

THERMOPOLAE?

ISSUE NUMBER SIX

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This zine is published by Payton D. Turpin, P.O. Box 6560, La Jolla, Calif. 92037, and is devoted to Imperialism IX-R, a Diplomacy Variant game invented by Rod Walker. It also mucks around a bit in other things.

The above drawing is by Mr. William Bruce, and clumsily reproduced by me. It expresses the theme of Aristophanes' Lysistrata, in which the women of Greece go on a sex-strike in order to persuade their men to stop fighting. Those of you who have read the play will deduce that the woman is Myrinne, and the man is her husband, Kinesias.

Caphtor, Rod Walker, 4719 Felton St., San Diego, Calif. 92116. This is Thermopolae's brother zine, the only other zine in the world which carries Imperialism IX-R. Rod is at the moment looking for some standby players for a game already underway. I have recently gotten into this game, playing Lakonia. Spartans are simply superior. Right, Bob? Right, Doug? Well, anyway, subscriptions to Caphtor are 10 issues for 1\$, plus a number of back issues free. Now can ya beat that, huh?

Anschluss, Joseph O. Antosiak, 3637 Arden Ave., Brookfield, Ill. 60513.
Joe has openings for "Origins Of World War II" as well as regular Dippyl

Well, guys, I have great heaping mounds of crud to throw your way, due to my inability to put out an interim issue since #5. So, without further delay, I will begin tossing. Here's load number 1.

FACE-TO-FACE GAME

The savage San Diegans are at it again. The cast for this drama was: David Johnson (Thessaly and Argolis), Larry Peery (Epiros and Ionia), David Kraugh (Boiotia), Richard Robinson (Makedonia), Dave Scott (Persia), Scott Turpin (Lakonia), Payton Turpin (Attika). By the way, I recommend this system of country division if you want to play Imp-IX with only seven players.

As the game got underway conflicts developed between Attika and Ionia, Lakonia and Argolis, Thessaly and Makedonia. Argolis and Ionia began to fall slowly, Peery and Johnson exhibiting good tactics in the face of long odds. It was soon apparent that Makedonia was not blockading the Persians. Indeed, an alliance existed between them. In 429 Boiotia attacked Thessaly, which fell quickly between him and Makedonia. Also in 429 Attika and Persia worked together to get a Double Army to Zarax, with Argolis revenging himself on Lakonia by giving support.

In 428 Persian units were moving through Makedonian Home Centers, disbanding garrisons behind them as per agreement. Epiros and Boiotia joined to resist the Persians. In 427 the last Ionian units fell. Persian Double Armies advanced on Thessaly. Attika assumed complete control of the Aegean.

Some Makedonian fleets appeared in the North to challenge Attika, but no serious threat. The Persian Double Army in the Peloponnesus continued to play Ring-Around-The-Rosie with the Lakonian Armies, and eventually worked its way into Sparta. In 426 Attika made a serious mistake, conveying a Persian Double Army to Karystos.

By 425 Persian Double Armies were in Southern Thessaly and Phthiotis. Boiotia was falling rapidly. An alliance had existed for the entire length of the game between Attika and Boiotia, but the Boiotians, realizing that his country was doomed, secretly made a survival pact with the Persians. In 424 Boiotia convoyed a Persian Double Army to Tanagra, and the Persian Double Fleet, in the South Euboic Gulf, convoyed Karystos to Rharnos. This beautifully timed and executed stab resulted in the swift fall of Athens. As Sparta had fallen already, Persia had won the game. Congratulations are in order for Dave Scott who, besides his usual fine tactical game, played a brilliant game Diplomatically, playing about 15 ends against the middle.

I learned quite a bit from this game, and I'll pass along to you what I think is relevant. 1) Makedonia should not underestimate the bargaining power of having the Persians blockaded. 2) Lakonia should see the possibilities in an alliance with Argolis, since the time involved in wiping out Argolis gives his enemies the chance to ring him to prevent his ever breaking out of the Peloponnesus. 3) Attika, after wiping out Ionia, can practically dictate terms to Persia, and should not be coerced into dangerous moves.

