

\*Diplomacy is the registered trademark for the game invented by Allan B. Calhamer and manufactured by Avalon Hill, Inc.

## RANDOM RAMBLINGS

(1) Well, here we are again. This issue is on the short side if you don't count the houserules which are attached. However, I'm sure you'll agree that the content (of Rod Walker's article since that's all there is) is quite acceptable.

(2) Circulation for this issue is approximately twenty-eight.

(3) Page three of this issue was mailed out to the players in 1974FQ shortly after Memorial Day. The players in 1974FQ should find the next season's adjudications attached.

(4) Standbies are needed. The only person on my standby list at the moment is Rod Walker.

(5) If anyone out there is interested in taking over an orphan game please let me know as I may have orphan games to transfer from time to time as Games Compensation Officer of THE DIPLOMACY ASSOCIATION. So far Rod Walker and Jim Benes have expressed an interest in taking over an orphan game each.

(6) The next issue will be a special first anniversary (of the TETRACUSPID) / 200th anniversary (of the United States) issue. I hope to have lots of zine reviews, the conclusion of the Dewey games, and any other stuff you may send in.

(7) Certain items above have a familiar ring to me. I wonder where they came from. Ah, yes, now I remember. They came from the last issue. That's what happens when there is nothing new to report.

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## GENERAL INFORMATION (Continued)

game until you are eliminated or the game ends. Please send me your preference list and a lump sum of money if you want to play.

Standbies are needed. To be eligible to standby the only requirement is that you regularly receive the TETRACUSPID. If you're interested in standbys please let me know.

Anyone writing an article which is published herein will receive two cents of credit per line used toward anyone's account. Hence a trader who writes an article can use the money he makes from the article to provide a subscription for someone else. However, this money may not be refunded. For example, Rod Walker receives \$1.22 for his article in this issue.

I am a member of DNYMPA (That is assuming it still exists - where are you Greg?). This means that should I be forced to fold the games contained herein will be rescued by the other members of DNYMPA.

1974FQ

Autumn and Winter 1905

## ONE MINOR ERROR CAUGHT

Autumn 1905

France retreats FEdi to Nwg.

Italy retreats ABud to Vie.

Winter 1905

England (Civil Disorder)

Even.

Has FCly. (1).

France (Ken Johnson)

Even.

Has AMar, ABur, APic, FNwg, FBel, FLon, FMid, and FHol. (8).

Germany (Ira Rosen - COA: PO Box 791 Kauneonga Lake, NY 12749)

Even.

Has FYor, AKie, FEdi, FHel, and AMun. (5).

Italy (David Lagerson)

Builds ARom, AVen, and FNap.\*

Has ATri, ABul, FGre, AVie, FCon, FSmy, FAeg, ARom, AVen,  
and FNap. (10).

Russia (Wayne Callahan)

Builds AMos/impossible: Mos is already occupied/ and FStP(sc).

Has ARum, ASev, AMos, FSwe, AWar, ABud, FNth, and FStP(sc).  
(8, 1 short).

Turkey (Ron Kelly)

Remove AAnk and FBla.

Has AArm. (1).

\*Italy was only listed as having two builds in the TETRACUSPID, # 11. However, as he pointed out he should have gotten three builds. I didn't think that any delay was necessary as any close examination of the adjudication should have revealed this mistake.

Spring 1906 orders are due to me by Tuesday, June 22nd, 1976.  
Please remember my upcoming COA.

PRESS

(Rome) The Pope wishes to express his great love to the entire world and hopes that the Russians will call off these silly anti-Catholic campaigns. It's the pagans that you want -- or the Protestants in Germany!!! Leave us alone Nicky.

/signed/ Love and kisses, Pope Luigi Linguini or  
the Electric Zuccini

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If anyone has a copy of Infamous, # 2, I'd be very interested in getting a copy of it (This especially pertains to Johnson, Lagerson, and Callahan). I'd be willing to pay to have you xerox your copy and mail the xerox copies to me or to have you mail your copy to me (I'll xerox it and send it back). If you have a copy please write!!!

## BLITZ TO THEE, FOUL TEDIUM

BY ROD WALKER

Before I became a Toll Call (not to mention a Notorious Person), Hal Naus used to telephone me on occasion and spend the next hour discussing any number of Diplomacy games, many of which he hadn't even been in, with devastatingly pin-point accuracy. I usually went to sleep on him.

Before I became an Official Schismatic (not to mention an Evil Question-Asker), John Beshara used to telephone long distance to do much the same thing. I did not go to sleep on him, principally because he talks a lot louder than Haul Naus (louder, in fact, than anyone I know except Goopy Antsy pants ... er, Gordy Anderson), but I did get pretty drowsy.

Reading over the printed results of games, even my own, I yawn frequently. I only run a couple of games or so because any more than that would put me hopelessly to sleep before I finished adjudicating the silly things. I only play in one or two games because they are even more frightfully dull than a letter or article by Bob Sacks.

Alas, Diplomacy is a dully game. It can be pepped up with press releases and feuds, not to mention other stuff, but they are all extraneous and the game itself remains hopelessly boring. Fortunately, there is a way of rectifying this situation: the "Von Metzke Blitz".

The "Blitz" in its most primitive form was the "Paul Harley Rumble." Harley would attack all of his neighbors in 1902 and drop out of the game in 1903. This provided some excitement, but it was minimal.

Another early form of the "Blitz" was the "Gemignani Howzatagain?" Peggy applied a particularly sophisticated form of dadaism to Diplomacy. Her 1969 masterpiece was an opening of Germany (AMun - Hol, FKie - Nth, ABer - Den), a sequence of nonsensical and incomprehensible orders which represent a high point in the art form.

Adding interest to the game by committing suicide was raised to its highest (as yet) peak, however, by Conrad Von Metzke. His original version was this brilliant Austrian gambit for Spring 1901: AVie - Tyr, ABud - Tri, FTri - Adr. This is far more productive than the Harley Rumble because it concentrates irrationality on one point, while dunuding the borders in other directions as an irresistible temptation to other neighbors. It is also far more satisfying than the Howzatagain? move because it actually appears to make some sort of sense.

A particularly devastating variant is the "Harley - Von Metzke Two-Step". This opening may be illustrated for France, e.g.: FBre - Eng, APar - Bur, AMar - Pie. It is followed in Fall 1901

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by FEng - Bre, ABur - Par, APie - Mar. (The Boardman Variant, not ordering your units at all in 1901, was tried twice by him in WILD 'N" WOOLY games ... but it was a total failure; his home centers went untouched by any other players for uncounted game-years.)

The Rules of Diplomacy seem to encourage a certain preference for winning the game or setting up a stalemate line or some other routine activity. This is what accounts for the amazing tedium of the game ... seven people trying to do the same things. The "Von Metzke Blitz" and its variations bring an element of welcome relief to the game ... a bit of creative anarchy, a healthy dose of the unexpected, a quick surcease of the boredom of being in the game in the first place.

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THE END

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