

T H E G A M E S L E T T E R

Gaming Info/Review 'Zine - Ed/Pub: Don Miller - (Vol. 14, #'s 384; Whole # 81/82)  
Official Organ of the NJF Games Bureau - 25¢ ea. \*, 10/\$2 - 1st & 2nd May '75 Ish

In This Issue --

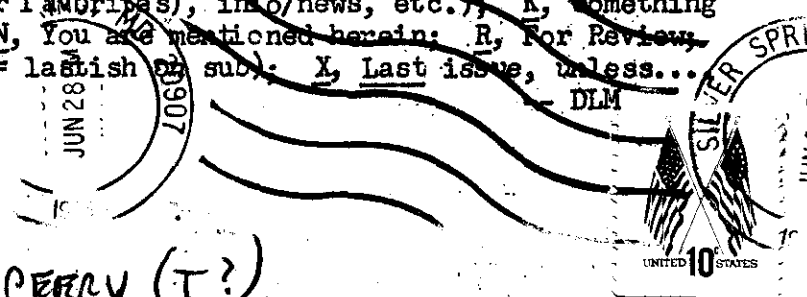
IN THIS ISSUE; IN BRIEF (misc. notes/announcements); COLOPHON ..... pg 1  
GAMER'S MART (Classified Ads); ON THE MOVE (CoA's); THINGS FOR SALE ... pg 2  
SALMAGUNDI (General Games Section): Ted Drange on Go ("An Example of a  
 Ko Battle"); Magazine Reviews (by Phil Cohen); Books Received (Quick-  
 ie Reviews); Publications Received (thru 10/5/75); Miscellany ..... pp 3-8  
DIPLomanIA (Diplonacy Section): Publications Received (thru 10/5/75);  
Prospective Players ("New Blood") ..... pp 9-10, 14  
AUX ARMES! (Wargaming Section): Publications Received (thru 10/5/75);  
Miscellany (Conventions) ..... pp 11-14  
CHESSWORLD: Magazine Reviews (by Phil Cohen); Books Received (Quickie  
 Reviews); Books Announced; Publications Received (thru 10/5/75);  
Chess in the Press (The Clip Joint); Miscellany (Tournies, etc.) ..... pp 15-20

In Brief --

All but pp. 1 & 2 of this issue have been on stencil for the past two weeks, but our daughter's recent bone surgery and subsequent stay in hospital have completely disrupted our "spare time" routine, so we've fallen behind in everything. This issue covers all publications rec'd thru 10/5/75, and pp. 1 and 2 were typed on 8 June '75; it should be run off and mailed during the coming week, after which we'll get #83/84 out before end-June. After that, TGL will be combined with THE GAMESMAN into a mimeo, 20-40 pp. 'zine which will come out every 4-6 weeks, and will cost 75¢ ea., 4/\$2.75, 8/\$5 for those who want subs (or we will accept deposits of at least \$5, and deduct the cost of 'zines as mailed, at the rate of 2¢/page (i.e., 2¢/printed side of a sheet of paper)) (straight sub, "Plan A"; deposit plan, "Plan B"; please let us know as soon as possible which you'd like your current TGL sub placed under after #83/84 has been published). ## No room thish for "The Puzzle Patch"; it will return nextish, along with some Chess problems. ## Flyer with thish for Unecard Co.'s Game of Chess played with cards, Check Mate.

TGL is approx. monthly (in double-issues thru #84, after which it will be combined with THE GAMESMAN); subs 25¢ (10p) ea., 10/\$2 (12/£1 or \$2.50 overseas) thru #84, after which combined TG/TGL will be 75¢ ea., 4/\$2.75, 9/\$5 (Plan A) or 2¢/page (Plan B); this issue 50¢; all subs & trades (we trade all-for-all with any games-related 'zine (after #84, most trades will remain as now, but a few will be re-negotiated)) include Games Bureau membership for duration of sub/trade. For info on Overseas Agents, etc., write ed. (info on ads on pg. 2). Address Code: A, Overseas Agent; C, Contributor (contributor gets issue in which contrib. appears or issue added to sub, as appropriate; esp. needed for combined TG/TGL are reviews (games, books, mags), columns, articles, complete games, cover art, LoC's, puzzles, problems (Chess, flats, cryptograms, Bridge, math)--orig. or your favorites), info/news, etc.); K, Something of yours is mentioned/reviewed within; N, You are mentioned herein; R, For Review; S, Sample; T, Trade; W, Subscriber (# = lastish of sub); X, Last issue, unless... DLM

NFFF GAMES BUREAU  
 % D. Miller  
 12315 Judson Road  
 Wheaton, Maryland  
 U.S.A. 20906



TO: LARRY PERRY (T?)

P.O. Box 8416

San Diego, CA 92102

Printed Matter Only --  
 Third-Class Mail

Return Requested --  
Return Postage Guaranteed

GAMER'S MART: Classified Ads --

WANTED: Players for a PBM, limited-intelligence, multiple-commander game of AH's Bulge. GM is very experienced as all games he GM'd have gone the distance, including two other Bulge and a USN! Write: John Mansfield, POBox 830, CFPO 5056, Bellville, Ontario, Canada, KOK 3RO.

FTF Opponents Wanted? My computerized listing of wargamers, etc. now exceeds 6,000 names. Send two 10¢ stamps and ZIP code map from your phone book for sublisting for your immediate area. Send info on yourself for inclusion. Andrew Phillips, 128 Oliver St., Daly City, CA 94014.

The Washington Gamers' Association is attempting to organize wargaming in the D.C. area. We're up to 50 members at present and constantly looking for more. We meet a minimum of once/month. Dues are \$3 for one year or 50¢ for a one-month trial membership. All types of games are played ranging from Napoleonic miniatures to Diplomacy. For more info, write Robert Blau, 604 Crestwood Dr., Alexandria, VA 22302.

Ad rates detailed in TGL #79/80. In brief: Classified ads free up to 10 35-character lines for TGL subbers & traders, 2¢/line thereafter; 2¢/line (minimum 25¢) to others. Pre-printed flyers \$1.50/printed side (max. one sheet) subbers/traders, \$2/printed side for others; 200 needed.

ON THE MOVE: Changes-of-Address --

R.D. Christian, Jr., 7020 Palm Dr., Des Moines, IA 50322. (#79/80 dest. by P.O.)

Robert Bryan Lipton, 556 Green Place, Woodmere, NY 11598.

Tony Pandin, 8408 Jeffries Ave., Cleveland, OH 44105.

Viking Systems, Lock Box 2788, Chicago, IL 60690. (#79/80 ret. by P.O.)

Mail was also returned from: John Biehl (#73/74), Steve Cooper (#53), Don Hetsko (#75/76, 79/80), Jimmie McDonald (#58), John Seman (#58), Chris Wagner (#58), Bob Fanelli (don't know what this was, because P.O. destroyed it before we could pick it up). Current address esp. needed for Hetsko, whose sub is still active.... (Remember, mail returned because of CoA not reported to us in time will not be forwarded unless addressee pays postage due charge / remailing costs.)

THINGS FOR SALE --

No room for complete list thish. Most of the 'zines listed in TGL 79/80 are still avail. To list add: ALTERNATE REALITY #'s 12 (11/74; Ron Melton; offset; 16 pp.; 30¢), 13 (2/75; o; 16 pp.; 35¢); CONFEDERATE HISTORICAL ASSOCIATION OF BELGIUM NEWS LETTER #'s II:3 (4/74; offset?; Daniel Frankignoul; in French; 9 pp.), II:4 (5/74; o; 9 pp.); RECON III:5 (5/75; o; 12 pp.; 25¢), III:1 (1/75; o; 48 pp.; special "Inside the I.R.A." issue; \$1); WORLD WAR ENTHUSIAST I:5 (9-10/74; o; 38 pp.; 75¢). We also have lots of Chess books & mags, many at discounts, and serve as U.S. Agent for GAMES & PUZZLES, Q Press, & Chess, Ltd. (can offer discount subs & books to TGL subbers/traders & 1st-time subbers to G&P or CHESS). SSAE for info.

Rules wanted for Ribbit (ad in CI&R-- played on 9x7 board with frogs that move like knights) and Tablut (ad in PCB Christmas Catalog--played on 9x9 board with Swedes and Muscovites that move like rooks). Dean Abel, 1332 Vermont St., Lawrence, KS 66044.

GAMES & PUZZLES recently ran an ad containing a puzzle in another 'zine. It offered 1-yr. subs to G&P (reg. \$10.80) for \$6.30 to readers of the 'zine who solved the puzzle. To anyone sending me \$1 and a SASE, I'll send a copy of the ad, my solution to the puzzle (an easy one), & the name, address, date of issue & price of 'zine in case photocopied blanks aren't honored. S.K. Howard, 494 Pleasant St., Apt. 1, Gardner, MA 01440.

WANTED: AVALON HILL GENERAL I:1, I:4; BATTLE FLAG #'s 1-21, 23on; CONFLICT #1; COURIER I:1-II:7, III:3; EL CONQUISTADOR I:3; IFW MONTHLY 5:8, 5:10 on; SNCL MONTHLY: all but 8/69-11/69; SPARTAN INTERNATIONAL MONTHLY: all but 3/70, 5/70-8/70, 11/70-10/71; THE SPARTAN #'s 1, 3, 5, 7on; WARGAMERS NEWSLETTER #'s 1-13, 15-45, 55, 147on; THE ENIGMA: any issues. Don Miller, 12315 Judson Rd., Wheaton, MD 20906.

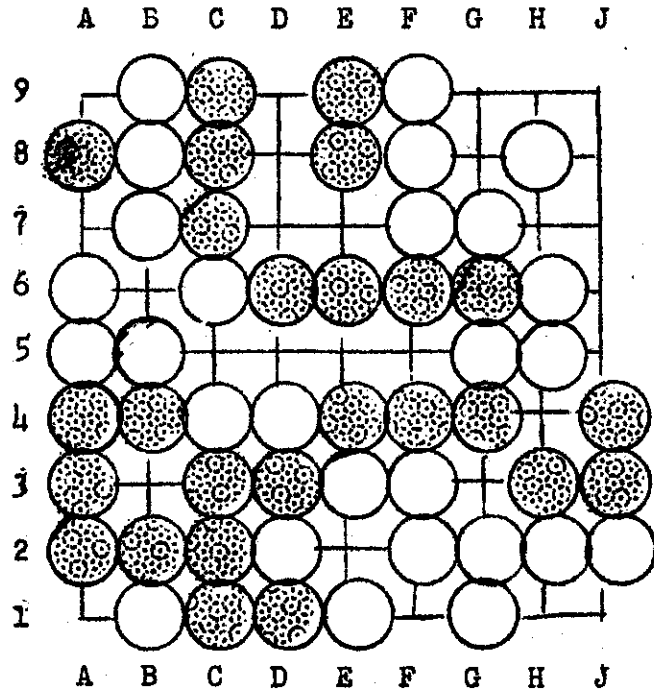
TED DRANGE ON GO --

## AN EXAMPLE OF A KO BATTLE (repr. from NOST-ALGIA #93)

In this 9-line Go game, it is Black's turn to play. Let us assume that White has just played D2 x E2, so Black is prohibited by the ko-rule from right now playing E2 x D2. What is Black to do? He is behind in the game (as can be ascertained by calculating the existing territory on the board), and so his only hope of winning the game is by winning the ko battle over the stone at D2 and thereby killing the lower white group. (Note that White needs to save his stone at D2 in order to make a genuine second eye out of F1.)