Well, for lack of anything worse to do to you, prepare to receive.

Section Number One

SPRING 430 B.C.

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AND QUIET ON THE PELOPONNESIAN FRONT. PERSIAN FLEET ESCAPES. IONIA GIRDS TO RESIST PERSIANS. BATTLE LINES BEING DRAWN ON THE MAINLAND.

Argolis (Peery): A Mykenai Support A Sikyon, A Troizen to Korinthus, A Sikyon Support A Troizen to Korinthus, A Patras Hold, F Argos Hold.

Attika (Brackman): F Kephellania to Sea of Ithaca, F Kalydonic Gulf to Aitolia, F Rhodes to Lykian Sea, F Knidos Support F Rhodes to Lykian Sea, F Anaphic Sea Support F Rhodes to Lykian Sea, F Naxos to Patmos Sea, F Melos to Paros Sea, F Skyros to South Aegean Sea, F Eretria s.c. to Karystos, A Rhamnos to Thorikos, A Athens Hold, F Myrtoum Sea Hold, F Thasos to Thracian Sea.

Boiotia (Besingue): A Malis to Ainis, A Orkhomenos to Phokis, A Oreos to Eretria, F North Euboic Gulf to Pelasgian Gulf, F Thebai to North Euboic Gulf.

Epiros (Brooks): A Dodona to Thesprotia, A Hellopia Support A Dodona to Thesprotia, A Apollonia to Molossia, A Illyria Support A Apollonia to Molossia, F Korkyra to North Ionian Sea.

Ionia (Verheiden): F Samos to Leros Sea, F Khios to Ikarian Sea, F Lesbos to Aiolic Sea, A Erythrai to Smyrna, A Ephesos Support A Erythrai to Smyrna, A Kyme Support A Erythrai to Smyrna /Annihilated/, F Phokaia Support A Kyme, A Halikarnassos Hold.

Lakonia (Howerton): No Moves Received. F Gytheion to Lakonian Sea, A Aitolia A Akhaia, A Elis, A Arkadia, A Meggopolis, A Zarax, A Sparta, A Sel-lasia, A Ambrakia, F Messenia, all Hold.

Makedonia (Weidmark): A West Thrace to East Thrace, A Ainos to Khersonesos, A Pella to Therma, A Edessa Hold.

Persia (Turpin): DA Phrygia to Byzantium, DA Mysia to Kyme, DA Lydia Support DA Mysia to Kyme, DA Karia to Indos, DP Lykian Sea to Patmos Sea.

Thessaly (Rack): F Phthiotis Hold, A Thessaliotis to Dolopia, A Larissa to Thessaliotis, A Elimeia Support A Larissa to Thessaliotis.

The only move made for Bob Howerton was the defensive move of the fleet to the Lakonian Sea to preserve his position. Hey, Bob, you can't do this to me. I don't mind you missing the move, but you're cheating my readers out of the continuing adventures of King Roberlies of Lakonia, and that I will not tolerate. I am sure that Bob will continue to play, but just in case I am calling for standby moves for Fall, 430 B.C. from Victor Ricci, 99 St. Marks Place, New York, N.Y. 10009.

PROPAGANDA

Larissa, Winter 431 B.C. - Rackules XIX, chief oligarch of Thessaly, announced today that a treaty has been concluded with King Kichensinque of Boiotia. The pact calls for mutual aid in the event of an attack by a third party as well as a treaty of friendship for a period of 15 years. "This treaty is of great advantage of Thessaly as it assures the security of our southern borders", claimed Rackules. However, it is rumored about the capital that the treaty was imposed on Kichensinque under duress, when the marriage contract was not executed by Lysistrata's elopement with Gibbon of Oreos.

Thessaliotis, Spring 430 B.C. - Tension is mounting in this border province with the news that Rix the Loquacious has somehow raised two new armies. Xylophon predicted new clashes along the border and has called for support from his half-brother, Marcus of Makedonia. The latter has agreed to grant direct access to Makedonian provinces by Epiros.

