jack Brawner, 496 Johns Pass Ave. Madeira Beach, FL 33708 (after 8-19)
 Openings in reg Dip and Rail Baron. Sub 10/\$3.00 Game fee \$2.00
- Lee will not keep you on this list unless you ask him to.
 Don't forget to Sub to Diplomacy World @ \$4.00/year from Jerry Jones, 1854 Wagner St. Pasadena, CA 91107 and to Diplomacy Digest @ 10/\$2.50 from Mark Berch, 492 Naylor Place, Alexandria, VA 22304. Tell 'em Saint George sent you.



The Witch

1979??

The Witch

Spring, 1901

NO CONFLICTS - YET

- Austria(Reynolds) A bud-SRB, F tri-ALB, A vie-TRI
- England(Dudderar) F lon-NTH, F edi-NWG, A lvp-EDI
- France(Mills) F bre-MAO, A par-BUR, A MAR S A par-BUR
- Germany(Murray) F kie-HOL, A mun-RUH, A ber-KIE
- Italy(Nichols) A ven-TYO, A rom-VEN, F nap-IOM
- Russia(Shelton) F sev-RUM, A war-UKR, A mos-STP, F stp(sc)-GOE
- Turkey(Theilen) A con-BUL, A SMY H, F ank-CON

CAPS denote final resting place of unit.

DEADLINE FOR FALL, 1901 IS SEPTEMBER 8, 1979 12 NOON CDT

Witch Press:

Vienna: His Imperial Majesty today called for civil order in the Balkans. When questioned concerning the government's intentions, the Minister of Foreign Fairs responded that the unruly Serbians require more civilization and that the Emperor intended to open a cafe in Serbia's capital, Zerostav. His most favorite Viennese coffee will be served by the tankards. In the meantime, Rumors have reached the capital that the Emperor's summer palace in the Galician mountains has been sold to a certain Turkish Emirate for a hundred Turkish coffee trees. Time will tell what is brewing on the Eastern front.

The Ministry of Foreign Fairs announced today that a pact was signed recently between our glorious Emperor and the illustrious Russian Tsar. A government official disclosed that the purpose of this treaty is to counter the heathen influence of the Turkish government, and to consolidate Christianity as the dominant faith in Southeastern Europe. The Ministry of Foreign Fairs announced that copies of the treaty will be given to anyone requesting it as a sign of faith in the public's ability to discern the political fortunes of Europe.

Slophotnikville(via Vienna): The Martians have landed right on top of the Reichstag! It is rumored dat strange misles have been shoted from der Faderlund and landed on da Emperor's favoritist Viennese Pastry. Da King of Harts cried - donut of my Head - just my Hart!

via Germany: Because of the threats and insinuations between France and Germany, there is a danger war will break out between the two countries by the end of this year, 1901.....

WW III Press

South Africa: After the failure of the Dip-Con Beer Garden Putsch, the conspirators returned to their hotel rooms to await the arrival of the secret police....

Sidney-Moscow: Being that off-track betting is illegal, India and Japan have been kicked out of the Canton Alliance. Australia hopped aboard the dung wagon alliance. Didn't we?

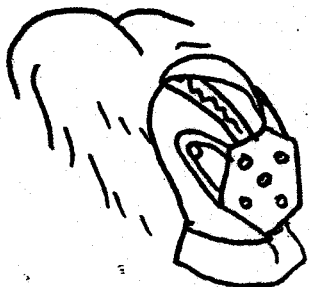
Italy-Civilized World: Hello! Anybody home?

Smyrna: The 'I.T.' unit from sumptuous, scintilating, scenic, self-sacrificing Smyrna at last report being engaged in aiding the Perfumed African Unrealists who still remain in steamy, savory Saudi Arabia to safely exit the country, following the unnerving occurrence of many tanks having been quietly pushed into position ringing the oilfields overnight.

1979AK

Good Guy Invitational

Winter, 1901



Austria(Mathias) builds A BUD, A VIE
 England(McLendon) builds A LON, F EDI
 France(Kendter, Sr.) builds A PAR, F MAR
 Germany(Jones) builds A BER
 Italy(Rittel) builds F ROM, F NAP
 Russia(Rohde) builds A WAR
 Turkey(Pyfrom) builds F SMY

Press- Vienna: Wise Man of the East #1, checking in.

Trieste: "Riddel" me this; when are the Three Wise Men of the West, not?

Commentary, Berch Hard Choices Ahead for Russia

R-G wars are a curious thing. When they happen early in the game, the result is usually the destruction of both countries due to two factors: both countries have a large number of neighbors eager to take advantage of the R-G conflict, and the open borders that such a conflict produces. Second, England will almost always participate in such a war, and will be expected to grow faster than his ally. For example, by the time G takes War, England already has Swe & Stp. England's free hand allows him to switch sides easily, and to stab his ally once the latter gains an upper hand. (If any or all of the above happens, I'll be chiming in with: I-told-ja-so)

Russia has 3 principle options for the spring: A. Attack G. A Sil-Ber (with Italian support A War-Pru (to block the forward retreat or the convoy from Den) and F Bot-Bal. This will take Ber against any defense and keep the enemy out of Pru. If an army entered Kiel in S'02, A Ber would be annihilated.