Black's only hope is to divert White from filling at E2 by playing a ko-threat. D5 would be a possible ko-threat, since White cannot afford to lose the two stones at C4 and D4. That would make a false eye out of D6, and the entire upper left white group would be killed. However, instead of beginning at D5, Black would be wiser to play his first ko-threat at C5, for he would thereby gain another ko-threat at E5 later on. And so the sequence begins: 1-C5, 2-D5 x C5, 3-E2 x D2. Now the ko-rule operates against White, prohibiting him from playing 4-D2 x E2. Now he must find a ko-threat to divert Black from playing 5-F1 x E1. An excellent choice is H4 (which threatens to cut off the three black stones and join the two white groups). Black must reply with G3. Thus, we have: 4-H4, 5-G3, 6-D2 x E2. Black can now play the E5 ko-threat, so the sequence continues: 7-E5, 8-C5, 9-E2 x D2. Again it is up to White to find a ko-threat. It is here that the outcome of the game could be determined. If White plays his ko-threat at D7, then he could win the game. On the other hand, if he plays it at E7, then it would be possible for Black to squawk by with a very narrow victory. The position is shown in the diagram at the end of this article, on the next page. Let us first consider the case where White plays his ko-threat at E7. It can be shown that Black does not need to reply to this ko-threat in order to capture the lower white group. However, if Black were to fail to reply to it, then he would still lose the game anyway, for White would continue with D7, thereby cutting off the upper five black stones. And that would more than make enough to guarantee victory. This can be verified by playing out the following sequence: 10-E7, 11-F1 x E1, 12-D7, 13-H1 (atari), 14-E1 x F1, 15-A7 (atari), 16-A9 x 2 stones, 17-F1 x E1 (atari), 18-J5 (atari), 19-J1 x 7 stones. Assuming that there were no captures prior to those mentioned in this article, White would win by five points. It is clear, then, that Black must reply to White's 10-E7 with 11-D7. Nor should he hesitate to do so, for he would gain a three-point victory by the following sequence: 10-E7, 11-D7, 12-D2 x E2, 13-A7 (atari), 14-A9 x 2 stones, 15-E2 x D2, 16-D8, 17-F1 x E1, 18-D9 x 2 stones, 19-H1 (atari), 20-E1 x F1, 21-A7 (atari), 22-A8 x A7, 23-F1 x E1 (atari), 24-J5 (atari), 25-J1 x 7 stones. In the previous sequence, White wins by five points, and in this one, Black wins by three points. The difference comes out in the fact that Black here manages to save his three stones at C7, C8, C9, and also prevents White from getting territory at D8, D9. Note that Black could not have brought about this victory if he had played either 17-D9 x D8 (in place of 17-F1

(Over)



SALMAGUNDI: TED DRANGE ON GO (Continued) --

x E1) or 19-E1 (in place of 19-H1). In either case, he would have lost his entire group. I leave it as an exercise for the reader to determine why this is so.

Let us now see how White could win if he were to play 10-D7 instead of 10-E7. We have the following sequence: 10-D7, 11-E7 (if 11-F1 x E1, then White would play 12-E7, and win by five points, as shown above), 12-D2 x E2, 13-A7 (atari), 14-A9 x 2 stones, 15-E2 x D2 (Black could also have played 15-D8 x D7 to make two eyes for his central group, but then White wins the ko-battle, and the game, with 16-E2), 16-D8 (atari on the three stones), 17-D9 x 2 stones (Black must save his three stones or else he would have no further ko-threat at A7), 18-D2 x E2, 19-A7 (atari), 20-A8 x A7, 21-E2 x D2, 22-D7, 23-F1 x E1, 24-J5, 25-H1 (atari), 26-E1 x F1, 27-D2 (Black fills here, as he has no further ko-threat), 28-F5 (atari), 29-F1 x E1, 30-D8 x the entire black group.

There is an interesting alternate sequence for Black to follow. Suppose, instead of 27-D2, he plays 27-H7. Then White is prevented from playing F5 for lack of liberties, and also J7 x H7, for fear of 29-F1 x E1 (atari). Thus, White can only push on with 28-D2 x E2. But then Black can form a seki by the following sequence: 29-J7, 30-E2 (thus winning the ko battle), 31-G9 (atari), 32-G8, 33-J8 (atari), 34-H9 x G9, 35-D8 x D7. The result is illustrated in the following diagram:

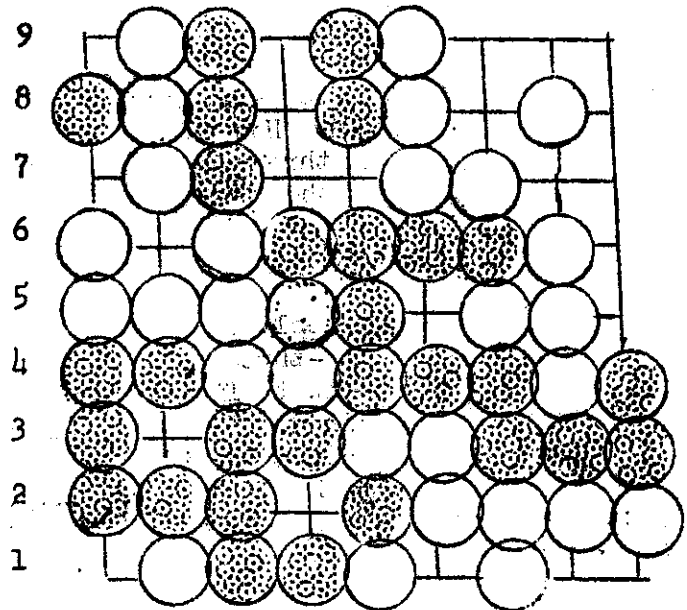
White would still win the game by five points. But it is an interesting position anyway. Note that neither Black nor White can play at any of these three points: J9, J6, F5. To play in any one of these points would be suicide.

Note that White could not have avoided the seki by playing 30-J8, for he would then lose the ko battle, and also the game, after Black plays 31-E2 x D2.

Another interesting alternate sequence is one which goes back to White's 6th move of D2 x E2. If, instead of that, he had played 6-E5, the result would have gone as follows: 7-F5 (atari), 8-C5, 9-F1 x E1, 10-D7 (of course), 11-E7, 12-E1 x F1, 13-A7 (atari), 14-A9 x 2 stones, 15-F1 x E1, 16-D8 (atari on the 3 stones), 17-H1

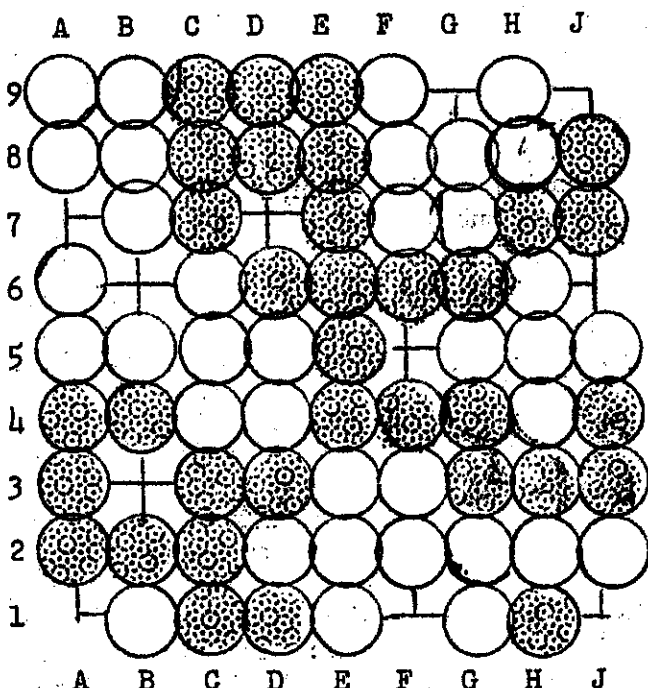
(atari; Black cannot play 17-D9 x 2 stones, because he would lose the initiative in the ko battle, and could not regain it), 18-E1 x F1, 19-A7 (atari), 20-D9 x 3 stones (atari), 21-F1 x E1, 22-J5 x the entire black group. The key move here is White's 20-D9. It can be shown that if he plays 20-A8 x A7, then he would lose the game by one point. We can conclude, then, that, given the original position (prior to Black's #1), White has a definite win. He can win with the sequence given here (i.e., with 6-E5) or alternatively, with the previous sequence (i.e., 6-D2 x E2, followed later by 10-D7). But there are many ways in which he could go wrong, and thereby give the victory to Black. The sequences considered in this article come close to the limit of complexity for a 9-line game, though they are fairly simple compared with the average big ko battle in a 19-line game.

A B C D E F G H J



((Since we have less space here than anticipated (didn't notice extra page in NOST-ALGIA in time), the diagram mentioned on the previous page will appear at the top of the next page. --ed.))

(Cont. next page)

SALMAGUNDI: TED DRANGE ON GO (Continued) --

This is the position following Black's move of 9-E2 x D2. It is White's turn to find a ko-threat. And the outcome of the game depends on whether he plays 10-D7 or 10-E7. The sequence 10-D7, 11-D7, 12-D2 x E2 results in a narrow victory for Black. But the sequence 10-D7, 11-E7, 12-D2 x E2 results in the death of the entire black group or else loss of the ko-battle (or both).

((Before moving on to a new subject, we'd like to define a couple of terms used by Ted in the above article. "Atari" is a warning that one or more stones are in danger of being captured on the next move (akin to "garde" in Chess). A "seki" is a pattern of interwoven black & white stones such that both players depend upon the same points for the life of their stones, so that whoever played first into the position would lose his group. ## It is also noteworthy that the tactical play in the game of Go would be considerably expanded if the rule of "ko" were expressed in much more general terms--i.e., simply as the rule that no pattern of men on the board could be duplicated at any time in the game (the rule of "ko" would automatically follow from this rule, as a piece would have to be played somewhere else on the board after the initial capture in a ko-position before the recapture was made, in order to change the pattern), as this would allow such tactics as a self-kill (or suicide). --ed.))

-----  
 MAGAZINE REVIEWS (Philip Cohen, Reviewer) --

AMERICAN GO JOURNAL (American Go Assn., POBox 397, Old Chelsea Sta., N.Y., NY 10011; offset; bi-monthly; free w/membership in AGA (\$7/yr.); 16 pp.) -- X:1 (1/75): The AGJ is picking up interest for me. In addition to the usual lightly annotated games and little half-page pieces from the Japanese, and Go news from around the U.S., there is an interesting history of the San Francisco Go Club (the players gained a lot of strength in WWII, having little to do in the concentration camps but play Go, so the rancid treatment of Japanese-Americans had one good effect), two letters on the development of Go in the U.S. (past & future), a short discussion of the new AGA numerical rating system, and a squib on the value of the first move and of handicap stones (more complicated than I knew). Also a first presentation of ratings. ## X:2 (3/75): More of the same, including further explanation of the rating system. #### This is getting better, and the AGA seems to be quite active and worth supporting. If you're interested in Go, why not join? Preferably by subscribing to GO REVIEW, though--more for your money.

GO REVIEW (from AGA, see above; quarterly; 80 pp.; \$15/yr., incl. membership in AGA and sub to AGJ). #7 (Wint/75): A 13-page piece on a game from the Ishida-Rin Meijin match. "Excursions in Go Psychology", lessons on how and why to hold off on attacking moves until the right time. "Exploring Basic Joseki" by Hideo Otake. Also world Go news and more annotated games, which form the bulk of every issue. #### Indispensable for the serious Go player.