Phthiotis, Spring 430 B.C. - Faced by the numerically superior forces of Boiotia, the supreme commander of the Thessalian navy, the glorious Saxophon requested permission from Rackules to direct operations from Magnesia. Rackules was reported to have said, "Hold Phthiotis at all cost. I may personally withdraw to my dungeon if you desire." Needless to say, Saxophon redoubled his efforts to defend this city.

Gonnus, Spring 430 B.C. - Megaphon, the town crier, today officially declared the opening of the Aphrodite Festival. The first item of the calendar of events was a parade reviewed by our guests of honor Peerinyth and Peerisena of Argolis. After many army units in full regalia, assorted chariots, trumpets, and war machines the parade was climaxed by the appearance of Rackules XII carried by a hundred virgins in diaphanous gowns. Much as this event was appreciated by the assembled multitudes, all thoughts were turned to the dominating event of the week: the test of the new weapon.

Gonnus, Spring 430 B.C. - There are several reports of the Oracle, Grandpa, being seen entering the laboratories of Megaton and Kiloton carrying large urns. This rumor has not been confirmed by officials of the realm. In the news, Rackules announced the formation of an elite unit that will be casing the new weapon. In the meantime, festivities are well underway with dancing in the streets, mass drunkenness and total relaxation of moral behavior. Residents claim that this is the best festival on record.

Larissa, Spring 430 B.C. - Radiophon, our man in Sardis, today reports that Xerxes has undertaken the invasion of Greece without PRIDEIMER AND PRICESER. It is believed that this awesome machines have learned how to swim but are not rustproofed. A fatal omission of the part of several more scientists. PRID and PRIC have been left with a local Phrygian tinsmith to be galvanizing. They will rejoin Xerxes II later in the campaign.

Khersonesos, Spring, 430 B.C. - The Makedonian 49th Scottish Highlander Band piped into here with colors flying above the array of shocking young men in checkered hot pants and mini-skirts. This band, the forerunner of Scottish bands to come in the future, plays the pipes of Lochshire in splendid tune with the lemmings who through some powerful strength supplied by the land swam all the way from the barbarian's lands of the far, far North to cause havoc among all who meet them. The lemmings are especially helpful against the Persian Indian Elephant Forces, and the hords of Persian women whom they drag into battle. How else do you think they make double armies?

East Thrace, Spring, 430 B.C. - The most startling occurrence in the history of the 50th Scottish Band occurred today in the midst of heavy battle. The whole east flank of the band was put to seige by the Royal Persian Elephant Force 99, and all the lemmings were called out to meet the increased Elephant Forces. Almost simultaneously, an army of Persia's finest came swooping down out of the sky on rugs of flax, dropping bombs of watermelons atop the

Scots. Though these were strange events indeed, none was stranger than the spearhead of the Persian attack. Thousands of screaming Persian women assaulted the Scottish middle forces. They came sweeping over the hills wielding large clubs of jagged steel, screaming murder, and spitting blood. Their heads were bent low in onward rush. The smaller Scottish forces almost panicked, except for the strict guidance of Capt. Weidmark, forerunner of Scottish captains of the distant future. Capt. Weidmark struck his baton upon a stump, and promptly coughed. The Scots looked up at this to their leader, and immediately assembled their instruments of war. "A one, and a two, and a three," called out Capt. Weidmark. A stricking chorus of the Makedonian-Scottish combination national anthem reigned over all vibrations which pathed the lanes of sound. The Persian women suddenly looked up at this to get their first real look at their foe. They stopped in awed silence. The Scots ceased their playing at the sudden action of the Persians. Suddenly the Persians dropped their arms, and in a terrible cloud of dust, swept in among the valiant Scots. The Scots were overcome by the dust, and had no idea what was happening. Soon the dust cleared and 4,000 ~~filthy~~ nude men viewed thousands of Persian women retreat back into the hills, carrying the apparel of the denuded Scots. The reason for such an action was thought to be envy. New Scottish uniforms of scarlet hotpants and checkered blouses are now being sown together back in Edessa.