B. Defensive posture. A War-Lvn, F Bot-Stp. Even if he gets into Lvn, that Support could be cut and Stp taken anyhow.

C. Attack Austria. A War-Gal, A Sil-Boh, F Bot-Stp. Italy would be left to his own devices.

The overriding concern for Russia is England's posture. Even in choice A, some precautions can be taken with F Bot-Stp, but if the move goes, the Rus F is out of the picture and he may not take Ber if F Bal S A Ber is done. Choice B is less likely because Russia built in War; had he wanted to do this, Mos/Stp-Lvn would be a better choice, since if the move to Lvn failed, the army would be in place to defend Stp in the fall, whereas A War is not. A Sil has choices here of Ber, Pru or even defense against Austria. Choice C's problem is that Russia doesn't need any more enemies, and with no Italian help, Austria is well prepared to ward off an attack.

England has a legion of choices and may attack both G and R (plus Swe) if things look right. Note that the destruction of the northern Russian fleet is always important to the West for once it and Stp are gone, Russia cannot retake Stp without western help. With Den & Stp in English hands, 3 units can hold the # centers of Scandinavia once the German fleet is gone. With France tied down in a battle with Italy, England would be able to stay 1-2 centers ahead of F at all times. A pleasant prospect - if he can pull it off.

France can take Tunis this year even against the new Italian Armada if 1) Italy stays out of the Ion and 2) the S'02 convoy south succeeds, The letter, of course, is a straight guess - will F Tun stay put or go to NAP. The Italian move to Ion weakens the homeland, however, since in F'02, someone will have to guard Tusc against a convoy, F Lyo C A Spa-Tus. Italy can help his cause by A Mun-Bur & A Tyo-Pie, which will mean (Cont. on pg.8)

1979AK Commentary

that one of F Lyo, A Spa must guard Marseilles. The key ingredient here is Austria. If Austria will help Italy out, France can be completely Stalemated; if T joins in F can actually be pushed back, tho this is unlikely.

The game is too open for predictions, but I will stick to my earlier preference for A-I-R alliance. T Might join in by F Smy h/-eas.

One final point: Ledder in his commentary asked why England didn't go A-Den, F-Nwy rather than vice versa((Mark is confused, I think. England: DID go A-Den, F-Nwy))While such a plan would make possible F Swe, F Bar in S'02, F Swe is no huge asset and F Bar is also possible with the actual moves. But the moves they used would make it easier to persuade Russia to keep Stp open. Most important, it provides for the convoy to Lvn(or Pru), a devastating blow to Russia. Even if its not actually done, the mere threat of it complicates Russia's planning. The West has come up with a truly inventive opening (S&F Moves((?))) and I invite them to give it a name. If they don't, I will. Probably something silly like The McKeJo Opening(regis.Pat.off?)

Holocaust

Fall, 1951

THE RICH GET RICHER AND THE POOR.....

- Africa(Gelnn Ledder, 2249 Delaware, Buffalo NY 14216) F mao-CARIB, F SAT-brz, F moz-SAF, F NIO-moz, A IRAN H, A ARAB H
Australia(Dennis Sulsberger, Box 65, Climbing Hill, IA 51015) F spo R SCOT, F TASM-spo, F COR S F TASM-spo, F NGU-phl.s., F SCOT-chil
Canada(Sokol, resigns) A bcol-LA, F NPO S A bcol-LA, A nwt-ALBER, F NAO-wash
China(Fred Hyatt, 400 State St., Brooklyn, NY 11217) F KOR S A VLA, A VLA H, A IND H, F BORN S F s.chi.s-PHIL.S, F s.chi.s-PHIL.S, A chun-NANK
Europe(David Hooton, 87 Essex St., Melrose MA 02176) A SCAN-len, F SLA H F nwg-BAR, A POL S F SLA, F NTH-scan
Russia(Eugene Paulson, Clayton, WI 54004) A BALK-slav, A MIN S A BALK-slav A LEN S A MIN, A irk-MOS, A sev-TURK, F turk-EAS
Japan(Price? NMR Charles M. ET1, SSC Staff, ET-A School(A-2), Great Lakes, IL 60088) F YAK H, F S.OP.O. H, F TOKB H, F E.CHI.S H, F PHIL H, F phil.s. h(d, a)
South America(Steve McLendon, Box 57066, Webster, TX 77598) F SWIO-moz, F SPO-tasm, F NZE S F SPO-tasm, A colo-PAN, A PERU-chil, F ARG-brz
USA(Maj George B. Pyfrom, Det1 314th Air Division/DOX, APO San Francisco 96301) F la S A alber-BCOL(d, r mex(wc), otb), A alber-BCOL, A ont-NWT, F HUDS S A ont-NWT, F G of mex-CUBA, F NWF-wash

Vernon Schaller, 207 Garfield Ave, Cherry Hill, NJ 08034 is asked to take over the Canadian position since Sokol is resigning from the hobby. I have no more standbys. Maps are available from Steve McLendon, address above, if someone would like to volunteer.

