

THE GAMESLETTER

Gaming News/Review 'Zine -- Ed./Pub. by Don Miller ---- (Vol. 12, #6; Whole #72)
Official Organ of the NFFF Games Bureau -- 25¢ ea., 10/\$2 -- 1st June '74 Issue

In This Issue --

IN THIS ISSUE; IN BRIEF (misc. notes/comments); COLOPHON pg 1
ODDS & ENDS: Diplomacy Miscellany; Wargaming Note; Chess Note pg 2
AUX ARMES!: A Few Flyers/Brochures Recently Received; Game Review, by Roman Raja (Alien Space); Coming Conventions pp 3-4
DIPLOMANIA: The Diplomacy Press; New Blood listing pp 5-6
SALMAGUNDI: Magazine Review, by Philip M. Cohen (THE ENIGMA #'s 838-842); Solutions to Go Problems in TGL #71, and "Go vs. Chess, Further Remarks", by Ted Drange (both repr. NOST-ALGIA #92); Misc. Flyers & Brochures Received pp 7-8
CHESS CHATTER: Magazine Reviews, by Philip M. Cohen (DIE SCHWALBE #'s 23 & 25; FEENSCHACH XIII:20); Coming Tournies, etc.; Misc. Flyers, etc. Received; New Books Announced pp 9-10

In Brief -- (Our address 1/7-15/8: %Giles, 2 Weydon Hill Close, Farnham, Surrey, UK.)

The best-laid plans, and all that... We didn't catch up, like we promised, before we departed for England--in fact, it was all we could do to get this issue out before we left (we leave tomorrow...!). ## When we return we will have two weeks before we start publishing our SF mags again (i.e., after DISCON II); during that time, we will type a bunch of TGL's, and run them off after we have finished the typing. They and future TGL's will be double-issues, mailed 3rd-class, with only a very occasional single-issue (1st-class) when the nature of the material warrants it. This will allow us to save approx. five hours addressing and mailing every two issues, and will allow us to lower the sub rate to 10/\$2, which we have done. It will also allow us, once we have caught up, to include more general material in TGL along with the 'zine reviews (we want you, the reader, to participate more--book, game, and 'zine reviews, problems and puzzles, short columns, short articles, convention commentary, LoC's, and all kinds of news). This, in turn, will take some of the pressure off THE GAMESMAN, which will concentrate on special material such as games, long articles and surveys, and the like which is still unsuitable for the expanded TGL, and will enable us to move TG off the dime and get it going again (not very often--but more frequently and regularly than it has been in the past). We are also retrenching with our SF 'zines (7 issues of SOTWJ in June, with 3 100/-page TWJ's within 4 months is just too much; the success of these 'zines feeds upon itself--the faster we publish, the faster the material comes in, and the faster we have to publish, etc.). The double-issue TGL's will be at least monthly. ## Flyer with this issue from Viking Systems (but only 75 rec'd, so not everyone will get one).

TGL is at least monthly; subs 25¢ ea. (10p); 10/\$2 (12/£1); thish 50¢; all subs incl. any issue(s) of THE GAMESMAN pubbed during sub (count as 4 or more issues of TGL, dep. on length); subs/trades incl. G.B. membership for duration of sub/trade; for info on Overseas Agents, ads, etc., write ed. Address Code meaning in TGL #71 or TGL #73/74. -- DLM

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TO: LARRY ABEAY (Y/K)

Diplomacy Miscellany --

GRAUSTARK reports the death, from a diabetic ailment, of John Koning, one of the early lights of Diplomacy, who published the very fine STAB. He'll be missed.

We understand that Conrad von Metzke and his wife have been reunited. Our congratulations to them both.

With John Piggot's graduation from college, ETHIL THE FROG has folded. This is unfortunate, as ETHIL was one of the finest Diplomacy 'zines being published.

Two of the three orphaned games we've been running in SHANGRI-LA have ended. We had planned to open two Regular (a winner's game and an open game) and one Variant (Middle-Earth V) upon our return from England (fee would be \$5 / \$5 refundable game deposit (\$5 deposit only for winner's game)). However, this depends upon our receiving a promised ditto machine from Conrad (Conrad?????) and the original of the M-E V map from whoever currently has custody of it. We'll let you know when we return; in the interim, anyone in contact with Conrad jog his memory a bit, please....

The Diplomacy Association has sent a copy of their "Ratings Survey" for publication; they state: "Rather than become involved in the vagaries of which games to include in this survey, all the games of the major rating lists are included. The number listed under 'Points' is the Calhauer point count where only wins and draws are tabulated: Winners receive 1 point; in a draw, the point is divided among the surviving players. The 'Averaged Score' is computed by dividing the number of points by the number of games played, omitting decimals. The resultant score is similar to a batting average in baseball. ## "A score of 143 is average, equivalent to winning 1 of 7 games. To arrive at an equitable score, therefore, only players completing a minimum of 7 games are included. Also excluded are players believed to be inactive for more than a year. ## "Because the results of many of the games completed this year are not yet available, this survey will be updated when relevant data is received. A special effort will be made whenever there are significant changes, particularly when new names achieve the top 14." The Top Twenty list follows, with info in this order: Averaged Score/Name/Games Won/Points/Games Played -- 785/Mike Rocamora/5/5.500/7; 750/Brenton Ver Ploeg/7/7.500/10; 683/John Beshara/8/8.200/12; 533/Thomas Eller/5/5.333/10; 500/Randy Bytwerk/5/5.500/11; 498/Doug Beyerlein/10/10.450/21; 477/Lewis Pulsipher/5/6.200/13; 444/Monte Zelazny/4/4.000/9; 397/Andrew Phillips/9/11.517/29; 386/Jeff Power/4/4.250/11; 362/John Smythe/8/8.333/22; 281/Lenard Lakofka/4/4.783/17; 280/Eugene Prosnitz/6/6.450/23; 268/Edi Birsan/12/13.150/49; 212/Dan Barrows/1/1.700/8; 193/John Koning/4/4.250/22; 185/Buddy Tretick/5/5.000/27; 179/Hal Naus/4/7.167/40; 172/Larry Peery/2/2.917/17; 168/Bob Ward/2/2.700/15.