FURTHER ANNOUNCEMENTS

The results of the first election of the New Diplomacy Organization have been returned. There are a few categories that have to have new elections (Ombudsman, Vice-President), but most of the results are final. I have lost out in the race for Editor. Well, I'll bet the people in the Press will be sorry to see me go, cause now they won't have anybody to kick around. Those filthy rotten . . . rant . . . rave . . . etc.

Seriously though, my best wishes to John Boyer, who is a fine publisher. My congradulations also to Larry Peery, our new President and a fine gentleman. A harder worker you'll not find, nor a more taciturn one (tee, hee). I am also well pleased with our two At-Large Council Members, Rod Walker and Elliot Lipson. Better luck next time, Ed.

I would like to call for a response from all of the seventeen players in this magazine concerning the length of the deadlines in Thermopolae. This has been worrying me. I want to give everybody a quite reasonable amount of time to conduct Diplomacy. I have already heard from two of my players on this subject. Ed Rack finds the deadlines acceptable and Rick Brooks finds them too short. When all of you send me your next moves, would you please include your opinions on the deadlines. This will be much appreciated.

Letters to Craig Besinque should now be sent to GENERAL DELIVERY, Princeton, B.C. CANADA. Summer is approaching, guys, so remember to let me know your plans and new addresses so that there will be no communications foul-ups. Also, if some of you are planning lengthy vacations, I will be glad to try and plan my summer deadlines around your travel schedules, whenever possible. As for myself I will probably be remaining in San Diego for most of the summer, although at a new address which I will tell you later.

But through the gloom shines a ray of hope, going by the name of:

Section Number Two

SPRING 431 B.C.

No number yet.

ALL MOVES SUCCEED? THROUGHOUT THE GREEK WORLD, THOUSANDS OF SHIPS PUT TO SEA. HUNDREDS OF ARMIES MOBILIZE.

Argolis (Scott): A Argos to Arkadia, A Mykenai Support A Argos to Arkadia, F Troizen to Korinthos.

Attika (Ryrie): F Lemnos to Thracian Sea, F Andros to South Aegean Sea, F Naxos to Paros Sea, F Rhodes to Patmos Sea, F Rhamnos to South Euboean Gulf, F Thorikos to Myrtoum Sea, F Athens to Thorikos, F Kephellania to Sea of Ithaca.

Boiotia (Turpin): A Orchomenos to Phokis, A Thebai to Lokris I, F Tanagra to North Euboeic Gulf.

Epiros (Proujansky): F Apollonia to North Ionian Sea, Army Dodona to Thesprotia, Army Hellopia to Amphilokhia.

Ionia (Robinson): F Phokaia to Aiolic Sea, F Samos to Ikarian Sea, A Erythrai Hold, A Ephesos to Miletos.

Lakonia (Ryan): A Messenia to Elis, A Pellana to Megalopolis, A Gytheion to Messenia, A Sparta to Pellana, A Sellasia Hold, A Ambrakia to Akarnania.

Makedonia (Galenzoski): A Edessa to Illyria, A Pella to Therma, A Therma to Abdera.

Persia (Andrus): All units hold. First movement, Spring 430 B.C.

Thessaly (Duerk): A Mylai to Thessaliotis, A Larissa to Pherai, F Magnesia to Sea of Mende.

PROPAGANDA

Olympos and points north, 431 B.C. - Due to circumstances beyond our control mainly because of some upstart king in Thessaly, the Olympics will not be held this year. It is hoped that some agreement will soon be reached, however, although demands of King Kolball that each contestant serve one year in the Imperial Army is out of the question.

Pella, 431 B.C. - This great city hopes to have in the near future fresh corn from our beloved brothers of Silogra. It is hoped that nothing stands in the way of agreement between the other Greek states and Silogra so that the supply will be continued. HINT!

Secret Info from the book of Fanny Hill - "Did you know that most of the Persian fleet is resting in the Lykian Sea?"

Rosemary's Baby was a Persian, and it is rumored that it has now grown to manhood and has taken the title of Perianthus the III & 1/2.

Therma, just above Khalkhidike - It is rumored that King Arnold-the-Liver is broke and now must live in a Hotel run by Ionian interests. The only problem with Ionian Hotels is that they tend to flood at high tide, forcing the poor king to take up residence on the roof for all to see.