-----  
 (Over)

SALMAGUNDI: BOOKS RECEIVED (quickie reviews) (longer reviews welcomed from y'all) --

Contemporary Games, compiled by Jean Belch ("A Directory and Bibliography Covering Games and Play Situations or Simulations Used for Instruction and Training by Schools, Colleges and Universities, Government, Business and Management"; in two Volumes; Gale Research Co., The Book Tower, Detroit, MI 48226; 8½" x 11") -- Vol. I.: Directory ('73; 560 / ix pp.; \$48): Introduction; 43-pg. Guide to Subject Areas, in which the games are listed under the subject-areas addressed by the games (in addition, the age/educational level for each game is given; also, the same game may appear under several different headings; subjects range from Accounting to Women--there are 68 in all, though many of these are just references to larger groupings (e.g., Accounting, Advertising are both subgrouped under Business)); 9-pg. Age & Grade Level Breakdown (games are listed under age/grade breakdowns (Early Childhood, K-3; Upper Elementary, 4-6; Elementary-Jr. High; Jr. High; Jr. High & Up; High School; High School & Up; College & Adult; All Ages/Multi-Level); The Directory (alphabetical, by name of game; 436 pp.; incl. such info as Subject, Age or Grade, No. of Players, Playing Time, Materials, Designed By, Date Originated, Produced by, Available From, Price, a brief description, and references (not all info is avail. in every case, and in some cases there is additional info, such as "Mode"; number of references may range from none to several pages)); Designers & Producers Index, w/addresses (80 pp.; incl. name of designer, producer & address, w/game(s) listed beneath). As an example of an entry familiar to most of us, let's follow the game of Diplomacy through the various listings: In Guide to Subject Areas, it appears twice: under International Relations and Political Science, both times as "College, adult"; in Age & Grade Level Breakdown, it naturally appears under College & Adult; in Directory section, following info is given: Subject: Political Science, International Relations; Age or Grade: College, adult; Number of Players: 4-7; Playing Time: 3-6 hours; Materials: Board, playing pieces, maps; Designed By: Allan Calhamer (last name was spelled wrong); Date Originated: 1960; Produced By: Games Research Incorporated; Available From: Producer, and Social Studies School Service; Price: \$8.00; Description: "Diplomacy is a game of skill in negotiation. Using a 1914 map of Europe, players representing seven European countries attempt to control the continent by making deals and moving armies and fleets. For further information, see:" (and then it gives following references: KASPERSON, ROGER E. "Games as Educational Media". Journal of Geography, 10/68, p.411; WILCOXSON, GEORGEANN. "Some Useful Games". Simulation, Gaming and the Church (Presbyterian Church, U.S.), Leadership Edition, November 15, 1971, p.13); finally, in the Designers & Producers Index, there are entries for Calhamer (again spelled wrong), %Games Research, address below, for Diplomacy, and for Games Research, Inc., 48 Wareham St., Boston, MA 02118, for Convention, Diplomacy, & Insight. Some games (such as Chicken and Prisoner's Dilemma) incl. complete rules. More than 900 "decision-making or problem-solving exercises having sufficient intellectual content to be used for educational purposes by schools, colleges and universities, government or business" are included; excluded are "universal or classical games such as chess, checkers, and 52-card games . . . ; games that are purely matters of chance; games that involve primarily physical skill, such as billiards, marbles, and darts, as well as athletic sports; and war games as a class . . ." Some computer games are included, as are war games of political or historical interest (such as many of the Avalon Hill games). ##

II.: Bibliography ('74; 408 / viii pp.; \$48): Introduction; General Information on Educational Gaming (44-pg. annotated bibliography, alphabetical by author); Games in the Classroom (115-pg. annotated biblio, with following sub-sections: Early Childhood Education, Economics, Geography, Language Arts and Languages, Mathematics, Remedial Education, Science, Social Studies, Teacher Training, Vocational Education); Business Games and Management Simulations (62-pg. annotated biblio, with sub-sections: General Overview, Economic Processes, Finance and Investment, Inventory Control, Labor, Management, Marketing, Production and Manufacture); Conflict Resolution (47-pg. annotated biblio, w/sub-sections: International Relations, National Politics and Community Interaction; Two-Person Gaming: Prisoner's Dilemma and Chicken);

(Cont. next page)

SALMAGUNDI: BOOKS RECEIVED (Continued) --

Land Use and Resource Allocation (26 pp.); Research Employing or Evaluating Games and Simulations (45 pp.); Directories, Bibliographies, and Lists (13 pp.); Author Index, Games Index, Institution Index, Supplementary Subject Index. There are a total of 2,375 entries, more than 1,000 of them not mentioned in Vol. 1; most entries are annotated "after personal examination of the material". To continue our example from Vol. 1, using the Games Index we find Diplomacy with only one reference, entry # 0049, which turns out to be Sarane S. Bobcock's "Simulation Games Today" (Educational Technology, Pt. I, April 30, 1968, pp. 7-10; Pt. II, July 30, 1968, pp. 19-20; Pt. III, February 1969, pp. 14-15). The annotation states that this article "Profiles game development centers and describes their contemporary game projects"; contents of the three parts which comprise the article are then broken out in more detail, with a brief description of each program and a list of the games developed by the program. As the annotation takes up  $\frac{1}{2}$ -page, we won't repeat it here in its entirety, but will just cover that portion dealing with Diplomacy. Part III of the article deals with two "game development centers" and their projects: Foreign Policy Assoc., which "works to develop an informed, thoughtful and articulate opinion on major issues of foreign policy", and developed two games: Dangerous Parallel and Cabinets in Crisis; and Arlington School project, McLean Hospital, Psychiatric division of Massachusetts General Hospital, which "explores aspects of using educational games and simulations with emotionally disturbed adolescents," and describes six games: Propaganda, Election, Krypto, Diplomacy, Shakespeare, and Convention. (Note that the two references listed under Diplomacy in Vol. I are also included, but are not crossreferenced in Games Index to the game of Diplomacy.) References covered cover years 1957 thru 1973, with some older "classics" also cited. #####

Whew! ("quickie reviews", did we say? But then, considering the length, cost, and importance of this undertaking, this is a quickie review....) It's not really possible to properly review such a work--how does one review a Directory and Bibliography? We thought it best to give you as complete a description as possible, and let you judge for yourself. The compiler has purposely limited the games and references under consideration, so there are many familiar games which are not covered within--some day, maybe, someone will complement this by doing something similar for one or more of the excluded families of games. For the areas on which the compiler has focused, this is certainly the most comprehensive Directory/Bibliography in existence, and is a must for the libraries of schools, businesses, etc. with a need for such information. The high price will inhibit most individuals from buying a set for themselves--but make sure your library purchases one!

THE NEW YORK TIMES Crossword Puzzle Dictionary, ed. Thomas Pulliam & Clare Grundman (Quadrangle/THE NEW YORK TIMES Book Co., 10 E. 53rd St., N.Y., NY 10022; '74; "A Hudson Group Book"; \$12.50; 685 / vi pp.; hb; 6 $\frac{1}{2}$ " x 9 $\frac{1}{2}$ ") -- The most complete--and easiest to use--work of its sort that we've seen to date. After a short Preface, there follow more than 40,000 entries (over  $\frac{1}{2}$  million words), with synonyms rather than definitions, arranged by word length alphabetically, in caps ("The largest collection of synonyms ever published"). Special shaded entries group foreign and geographical words, by country, to make them easier to locate (e.g., entry for NEW GUINEA includes: BAY: ORO MILNE; GULF: HUON PAPUA; ISLAND: BUKA MANUS MUSSAU; ISLAND GROUP: CRETIN NINIGO SAINSON SOLOMON; MOUNTAIN: ALBERT VICTORIA; NATIVE: KARON PAPUAN; PORT: LAE DARU WEWAK MADANG; RIVER: FLY HAMU SEPIK AMBERNO; TOWN: LAE WAU DARU SORON ATTAPE KIKORI RABAU); phrases are listed separately, under main entry word, for ease in finding them (e.g., entry for IMPURITY: CRUD DONOR DROSS FEDITTY ACCEPTEP FOULNESS; (- IN LINT) SHALE; (- IN MINERAL) GANG GANGUE; (PL.) SCUM GARBLE SLUMMAGE); in general, words of over eight letters are omitted to make more room for more commonly used shorter words. Indispensable tool for the serious solver. Also handy when you don't have an international Thesaurus (and even when you do, this dictionary supplements it nicely).

SALMAGUNDI: PUBLICATIONS RECEIVED (thru-10/5/75) --

THE GAME BOARD 4-5/75 (Unnumbered) (The Wonderful World of Games, Inc., 314 Marshall Ave., Laurel, MD 20810; offset(?); 5½" x 8½"; bimonthly(?); free to TWoG members (\$5 Lifetime)) -- 14 pp.; 4 covers; Pres.' letter; Origins I (con) ad; special offer (re book & puzzle lists for members); announcements/descriptions of some newly offered games (The Siege of Minas Tirith, \$6 (\$5 members); Panzer Warfare, \$4 (\$3.50); Cavaliers & Roundheads, \$3 (\$2.75); Star Probe, \$6 (\$5); Spite 'N' Malice, special \$2.95 thru 15/76; two-pg. order form, etc.; Combat Calculator offer (\$2.50); notes/announcements; puzzle; miscellany. ## Valuable service for the game collector (saves a bit of money, too).

GAMES & PUZZLES (Edu-Games (U.K.), Ltd., 11 Tottenham Ct. Rd., London W1A 4XF, U.K. (don't see P.O. Box in either of latest issues, so don't know if it's still useable); Managing Ed., David Pritchard; Ed. by David Parlett; offset; 8½" x 11½"; monthly; 30p (\$1 U.S./Canada, 35p elsewhere) ea.; £3.60/yr., £10.80/3 yrs. U.K.; U.S./Canada, \$10.80/yr. surface, \$20 air (3 yrs.: \$32.40 surface, \$60 air); elsewhere, £4.20/yr. surface, £8.25 air (3 yrs.: £12.60 surface, £24.75 air); all back-issues still avail., at single-copy prices noted above; as U.S. subscription agent, we can offer discounted prices for Games Bureau members (TGL subbers/traders) and 1st-time subbers; send SAE for current discounted rate, if interested (since sub rate has recently gone up, we're not sure what new discounted rate will be at this time)) -- 5/75 (#35): 52 pp., incl. covers; David Parlett describes the family game, Moviemaker; Pt. 2 of David Ramsey's Solitaire series, this time introducing problems with fixed and marked pegs, & four Solitaire games that two can play; Arthur Taylor continues his series on pub games, this time about Aunt Sally, "an outdoor game for spring weather"; Harry Woollerton describes Hextrap, "the hexagonal cat-and-mouse game"; two pages of "easier" puzzles; Stuart Dowsey on "The Japanese Go scene today...and how it was in the past"; w/Go problems; R.C. Bell on Bagatelle games; letter-column; cartoon; Game (Coppit, Railway Rivals, Trio, Pro Golf) & Book (Know the Game: Scrabble) Reviews; eight pp. Crosswords & related miscellany, ed. Don Putnam; Competitions; five pp. Puzzles, comp. by David Wells; Sherlock on Chess; Backgammon section; David Parlett on Playing Cards ("Zetema, Etiquette, and The Curse of Scotland"); John Humphries reviews J.F. Strachan's pencil-&-paper chase game, Fugitive; Competition results; ads galore. ## 5/75 (#36): 52 pp., incl. covers; Robert Abbott "discusses the concept of clarity", and briefly describes his latest game, Epaminondas; N.B. Gattrill describes Skat, "The National Card Game of Germany"; two pp. "easier" puzzles; Ted Franklin on his "novelty dartboard game", Bungo; Bernard Kew describes some "curious puzzle patents"; John Humphries reviews Colin Singleton's board game, Freeze; cartoon; announcement re Game Award of the Year; Eric Solomon describes the topological pencil-&-paper game, Sprouts; lettercolumn; Game (Thoughtwave, Context, Infinity) & Book (Playing Chess, Discovering Backgammon) Reviews; eight pp. Crossword Puzzles & Puzzle Talk, ed. Don Putnam; Competitions; David Wells' puzzle pages; Practical Go Problems, selected, w/commentary, by Stuart Dowsey; David Parlett on odd names for individual playing cards; Sherlock on Chess; Backgammon column; Darryl Francis' Scrabble column; results; ads. ## The above contents speak for themselves!

MISCELLANY --

APBA Convention '75 -- Flyer from Benjamin Weiser, Box 3604 Brown Univ., Providence, RI 02912, w/registration form; dates are 13-15 June '75, at Commodore Hotel, 42nd & Park Ave., N.Y., NY 10017; regis. is \$5, payable to Ben; rates: \$20 Singles, \$24 Twins, \$24 Doubles, \$27 Triples, \$32 Quads; no further details given.

Rec'd Call for Papers for presentation at 9th Annual Simulation Symposium, to be held in Tampa, FL March 17-19 '76; unfortunately, deadline for initial action (filing of abstract, etc.) has already passed, as has 8th Symposium, held March 12-14 '75. We'll try to provide you with timely info on future events. The Symposium is a "non-profit corporation organized to provide a forum for the interchange of ideas, techniques, and applications among practitioners and to offer grants for the advance of the art". For more details, write: Annual Simulation Symposium, POBox 22573, Tampa, FL 33622. (Also rec'd flyer from Southern Simulation Service, Inc. (same address), describing summer courses in Simulation Techniques & SIMSCRIPT & GPSS simulation programming languages. For more details, write the S.S.S.)