Lawrence Peery is producing a definitive work on Diplomacy, entitled The Strategy and Tactics of Postal Diplomacy. Volume I, The Great Powers, is avail. now for \$10 pb, \$15 hb; Vol. II, The Postal Diplomacy Game, will be avail. Fall '74 (\$10/\$15); Vol. III, Psychology in Diplomacy, is announced for Spr. '75 (\$10/\$15). He also appears to be publishing a series of booklets, An Introduction to the Strategy and Tactics of Postal Diplomacy, designed for the novice player (Austria and England rec'd to date; ea. approx. 40 pp., offset; \$2.50 ea.). We'll have reviews of the Introduction plus much more info on Larry's other projects in Diplomacy and Simulations in TGL when we return from England. For those who want to contact Larry directly in the interim: IDS, Box 8416, San Diego, CA 92102

Wargaming Note -- The 1st Annual Convention of the Miniature Wargamers of Western New York is to be held in Buffalo, N.Y., Sat. and Sun. Sept. 7 & 8, 1974. Contests in Miniature Modeling, one on one-tank, Diplomacy and open board games. For info. & registration, write: R.J. Kohlbacher, 74 Fairfax Fr., W.Seneca, NY 14224.

Chess Note -- 1974 Annual Eastern Open, July 4-7; Ambassador Hotel, Wash., D.C.; \$21 (Jr. \$18); also the Eastern Novice (under 1400). For info, etc.: DC Chess League, POBox 109, Wash., DC 20044. (Info from KING'S FILE, 4/74)

AUX ARMES!

A FEW FLYERS/BROCHURES RECENTLY RECEIVED --

BRANDEN PRESS, 221 Columbus Ave., Boston, MA 02116: Flyer for The Myth of America's Military Power, by John Chodes (\$7.95 + 30¢ postage/handling for auto-graphed copy, from: John Chodes, 411 E. 10th St., N.Y., NY 10009 (special for S&T subbers; normally is \$8.95)); ". . . explains how America's defeat in Vietnam is an inevitable consequence of the delusions of grandeur that developed out of our experiences in World War II . . . also attempts to dispel many of the myths associated with the Vietnamese war, such as the false notion that the enemy was a guerrilla force. . . ."

SIMULATIONS PUBLICATIONS, INC., 44 E. 23rd St., N.Y., NY 10010: Several flyers on SPI's new policy of making "good books on military affairs--both historical and current--available to" its subscribers at reduced rates; books include: Arms and Strategy: The World Power Structure Today, by Laurence Martin (\$13.75; regularly \$15.95; '73; 320 pp.; 70/ photos; 50 maps, etc.; "a succinct guide to all aspects of the military scene . . . divided into four main sections covering nuclear weapons and total war; the machinery and theory of limited war; the main areas of conflict; and current political and economic problems that affect defense planning. . . ."; Dictionary of Weapons & Military Terms, by John Quick (\$19.95; regularly \$25; over 1,000 illus); 1815: The Armies at Waterloo, by Ugo Pericoli (\$12.75; regularly \$14.95; '73; 174 pp.; 80 pp. of color plates); A History of Russian and Soviet Sea Power, by Donald W. Mitchell (\$12.75; regularly \$15; '74; 657 pp.); The American Way of War: A History of United States Military Strategy and Policy, by Russell Weigley (\$10.95; orig. \$12.95; '73; 584 pp.

WAR GAMES UNLIMITED, POBox 433, Elmhurst, IL 60126: Letter recommending games Sinai and Bar-Lev, both of which are avail. from WGU; WGU pricelist (carries Conflict Games, SPI Games, and games from Gamma Two, Avalon Hill, Guidon/Lowry, S.D.C., & Lou Zocchi; all at list price); and Conflict Game Company (POBox 2071, W. Lafayette, IN 47906), describing Bar-Lev (\$8.98; the Yom Kippur War of 1973; over 450 military counters; two separate game boards--one for Suez Front, other for Syrian Front; "accurately captures the deadly fire-power of modern weaponry and completely integrates fluid armored warfare with the intricacies of jet-age combat."

AVALON HILL, 4517 Harford Rd., Baltimore, MD 21214: Flyer describing new AH game, 1776 (\$10; "The Game of the American Revolutionary War"; "a game of strategic movement and conflict . . . [with] Indians, dragoons, magazines, siege artillery, supply trains, fleets, naval transport, bateaus, fortifications, entrenchments, and much more . . . over 400 units . . ."; mapboard is 16" x 44"; six versions are included: Basic Game, American invasion of Canada, Saratoga Campaign, Greene's Southern Campaign, Yorktown climax of war; and Campaign Simulation Game). Also, a 4-page multi-colored flyer describing their current line of wargames.

WARGAMER'S PUBLICATIONS, 1255 Komura Ct., Cincinnati, OH 45240: Flyer describing their forthcoming The Wargamer's Guide to Military Miniatures, "the first comprehensive directory of military miniatures in the wargaming scales of 40mm and below", with advertising rates for dealers who wish to be included therein.