Sparta, May 9, 431 B.C. - A crazed lunatic, tentatively identified as one Phaethon, "Son of the Sun God", was shot down today by Spartan anti-aircraft.

batteries as he made a low sweep over the city in his winged chariot. The Lakenian Military Command announced. The city Ephors were undecided as to what should be done with this misguided individual. Although no information has been officially released, local insurance companies are being advised by the government not to sell any long term life policies to said individual, Phaethon. Further bulletins to follow.

From the office of Rikardhos, Strategos of all Ionia - Word may have leaked concerning a large, sun-like explosion in the Anatolian provinces of the Lakenian Empire. This is not, as some have suggested, the result of activities of wizards similar to the Megaton and Kiloton of myth. The explosion was the result of an accident in our Galaktikes scientific exploration program. It seems that our kosmic chariot Telemmetres II, fired from Halikarnasos some weeks ago, failed to achieve successful staging, so that the Ion-powered upper vehicle was unable to reach orbit. Happily, the two kosmonautai aboard were able to bail out of the falling ship, and we are awaiting their return any month now. On a lesser plane, our Gigantiki class of Super-galleys are ready to be transferred from drawing-tablet to shipyard. As of now, the details are secret, but we can reveal that they have a radical new power-source.

Spoison A.P. (Argolian Pigeon) News Service - Until now, nothing was known of the past of Sinclair the Great, the new Mayor of Troizen and ruler of all Argolis. It was believed that he was either the half-brother of Phaethon the fool, descended from Mount Olympus for some adventure, or else a Lakenian slave who was forced to flee the country when he was discovered in bed with Ryan's Daughter. Actually Sinclair was the eighth and youngest son of a poor Ionian fisherman.

Being the youngest and never growing taller than 4'2" he was often called Sinclair the small. Early in life Sinclair knew that he would inherit nothing from his father. He had often heard his older brothers discussing using the best to smuggle Opium into mainland Greece. So when he was seventeen he left home to make his fortune in the royal city of Ephesos.

Arriving there with no money he quickly looked around for something to steal. He soon discovered that the only thing in the whole world worth stealing were the blocks of gold in the vault of the Treasury. Sinclair decided that he would not be able to seduce the keeper of the keys to the vault, so he disguised himself as a gold brick. Once inside the vault he found that all the gold bricks were painted lead.

Sinclair was captured and put on trial for attempting to steal the King's gold. The defense argued what he couldn't possibly be found guilty since there hadn't been any gold to begin with. The judge accepted this argument and found Sinclair guilty of subversive activities in trying to undermine the people's confidence in the Treasury. He was ordered to prove his patriotism by stealing an Attikan fleet and bringing it back to be used in the defense of Ionia in the war. With that in mind, Sinclair was given an Army Surplus rubber kayak, 2 fish hooks, and 3 Saltine crackers and turned loose three miles off shore.

When he got to Athens, Sinclair found the whole city celebrating the Spring Festival. Disguised as a midget he searched out and found the ruler of the Attikan fleets, Commander Barchara. Barchara was practicing for the Bacchus Memorial 500 being held that weekend (the winner being the first one to finish 500 cups of wine), and was totally incoherent. Sinclair discovered

that the orders for a new fleet which had just been built in Athens were on his desk. Since the original orders were illegible anyway, Sinclair felt no qualms about substituting his own.

Arriving back at the harbor with orders stating that he was to take command of the fleet, Sinclair prepared to leave for home. Before he set sail, however, he learned that Rikardhos the Sly had declared himself King of Ionia in a bloodless coup. Sinclair therefore sailed away with his new fleet, looking for some new place to settle down (this explains why Athens begins the game with only one fleet, even though the city can support two). Sinclair wound up in Troizen, arriving there just in time to watch all the boats in the fleet stationed there run aground on the breakwater or keel over and sink. Since the Argolians were mostly sheep-farmers, none of them were able to sail. With Sinclair's fleet in the harbor and their own on the rocks, the people were quick to choose Sinclair as their mayor. One week later the Argolian Council voted Sinclair as supreme commander for the simple reason that he was the only one in the country who knew how to sail. Despite his stature he was hailed as Sinclair the Great, Sinclair the High, or Sinclair the Upton.