## DIPLOMANIA

PUBLICATIONS RECEIVED (Thru 10/5/75) -- ("\*" indicates game opening(s)) --

\*ATLANTIS #79 (4/75) (Chris & Deborah Schleicher, 814 E. Old Willow Rd., Apt. 214, Wheeling, IL 60090; mimeo; monthly; 10/20 10¢ stamps; opening in Regular Diplomacy, fee \$7) -- 10 pp.; moves/propaganda (Reg. games only); "Convoy's Aren't a Puzzle-ment", by Eric Verheiden; Editorial; notes/announcements.

\*BELLICUS #23 (undated) (Will Haven, 4, Victoria St., Chorley, Lancs PR7 2TX, U.K.; no price or schedule given; mimeo; 8" x 13"; openings in Regular (11 returnable deposit)) -- 18 pp.; end of Reg. game BDL (won Allan Ovens, RUS, W09); 'zine news; lettercolumn; moves/prop. for Reg., Variant, Strategy I, 4000 AD, Risk, Go; miscellany.

BOAST #62 (20/4/75) (Herb Barents, RR#4, 1142 S. 96th Ave., Zeeland, MI 49464; ditto; tri-weekly; 17/\$2.75) -- 12 pp.; moves/prop (Reg. & Var.); Pt. IV of Calhamer Article (this, "Cartels and Stabs, Stabs and Cartels"); Michicon IV ad; Game Review: Stellar Conquest; notes/announcements. ## Repro improved (light in spots).

BUSHWACKER IV:7 (5/75) (Fred Davis, Jr., 3012 Oak Green Ct., Ellicott City, MD 21043; monthly; mimeo; 12/\$2 N.America; elsewhere, 12/\$2.50; rates go up July 1) -- 8 pp.; list of 1901 Chiefs of State & related info; "A Review of the Twentieth Century" (Pt. I); moves/prop. (Var.); miscellany. ## Always good reading.

\*CLAW & FANG (Don Horton, 16 Jordan Ct., Sacramento, CA 95826; mimeo; bi-weekly; 12/\$3 (add 35¢ for airmail); opening in Reg. game, fee \$2) -- #50 (16/4/75): 12 pp.; moves/prop. (Reg.); "Diplomacy Bourse", by Scott & Paul Hightower; "The Experiences of a Novice Germany", by Tom McCloud (Pt. I); Mike Ward on making Sourdough Pan Bread; short Game Theory piece, by Steve Hall; miscellany. ## #51 (1/5/75): 8 pp.; moves/prop.; recipe for Cherry/Blueberry Cheesecake; "The Experiences of a Novice Germany" (Pt. II); more on Game Theory, by John Weswig. ## Lots here of interest.

\*COMMAND POST #19 (26/4/75) (John Mirassou, Rt. 2, Box 623AC, Morgan Hill, CA 95037; ditto; tri-weekly; 6/\$1.10; openings in Reg. game, fee \$1) -- 6 pp., incl. cover; notes/announcements; moves/prop.; letter; "Multiple Worlds and the Appearance of an Ideology in the Game of Diplomacy", by Allan Calhamer. (pt. I). ## Unfortunately, 20-30 percent of three pages are completely illegible because of faulty repro.

\*COURIER #92 (26/2/75) (Don Turnbull, 21 Whitwell Way, Coton, Cambs CB3 7PW, U.K.; mimeo; 8" x 10"; 1p/sheet / postage (free to players, who pay postage); no schedule given; openings in UK-only games of Reg. Diplomacy, "Kingmaker", & Origins) -- 11 pp.; this issue w/U.K.-only games/prop. (Reg., Var., Origins); end of Origins game.

DIPLOMACY WORLD II:1 (Spr/75) (Walt Buchanan, RR#3, Lebanon, IN 46052; owned by Games Rsch., Inc.; quarterly Diplomacy genzine; offset; 7" x 8½"; \$1.25 ea., 4/\$1 (\$1 discount to IDA members who specifically request it); sample free (if you sub, sample will be added to sub; couple of stamps for sample appreciated)) -- 40 pp., incl. covers; Forward, by Walt; Wrap-up of Prince William Invitational Diplomacy Game (1974CK): Summary by Rod Walker, Commentary from players Jeff Power, Arnold Vagts, Len Lakofka, Don Lowry; news re Variant scene, by Lew Pulsipher; Robert Sacks on the Miller Numbers; "Variant Design Observations", by Dick Vedder; rules, map for "Global Variant", by Lew; Edi Birsan gives short history of 1st seven DipGons; News from U.K. Dippy scene, by Pete Birks; Rod Walker pays tribute(?) to Margaret Gemignani; Lew Pulsipher proposes a column for keeping the Dippy world abreast of the fate of games & 'zines; Larry Moran reveals "Walter Buchanan's Secret"; Rod Walker describes the Standard Rating Base; Walker's Averaged Calhamer Point Count Rating List; moves, prop., Analysis for 1st part of Hoosier Archives Demonstration Game (1975A); Dippy news/announcements; N.American game openings; miscellany. ## A must for anyone with at least a half-way serious interest in Diplomacy.

\*THE EXPONENT #13 (18/4/75) (o-o of John Dewey High School Strategic Games Club; free to all Dewey students & teachers; otherwise: 1st-class U.S., Canada, Mexico, 10/\$1.50 (airmail, \$2); elsewhere, 10/\$1.50 or 8 IRC's p-m rate (1st-class, 10/\$2.50 or 13 IRC's; airmail, 10/\$3 or 15 IRC's); mimeo; 8½" x 14"; %Richard Kovalcik, Jr., 947 56th St., Brooklyn, NY 11219; openings in Reg. & "Black Hole" Diplomacy (free)) -- 13 pp. / 1-pg. Gemignani Awards Ballot & 1-pg. THE EXPONENT 12.5 (9/4/75; start of Var. game); notes/announcements; moves/prop. (Reg. & Var.); Rating Survey 4; "How  
(Over)

DIPLOMANIA: PUBLICATIONS RECEIVED (Continued) --

to Win with Italy", by "The Arsonist"; Peter Berggren responds to articles in recent issues on building of F StP(NG); H-R changes; letter; rules/board for "Hex"; John Gross on a rulebook "paradox"; 'zine reviews/plugs. ## Worthwhile 'zine.

THE FIGHTER'S HOME 4/75 (unnumbered) (Father Daniel Gorham, Benedictine Community, Box 5, Summers, AR 72769; offset; no price or schedule given) -- 11 pp. / covers; moves (Reg.); news/notes/announcements/commentary on various subjects. ## Glad to see TFH back; we were wondering what had happened to it....

\*GINNUNGAGAP #2 (26/4/75) (Michael Friedman, 76 Halyard Rd., N.Woodmere, NY 11581; mimeo; monthly; 10/\$1.25; openings in Reg. game, fee \$3) -- 4 pp.; start of 1st Reg. game; mailing list; notes/announcements/miscellany (incl. Nuclear War rules).

\*GRAUSTARK (John Boardman, 234 E. 19th St., Brooklyn, NY 11226; tri-weekly; mimeo; 10/\$2; #327 was not clear on whether Reg. game openings still exist; if they do, fee is \$10) -- #325 (1/3/75): 12 pp.; moves (Reg., Origins); end of 1973BB (won F16, Robert Eisen, ENG); end of 1973BC (drawn F12, Ronald Kelly (ENG), Jeremiah Model (FRA), Bob Lipton (A-H), John Carroll (TUR)); "Northern Stalemate Positions", by Eric Verheiden; "The Calhamer System of Condensed Notation--II"; 1973BB overview, by Rbt. Eisen; miscellany. ## #326 (22/3/75): 12 pp. / Gemig. Awards Ballot; moves/prop.; notes/announcements/miscellany; "Multiple Worlds, and the Appearance of an Ideology, in the Game of Diplomacy", by Calhamer; "Recommended Convoy Rulings". ## #327 (12/4/75): 10 pp.; end of Origins 74.12a; moves/prop.; lettercolumn; Rating Survey #4; notes/announcements/etc. ## Consistently interesting/informative.

IMPASSABLE #49 (14/4/75) (John Boyer, 117 Garland Dr., Carlisle, PA 17013; mimeo; tri-weekly; 12/\$2 (6/\$1 to "nowbollds")) -- 10 pp. / cover; news/notes/announcements; N.American Diplomacy Players' Survey, Pt. II, by Lew Pulsipher; moves/prop. (Reg. & Var.); "Demonstration Games Are Mismamed!", by Francis McIlvaine; miscellany.

\*LIAISONS DANGEREUSES #56 (25/4/75) (Len Lakofka, 644 W.Briat Pl., Chicago, IL 60657; ditto; no schedule given; 10/\$2 N.America (surface; air, 8/\$2); elsewhere, 5/\$2 (air); openings in Reg. games for Novice players only (N.America \$6 w/surface sub, \$8 w/air sub; elsewhere, \$11 excl. sub)) -- 22 pp., incl. cover; rules for Gunfight, by Len; misc. from and about Rod Walker's EREHWON 86; moves (Reg.); end of 1973CI (won F08, Stevens, RUS), 1974H (won F06, Jackson, RUS); House-Rules; miscellany. ## Interesting issue; recently revived, L.D. is now going strong!

\*THE MASTER MACHIAVELLIAN #9 (29/4/75) (Michael G. Homeier, 238 N. Bowling Green Way, Los Angeles, CA 90049; ditto; monthly; 12/\$2.50; openings in Reg. game (\$1) & "Colonia" (\$1.50), both fees excl. sub) -- 8 pp. / 1-pg. Revised H-R's; Editorial; moves/prop. (Reg.); "Afrika Korps: History & Analysis", by Timothy Lee (Pt. V: The Men & Equipment of the Italian Army); miscellany. ## Appears to be well-run 'zine.

MILLER TIME #1 (2/75) (Michel Feron, Grand-Place 7, B-4280 Hannut, Belgium; ditto; no schedule given; hp ca., / postage; o-o of the Assoc. Miller Number Custodian (Europe); in Eng.) -- 10 pp.; / postage; Editorial/introd.; "Final" Classification of the Youngstown Variants; Complete list of "Miller Designators"; list of recently assigned (European) Miller Numbers.

MIXUMAXU GAZETTE #32 (26/4/75) (Robert Bryan Lipton, Box 360, Lafayette College, Easton, PA 18042; mimeo; no schedule given; 5/\$1) -- 12 pp.; Editorial page; poetry; lettercolumn; Pt. III of author survey (SF); moves/prop. (Reg. & Var.); miscellany.

\*MOESHOESHOE (Michel Feron, address above; weekly; ditto; surface: Benelux, 12/50FB; elsewhere, 12/55FB, 60p, 7FF, or US\$1.40; air: Europe 60FB, 65p, 7,50FF; U.S. & Canada 80FB, US\$2 (still for 12 issues); if there are openings, games are free (/ postage for 'zine & 100FVB (12,50FF, 108p or US\$2.50) deposit, refunded at game end if player doesn't drop out); in mixed Eng. & French) -- #107 (25/11/74): 1 pg.; moves (Reg.); #108 (2/12/74): 1 pg.; moves; #109 (9/12/74): 1 pg.; moves; #110 (16/12/74): 6 pp.; notes/announcements; misc. info on products/services avail. in the European Diplomacy scene; moves; #111 (10/3/75): 5 pp.; moves (Reg. & Var.); #112 (17/3/75): 1 pg.; moves. ## Found list of openings in #110: International: Regular (Eng-speaking), "Hyperspace II", "Black Hole", "Circle Variant", "Purest Diplomacy"; Benelux: Regular.

## AUX ARMES!

PUBLICATIONS RECEIVED (thru 10/5/75) --

THE AVALON HILL GENERAL 11:6 (3-4/75) (The Avalon Hill Co., 4517 Harford Rd., Baltimore, MD 21214; ed. Donald J. Greenwood; offset (on slick paper); bi-monthly; \$1 ea., 6/\$7.50, 12/\$12; trial subs 4/\$5 (note increase in sub rates, eff. May 31, at which time single-copy price will go up to \$1.50; 6/\$5 rate avail. 'til May 31)) -- 32 pp., incl. covers, 4-pg. insert ("Collector's Market" classified ads; misc. A-H ads/announcements; Waterloo Playing Aid; Editorial section; Richthofen's War analysis & critique, by Scott Duncan; R.W. Solitaire Version: "The Ketterling Aerial Torpedo", by Mark Saha; "Three More Campaign Games", by Al Bisasky (R.W. again); "PanzerBlitz Notes of a Professional Russian: The Combined Arms Offensive", by Carl Hoffman; "Strategic Simulation and Game Design", by John Prados (w/"Game Development Addenda"; by Don Greenwood); "Series Replay: Third Reich Demonstration" (three views: "Precarious Power: Italy", by Albert A. Nofi; "Operation Stall--Barbarossa", by Lenny Glynn; "The Gorman Dilemma: Economic Causes, Military Consequences", by Lee Euler; w/"Overall Commentary" section, by Greenwood); "Strategy Notes for Greene's Campaign in 1776, by Jack Greene, Jr.; notes/announcements; lettercolumn; "The Question Box"; "Infiltrator's Report" (misc. news/info); "Opponents Wanted" ads. ## Seems to be improving with almost every issue since Don took over as editor--a must for all A-H gamers. A good buy, even at higher prices.