RAND GAME ASSOCIATES, Box 1776, Liberty Corner, NJ 07938: Letter & Flyer describing their "Command Series": "a brand new line of military simulation games . . . available by subscription only. Each annual volume will consist of nine games (a new game being published every six weeks). . . ."; \$22.75/yr. (attached was coupon for special introductory rate of \$17.76). First game is Lee Vs. Meade (The Battle of Gettysburg); games to follow include Saratoga-1777, The First Blitzkrieg-Cambrai, 1917, Napoleon-The Last Campaign, 1814-1815, and others to be decided later.

HISTO GAMES, 34 Sharon St., Brooklyn, NY 11211: Flyer describing three games: Eagle Day: The Battle of Britain-1940 (\$5 ppaid; playing time 3-4 hours); Hannibal: Rome vs. Carthage: 218-202 B.C. (\$7 ppaid; "Strategic game of ancient warfare" (Eagle Day was game of "Strategic air combat")); 1944: The Invasion of France and the Battle of Germany (\$5 ppd; 12-adult; playing time: 4 hrs.; "World War II campaign game").

(Over)

AUX ARMES! (Continued) --GAME REVIEW (by Roman Raia):

Alien Space, by Lou Zocchi (released by Third Millenia, Inc., 465 Woodlawn Hills, Philadelphia, MS 39350).

Alien Space is but another of the recent science-fiction games becoming available. However, this game is a bit different from all the others, in that it is more of a miniatures game than a board game.

The game comes with eight 4" x 4" space ships; an assortment of secret weapons (for the various ships) such as proton mines, magna beam, etc.; eight separate ship data sheets, which list all the characteristics of the different ships; and the rules (which are about six pages long).

After a first reading of the rules, things may seem a bit hazy, so some will have to read them twice before beginning play. The game is played across an open floor (preferably large), and firing and moving is done by turning one's string (thread) so many degrees (from zero to 360 degrees), increasing and decreasing warp, etc. Each ship is allocated a given number of engine factors to power all its different systems (e.g., a ship may have a total of 18 engine factors, with some going for movement, some for shields, blazers, life support, sensors, etc.)

Over all, Alien Space is a marvellous little game. Obviously, it would take the genius of a man like Mr. Zocchi to come up with it.

There are, of course, some things which we have found to better the game. The first is to increase speeds. For instance, ships move a maximum of warp 8 or 9, and each warp is two inches in length--this means a move of 18 inches per turn, maximum. (Actually, this depends on the size of the area in which one is playing; we play in a very large area, and so we make each warp four inches.) Also, we have made rules for nebulae and exploding stars. We did this mainly so that we would have some actual "terrain" to fly around; instead of simply going at each other until one of us has been killed, we could zip into nebulae to hide, etc.

An excellent game. Highly recommended.

COMING CONVENTIONS (from SIGNAL #59 and misc. flyers/letters rec'd) --July:

12-14: CINCINNATI GAMES CONVENTION, Xavier Univ. Armory, Cincinnati, OH; \$1.50/day at door, \$2.50 entire con; Fri: at Husman Residence Hall, in game basement; Sat. & Sun. in Armory; 8 a.m.-11 p.m. Sat., 8 a.m.-7 p.m. Sun.; no time given for Fri.; rooms: \$4 singles, \$6 doubles according to flyers (SIGNAL has prices at \$6 and \$8, resp.; take your choice...); events include: Figure Painting Competition, numerous Miniatures events, PWA \$250 Board War Game Tournament, Diplomacy Tournament, Play Money Tournament, informal games, etc. (entry fee for PWA Tournament); for info, etc.: Jack Hesselbrock, 311 Miami Valley Dr., Loveland, OH 45140 (ph. 513-831-5343). ## Other Cincy gaming events: Naval Miniatures hosted most Sundays by Dale Kemper (3848 Tower Rd., Bridgetown, OH 45211); bi-monthly informal minicons 3rd Sat. every odd month 9/74-5/75, noon-10 p.m., at Bank at corner of Ludlow & Whitfield.

20-21: MGA Tournaments at St. Clair Shores, MI (in Sniper, Desert War, France 1940, NAW, Diplomacy, Monopoly, & Naval miniatures); also auction of misc. games &azines, & hucksters. For info: MGA, 24613 Harmon, St. Clair Shores, MI 48080.

19-21: National con at Ramada Inn on Gulf Freeway in Houston, TX; for info: Robert Moore, 11304 Roth, Houston, TX 77022. (Thanks, THE AMERICAN WARGAMER)

August:

6: No details; for info, write: D. Seiglunz, 222 Andalus Dr., Gahanna, OH 43020.

16-18 -- CINTEX '74--National Diplomacy Convention; \$7.50; at LaSalle Hotel, in downtown Chicago; for info: Viking Systems, Suite 823, 24 N. Wabash, Chicago, IL 60602.

23-25 -- LAKE GENEVA CON #7 (in WI); for info, etc.: Gary Gygax, 330 Centre St., Lake Geneva, WI 53147.

24-25 -- NATIONAL GAMING CONVENTION, Montgomery Ward Bldg., Waterloo, IA; AH, Nuclear Destruction, Diplomacy, SPI, Miniatures tournays; cash prizes in racing & sports games; for info: NGC, Box 1017, Bellflower, CA 90706. (from GAMERS GUIDE)

DIPLOMANIA

THE DIPLOMACY PRESS (Magazines Rec'd; * indicates game opening) --

A.D.A.O. (Hal Naus, 1011 Barrett Ave., Chula Vista, CA 92011; ditto; monthly; \$2/yr.) -- #87 (2/2/74): 2 pp.; moves/prop. for 6 Regular games; #88 (9/3/74): 3 pp.; #89 (13/4/74): 3 pp.; #90 (18/5/74): 3 pp.; 1971L won F13, Tom Leahey, TUR.