Troizen, A.P. - It was learned that upon hearing of the Bungling of Comar Barshara, Tasseus Rirey Alexander, a Colonel in the Army, led a coup which deposed Barshara. Tasseus then purged all the other high-ranking officers and transferred their men to the various fleets stationed at such places as Kephellania and Rhodos. The whereabouts of Barshara is unknown.

FROM MOUNT OLYMPUS

Salutations from your old friend Bellarophon. I'll tell you, there are weird things going on around here. Last week, while I was on duty here at Zeus's palace, I received a report that there were two suns in the sky! As number one troubleshooter of Greece, I immediately investigated. The reports were true. One of the suns was behaving normally, moving slowly across the sky, but the other was acting most erratically, making dips and dives that were altogether unsunlike. I borrowed a pair of winged sandals from Hermes and flew up to take a look.

I discovered that it was indeed a second sun-chariot, containing a rather heavily perspiring youth who was wrestling for control of the chariot with four cantankerous, fire-breathing stallions. With my help he got them under control, and identified himself as Phaethon, the Son of the Sun-God. I had not heard of him before, but if he was a Son of the Sun-God, then he was technically my nephew, so I decided to learn more about him. "No time to talk now", Phaethon said. "I was flying so fast that I just crashed through some kind of dimensional barrier". "This isn't my world. The folks back home must be gotten a bit chilly without their sun. I gotta get back. Go along if you like."

Needless to say, I was intrigued by this, and rode with Phaethon as he crashed back through the dimensional barrier. He had spoken the truth. There were two separate dimensions, each containing its own Greek World. In some ways the worlds were radically different, but they were similar in many ways.

Well, since then Phaethon and I have become good friends, and have made that journey many times. I have told him about all the absurd things going on in my world. We laughed together at the stories I told of Rackulos of

Thessaly and Rix the Loquacious, of Lysistrata II and Gibbon, of Capt. Weidmark of Makedonia and his Highlanders, of Pericles of Argolis and Roberlines of Lakonia. Phaethon suggested that hot-pink sashes and lime-green tights would look stunning on Weidmark's Scottish troops. He did not believe what the ELMERS of Xerxes really existed until I showed them to him, at which point he laughed himself silly. As I related the amorous adventures of Rackules, Phaethon wondered why I didn't mention to Hera that I had found a man reputed to be ten-times better as a lover than Zeus, pointing in the direction of Rackules, and then sit back and watch the fun. We decided to hold this tactic in reserve.

I had thought that I knew some tall tales, but I knew that I met my master when Phaethon started telling me about King Gallozenolozovoskivohomenos of Makedonia, King Colball of Thessaly, Arnold-the-Liver of Epiros, Rianidas of Lakonia, Tasseus of Attika, Rikardhos of Ionia, Perriandrus of Persia, and Sinclair the Great of Argolis. We both chuckled over the tale of Sinclair agreeing that it was the most improbable yarn either of us had ever heard. We realized instantly, however, the hidden truth of Sinclair describing himself as a goldbrick. Truer words were never spoken.

I particularly enjoyed Phaethon's story of the time he was captured by Rianidas of Lakonia after his Sun-Chariot had gone out of control. Phaethon had escaped by slipping his guards a potion of incredible laxative ferocity and then dancing away, dodging the frantically hurtling bodies of his erstwhile guards.

Since then, both of us have learned methods of going from dimension to dimension quickly and easily, so we keep in touch. We are able to split the duties of watching after our worlds now, and can therefore take longer vacations. Well, see you later, friends. Don't do anything we wouldn't do, but then, we'll do anything.

ON IMPROVING IMPERIALISM IX by Dick Vedder

Editor's notes: The following article will hopefully lead to several improvements that I think need to be made in this game. Dick Vedder, the author, is a leading designer of Diplomacy Variants (Diodokhi, Jihad) and the Editor of Quo Vadis. He has played Imperialism IX in Caphtor (Rod Walker).

