



Valhalla is edited by John Koning and Chris Wagner, and published by Koning on a tri-weekly schedule. Material pertaining directly to Valhalla or to the game it carries should be sent to Koning; material pertaining to reader service departments should be sent to Wagner, unless otherwise indicated. Subscriptions are \$2 per year from Wagner. Make checks payable to Project Analysis Corporation.

VALHALLA

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Valhalla #9, 1 November 1968, is a joint production of Project Analysis Corporation and the DWE Press (and is DWE Pub #120). It is, in addition, one week late. This delay will necessitate a one-week delay in publication of sTab #56 to prevent schedule-pileups. sTab readers are notified. Valhalla strives to combine the features of a diplomacy journal and a sub-division of Strategy and Tactics (available from Wagner at \$7.50 per year -- six issues). The diplomacy game carried herein is featured as an example of postal play, and is meant to act as an enticement for readers to enter postal games on their own (a list of game openings appears in each issue). Valhalla does not itself plan to carry another game, at least not until the present one is finished.

Readers whose Permanent Listings first appeared in Valhalla #3 are reminded that their listings must be renewed (and updated) to be included in issue #10. Renewals to Wagner, of course.

Listings in Valhalla's service departments are without charge, but should also be sent to Chris Wagner. Those who appear in our departments need not subscribe to either Valhalla or Strategy and Tactics. Club officers are encouraged to submit newsworthy items concerning their clubs for our "Clubs of Note" section (absent this issue due to lack of material).

Chris Wagner mentions that stock in Project Analysis Corporation will soon be available for sale. Write Chris for details and prospectus.

Subscribers whose back copies of Valhalla have been delayed are offered our most abject apologies. A bout with the flu, teaching duties, and negotiations with several colleges have eliminated most spare time until now. Also, we cannot provide new subbers with complete sets of back issues any longer. In the near future, earlier backissues will be offered for sale on a piece-meal basis.

PERMANENT LISTING

EAST

WILLIAM ABRAMS, R.R.#1, Box 275A, Ulster Park, N.Y. 12487. Age: 26. Phone: 914 658-8257. Miniatures: Ancient, Punic era (20mm Airfix), Horse & Musket (20mm Airfix), Modern (20mm AHM); Naval: Ancient 20mm galleys, 18th Century Sail using small Pyro models. AH games: Blitzkrieg, Tactics II, Afrika Korps, Waterloo, Gettysburg (newest rules), D-Day, Midway, Guadalcanal, Jutland. Will travel eastern NY state as my job takes me to Utica, Glen Falls, Albany, Poughkeepsie, and Monticello on a regular basis. I definitely prefer games of one evening's duration as my wife and children occasionally need me to go to the store. Am familiar with Featherstone's rules for miniatures.

RALPH REINERTSEN, 792 Smith Ridge Rd., New Canaan, Conn. 06840. Age: 16. Phone: 966-1750. All AH & GS board wargames (except Nuclear War). Have military miniatures in 20mm and some 54mm. Have 6x10 table and field to use. Need in-person opponents. Can travel if close.

JEFF W. KEY, 70 Lewis St., Eatontown, N.J. 07724. Age: 26. Phone: 201 542-6449. Desire contact with other Diplomacy players. Desire contact with local 1:1200 naval games player who can teach me either Lord's or Pratt's rules (any period).

CHARLES JOHNSON, William Sloane House YMCA, 353 W. 35th St., New York, N.Y.. Please send mail to: P.O. Box 1651, G.P.O., New York, N.Y. 10001. Age: 20. Games: Confrontation, Vietnam, Diplomacy, and all AH games except Jutland and 1914.

JAMES BOSKEY, Cleveland-Marshall Law School, 1240 Ontario St., Cleveland, Ohio 44113. Interested in across-the-board Diplomacy. Willing to travel within reason.

KENNETH BORECKI, 19 Royal Rd., Rockville Centre, N.Y. 11570. Phone: 516 764-8396. Age: 13. Board games: Jutland, Bulge, Stalingrad, Diplomacy, Risk, Chess, will play any others. 30mm Napoleonic Italy. Member: MTS.

DONALD J. GREENWOOD, Clarion State College, Clarion, Pa. 16214. AH games plus Risk, Stratego, Chess, Fight in the Skies. Member: POW. Editor of PANZERFAUST. Will travel within reason.

CHARLES N. REINSEL, 120 8th Avenue, Clarion, Pa. 16214. Phone: CA6-7205. Age: 37. Diplomacy, Blockade, 1863, AH games, etc. Gamesmaster of BIG BROTHER, a postal Diplomacy zine. Will travel.