ALTERNATE REALITY (Ron Melton, 694 Broadway, El Centro, CA 92248; tri-weekly; mimeo; 25¢ ea., 12/\$3) -- #5 (1/4/74): 20 pp., incl. covers; 7"x8½"; mixture of SF, Wargaming, & Diplomacy, w/Pt. II of short story, review of GALAZY magazine, piece on Desert War by Duncan Smith (w/two suggested new historical scenarios), Pt. II of critical review of TV's animated Star Trek by Richard Knights, and moves/prop. for 3 Regular & 1 Variant Diplomacy games (not every game in every issue); #6 (22/4/74): 25 pp. / offset cover; review of AMAZING, Pt. II of story, review of film Fantastic Planet, LoC's, Overview of Strategy I by Ron Roser, Pt. III of S.T. review, short fiction, Diplomacy moves/prop.; #7 (13/5/74): 8½"x11"; 18 pp.; short story, ANALOG review, short comment on Lee vs. Meade, "The Transcaucasian-Francaucasian War: A Critical and Definitive History" by Mike Ritter (repr. THE POUCH), Pt. IV of S.T. review, another short story, Diplomacy moves/prop., misc.; #7½ (3/6/74): 4 pp.; emergency issue, w/Diplomacy moves/prop. only.

ATLANTIS (Christopher & Deborah Schleicher, 814 E. Old Willow Rd., Apt. 214, Wheeling, IL 60090; mimeo; 10/\$1 in 1st-class stamps) -- #68 (9/3/74): 7 pp.; moves (no prop.) for Regular games (1971R won F08, Steve Brooks, A-H); #70 (25/5/74): 8 pp.; moves/prop. / "Eastern Stalemate Positions", by Eric Verheiden.

*BLOOD AND IRON (Lewis Pulsipher, 423 N. Main St., Bellevue, MI 49021; mimeo; tri-weekly(?); 6/\$1, or 10/\$1 mailed 2-at-a-time; openings in " Militarism II and III (sub / \$2 refundable game deposit)) -- #31 (1/6/74): 10 pp.; LoC's, notes/announcements, Tony Watson reviews Imperialism, Gaming Club News, rules/map for "Algernon Diplomacy" by Thomas Galloway; #32 (2/6/74): 10 pp.; LoC's, notes/announcements, rules/maps for "Militarism II" and "Anglo-Saxomachy", both by Lew; #33 (12/6/74): 6 pp.; MGA News, moves/prop. for 3 Variant Diplomacy games, news/announcements.

BOAST (Herb Barents, 1142 S. 96th St., Zeeland, MI 49464; ditto; tri-weekly; 18/\$2.75) -- #44 (17/3/74): 10 pp.; moves/prop. for 8 Regular games (one not filled 'til #45), much news/announcements (divided into State & National), MSU Con details, game review (Musket & Pike); #45 (7/4/74): 10 pp.; as above (game review: Bar-Lev); #46 (28/4/74): 10 pp.; as above (game review Lee Vs. Meade, by John Boyer); #47 (19/5/74): 6 pp. (as above, but no game review); #48 (9/6/74): 10 pp.; as above (game review: Battles of Bull Run).

BRAVE NEW WORLD (Hal Naus, address above; no subs; ditto; monthly) -- #46 (2/2/74), #48 (undated), #49 (11/5/74): 1 pg. ea.; moves only for "Brave New World" Diplomacy Variant; both game & mag. ended in #49 (won Fall 1966, Andy Phillips, ENG).

*BUSHWACKER (Fred Davis, Jr., 3012 Oak Green Ct., Ellicott City, MD 21042; mimeo; monthly; 12/\$2 N. America, 12/\$2.50 elsewhere; openings in "1885" (\$7)) -- III:4 (4/74): 8 pp.; moves for 3 Variants; Diplomacy news/announcements; rules for "The Fletcher Pratt Paper & Pencil Naval Game", by Fred; misc.; III:5 (5/74): news/announcements; Pt. II of "The Naval War Between Freedonia and Inogrob (1948)", by Jack D. Ullman; end of "Atlantica I" (1972Gcz), 3-way draw between Mark Weidmark (Canada), Russ Vans (ITA), & Johnson (C.S.A.), "1885" map amendments; III:6 (6/74): 7 pp.; news/announcements; "What Do the Diplomacy Provinces Really Represent?", by Fred Davis.

*CLAW & FANG (Don Horton, 16 Jordan Ct., Sacramento, CA 95826; bi-weekly; ditto; 12/\$2; openings in Regular game(s), fee \$7) -- #26 (16/3/74): 8 pp.; 10 Regular games (1 starts in #32) (moves, some prop.); Novice column: "Beating the Deadline"; Michael Lott on games run on the "prophetic" system; misc.; #27 (1/4/74): 8 pp.; Don on his European trip; Novice column: "Paying for the Privilege of Getting Stabbed"; #28 (16/4/74): 8 pp.; "Country Preference Lists: Two Views" ("Why I Use Them", by Len Lakofka; "Why I Don't", by Conrad Von Metzke); #29 (1/5/74): 8 pp.; "A Suggestion for Shorter Diplomacy Games", by John Torrey; Novice column: "Keeping Track of Postal Games", by Eric Verheiden; #30 (16/5/74): 8 pp.; Don on his European trip (again); notes/announcements; Novice column: "Treaties"; #31

(Over)

DIPLOMANIA (Continued) --

(1/6/74): 8 pp.; notes/announcements; LoC's; "I Was an Apprentice Gamesmaster for CLAW & FANG", by David Tausch; Novice Column: "Support"; #32 (16/6/74): 8 pp.; Novice column: "Opening Letters"; LoC's.