The most difficult problem confronting any designer of historical games is to make them as authentic as possible without destroying playability. The bulk of this article highlights this ever-present dilemma in its discussion of suggestions which I shall make for improving the game, Imperialism IX.

My first suggestion pertains to PERSIA. In the present edition of Imperialism IX, Persia may not under any circumstances make loans of supply centers to Greek States. Now historically speaking, this was not the case at all. During the late 5th, and through most of the 4th centuries B.C., Persian gold was constantly flowing across the Aegean Sea in an attempt to play off the "Big Three" (Athens, Sparta, Thebes) against one another. Only in this way could Persia prevent any of the above from gaining enough power to threaten the East. The effects of this policy were immense on Greece; two examples will suffice. The Spartan fleet which finally caused the downfall of 5th-century Athens would never have been built had it not been for Persian gold. And the reconstruction of the famed Long Walls by Athens early in the 4th century, financed by Persia, made possible her resurgence

as a block to Spartan hegemony. The importance of Persia's economic hegemony in keeping Greece divided is simply too great to be ignored. What then might be done to take it into account? It is certainly obvious to all that to allow Persia an unlimited capability to loan supply centers would prove ruinous to the game (Ed. note: maybe not obvious, but I have proven this in my playtesting). But I do not think that a restricted capability of, say, 1/10th of the supply centers, i.e. 6 or 7, would prove unworkable. Another possibility might be to give Persia the power to grant economic loans, rather than regular loans. Under this idea, Persia would be able to tap the interior resources of her empire so as to provide 5 to 7 economic loans for Greek builds, etc., even if all of her on-board territories were occupied (HIGHLY unlikely).

My second suggestion concerns the above-mentioned Long Walls. These walls, each four miles long, connected Athens with her port of Piraeus, and made it possible for her to withstand the entire land might of Sparta and her allies for the duration of the Great War---27 years. Yet, at present in the rules, Athens can be taken like any other Greek center. I would therefore like to propose that Athens be made a double-defense center (as with Constantinople in my JIHAD game), and that this capability exist even when the city is not occupied by an Athenian (Attikan) unit. (I include the latter because when the regular forces were sent out almost yearly during the campaign season, it was the resident aliens (metics) and the elder Athenian men and teenagers who protected the city against the Spartans).

My third suggestion is a wonderful Greek custom which should be copied today. Every four years, all wars ceased in the Greek World while the Olympic Games were held. I would like to suggest that a variation of this idea might be introduced in Imperialism IX-R. The first Olympiad during this game's time sequence would be in 428 B.C., followed by those in 424, 420, 416, etc. Why not have all wars among the Greeks suspended during those years? Negotiations, moving for position (including any convoys which would come under this heading), the capture of supply centers not previously held, attacks or defensive maneuvers against the Persian Empire, builds, loans, etc., would all be allowed. But the invasion of one's homeland (including that of Persia) and the capture of previously-held supply centers would not be allowed. Any invasions then in progress would have to stop, but the victim (s) could not take any direct action to repel such attacks. Furthermore, it might be possible to begin the game in an Olympiad (432 B.C.). I believe that such a rule would add a great deal of interesting and challenging play to the game.

All of the above suggestions have dealt with trying to make the game more authentic. My last suggestion, however, concerns just the opposite, that is sacrificing historical authenticity to improve playability. In my opinion, ARGOLIS is the most difficult country to play of all of them (with the possible exception of Thessaly). Argolis, more than any other, has to depend on outside help to survive, much less win the game, if pitted against a reasonably intelligent, aggressive Spartan player. So I would like to suggest that this over-dependence be lessened by allowing Argolis to make builds at Sikyon, which touches upon the Gulf of Corinth. This would definitely improve her negotiating posture, especially vis-a-vis Sparta, to whom she would have something really tangible to offer in the area where Sparta really needs it: fleets to convoy armies into N.W. Greece.