\*BUMM #3 (4/75) (Walter Luc Haas, Postfach 229, CH-4018 Basel 18, Switzerland; in German, the "first Gorman-language Diplomacy 'zine", and a subzine to EUROPA (see below); monthly(?); mimeo; 8 1/4" x 11 3/4"; SFr/DM 1. ea., 10/SFr/DM 10. (yes, we know this should have been included in DIPLOMANIA rather than AUX ARMES!, but we didn't realize in time that there was more in the EUROPA envelope than just EUROPA itself)) -- 14 pp.; Editorial section; lettercolumn/readers' comments; notes/announcements; moves/prop. (Reg.); mailing list. ## Openings in Eng.-Speaking International Regular game, Reg. game for 'zine-publishers only, Reg. game for Gorman-speaking players, & an unnamed Variant; fee not stated (at least, we couldn't find it).

EUROPA #1's 6-8 (4/75) (Walter Luc Haas, address above; mimeo; 8 1/4" x 11 3/4"; schedule not given; in English; sub-rates are rather complex: one issue consists of 1-3 32-40 page numbers; ea. number costs SFr 1.90 (33¢p or 76¢) surface, SFr 3.10 or \$1.24 (U.S.) or SFr 4.60 or A\$1.43 or U.S. \$1.84 (Australia) air; multiple numbers, via surface: 5/DM/SFr 10., or \$4, 6/L2, 8/DM/SFr 15. or \$6, 9/L3, 11/DM/SFr 20., 13/L4, 14/\$10, 16/L5; via air, 4/\$5, 9/\$10, 14/\$15 U.S., 7/A\$10, 15/A\$20 Australia; there are also lower rates for partly sea, partly air, for Australia....; UKAgent: Dave Watts, 32 Eastleigh Dr., Milford Haven, Dyfed SA73 2LY, England; US Agents apparently Edi Birsan & Dave Johnson, but their addresses were not given) -- 134 pp.; it would not be possible for us to give you a detailed contents breakdown in less than two pages, as this is the length of the summary index; suffice it to say that the magazine is bursting at the seams with all sorts of gaming info--more so than one could completely digest in two or three months.... Don't know how Walter does it.... ## On the first page, he states: "EUROPA is a (continental) European zine, aimed at the military hobby field; it is especially interested in Conflict-Simulation-games (CoSim): Board Games, Fantasy/SF/WW, Diplomacy--but will inform also about related subjects occasionally (miniatures, collector's items, books, etc.), and Adult games. A big part of the zine is reserved for discussions and other possibilities to get to know each other." This pretty accurately describes the 'zine. Nonetheless, we'll give a quick run-through of the major sections, with occasional highlights as appropriate: Editorial (he's having some of the same problems we've been facing in trying to reach a solution to the problem of finding the optimum mix between size, frequency, price and content--about which we'll have more to say in TGL #83/84, the last issue before TGL and THE GAMESMAN are combined (at least the problems with TGL and TG are considerably less perplexing than they are with SOTWJ and TWJ, our two primary SF zines, the former of which has just given birth to WASHINGTON S.F. NEWSLETTER and is still bulging at the seams, with additional offspring imminent....)); Adult Games (reviews of 'zines, books, games; misc.

(Over)

PUBLICATIONS RECEIVED (Continued) --

info & reader comments); Diplomacy (news/announcements/misc. info; "World Variant Banks" Section, w/rules for: "Persian Variant I", by Martin Janta-Polczynski (w/map); "Middle-Earth Diplomacy VII", by Lewis Pulsipher (w/map); "Anarchy V" & "Anarchy VI", by Pulsipher); Fantasy, SF ("How to Set Up Your Dungeons & Dragons Campaign", by Gary Gygax (Pt. II of series); misc. reader comments re D&DTSR news/info; info on postal fantasy games; game reviews; 'zine reviews; etc.); Analysis (Ralph Vickers on PanzerArmee Afrika, w/Appendix, misc.; misc. shorter articles on various games); Variants (John Boyer on PBM Bull Run; Marlborough at Waterloo, 1705 review by Mark Saha; Tony Jones' Bloody April (R.W. variant)); Reviews, Ops & Info (Mark Saha reviews Avalon Hill's recent game releases; game reviews by Roger Sandell; reader opinions; many more game reviews & readers' opinions; columns by Cliff Sayre); Discussion (re commercialism, finances of wargaming companies, wargamer as elitist, women in wargaming, etc.; Editorials; letter extracts; 'zine extracts; "Variants & Perfect Plans", by Tom Oleson; John Mansfield on Awards; George Phillips on Clubs; Dan Gallagher on the Wash. Gamers Assoc.; Enrico Manfredi on "The Development of CoSim-Games"; SPI & other games companies & organizations; & much more); Zines, News ('zine reviews; short news items from all over; etc.); Services (Third Reich Rules Clarifications, by Mark Saha; Unofficial AH Rulings, by Saha; Help Column; Capsule Biographies; CoA's; EUROPA Mailing List; miscellany). ## Whew! No matter what your special interest in wargaming, you should find plenty here for you.

IGHIP #32 (1/5/75) (journal of Interest Group Highland Park & Metro Detroit Gamers; 20/\$2; no schedule given; ditto; ed.: Mike Bartnikowski, 943 Stewart, Lincoln Park, MI 48146) -- 8 pp.; MDG Calendar for May & June; misc. meeting notes; moves/prop. for Reg. Diplomacy games; rules for "Mini Bar-Lov"; Bill Somers looks at SPI's "unified tactical games"; notes/announcements. ## Small 'zine, but lots of info.

\*LIBERTERREAN #28 (1/4/75) (Jim Bumpas, 948 Loraine Ave., Los Altos, CA 94022; offset(?); bi-weekly; 24/\$6 (airmail 72¢ extra); "a newszine for Battle Plan players") -- 8 pp.; Introduction to Jim Bumpas' Schutztruppe: East African Guerrilla 1914-1918; lettercolumn; moves/prop. for Reg. Diplomacy games; moves/prop. for game of "Armored Barbarism"; miscellany. ## Oops! We see an additional blurb which states that LIB is "also a zine for Diplomacy players", and another which says that it is also a "zine for players of simultaneous movement games of tactical armored combat, such as Kampfpanzer and Tank!, as well as 'Armored Barbarism', our own variant for pbm play of Tank! for multi-player scenarios". There is opening (are openings) in game #2 of "Armored Barbarism" (fee \$3 / \$2 refundable deposit & 24-issue sub to LIB). The Schutztruppe game is avail. from Jim for \$5.

PANZERFAUST #67 (undated) (Don Lowry, POBox 896, Fallbrook, CA 92028; incorporates CAMPAIGN Magazine; bi-monthly; offset; 5 3/8" x 8 1/4"; \$1.50 ea., \$6/yr., \$11/2 yrs., \$15/3 yrs., \$75 Lifetime (for 1st-class, add \$1/yr, or \$25 Lifetime)) -- 56 pp., incl. covers & wraparound ad/questionnaire flyer; Editorial; "Third Reich Addenda", by Steve Kang; "Verdun: The Situation & The Game", by Jerrold Thomas; "Verdun: The Variants", by Thomas; "Battle Report: Le Caillou", by Pete Rice; "Beating the System", by Charles Starks (in Wolfpack); Game Reviews/Analyses; lettercolumn; ads. ## There seems to be a subtle difference between this and past issues which is hard to put one's finger on--not as interesting (to us) as most of the recent issues, but still worth getting.

RECON III:5 (5/75) (POBox 14602, Phila., PA 19134; offset; 35¢ ea., \$3/yr. for "movement organizers and GIs", \$10/yr. "Institutional and Sustaining Subscriptions"; "a monthly newsletter containing information about the U.S. military machine, columns on strategy and tactics, and articles on military developments in other parts of the world", as seen from the viewpoint of the various "anti-establishment" movements around the nation and the world) -- 12 pp.; news, articles, columns, ads, book reviews; lettercolumn; feature articles on the military budget and on U.S. policy on the Indian Ocean.

SIGNAL #77 (15/4/75) (John Mansfield, POBox 830, CFPO 5056, Bellville, Ont., Canada KOK 3R0 (European subs from: POBox 830, CFPO 5056, 757 Baden Baden 1, W.Germany); mimeo; 8 3/8" x 11 5/8"; "bi-weekly newszine aimed at the military hobby field") --

(Cont. next page)

AUX ARMES.: PUBLICATIONS RECEIVED (Continued) --

6 pp.; misc. news; convention calendar; Movies & TV news; Reviews/announcements re new games; short fanzine reviews. ## A newszine no wargamer should be without.

THE STRATEGIC REVIEW I:2 (Summer '75) (Tactical Studios Rules, 542 Sage St., Lake Geneva, WI 53147; ed. E. Gary Gygax; 50¢ ea., 4/\$1.50 U.S. & Canada; elsewhere 80¢ ea., 4/\$2.50; offset; quarterly) -- 8 pp.; "TSR: Why We Do What We Do", by Assoc. Editor Brian Blume; Strategists Club info (\$1 to S.R. subbers, to S.R. address); Rules Additions to Cavaliers and Roundheads; misc. wargaming info/news; Questions Most Frequently Asked About Dungeons & Dragons Rules; rules for new D&D monster ("The Roper"); "Rangers I" (rules for new D&D class), by Joe Fischer; "Medieval Pole Arms", by Gary Gygax; TSR news/announcements; "Panzer Warfare: Additional Unit Organizations", by Brian Blume. ## Haven't seen any TSR games yet, but have heard a lot of good things about D&D (maybe Gary can be persuaded to do an introductory article on D&D and other TSR SF/fantasy-related activities for our WSFA JOURNAL SF/Fantasy Games Column (which will also be appearing in combined TGL/TG); Gary?); TSR (the magazine) is well produced (very clear typofaco & illos), with info that is essential to anyone owning to planning to but a TSR game.

STRATEGY & TACTICS #49 (3-4/75) ("The Magazine of Conflict Simulation"; Simulations Publications, Inc., 44 E. 23rd St., N.Y., NY 10010; bi-monthly; offset (on slick paper); ed. James F. Dunnigan; 6/\$12 (in U.K. from Simulations Publications, United Kingdom, POBox 46, Altrincham, Cheshire, WA15 6PE; £7.50/yr.)) -- 48 pp., incl. covers, 4 enclosures (map & counters for Frederick the Great; ads/order form; Feed-back Response Card; SPI ad flyer (see where Canadian subs are an extra \$3/yr....)); "Frederick the Great: The Campaigns of The Soldier King, 1740-1763", by Frank Davis; Rules for Frederick the Great Game (9 pp.); "Blue & Gray: Four Civil War Battles", by David Isby; Editorial pages; short reviews/announcements of new games & books; Reader Feedback Questions; ads. ## Still a top buy for wargamers, with a complete game in every issue. (We note that Sid Sackson's column has apparently been replaced by a smaller section devoted to short reviews of non-war games, by Sid, sandwiched in between short reviews of new wargames, by R.H. Berg, & capsule book reviews, by Dave Isby. Also note that the game rules are now included in the pagination rather than as an enclosure.)