*COMMAND POST #6 (John Mirassou, Rt.2, Box 623AG, Morgan Hill, CA 05037; ditto; no schedule given; 6/\$1.10; openings in Regular Diplomacy (\$1), "Youngstown Variant" and "Hyperspace Diplomacy" (\$1 ea.), and Origins of WWII (66¢) -- 8 pp.; notes/announcements; 'zine reviews; Star Trek satire; moves, prop. for 1 Regular game; misc. ## Also have two loose ditto pages of something called "Glibfarg" (pg 1) or "Glibargo" (pg 2) which seem to be propaganda 'zine(s) assoc. w/C.P.

COSTAGUANA VII:7 (27/4/74) (Conrad von Metzke, POBox 4, San Diego, Ca. 92112; ditto; 6/\$1; no schedule given) -- 9 pp.; notes/announcements; 'zine reviews; LoC; record review (Rachmaninoff's 4th Sym.); moves, lots of prop. for 3 Reg. & 2 Var. games.

*COURIER (Don Turnbull, 13 Gilmerton Ct., Trumpington Rd., Cambridge CB2 2HQ, Eng.; free to players & ALBION subbers; mimeo; tri-weekly (as often as needed); 8"x10"; openings in UK-only Regular Diplomacy & Origins ("what-if?" scenario) & International Origins (historical) games) -- #71 (47A; 1/2/74): 2 pp.; #72 (47B; 1/2/74): 10 pp.; #73 (47C; 25/2/74): 10 pp.; #74 (47D; 2/3/74): 2 pp.; #75 (47E; 16/3/74): 2 pp.; #76 (29/3/74): 12 pp. ## All issues contain moves/prop. for one or more of many Regular & Variant Diplomacy & Origins games in various combinations.

DER KRIEG (Graham Jeffery, 8 Rusholme Rd., London SW15 3JZ, England; ditto; tri-weekly(?); 7p ea.; 8"x10") -- #26 (7/12/73): 10 pp. incl. cover, / 2-pg. *FLASHPOINT #4 (ditto; Peter W. Swenson, 6 Welford Pl., Wimbledon, SW19 5AJ, Eng.; openings in Regular game(s) (no fee given)); moves/prop. for several Regular & Variant games; end of 1972CS (won ALO, John Bullock, GER), w/players' final comments; CoA's; also has moves/prop. for Origins game; #27 (11/1/74): 8 pp. incl. cover (offset), / 2-pg. FP#5; LoC's; #28 (1/2/74): 8 pp., incl. cover (offset); LoC's; #29 (22/2/74): 8 pp., incl. cover / FP#6 (2 pp.; w/start of new Variant game, "Downfall of the Lord of the Rings and the Return of the King"); LoC; misc.; #30 (22/3/74): 6 pp. / 2-pg. FP#7; review of SCIENCE FICTION MONTHLY by Pete Swanson, & film Westworld, by Graham; misc.; #31 (19/4/74): 7 pp.

Commentary: A.D.A.G. and COURIER (and the late BRAVE NEW WORLD) are gameszines only. ATLANTIS and DER KRIEG are mostly games, with an occasional article or other feature. ALTERNATE REALITY is more of an SF genzine than anything else, with a wargaming feature and some Diplomacy games to go along; wonder which direction it will take.... BLOOD AND IRON contains much valuable info on Variants, and its complete rules/games are especially valuable. BOAST has a great deal of news, plus a most useful game review with each issue. BUSHWACKER is an excellent 'zine, with interesting, well-written general material. CLAW & FANG has interesting articles, and its Novice column is a worthwhile and valuable feature. COMMAND POST is a newcomer; above issue was promising. Glad to see music return to the pages of COSTAGUANA, which has always been one of our favorite 'zines.

NEW BLOOD (Prospective Diplomacy Players) --

Steve Tissenbaum, 45 Brittany #104, Montreal, Quebec H3P 1A3, Canada; William Maneguzzi, 1275 University Ave., #231, Sacramento, CA 95825; Gary O. Leppert, 3367 McKenzie, Memphis, TN 38118; Brian Guzevicius, 4 Charmes St., Lorraine, Quebec, Canada; Dennis W. Goldston, 7647 Peppercorn Lane, Charleston Heights, SC 29405; Steve Bradford, 4 Webber Ave., Bedford, MA 01730; Dennis Freeze, 3007 Oxfordshire Lane, Dallas, TX 75234; Bob Fanelli, 916 E. Sharpnack St., Phila., PA 19150; John T. Ambrose, 206 Eastern Heights Dr., Ithaca, NY 14850; Ernie K. Demanelis, 106 Wilson Ave., Morgantown, WV 26505; Edward P. Lazarus, 3201 Fessenden St., N.W., Washington, DC 20008; Fred G. Maier, Newtown-Richboro Rd., Richboro, PA 18954; Eric Swasebeck, 442 1/2 Sherman Ct., Venice, CA 90291; Michael Ricciutti, 4209 Lackland Terr., Philadelphia, PA 19114; Al Gardiner, 226 Windsor St., Thunder Bay "P", Ontario, Canada P7B 1V6; Richard P. Johnson, 223 Godwin Ave., Wyckoff, NJ 07481; Ferkin Doyle, 511 S.18th St., Philadelphia, PA 19146.