If this proves unworkable, perhaps Argolis could be given another army, or have just all armies to begin the game. As some of the readers know, I am right now experiencing great difficulty playing Argolis in Caphtor, but I do not want to give anyone the impression that Argolis cannot do well- she can, but I think her odds of winning are about the same as are those of Austria in regular Diplomacy. It just seems unfortunate that Argolis cannot be given a more advantageous position, being historically the chief threat to Sparta's threat in the Peloponnesus.

These are my suggestions. I have not presented them for the purpose of pressuring Rod Walker, my good friend, into making my changes, but rather to stimulate thought and discussion (which will hopefully appear in the pages of Thermopolae or Caphtor) on how to make Imperialism IX-R a better game.

Well, that's it, gang. I would like your opinion's on this article, and I will be glad to print your comments. I will give you my immediate reactions right now.

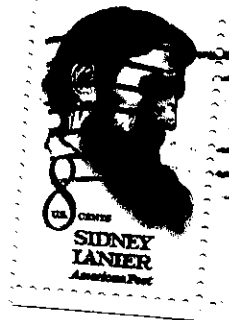
- 1) I quite agree that Persia should be able to loan supply centers to some extent, but I don't think that they should be free to Persia to lend. Persia should have to work for them. I suggest that Persia be allowed to lend one out of every three supply centers she captures. This will force Persia to be conscious of supply centers. I also think that after the second year, Persia should be able to lend an amount equal to two supply centers from that which supplies her own units. This means that she may have to refuse a build or even remove a unit, but this also should be her privilege.
- 2) Personally, I think that Athens is quite difficult enough to capture as it is. However, I have nothing particularly against giving the city a defense force, so I will hold back on this one. Let me know what you think.
- 3) My conservative brain fails to grasp the advantages to ceasing the conflict every four years just to promote realism. Furthermore, I recognize the difficulty involved in deciding just exactly what is contrary to the spirit of the Olympics. I find this idea counter-productive.
- 4) I agree completely with the idea of giving Sikyon to Argolis as a build center. Perhaps Argolis should still start the game with the same three units, but have Sikyon belong to her without having to move there. This way Argolis could build there at the end of the first year if she wished.

You guys are welcome to chop down my opinions as well as the article, of course, so send them in.

IMPORTANT - In the orders of Section Number One, on Page Three, there is an error. Please change the Boiotian Order of Malis to Ahalis to Phokis. Also change the Boiotian Order of A Orkhomenos to Phokis to A Orkhomenos to Thebai. Sorry about this, Craig, but your set of revised moves got lost in the shuffle. Boy, it shre would be great to be infallible.

Now that I'm thinking about it:

THE DEADLINE FOR FALL ORDERS (both sections) IS FRIDAY, JUNE 9th, 1972.



FIRST CLASS

Jeff W. Key

#1153

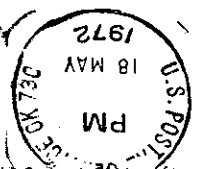
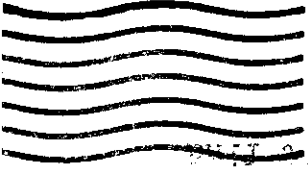
4611 N. Pennsylvania

7918 Alpha Rd

Appt. 1-D

Dallas 75240

Oklahoma City, Oklahoma 73112



OKAY, YOUSE GUYS, DON'T FORGET, JUNE 9th.

a better photographer.

things. He gives me flight. He makes me young. For both I am deeply grateful." By the way, the book is filled with beautiful photographs of birds in flight. They were taken by Russell Hannon, and you won't find any Broadway said of this book, "Richard Bach with this book does two

Jonaphan Livingston Seagull - a story, by Richard Bach. This book been described to me as a book of philosophy, and so I read it. Reluctantly, since I don't go in much for philosophy. Man did I get a shock. It is simply the story of the life of a seagull, without breathtaking beauty, but in language that even a child could understand. Jonathon Livingston Seagull is a bird that just loves to fly, never ceasing to want to do it better. The book is the story of his quest for perfection. I wouldn't dream of telling you any more of the story. I want you to hear the same fun in reading it that I had.

BOOK REVIEW