WARGAMER'S INFORMATION #3 (4/75) (Richard Loomis, POBox 1467, Scottsdale, AZ 85252; monthly; offset; 12/\$2, 25/\$4, \$30 Lifetime bulk rate; 12/\$3.50 1st-class; Overseas: surface, 12/\$2.50; airmail, 12/\$8) -- 8 pp., incl. bcover; news from Lou Zocchi, Flying Buffalo, the IGA; convention announcements; pbm game openings; short 'zine reviews; book review, by Michael Duckett (Andrew Wilson's The Bomb and the Computer); "A Rule Change for Afrika Korps, by Ray Beane; short game reviews; Listing of used games & prices at which they have recently been sold; ads (2¢/word); page on current status of Flying Buffalo projects. ## Excellent newszine--good schedule, good price, good repro, lots of info. Highly recommended. (Never got #2....)

WARGAMERS TABLOID #2 (4/75) (James Griset, POBox 407, Tustin, CA 92680; monthly newsletter of the International Gamers Assoc.; 3/\$1 (don't know if this is free to IGA members or not; IGA membership is \$15 (Lifetime) thru 1/6/75, from Russell Powell, 5820 John Ave., Long Beach, CA 90805, after which it is \$5/yr.; there are discounts on Lifetime memberships for people with SIGL or AGA membership cards); offset; 8½" x 14") -- 2 pp.; IGA Ranking System; Apr. "BUZZ" schedule & "BUZZ" Tournament procedures; IGA miscellany; ads.

THE WASHINGTON GAMER (o-o of Washington Gamer's Assoc., Pres. Robert Blau, 604 Crestwood Dr., Alexandria, VA 22304; these issues edited by Jon Southard, 6607 Elgin Lane, Bethesda, MD 20034--however, Jon resigned after #6, so we don't know who new editor is or to whom trades should be sent....; monthly; ditto; no info on subs or membership rates) -- #5 (20/4/75): 1 pg.; club business; news/announcements of area interest. ## #6 (18/5/75): 1 pg.; club business; misc. news/announcements.

WORLD NEWS #5 (Alister Wm. Macintyre, 2729 Stratford Ave., Cincinnati, OH 45220; offset; undated; didn't see price or schedule) -- 4 pp.; news/info/press releases for Nuclear Destruction game umpired by Alister; convention calendar; misc. news/announcements/info on game openings.

AUX ARMES: MISCELLANY (Announcements, Flyers, etc.) --

Conventions -- MICHICON IV (June 13-15; Univ. of Detroit Student Activities Center; \$1.75/day (MGA members \$1.50); overnight lodging \$4; Multiplayer Events, Two-Player Boardgames, Miniatures Events, General Games, misc. features; for info: Bill Somers, 1654 Chandler, or Mike Bartnikowski, 943 Stewart (both Lincoln Park, MI 48146)); 1975 MFGA Wargaming Con (June 21; Howard Johnson Motor Lodge, MacMoreland Center, Widener College, 14th & Chestnut Sts., Chester, PA; miniatures; for info: Jay Hadley, 918 Harry St., Conshocken, PA 19428 (this was listed in THE AMERICAN WARGAMER June 20 & 21, but in SIGNAL it was expressly stated that it was a one-day con)); (unnamed con) (Erskin Hall, Ohio Dominican College, Columbus, OH; June 21 & 22 (21: 9 a.m.-10 p.m.; 22: 12:30 a.m.-7:30 p.m.)); for info: Terry Hollern, 3291 Dresden, Columbus, OH 43224); Flying Buffalo's 3rd Annual Wargaming Con (Ramada Inn, Scottsdale, AZ; for info: Richard Loomis, Box 1467, Scottsdale, AZ 85252; June 27-29); Cincinnati Games Convention (July 19-20; \$1.50/day at door; dorm rates: \$8 double, \$6 single (early reservations advised); for info: Games Convention, Boardwalk, 1032 Delta Ave., Cincinnati, OH 45208; Miniatures Board Game Tournament, Auction, Informal Gaming, Figure Contest, etc.); Origins I (July 25-27; Johns Hopkins Univ., Baltimore, MD; Board Wargaming, Miniature Wargaming, Diplomacy, Dioramas, Computer Wargaming, Dealer Sales Area, Collector's Auction; Double, \$20; Single, \$13; \$3 admission, various rates for events; for info: "Convention", T.A.H.C., 4517 Harford Rd., Baltimore, MD 21214; Alister Macintyre notes that there is also a con June 21 weekend in Indianapolis (no further details), and that there is a Cincinnati "mini-con" 3rd Sat. of every month 10 a.m.-7 p.m. at the Community Room in basement of bank at corner of Ludlow & Whitfield; SIGNAL lists June overseas cons at Redcar, Yorkshire (14th, Wargame/Model con, Reformed Church Hall, Station Rd., Redcar, Cleveland, UK), London (21st, Waterloo Festival; for info: Tradition Soldier Shop (ph. 01-734-1352)), Oxon, UK (20-22; NCC con-under-canvas, Desscott, Kingwood Common, nr. Henly-on-Thames; info: D.Wakefield, 115 Acre Ln., Cheadle Hulme, Cheadle, Cheshire, UK SK8 7PB), & Milan, Italy (25-27; 6th Annual Conf. of International Simulation & Gaming Assoc.; details pg.8 under "Salmagundi").

DIPLOMANIA: PUBLICATIONS RECEIVED (Cont. from pg. 10) --

THE POCKET ARMENIAN #14 (26/4/75) (Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432; mimeo; tri-weekly; 8/\$2) -- 12 pp.; Moves (Reg. & Var.), Prop.; exchange of letters between Scott & Robert Sacks; miscellany.

\*SHAFT!! (Andy Phillips, 128 Oliver St., Daly City, CA 94014; ditto; no schedule given; 7/\$1) -- VI:1 (5/1/75): 2 pp.; moves (Var.); VI:2 (25/1/75): 2 pp.; moves/prop.; VI:3 (14/2/75): moves/prop.; 2 pp.; VI:4 (16/3/75): 2 pp.; moves/prop. ## Openings in "Kriegsmarine Diplomacy" (sub / \$2 deposit).

\*TURNABOUT #10 (19/4/75) (Peter Berggren, Davistown Schoolhouse Rd., Orford, NH 03777; offset; 5 1/2" x 8 1/2"; no schedule given; 8/\$2; opening in "Middle-Earth V" game, \$2 / sub) -- 16 pp. / covers; Editorial pages; "How to Run a Tyranny: The KGB", by Steve McLendon; short 'zine reviews; moves/prop. (Reg.); "The Boardman Numbers Misconceived", by Rod Walker. ## Handsome 'zine--give it a look-see.

VIKING NEWS SERVICES NEWS-LETTER (24/2/75) (Viking Systems, Inc., Lock Box 2788, Chicago, IL; free to players in EL CONQUISTADOR, SAE / 10¢ stamp to others (back-issues \$2 ea.); offset; 8 1/2" x 14"; no schedule given) -- 10 pp.; news, announcements, letters, re Diplomacy. ## Also #5 (11/4/75): 8 pp.; as above, / short 'zine reviews.

WARLORD #26 (undated) (Dan Gallagher, 6425 King Louis Dr., Alexandria, VA 22312; ditto; no schedule or sub info given) -- 3 pp.; moves/prop. (Reg. & Var.).

YGGDRASILL CHRONICLE #47 (28/4/75) (John van De Graaf, 37343 Glenbrook, Mt. Clemens, MI 48043, Paul Wood, 24613 Harmon, St. Clair Shores, MI 48080, & Len Scensny, 734 Lawnview Ct., Rochester, MI 48063; mimeo; monthly; 25¢ ea., 10/\$2) -- 10 pp.; moves/prop. (Reg. & Var.); notes/announcements; end of 1972FT (drawn ?, Barry Eynon, ENG & Tony Kniaz, FRA).

PROSPECTIVE PLAYERS ("New Blood") -- Michael Hanagan, 3701 Lindell Blvd., St. Louis, MO 63108; Tiomoid of Angle, 1612 Erwin St., Elkhart, IN 46514.

## CHESSWORLD

MAGAZINE REVIEWS (Reviewer, Phil Cohen) --

FEENSCHACH (in German; bi-monthly; offset; 20DM/yr., single issues 15DM/pg., from Erich Bartel, 89 Augsburg, Rockensteinstrasse 37, W.Germany. Can also be ordered thru the British Chess Problem Society (\$7 cash/), from G.W. Chandler, 46, Worcester Rd., Sutton, Surrey, U.K.) -- XIII:24 (8/74): 32 pp. "Records in the series-helpmover", by Holger Helledie & Erich Bartel, a very helpful compilation of 116 positions showing record-length series-helpmates and -stalemates with varying material. "Unbeatable check-series?" by Werner Frangen, starts with a G1 Leatham position of 1938 in which Black and White give a total of 28 consecutive checks, a record T.R. Dawson called "almost certainly unbeatable". Then he shows it beaten. Present records are 35, and 45 with promoted men. Remarkable constructional work. Hans Klüver follows with four examples of an infinite number of checks, using fairy boards or conditions. An obituary for Sergiu Than, with eight problems. "FIDE-KODEX-Fairy Chess" by H. Schiegl, some interesting thoughts on FIDE's Codex for Chess problems, its Albums of top problems, and their relation to fairy Chess. A couple of short articles. And the humor page. ## XIII:25 [or is it XII:25? Phil shows XIII for #24, and XII for #25; last issue of TGL, he did the same with #'s 22 (XIII) and 23 (XII), but we overlooked this and typed it the way he had it--ed.] (10/74): 28 pp. A report on the annual meeting of the Schwalbe (the German Chess problemists' association), this time on the 50th anniversary of its founding, and the 17th meeting of the FIDE Chess Problem Commission, held simultaneously in Wiesbaden, by Godehard Murkisch. A reprise of "Circe in the Last Move" by J. Haas, showing a great number of improvements over his original positions in April FEENSCHACH (see review in TGL #73). Further infinite-check positions presented by Hans Klüver (see review of previous issue). A page and a half this time of Chess humor. A table of selfmate construction records. And the usual mini-articles and announcements. ## ?:26 (12/74): [Phil omitted pagination this time--ed.] Besides the usual problems (54 of them), additions to previous issues (no solutions this month), and the construction tasks section (33 positions) are several particularly good articles. First is the five-page result of the Second Construction Tourney, with some astonishing results on the thtmes. One of the most marvellous results is by A. Gschwend: a position which could have been reached without any pawn captures. But if you are told Black's last move, you can prove that at least 19 pawn captures took place! Also in the issue: Presentation of a new helpmate theme (symmetrical position, asymmetrical solution), with 25 examples and announcement of a tourney. A piece on Friedrich Burchard. A system for classifying the various ways of getting variation-play in the helpmate, with 33 example problems. A piece on Chess philately. A page and a half of Chess humor, including the remarkable problems of Rochus Gammelkoch. An extension of Erich Bartel's extension of fourfold promotion--with fairy pieces, he got eight different promotions of a pawn in a serieshelpmate; here the record is raised to 19! And finally, one of the best parts: results of fairy Chess tourneys around the world, with 23 prizewinning problems reprinted. ##### Indispensible and enjoyable as ever for anyone interested in fairy Chess. An additional reason for subscribing: since issue 21 (April '74), the problem section has been headed by a page of explanations of fairy pieces and conditions used therein or likely to be used soon. This is a good way to learn of new ideas developed since A Guide to Fairy Chess came out. All fairy Chess roads lead to FEENSCHACH!

DIE SCHWALBE (in German; bi-monthly; 24DM/yr., from Dr. Werner Speckmann, 47 Hamm, Lisenkamp 4, W.Germany) -- #29 (10/74) -- 20 pp. "Solution of the Kling Construction Problem by Computer" by W. Franz & W. Hackmann. The Kling problem is to guard all 64 squares of the board with the eight pieces. Three solutions are known if bishops may stand on the same color, and the computer found them all; with bishops on different colors, only 63 squares may be guarded. 137 solutions to the latter were known, printed in STELLA POLARIS 3/70, 4/70, 2-3/73; the computer found the last remaining seven solutions. Results of the 154th SCHWALBE tourney, for prob-

(Over)

CHESSWORLD: MAGAZINE REVIEWS (Continued) --

lems showing the Valladao Task: castling, en passant capture, and promotion in one problem. Nineteen award-winners. "Series-helpmate records with minimal material" by A. Atanasievic, has six problems, four of which are in an August FEENSCHACH article on the subject. "Battery change--an interesting problem theme?", by H. Weissauer, discusses the question with three original problems. ## #30 (12/74): This is the 40-page 50th-anniversary issue. Could have been better. Besides the usual problems--53 this time--there is a thorough 14½-page article on star-flight miniature problems by Werner Speckmann; an article by M. Zucker on the theme of rooks interchanging functions; a selection by the expert, Ludwig Zagler, of the best in record-construction problems; pieces on Peter Kniest and Rudolf Leopold; and assorted added information on previous issues. ##### Good, but bloody expensive--too expensive except for the really devoted problem fan.