SALMAGUNDI

MAGAZINE REVIEW (by Philip M. Cohen):

THE ENIGMA #1's 838-842 (Jan-May '74) (Mary J. Youngquist, 299 McCallRd., Rochester, NY 14616; monthly; offset; 6" x 9"; \$5/yr., \$10 foreign airmail; monthly publication of the National Puzzlers' League): Each 12-page issue has, on the average, about 66 flats, five forms, seven cryptograms and seven extra puzzles of various sorts. Also solutions, news about members, and puzzle chat. Most issues also have an article of some sort, e.g.: Jan.--New puzzle type proposed, with 15 examples; solving and composing contests announced. Feb.--"Making Tougher Crypts", by Ajax; incoming president's (Merlin's) message. Mar.--"Anagramming in the 18th and 19th Centuries", by WILLz. Apr.--"Dressing", a pun-story by Tut, and a transposal contest announced by Lyrrad. May--"What's in a Nom?", the stories behind some of the members' pseudonyms (WILLz, for example, is Will Shortz in real life). ## If you like word puzzles, give it a try. It's great fun, both composing and solving. If you're wondering what "flats" are, they're verse puzzles of various sorts, like transposals (INSULT/SUNLIT), curtailments (PAT HAND, PATHAN), palindromes (POOR TYRE PARDONS NO DRAPEFY, TROOP), and so on. The words are clued in verses. For instance, here's a Word Deletion (10 letters) by Hap:

Calvinists believe the ONE
 Will meet in *TWO hereafter; (The * indicates a capitalized word.)
 The TOTAL process must exclude
 Us devotees of laughter.

The solution is SELECTION; deleting ONE (ELECT) from this leaves TWO (SION).

Now try this one:

(Word Deletion
 /12 letters/
 by Tut) A TOTAL interest in the faithful bike
 Is sparked by SECOND costliness of fuel;
 Those Arabs and their FIRST can take a hike
 With foot-power transportation as the rule!

((Solution in next TGL, with prize of one issue added to TGL sub for first correct solution (by post-mark) rec'd; honorable mention in TGL for rest of correct solutions rec'd by time #73/74 goes to press in late August. ## Phil suggests the possibility of his sending in one selected flat per issue of TGL--"not for contest purposes, but more like the crypts you were running a while back". In case we don't get to write you, Phil, before we leave for England, the answer is yes, by all means, please do. (Perhaps we could have a contest every 4th issue or so; perhaps we'll even run one for the best puzzle(s) received.... Comments??) --ed.))

SOLUTIONS TO GO PROBLEMS in TGL #71, by Ted Drange (repr. from NOST-ALGIA #92):

Problem 1. In order for Black to save his group, he must kill the White group in the corner. Thus, 1-G19 is an incorrect answer. White would reply with 2-E19, thereby making two eyes for his own group. If Black then plays 3-J19 in an attempt to make an eye out of H19, then White could readily thwart his plan with 4-J18.

The correct answer, then, is 1-E19! If White captures the two Black stones with 2-G19, then Black plays at the same point with 3-E19. White could again capture by playing 4-D19, but it is clear that E19 has become a false eye for White, and his group has only one true eye (at A19). Thus, Black can capture the White group whenever he wishes via three moves: at G19, E19 and finally at A19. Note, though, that he must do this as soon as the outside liberties of his own group begin to be taken away, for White can play a Ko battle over his stone at F19. Such a Ko battle would be serious to Black only if all the outside liberties of his group had been taken away.

Problem 2. Here, there are two possible answers, either of which would be correct: 1-C10 or 1-D8. Because of scarcity of liberties, White cannot reply with 2-C9 or 2-D8 after 1-C10. If White captures the two Black stones with 2-C13, then Black can push on with 3-D8. White would again be prevented from filling at C9 by the scarcity of liberties. He would need to first play 4-D12, but then Black captures four White stones in a row (thereby making his own group alive) by 5-C9.

(Over).

SALMAGUNDI (Continued) --

The very same result would be attained by the alternative sequence: 1-D8, 2-C13, 3-C10, 4-D12, 5-C9.

Problem III. It is clear that Black cannot make two eyes in the corner. Wherever he plays, White plays diagonally opposite (e.g., 1-A2, 2-B1; or 1-A1, 2-B2 and so on). Thus, in order for his own group to live, Black must capture some of the White stones surrounding it. And this can be done by only one move: 1-F3! White is forced to play 2-G2 in order to prevent his four stones from being cut off. Then Black can capture at least two White stones by means of a snap-back with 3-E2. If White captures the Black stone with 4-E3, then Black captures three White stones (thereby making his second eye) with 5-E2.

GO VS. CHESS, FURTHER REMARKS, by Ted Drange (repr. NOST-ALGIA #92):

In my article [in TGL #69], I maintained that Go is a more complex game than Chess. [It has been pointed out to me] that this seems inconsistent with the fact that the average non-postal Go move takes less time than the average non-postal Chess move (perhaps around 18 seconds vs. 33 seconds). Actually there is no inconsistency. The amount of time spent on each move by ordinary players is no indicator of the complexity of the game. Pentominoes, for example, is clearly simpler than Chess; yet the average time per move in that game, I would guess, is considerably longer than in Chess.

There are many reasons why ordinary Go players play rapidly. First of all, the game itself is so exciting that it is hard to maintain calm and patience while playing it. Second, Go moves frequently occur in combinations (such as in a familiar joseki) which are played out rapidly. Third, in a social atmosphere, it is less fun when the game lasts around two hours or even more. There would be less opportunity to exchange opponents, and the game itself becomes too competitive. Finally, each individual Go move is not as crucial to the outcome of the game as in the case of Chess. Of course, there sometimes occur blunders in Go which result in loss of the game. But most of the moves do not have that life-and-death character that pervades Chess. In Go, if one plays badly in one part of the board, he can often make up for it in another part, which is quite different from Chess. This is another reason, then, why Chess moves are made more cautiously (and Pentominoes moves made still more cautiously). When I said that Go moves have a sense of urgency to them, I did not mean that they each needed to be made in order to avoid losing the game, but that there is a feeling of absorbing naturalness in the play that I, at least, have never found in other games.