SUPPLY CENTER CHART

1951

- AFRICA: egy, ira, moz, saf, sud, waf, ARA..... 7 build 1
AUSTRALIA: dar, mel, ngu, syd..... 4, even
CANADA: alas, ~~bcpl~~, grn, ~~wt~~, LA..... 3, remove 1
CHINA: born, chun, kor, man, pek, tin, IND, VLA.... 8, build 2
EUROPE: eng, ger, fra, ita, slav, SCAN..... 6, build 1

Continued on page 9

SUPPLY CENTER CHART Holocaust 1951

JAPAN: gua, hok, osa, phil, tok, vla..... 5, even 1 annih-
RUSSIA: irk, len, mos, sev, turk..... 5, remove 1
S.AMERICA: brz, chil, col, nze, pan, ven..... 6, even
USA: denv, hous, mex, que, wash, BCOL, CUBA, NWT..... 8, build 2
NEUTRAL: Tunis

DEADLINE FOR WINTER, 1951 & SPRING, 1952 IS SEPTEMBER 8, 1979 12 NOON CDT

1978HT The Werewolf Fall, 1905

SOME CURIOUS ALLIANCES HERE

Austria(Hayman)(A srb R ALB) A gal-WAR, A BUD-vie, A ALB-srb
England(Brawner) F MAO-gas, F ENG S Italian A hol-BEL,
A BRE S A bur-PAR, A bur-PAR, F IRI-mao, F NAT S F IRI-mao,
F nwy-STP(NC), A LVN S Austrian A gal-WAR, A ber-MUN,
F kie-BAL
France(Kovalcik)(F mao R SPA(SC)) A bel h(d, r pic, bur,
ruh, otb), A GAS-par, F spa(sc)-MAR, F wes-SPA(SC),
Germany(Michalski) A tyo-VIE
Italy(Moraitis)(A kie R HOL) A hol-BEL, A VEN S A TRI,
A TRI S German A tyo-VIE, F TUN S wes(nsu), F tyn-LYO,
F nap-ION
Russia(Price?) NMR A War h(d, a), A MOS H, A UKR H
Turkey(Stevens) A SRB-bud, A RUM S A arm-SEV, A BUL S F aeg-GRE,
A arm-SEV, F BLA S A arm-SEV, F aeg-GRE



The Werewolf

COA: Richard Kovalcik Jr., Apt.40, 1001 Murrieta Blvd., Livermore, CA 94550
After 8/19, Jack Brawner, 496 Johns Pass Ave, Madeira Beach, FL 33708
No standby will be called for Russian position.

SUPPLY CENTER CHART The Werewolf 1978HT 1905

AUSTRIA: bud, srb, war..... 2, remove 1
ENGLAND: ber, bre, den, edi, hol, lvp, lon, nwy, stp,
swe, MUN, PAR....12, build 2
FRANCE: mar, par, por, spa..... 3, remove 1
GERMANY: kie, nwy, VIE..... 1, even was 1 short
ITALY: kie, nap, rom, tri, tun, ven, BEL..... 7, build 1
RUSSIA: mos, sev, turk..... 1, remove 1, 1 annih.
TURKEY: ank, bul, con, gre, rum, smy, SRB, SEV..... 8, build 2

DEADLINE FOR WINTER, 1905 & SPRING, 1906 IS SEPTEMBER 8, 1979 12 NOON CDT

London(WARTI): As we said, chaps, the game is England's--Wolfman Jack.
London-Ankara: No need to be confused, Mark. Werewolves live in London,
not Turkey.
London-Paris: AHHHH-OOOOHHH!
Innsbruck: Hope you're right, Jack.
Innsbruck-Austria: Only so much I can do for you.
via Turkey: The Sultan announced the annexation of Sevastopol was the only
way to save out Russian brothers from the Infidel Dogs from that Barbaric
Island in the West.