BOOKS RECEIVED (quickie reviews) (\* indicates our discounted Agency price) --

A Catalogue of Fairy Chess Books and Opuscles (donated to Cambridge University Library 1972-1973), by Anthony Dickins (The Q Press, 6a Royal Parade, Kew Gardens, Surrey, England; pb; 7½" x 10"; £1 or \$2.50 (don't know if we're handling this thru our Agency for Q Press, so don't know if we can offer a discount to our readers); limited, 150-cy. edition, of which 1-25 are case-bound @ £2) -- 6 pp. / cover; Introduction; Catalogue of Fairy Chess publications, by author; list of Periodicals; Appendix (of Fairy Chess works not included in donated collection). ## Rather expensive, considering its brevity--but an invaluable reference work for the Fairy Chess fan/collector who is searching for new titles to add to his library and would like a ready-made "want-list".

50 Jahre Schach-Klub Kriegshaber (Erich Bartel, address on pg. 15; "Ein Spielabend in unserem derzeitigen Klub-Lokal, dem Kath.Pferrheim, Kriegshaber"; in German; pb; 5 3/4" x 8 1/4"; 4 July '74; don't see a price) -- 24 pp.; briefly reviewed by Phil Cohen in TGL #79, who called it "a funny and enjoyable jubilee booklet that 'erscheint regelmässig alle 50 Jahre'." Our German is good enough for us to echo Phil's sentiments, but not enough for us to be able to give you a detailed contents-description. Suffice it to say that the repro is clear, with many diagrams and photos, and the booklet is well worth having if you can read German fairly well.

The Games of Anatoly Karpov, by Kevin J. O'Connell & Jimmy Adams (Pitman Pub. Co., 6 East 43rd St., N.Y., NY 10017; hb; \$12.95; pub. 1/4/75; 352 / xiii pp.) -- 347 games played by the new World Champion. Contents: Preface; Foreword; Karpov's Tournament & Match Record; Biographical Details; the games, w/Tournament Crosstables, presented in 31 chapters, w/379 diagrams, / Appendix w/selections of games played in Lightning & Simultaneous Exhibitions; Indexes of Openings, Opponents, & Annotations; plus several short articles: "We Have Waited 14 Years for This Day" (repr. SHAKHMATISTI ROSSII 10/69); "Our Young Champion", by V. Tumanov; Interview w/Karpov (repr. SAHS 10/70); "In One Bound", by A. Roshal (on Karpov's obtaining the grand-master norm on his first try); Interview with Karpov & Furman (repr. 64 #52); Interview w/Karpov at Hastings in '72; on Karpov's winning the '73 Chess Oscar. And there are eight pages of photos, / extensive annotations for most games. ## A timely appearance of a thorough book on the brightest star in today's Chess firmament. A must for the serious Chess student or for anyone who wants to become better acquainted with Karpov and his playing-style.

The Unknown Morphy: Games, Writings, Biography, by Philip W. Sergeant (Dover Publications, Inc.; pb; 5 3/8" x 8 3/8"; \$1.75; '73; orig. pub. in '32 by David McKay Co. as Morphy Gleanings; 114 pp.) -- Sequel to Morphy's Games of Chess (Dover). Preface; 29-page "Biographical Note"; 30 pgs. of games, subdivided as follows: New Games, Level Games, Match Games at Odds, Casual Games at Odds, Endings, The Morphy-Deacon Games (in all, 36 games, w/diagrams & annotations); 18 pp. of "Morphy's Annotations" (15 games, w/diagrams & Morphy annotations); 9 pgs. of correspondence between Morphy and W.Fiske, Staunton, & others; 6 pgs. of "Sidelights on Morphy"; 13 pp. of "Second Thoughts" by Sergeant on Morphy's Games of Chess (additions,

(Cont. next page)



CHESSWORLD: BOOKS RECEIVED (Continued) --

corrections, etc.); Genealogy of the Morphy Family; Index of Players; Index of Openings; plus six illustrations. ## A perfect companion book to Morphy's Games of Chess, with many insights into this most interesting of Chess personalities.

200 Open Games, by David Bronstein (B.T. Batsford, Ltd.; 4 Fitzhardinge St., London W1H 0AH, U.K.; hb; £3; 174 (orig. pub. '70 in U.S.S.R.); trans. Philip J. Booth; 240 /xiv pp.) -- Foreword; "Before the First Move"; listing of "Characteristic Aims for All Positions of an Open Type" for both Black & White; the games, in 20 chapters, under the following headings: "The Queen's Attack" (0 games), "The Bishop's Attack" (2), "The QP Attack" (1), "The King's Gambit" (24), "The Vienna Game" (6), "The Latvian Gambit" (1), "The Black QP Gambit" (1), "Philidor's Defence" (2), "Petroff's Defence" (7), "The Chigorin Counter-Attack (Two Knights' Defence)" (5), "The Hungarian Defence" (1), "The Italian Game (Giuoco Piano)" (4), "Captain Evans's Gambit" (2), "The Scotch Game" (4), "The English Game (Ponziani)" (1), "Konstantinopolsky's Opening" (1), "The Three Knights' Opening" (4), "The Four Knights' Opening" (4), "The Ancient Spanish Game--Ruy Lopez's Opening" (129), "Alapin's Opening" (1). (Note that all of the 200 games begin with 1. P-K4, P-K4.) The games are not annotated, but there is an interesting, often humorous, commentary which "concentrates on the ideas behind the moves and on the main feature" of the game preceding each game--and each game is accompanied by a diagram which depicts a key position in the game. ## A collection which should provide many months of pleasure for those who enjoy playing through interesting games of Chess.

CHESS Volume #37 (Bound (hb) issues #'s 635-658 (10/71-9/72); 360 numbered pages / original covers, ad pages, and 13-pg. Index / Title Page; 8 1/4" x 5 1/2"; am not certain of current cost and availability--if interested, write to us and we'll inquire for you (we are U.S. Subscriptions Agent for CHESS); pubbed by CHESS, Sutton Coldfield, England) -- Will not go into detail on the contents, as they are so many and varied (see our reviews/contents listings of recent issues of CHESS in the last few issues of TGL (and in this one, if any come in before we get to the "Publications Received" section)). All we'll say is that this is a goldmine of Chess information, full of annotated games (w/numerous diagrams) and Chess miscellany, with much on Fischer & Spassky and the complete Fischer/Spassky match. ## A good buy, at almost any price.

BOOKS ANNOUNCED (Announcements Rec'd by TGL) --

AVON BOOKS (959 Eighth Ave., N.Y., NY 10019) -- Chess in Literature, ed. Marcello Truzzi (Avon/Equinox #21493; \$4.95; pb) -- ". . . concentrates on love and lore of the Royal Game, unfettered by diagrams and the strategies of the game itself. . . entertaining collection of marvelous stories, poems and essays . . . the author has sifted romance and history throughout the literature of chess, from Benjamin Franklin's witty comments in 'The Morals of Chess' and Agatha Christie's spellbinding story of 'A Chess Problem', to the chilling artistry of Edgar Allan Poe in 'Maelzel's Chess-Player'." . . .

CHILTON BOOK CO., (Radnor, PA 19089) -- 3/74: The Chess of Bobby Fischer, by Robert E. Burger (\$12.50; 384 pp.; 6" x 9") -- ". . . Based on a thorough study of his /Fischer's/ 750 known clock games, this is the book that brings into focus his winning methods and his unique contributions to the larger body of chess knowledge. A guidebook to his calculating brain, this careful analysis of Bobby Fischer's games is probably as close as you'll ever come to getting inside the mind of the most mysterious World Chess Champion who ever lived. Key positions in Mr. Fischer's games have been selected to illustrate or relate a wide variety of chess stratagems, combinations, and game subtleties, even chess problems and studies. And there are hundreds of illustrated tactical situations with analyses to help chess players with their own games. . . ." ## 5/75: The Great Chess Tournaments and Their Stories, by Andy Soltis (\$8.95; 252 pp.) -- ". . . a sparkling reenactment of ten of the most dramatic international tournaments in modern chess history--from London in 1851 to San Antonio in 1972--with anecdotes and game analyses of all the great players. . . With diagrammed and annotated games, indexes of opponents and openings, as well as tournament score tables. . ."

(Over)

CHESSWORLD: PUBLICATIONS RECEIVED (thru 10 May '75) --

ATLANTIC CHESS NEWS 4/75 (III:4) (Glenn Petersen, P.O. Box 334, Piscataway, NJ 08854; monthly; offset (on newsprint); 11½" x 17"; 30¢ ea., \$3/yr.; "Dedicated to increasing chess activity on all levels, in New Jersey and surrounding states") -- 12 pp.; Regional news/tourney results/etc.; lettercolumn; cartoon; "Bobby Fischer: Profile of a Tragedy", by John Artise (repr. ALLEGRO); annotated games, by Durkin, Ed Koss, Steve Pozarek; columns: "Mate in Two", by Bob Lincoln (on cross-checks); "Amateur's Corner", by Temple Patton ("Smith-Morra Gambit (Declined)", Pt. 6); Steve Stoyko reviews Bronstein's 200 Open Games ("a must for all serious students of the game"); Annotated Postal Games; "How to Beat Bobby Fischer!", by John Artise; numerous ads. ## One of the more interesting issues of this excellent newspaper that we've seen in some time. Well worth a sub, especially if you live in Region II.

APCT NEWS BULLETIN 4/75 (IV:4) (o-o of the American Postal Chess Tournaments; from P.O. Box 70, Western Springs, IL 60558; ed. Helen E. Warren; offset; monthly; \$5/yr. (3rd-class), \$6/yr. 1st-class (18 & under, \$4.50 1st-class, \$3.50 3rd-class); 2 yrs.: \$10.50 1st-class, \$9 3rd-class; 3 yrs.: \$15 1st-class, \$13 3rd-class) -- 18 pp. / info. sheet; Game Results & Progress Reports; APCT News, Player Ratings, Games from APCT Play, APCT Announcements; "This Month in 64", by Jim Marfia (Pt. 1 of five-part series on knight endgames by Gedeon Barcza, trans. by Marfia from 1970 SHAKHMATY #'s 4 & 6); "Bloodgood Talks Chess..." (new column); Game Analysis by Ken Collins; two Chess Problems, by Max Lawrence; National & International News Section (re the Fischer default); lettercolumn; Guest Editorial, by Fred Bristol (re Algebraic Notation--he's against it). ## Good issue of steadily improving magazine.

CHESS 4/75 (40:719/720) (CHESS, Sutton Coldfield, B73 6AZ, England; dbl/issue ea. month; offset (on slick paper); 5½" x 8½"; 30p (\$1)/dbl-issue, £3.50/yr. surface mail anywhere in world but Canada & U.S. (in Canada & U.S., via airmail, \$9.50/yr.; elsewhere via airmail: Australia, China, Japan, N.Zealand, Phillipines, £6.25/yr.; elsewhere, £5.75/yr.) (note: as U.S. Subscription Agent, we can offer, to TGL subbers & traders and 1st-time subbers, special rate of \$8/yr. airmail U.S. & Canada)) -- 32 pp. / 12 pp. covers & ads; news; tourney info/reports; calendar of forthcoming U.K. events; announcements/reviews of forthcoming & new books; lettercolumn; Report on Dundrum Chess Congress, by Robert Bellin; Paul Hugo Little on Dundee 1867 (#2 in "Last Round Thrills" series); "Two Unusual End-Games", by Vlastimil Hort; Annotated Games; "The Hastings Premier, Game by Game" (Round Eight, cont., into. Round 12; 31 games); liberally illustrated with positional diagrams from various games reported on within. ## Our favorite of the currently published Chess mags. Recommended.