It is significant to note that in world-championship Go matches, each player is allowed a time limit of 10 hours, and each game in the seven-game match invariably lasts two whole days. Whereas the world champions are able to exhibit patience and deep concentration, the ordinary Go player, for all the reasons indicated above, usually plays with unwise haste. Thus, although the average Go move may not be allotted as much time as the average Chess move, it may, in order to be excellent, actually need (or call for) more time. The fact that the average world-championship Go move takes more time than the average world-championship Chess move is no doubt a more significant indicator with respect to the relative complexity of the two games.

MISC. FLYERS & BROCHURES RECEIVED --

SEMINAR ON SIMULATION GAMES FOR SOCIAL STUDIES TEACHERS: July 15-26 '74, in the Univ. of Alabama Continuing Education Center; tuition \$69 (3 hrs. credit avail.); housing \$4.50 double, \$6 single; limited to 20 teachers (grades 6 & above); for info, etc.: Dr. William B. Bryan, Dir. of Continuing Educ., Box 861, University, AL,

13TH ANNUAL SYMPOSIUM NATIONAL GAMING COUNCIL: Oct. 8-10 '74, Pittsburgh, 35486. PA; game demonstrations Oct. 9; no further details on hand at this time; for info, etc.: NGC, 803 Bruce Hall, Univ. of Pittsburgh, Pittsburgh, PA 15260.

Handbook of Simulation Gaming in Social Education: A Textbook and Directory, by Ron Stadskev (\$8.95; \$9.95 after July 31; 300 pp.; from: Institute of Higher Education Research and Services, Box 6293, University, AL 35486.

CHESS CHATTERMAGAZINE REVIEWS (by Philip M. Cohen) --

DIE SCHWALBE (in German; 24 pp.; bi-monthly; 24 DM/yr. from Dr. Werner Speckmann, 47 Hamm, Lisenkamp 4, W.Germany) -- #23 (Oct. '73): Besides the usual problems and solutions: A birthday article on Speckmann. K. Junker's "How Pictures Resemble One Another", on fortuitous resemblances between Chess problems. W. Keym's "Thraater-donner" deals with some rather disgusting invective in PROBLEM on disputed questions in the retroanalysis problem. H.-D. Liess' "Gleanings" is an interesting gathering of comments on past articles. Finally, results of the 1971 SCHWALBE Fairy Chess tourneys and 1972 three-mover and more-mover tourneys are announced, with 18 prize-winners being reprinted. ## #25 (Feb. '74): 42 problems to solve, and solutions for June '73. An article by Dr. Speckmann on the upcoming 50th anniversary of the German problemists' group, "Schwalbe". Report on the 1973 Schwalbe meeting and the talks given there, etc. A fascinating article, worth the rest of the issue combined, on the results of a record-construction competition. One example: place the 16 white pieces and black K in a legal position, no man guarded, such that the maximum number of squares is unguarded. There are, it turns out, 372 solutions with seven unguarded squares. The retroanalytic problems were even more interesting. "A Posteriori" by Hans Klüver, on a recent FIDE ruling on retroanalysis problems. Results of the 1972 retroanalysis/Chess-mathematical problem tourney, with four reprinted prize-winners. "Controversies", some argumentative letters-to-the-editor. Also a few book reviews and other features. ## Good but expensive. Try it if the PROBLEMIST isn't good enough for you.

FEENSCACH XIII:20 (Feb. '74) (in German; bi-monthly; offset; 20DM/yr. from Erich Bartel, 89 Augsburg, Rockensteinstrasse 37, W.Germany; 28 pp.): The usual departments--problems to solve (60), solutions for Aug. '73, comments on previous issues. Dr. Hajotes' humor page seems to be a regular feature nowadays, and has some good stuff. The one-mover construction task column, besides 17 new positions, has a two-page grouch at the self-willed policy of Thur Row's CHESS ULTIMATES. Deserved, I'd say. The tourney results contain 16 reprinted problems. "Schnippel" is a mosaic of 30 problems, almost all miniatures; nice. "Bicolor Promotion-change in the Helpmate" by P. Kniest is a supplement, with 24 problems, to the Dohrn-Lüttgens article in XIII:15. Also piles of little pieces: a little biographic note on Alex Lehmkuhl, with four problems; "Platzwechsel in the Helpstalemate" (eight problems), "Guerilla-Chess", a variation of Rifle Chess; "Disarmed Men" (attacked men can't capture); "Demotion", in which any piece moving to its own pawn row is demoted to P; eight reprinted holiday greetings problems; and more. ## Essential for the Fairy Chess fan; every issue is a delight.

COMING TOURNIES, etc. for which we have received Flyers/Announcements:

PAN AMERICAN INTERNATIONAL -- 19 Aug.-6 Sept. '74; at the Univ. of Winnipeg, 515 Portage Ave., Winnipeg, Manitoba, Canada; national champion of every N., Cent., & S.American country has been invited to participate for the title of Champion of the Americas; in addition, there will be a Chess festival, with the following events: Aug. 24, Speed Tournament (\$2 entry fee); 24-25, High School Tournament (grade 12 or lower as of 6/74); 25, Novice Tournament (\$1; to all who have never played in rated tournament); 26, Public School Tournament (grade 9 or lower as of 6/74; \$1); 28, Golden Boy Invitational Tournament (team tournament); 28, Simultaneous Exhibition (w/D.A. Yanofsky; 7 p.m. starting time; 50¢); Aug. 31-Sep. 2, Chess Open; 7-round Swiss; various entry fees, from \$3 thru \$20, with \$1500 prize fund; admission to tournament for non-players (any player receives free entry) is 50¢/day, or \$5 for complete tournament. Free souvenir booklets to spectators.