1978HS

The Dwarf

Winter, 1904

SEPARATION REQUESTED AND GRANTED

Austria(Jack Brawner, 496 Johns Pass Ave., Madeira Beach, FL 33708 after 8-19) even. Has A VIE, A BUD, A SEV, A RUM, A MOS

England(Laurence Daniel Mathias, 219-60-7206, Enlisted Class 7906/Sec 11; NPS/NTC, Orlando, FL 32813) F nwy R BAR. No removal is required because he had an army annihilated in the spring. Has. F BAR, F SKA, F POR, F ENG, A LON

France(Ronald Kelly, Apt.314, 6038 Richmond Highway, Alexandria, VA 22303) removes A par. Has F MAO, A BRE, A GAS (last season his move F spa-mao was underlined; it shouldn't have been. All players were notified.)

Germany(Oren Phipps, 2280 Dosinia Ct., Reston, VA 22091) builds F KIE, F BER. Has F KIE, F BER, F NTH, A DEN, A PIC, A WAR, A TYO, A MAR

Italy(Jerry Jones, 1854 Wagner St., Pasadena, CA 91107) Even. Has A VEN, A SRB, A TRI, F AEG, F GRE, F ION, F TUN

Russia(David Hooton, 87 Essex St., Melrose, MA 02176) Even. Has F SWE, A NWY

Turkey(Maj George B. Pyfrom, Det 1, 314th Air Division/DOX APO San Francisco 96301) Even. Has F BUL(SC), F BLA, A CON, A SMY



The Dwarf

Jerry Jones is the new player for Italy. Orders are on file for everyone. DEADLINE FOR SPRING, 1905 IS SEPTEMBER 8, 1979 12 NOON CDT

Here's a small logic puzzle as a space filler. It comes from a Dover Press book: "My Best Puzzles in Logic & Reasoning" by Hubert Phillips ("Caliban")

You may recall that, on Citrus Isalnd, three tribes - the Whites, the Oranges, and the Lemons - have different standards of veracity.(They are otherwise indistinguishable.) Whites always tell the truth; Oranges always lie; Lemons, when asked a series of questions, tell the truth and lie alternately. A Lemon's first answer in a series may be either true or otherwise.

A visitor was somewhat confused recently when he was introduced to three natives named White, Orange, and Lemon, who are - not necessarily respectively - a White, an Orange, and a Lemon. There was also a fourth native named Yellow. The visitor asked each of the first three natives (a) what his own tribe was, and (b) what was Mr.Yellow's tribe.

To these questions, Mr.White replied: "I'm not a White; Mr.Yellow is an Orange.

Mr.Orange replied: "I'm not Orange. Mr.Yellow is a Lemon."

Mr.Lemon replied: "I'm not Lemon. Mr.Yellow is a White."

TO WHICH TRIBE DOES MR.YELLOW ACTUALLY BELONG ?

If you like puzzles of this type. the book is available for \$2.00 + postage and handling from: Dept.Puzzles, Dover Publications, Inc. 180 Varick St., New York, NY 10014. Write for their free catalogue. They publish a lot of interesting things.

Postal Diplomacy Tournament - Update

So far things are looking very promising. GM's who are signed up to run games are: Steve McLendon, Jerry Jones, Lee Kendter, Jim Bumpas, Bill Buck, Don Ditter, And Dave Bunke. Jeff Richmond is considering it. I would appreciate it if all publishers reading this would give some consideration to GM'ing in the tournament. Game Fees should cover the GM's expenses. The fact that you are not now publishing, or have not the room in your zine should be no barrier. These games shall be carried separately, and by carbon copy. And please pass the word. We would like all potential GM's to be aware of the Tournament. There will be an announcement for it in the next issue of Diplomacy World.

We have reached some areas of disagreement. I would like to get some input from potential players:

1. Would you rather play for trophies or cash prizes ?
2. Would you see any point to having one round of the tournament seeded?
3. Do you think players should be allowed to select their own GM ?
4. Do you think a \$20.00 game fee is fair for 3 games/per person ?

Don Ditter and Steve McLendon have been working on a unified series of House Rules which will, hopefully, cover all possible situations. I shall add to them whatever I feel they have left out, then Mark Berch has agreed to look over the House Rules, and let us know if there is anything omitted. All GM's will use these House Rules for the purpose of the Tournament. I am not trying to set these up as THE way GM's should rule in their own zines, but in the Tournament, it is necessary that no player is given an advantage or disadvantage by a GM's particular House Rule.

Mark Berch has expressed interest in being Ombudsman for the Tournament. He would not be playing, nor would I. I am not sure right now whether I will not have enough time to rule on disputes myself, so I appreciate Mark's offer, whether I need to accept it, or not.

We plan to use DTRS scoring for the Tournament. If we run the three games simultaneously, as is now the plan, it may be that we will not have to curtail the games at all. All players in the tournament we be notified of their finish in the Tournament, provided they do not drop out.

There has been thought given to which countries players shall play, so no one will play the three countries with the worst chances for winning. No player shall play the same country twice.

Things are looking good. We hope to be starting to sign players up next month, or October, with a view to starting in January, 1980.

More later...