NORTHWEST CHESS 4/75 (#329) (Official publication of the Washington Chess Federation; also serves as o-o for Oregon Chess Federation and, when space permits, carries info on Br. Columbia Chess Federation; ed. Dan Bailey, 4761 21st Ave., N.E., #1, Seattle, WA 98105; monthly; offset (on newsprint); 7" x 11¼"; annual dues / sub. \$6 adult, \$4 under 21 WCF, \$5 adult, \$4 under 21 OCF (WCF from WCF, POBox 1631, Yakima, WA 98907; OCF from Harry Glidden, 243 S.Stage Rd., Medford, OR 97501); elsewhere, subs are \$5 adults, \$4 under 21, from Yakima address) -- 32 pp., incl. cover; regional Chess calendar; NW Ratings; poem; Oregon news/tourney results; Vancouver '75 info; lettercolumn; Annotated Games, by John Donaldson; Washington Chess news/tourney results; Russell Miller's column; Directory of regional Chess clubs; 10 Chess problems; NW Postal Chess ratings; '75 Wash. State Jr. High School Chess Team Championship results; "Morals of Chess", by Ben Franklin; misc. short bits & pieces. ## An outstanding regional newspaper. (Should have noted above: single copies 50¢.)

THE PENNSWOODPUSHER 4/75 (VIII:2) (o-o of Penna. Chess Federation; irregular; offset; 5½" x 8½"; ed. Bobby G. Dudley, 107 Crosstree Rd., Coraopolis, PA 15108; PSCF dues not given, but memberships from Dr. Hans Verleur, Box 69, RD#1, Richland, PA 17087) -- 20 pp., incl. cover; news; Pres.' report; tourney announcements; book reviews, by Dudley; Directory of Eastern Penna. Chess Clubs; Games from Penna. Open Class Championship; results of: k5th Golden Triangle Open, '74 Pittsburgh Invitational, VIII Liberty Bell Open, 5th Annual Penn Capitol Open, Phila. Congress, Pittsburgh Non-Experts Open. ## Provides excellent coverage of Penna. Chess events.

(Cont. next page)

CHESSWORLD: PUBLICATIONS RECEIVED (Continued) --

USCF RATING LIST 5/75 (Supplement #6 to 1974 Annual List) (U.S. Chess Federation, 479 Broadway, Newburgh, NY 12550; offset; monthly; free to USCF affiliates; to others, \$1.50 ea., \$16/yr.) -- 76 pp.; misc. info/announcements; listing of events played since last Annual Rating List thru 31/3/75, with updated player ratings.

## Invaluable for tournament directors and organizers.

VIRGINIA CHESS FEDERATION NEWSLETTER 4/75 (XLI:7) (o-o of VCF; monthly; offset; 5 1/2" x 8 1/2"; ed. James R. Addison & Steven G. Bookbinder; free to members (\$3/yr., \$60 Life, from 1707 Grove Ave., #3, Richmond, VA 23220)) -- 24 pp., incl. cover; Va. Chess news; Msg. from Pres.; "My Games from the U. Va. Open '75", by Addison; Annotated Games, by Tony Laster; Va. Tourney reports/crosstables; the editors on the Pirc Defense; Chess humor; selection of games from Lubomir Kavalek Simultaneous Exhibition; "Jules F. Zell: Profile of a Promoter", by Addison; Editorial; letter-column; piece on Fischer/Karpov dispute; Directory of Va. Chess clubs; info on upcoming Va. events; miscellany. ## Nice mixture of regional & general material.

CHESS IN THE PRESS (The Clip Joint) (More clippings needed--problems, columns, news, miscellany--from newspapers/mags; contrib. credit on subs for clippings used) --

COLUMNS (see TGL #78 for info on getting these columns from us) -- "Area Chess", by Edwin Albaugh (THE WASHINGTON STAR, every Sunday; mostly local news--announcements, tourney results, club news, etc.--w/occasional special features) -- 5/1/75: "He's Bent on Soviets" (Bent Larsen on the Soviet Chess program); 12/1/75: "Larsen: Bobby and ART" (Larsen on Fischer & the nature of the game of Chess); 19/1/75: "Big Bash in Houston" (Houston International results; Fischer/Karpov news); 26/1/75: "Organizers Fight 'Inflation'" (re "superabundance" of tournaments); 2/2/75: "Gamesmanship by Bronstein" (book reviews; miscellany); 9/2/75: "Hastings: a Young Warrior's View" (Mark Diesen on Hastings, his win over Botterill); 16/2/75: "The Urbane Knight of Bamberg" (re Lothar Schmid); 23/2/75: "Schmid: Not Quantity But Quality" (more on Schmid); 2/3/75: "Schmid: Part 3" (Schmid on Pachman and Fischer controversies); 9/3/75: "Schmid Epilogue" (Schmid on Reykjavik); 16/3/75: "Four-Way Split at National" (re National Open results); 23/3/75: "A Lubosh Special" (on Kavalek/Portisch game from Wijk ann Zee); 30/3/75: "A Petzer's Diary" (on his participation in G.Washington Birthday event); 6/4/75: "Watch Timman" (on Jan Timman); 13/4/75: "Why, Bobby, Why?" (re Fischer's abdication of his title to Karpov); 20/4/75: "Busy Week on Campus" (on George Mason Univ.'s club tourney); 27/4/75: "Lone Pine's Top" (on Vladimir Liberzon's win at Lone Pine); 4/5/75: "League Playoff" (on D.C. Chess League standings). ## "Chess" (THE WASH. STAR, every Wed. until it ended in Jan.; by Leroy Dubeck & J.A. Livingston) -- 1/1/75: "Defender Against Attacker" (Gligoric/Fischer, '61); 8/1/75: "A Meteor Is Launched" (Pillsbury/Lasker, '96); 15/1/75: "Is Computer a Threat?" (Tech II/Caissa, '74); 29/1/75: "Grandmaster Coming Up" (Matera/Modnis, '74) (must have missed 22/1/75 column). ## "Chevalier on Chess" (WASH. POST, every Sunday 'til replaced by Evans in Jan.; repr. CHRISTIAN SCIENCE MONITOR) -- 29/12/75: "A Pawn Was Enough" (Hort/Bohm, '74; Benko/Kopec, '74); 1/5/75: "After 50 Wins a Loss" (Browne/Waterman, '74); "Another Draw" (game 12 of Karpov/Korchnoi match); 19/1/75: 3 problems. ## "Evans on Chess" (WASH. POST; every Sunday) -- 2/2/75: on Fischer at Reykjavik; 9/2/75: on the question of whether there is a unique American style of playing Chess; 16/2/75: on Fischer/Karpov controversy; 23/2/75: on 10th American Open at Santa Monica; 2/3/75: on Houston Invitational; 9/3/75: book review, Taimanov/Larsen from Leningrad Interzonal; 16/3/75: on Hubner at Houston; on finale of Filip/Darga game (23/3/75); 30/3/75: on choosing a Chess set; 6/4/75: on opening play; 13/4/75: on the influence of Nimzowitsch on playing styles; 20/4/75: Rubinstein/Nimzovitsch, '12; 27/4/75: on Hastings, '75, won by Vlastimil Hort; 4/5/75: Portisch/Ree & Browne/Sosonko, Wijk Aan Zee (37th). Note also that most columns include two-move Chess problem. ## Andy Phillips sends more George Koltanowski columns from SAN FRANCISCO CHRONICLE; mostly problems/positions (will run some of the problems in coming Chess Problem section in TGL), w/occasional extras -- 3/7/74: problem; pos. from Euwe/Fischer game '57; 26/8/74: prob.; Timman/Enklaar; 2/9/74: prob.; "The Steam-Roller" (Petro-

(Over)

CHESSWORLD: CHESS IN THE PRESS (Continued) --

sian/Visier, Nice Chess Olympics); news; 3/9/74: p.; misc. postal games; 4/9/74: p.; FIDE News; misc.; 18/9/74: p.; "Chess History" (early rule changes); misc.; 11/10/74: p.; misc.; 22/10/74: p.; "Chess Players I Have Known" (Duncan Suttles); 25/10/74: p.; Sheldon/Philidor '75 blindfolded game); 30/10/74: p.; Duchamp/Koltanowski '23; 11/11/74: p.; Karpov/Korchnoi Game #6; 12/11/74: p.; Tarjan/Lee '74; misc.; 13/11/74: p.; "Short-Cuts Through the Ages" (games from 1848 & 1973); 25/11/74: p.; Ladsteiter/Janosh '71 pos.; 6/12/74: p.; on Mikhail Tal; misc. news; 11/12/74: pos.; "Short-Cuts Through the Ages" ('74 & '24 games); misc.; 18/12/74: p.; Szabados/Ferrantes '51. ## Will catch up with general clippings next TGL.

MISCELLANY --

Tourney Announcements, etc. Recently Received -- 54th Southern Chess Championship Tournament: July 4-6, at Birmingham Hyatt House, 901 21st St., North, Birmingham, AL 35203; sponsored by Southern Chess Assoc.; seven-round Swiss, 45 moves/two hrs.; Sections: Championship (Open; Entry Fee \$23), Amateur (USCF Rating under 1800; EF \$19), Novice (USCF Rating under 1400 or unrated; EF \$15); prizes; players should bring sets & clocks; advance entries to E.L. Fesperman, 2922 Leland Rd., Birmingham, AL 35209. There is also Early Bird Speed Tournament July 3, 7 p.m.; seven-round SS; EF \$2; all fees returned as prizes. Rooms: \$18 Single, \$11 Double, \$9 Triple, \$7 Quad. ## 175 Chess Tour: by Jude F. Acers; 40-board Chess Exhibitions / lecture ("Fischer and the Magical Mystery Tour!"); free to all prisons, hospitals, & grade schools; Western tour already completed; Midwest tour from Apr. thru Jun.; East Coast & Southern Jul. thru Oct.; for info & bookings: Russell W. Miller, USCF Dir., POBox 1631, Yakima, WA 98907. ## Chess Seminar in Russia & Finland: Sponsored by La Verne College, in CA; departs U.S. Aug. 5, returns Aug. 26; cost: \$1850 from Los Angeles, \$1553 from N.Y., incl. airfare. Seminar will "focus on the mechanics of Chess, such as openings, strategy, tactics, and basic end games. There will be lectures on the evaluation of Chess through the master players, different styles of grand master, and other topics. Participants will have the opportunity to observe demonstrations and simultaneous play in Russia and Finland as well as to test their skills against those of local Chess association members. Our hosts will discuss their own methods of Chess instruction." Facilitator of program is Zoltan Kovacs, International master Chess player, mathematician & mechanical engineer, who speaks English, Hungarian, German, Italian, Dutch & Russian. There will be sight-seeing in Helsinki, Moscow, Kiev, & Leningrad. La Verne College also offers three semester units of credit on an optional basis. For reservations & info: La Verne College Chess seminar, 1043 E. Green St., Pasadena, CA 91106. ## PLAIN DEALER International Chess Tournament: May 1-22; announcement rec'd from USCF too late for last TGL and too early for this one, so we'll say no more about it except to say that persons interested in info re proposed tournament book, daily bulletins, etc. should write to Mr. Gene McCormick, Pres. Cleveland Chess Assoc., 3506 W. 145th St., Cleveland, OH 44111.

Miscellany -- COMPUTER DECISIONS 8/74 (VI:8; monthly; free to "qualified-subscribers" in U.S. ("persons with active, professional, functional responsibility in computer or computer user industry"), \$3 ea. & variable sub rates for others; from: Hayden Pub. Co., 50 Essex St., Rochelle Park, NJ 07662) has four-page article, "When Will a Computer Be World Chess Champion?", by Edward W. Kozdrowicki & Dennis W. Cooper. ## THE POCKET ARMENIAN #9 (22/12/74; mimeo; tri-weekly; 10/\$1; from Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432) has three Chess Variants, by Adam Gruen: "The Dutch Pretzel" (3 W Pawns vs. 1 B Pawn, 4x8 squares, B must get into W territory, BP has Kin-move, WP has Gin-move--rules not clear on moves), "Time-Warp Gate Chess" (two corner squares serve as "gates" to any unoccupied squares), "Blitzkrieg Chess" (two successive moves per turn after W's 1st move; K must be taken). #10 (12/1/75) has article on Chess Variants, by Mark Zimmermann, which briefly describes "Two-Move Chess", "Accelerating Chess", "Giveaway Chess", "Putback Chess", & "Kriegspiel". He says all have been published, but he forgets where.