11TH CANADIAN OPEN CHESS CHAMPIONSHIP -- 27 July-5 August; in Montreal, Canada, at the Place Bonaventure Exhibition Hall; entry fees: Section A, \$12; Section B, \$4 (deadline July 19; Tournament Director, George Koltanowski; 11-round Swiss (Section A is open to all; B beginners or rating less than 1400); all participants must be members of CFC (\$5, or \$3 under 18); Quebec residents must join FJEQ (\$1); prize fund, \$7500; rooms \$9/night non-students (\$20/week for students); to join: Montreal Chess League, C.P. 104, Sta. de Lorimer, Montreal, P.Q. H2Y 1V1, Canada.

(Over)

CHESS CHATTER (Continued) --

29TH ANNUAL U.S. JUNIOR OPEN CHESS TOURNAMENT -- Aug. 5-9 '74, at Franklin & Marshall College, Lancaster, PA; anyone who is under 21 on 9 Aug. '74 is eligible; eight-round Swiss; \$1000 prizes in educational grants; \$10 entry fee (deadline 28 July; \$13 after then); all entrants must be USCF members (\$5); rooms: \$4 double, \$5 single; for info, entry, etc.: Mrs. Marilyn Davidson, Director of Special Events, Franklin & Marshall College, Lancaster, PA 17604.

23RD U.S. CHESS CHAMPIONSHIP -- July 13-Aug. 2, at La Salle Hotel, Chicago; single round-robin; \$8,500 total prize fund; list of entrants: Walter S. Browne, Samuel Reshevsky, Pal Benko, Larry Evans, John Grefe, Kenneth Rogoff, Norman Weinstein, Arthur Bisguir, Andrew Soltis, Kim Commons, Andrew Karklins, Anthony Saïdy, Larry Gilden, Bernard Zuckerman. (From an USCF release)

MISC. FLYERS, ETC. RECEIVED --

THE Q PRESS, 6a Royal Parade, Kew Gardens, Surrey, England: Fairy Chess Literature for sale: A Guide to Fairy Chess, by A.S.M. Dickins ('69; £2.10; Dover Press ed. ('71), \$1.50); An Album of Fairy Chess, ed. A.S.M. Dickins ('70; £2.10); The Series Helpmate, by John Rice & Anthony Dickins ('71; £2.10); Five Classics of Fairy Chess, by T.R. Dawson, w/Preface & Introd. by A.S.M. Dickins (Dover ed.; '71; \$1.50); Records in One-Mover Tasks, by W. Cross & A.S.M. Dickins ('71; 40p); Introduction to Retrograde Analysis, by Dr. Karl Fabel ('73; £2.50); A Catalogue of Fairy Chess Books and Opuscles, by A.S.M. Dickins ('73, £2.00; paperback ed. '73, \$1); package deal--any four of the above, £6. (Note the above prices are by direct mail from Q Press; as U.S./Canadian Agent, we can supply all of the above but the Dover Press eds., and at a discount (we pass along as much as possible of our Agent's commission to the buyer) for G.B. members (TGL subbers/traders). All of the above but the last two have been reviewed in past TGL's; the last two will be reviewed when we return from England this fall.)

THE CHESS WHEEL, from V. Armen, Box 3156, Bethlehem, PA 18017; for use in finding correct moves in Chess openings; wheels developed so far (one per opening) for: French, Sicilian, Caro-Kann, and King's Indian Defenses; \$2.98 ea., \$1.98 ea. in quantities of 10 and over. (We seem to recall reading somewhere that Mr. Arrin had passed away; will try to check this out and let you know in next TGL; we have a review copy of a Wheel in one of our review piles, and will cover this in fall.)

Flyer from Milo Krakower, 324 Betsy Brown Rd., Port Chester, NY 10573, discussing the pleasures of Chess and its growing popularity in the U.S. (especially among women), and noting that he will answer "any questions on any aspect of Chess".

News releases from the U.S.C.F.: 1974-1: "Korchnoi Defeats Mecking in Augusta Candidates Match", by Martin E. Morrison (479 Broadway, Newburgh, NY 12550), w/ supplementary material (incl. individual game results); 1974-2: "US Chess Federation Announces Tournament Results, Plans", by Morrison, w/supplementary material (3 games from National Open) (incl. tourney we missed above: 75th US Open, Aug. 11-23, Statler-Hilton Hotel, 55th St. & 7th Ave., NYCity); 1974-3: "Gligoric Wins Los Angeles International", by Ed Edmondson, w/crosstable & info on scores in the Semi-Final Candidates Matches. We will extract crosstables and general material of interest from the above when we resume publication of TGL in Aug.

NEW BOOKS ANNOUNCED (Flyers received) --

DOVER PUBLICATIONS, INC., 180 Varick St., N.Y., NY 10014: The World's Chess Championship, 1937, by A.A. Alekhine (\$2.50; reviewed in TGL #71); Soviet Chess Championship, 1941, by M.M. Botvinnik (\$2; w/all 60 games w/Botvinnik's annotations); The Delights of Chess, by Assiac (\$3; 2nd Rev. ed.; fun with Chess).

HIPPOCRENE BOOKS, INC., 171 Madison Ave., N.Y., NY 10016: Facsimile editions of three long-out-of-print books: The Chess Genius of Paul Morphy, by Dr. Max Lange (\$3.95; pb; biography, w/148 games, etc.); A Thousand Chess Endings, ed. C.E.C. Tattersall (Vols. I & II, ea. \$2.95, pb); Chess Openings--Ancient and Modern, by E. Freeborough & C.E. Ranken (\$2.95; pb; noted for variations and lines in the "romantic open and semi-open game".