

No. 5-4/30/68

Another '765' Publication, one of a family of fine magazines for the discriminating reader.

I'm back, everybody!

How come everybody keeps bitchin' about my NO TRADE policy? I keep getting all these stupid letters about my policy, and I'm getting tired of arguing about it. So, for the last time, I will state my policy and my reasons for it.

I refuse to trade my mag for any other. Although I do send sample copies out occasionally, I am not in an exchange market. If someone wants to send me copies of their 'zine, I won't object, but I generally do not have time to read these, and consequently they will probably end up in the filing can. So, if anyone wants this mag they will have to purchase it; and, likewise, if I want yours I shall be most happy to shell out hard cash for it.

For those who are interested, the game fees are \$3.50, with a \$2 (not \$2.50 as von Metzke erroneously mis-typed last issue) rebate if and when you complete the game. The subscription rate is \$1.50 per game. In Game #3 the fee will be raised to \$4.50 with a \$2 rebate; and (effective June 1, 1966) the sub rate will go to \$2.50 per game. Incidentally, there are still a couple of spots open in Game #2 (at the \$3.50 rate). We will start as soon as we get a complete list.

To all of you to whom I never write (i.e. everyone) I apologise. I realise it must be frustrating to write somebody a dozen letters and never get any answers. In the future, I shall use T.S. as a medium to make reply, where possible and practical.

Some time in the near future, T.S. will be running a series of two-man games. These will be in the form of a tournament with a corresponding rating system. I recall reading about a similar idea in some other mag - and to you, whomever you be, I say: I am not trying to swipe your idea. Honest! I arrived at this of my own accord. More on this next issue.

I have been informed that von Metzke is sending T.S. to everyone that gets UOTAGAMA. Please consider these issues as sample copies and not as feelers for trading. These samples will continue through next issue. Thereafter, if you wish to receive this mag, you will have to pay (fee free). I hope that this is the last I need say about this.

GAME ONE - FALL 1967 BUILD ORDERS

(FIDELITY)

The status of Germany is unchanged. Jerry Jacks is still with us, but he sent in his Fall moves a week late, so - you know what we say, don't you, people?

BUT - Jacks is now at the following new address:

Jerald Jacks (Germany)  
8537 Alcott Ave., Apt. 4  
Los Angeles, California 90035

That's one more for the Westercon diplomacy game.

AUSTRIA (Reinsel) builds Armies Budapest and Vienna (well what did you expect?).

ENGLAND (Dygert) constructs a Fleet in Edinburgh.

FRANCE (Canfil) creates a Fleet Marseilles, and an Army Paris.

GERMANY (Jacks) is out on its ear for now.

ITALY (Tzudiker) installs a Fleet Naples, and an Army Venice.

RUSSIA (Chalker) initiates Armies Warsaw and St. Petersburg.

TURKEY (Brannan) produces a Fleet Smyrna.

Now with all that new stuff, you ought to be able to start a war. However, be advised that all those planning on making their units effective must order their Spring 02 Manoeuvres by

11 MAY 1966.

Moves not postmarked by this date will be cheerfully cremated.

DIPLOMACY AT THE WESTERCON - weekend of July 4, 1966, in San Diego. Anyone attending and interested in playing will please write to Conrad von Metzke, 5327 Hilltop Drive, San Diego, Calif. 92114, or Box 192, Jamil, Calif. 92035. We hope to have tentative lists established in advance. OK?

ADDRESS MOVES, ETC. (broad category!) to:

MATCH PUBLICATIONS (a subsidiary of "765 INC.")  
583-H Mesa Street  
Chula Vista, California 92010

And for a quick parting shot:

INTERVIEW: "You know you're not alone!"