ANTHONY PERRI, 92 Seaman Avenue, Rockville Centre, N.Y. 11570. Phone: 516 RO6-8722. Almost all AH board games and miniatures.

RICHARD BRYANT, 45 Willow St., Brockton, Mass. 02401. Phone: 583-6125. Board games: Tactics II, Jutland, Blitzkrieg, Bismarck, Afrika Korps, Midway, D-Day, Bulge, Diplomacy, Management. No miniatures yet, but would like to try. Am interested in setting up in-person Diplomacy club.

CENTRAL

DON SCHAFER, 1672 Robinwood Dr., Uniontown, Ohio 44685. Age: 16.
Phone: 896-3010. Games: Bulge, S-Grad, D-Day, Midway, Tactics II,
Battle of Britain.

DANIEL CLAPP, Room 1101, MSOE Roy Johnson, P.O. Box 353, Milwaukee,
Wisc. 53201. Age: 18. Games: Blitzkreig, D-Day, Gettysburg,
Guadalcanal.

ROBERT REUSCHLEIN, 2225 Keyes, Madison, Wisc. 53711. Phone: 255-2866.
Age: 18. All AH games and many others.

MARK GOLDBERG, 4033 Wesley Ave., Berwyn, Ill. 60402. Age: 18.
Phone: 312 788-5882. All GS and most AH games. Most interested
in variants and self-designed games. Interested in miniatures.
If you've got it, I'll play it. Limited transportation. Member:
IFW, WGIG, N-N, F&SFWDG, Psfaust. Any GALACTIC WAR suggestions?

JOHN W. SCHAEFER, 2709 Norbert St., Flint, Michigan 48504. Phone:
313 283-5703. Age: 19. Games: 1914, Jutland, Diplomacy, my AK
modification, Bulge and Stalingrad realism modifications, WWII
strict realism, TT, Naval Battle game (mine), perhaps others.
Prefer realism, like to work on games.

ROBERT KEITH, 634 W. Wisconsin Ave., Apt. 55, Milwaukee, Wisc. 53203.
Age: 23. Will play most any AH game, plus Battle of Britain.
Also PEM.

ERNEST SIMMERMAN, 5400 N. 64th St., Milwaukee, Wisc. 53218. Age: 18.
Will play most AH games plus Nuclear War and Battle of Britain.

JOHN SIMMERMAN, 5400 N. 64th St., Milwaukee, Wisc. 53218. Age: 15.
Phone: 461-8407. Will play Afrika Korps (either side).

RICHARD LOCKE, 2232 Wesley Ave., Evanston, Ill. 60201. Phone:
869-0035. Many different board games. Member: IFW & local
Evanston club.

SOUTH

JARED JOHNSON, 1548 Rochelle Drive, Chamblee, Ga. 30005. Age: 20.
Phone: 404 457-8771. I have all AH games plus Diplomacy, Stratego,
Risk, Go, Confrontation, Vietnam, and many others. No PEM at pre-
sent. Am interested in locating other wargamers in the Atlanta
area. No miniatures to date.

SID COCHRAN, JR., 1816 S. College, Tyler, Texas. Age: 38. Phone:
214 592-5661 (office), 214 592-2608 (home). Avalon Hill games,
Gamescience games. Will play most any of them; mostly by mail.
Member: IFW, AHIKS.

ROBERT JERVIS, 2301 S. Bayshore Dr., Miami, Fla. 33133. Phone:
448-3197. Age: 12. Stalingrad, Afrika Korps, D-Day, Waterloo,
Blitzkreig, Jutland, 1914, Guadalcanal, Bulge, Gettysburg, Chan-
cellorsville. I am willing to travel in Southern Miami, Coral
Gables, and Coconut Grove. Also willing to learn about miniatures.

STEVEN EISENBERG, 3405 Fairland Rd., Beltsville, Md. 20705. Age: 15.
Phone: 937-2985. Play all AH wargames except 1914. Play Confron-
tation and Diplomacy also. Will travel short distances.

STEVEN TANG, 1548 Cameron Crescent Dr., Reston, Va. 22070. Age: 13.
Phone: 471-7603. AK, Bulge, Blitz, Gettysburg, Jutland, 1914,
Guadalcanal, D-Day, Waterloo, and Management. Willing to learn
more.

THOMAS R. COVENEY, 4511 W. 126 St. Hawthorne, Calif. 90250. Age:
25. Phone: 213 679-6750. 1914, Jutland, AK, Stalingrad, D-Day,
Waterloo, Gettysburg, Bulge, Diplomacy, Phalanx. 30mm Napoleonic
Rounds - 20mm Napoleonic Rounds. 1:1200 WWI naval games. 7"
late 18th century (Pyro). Will travel Saturday and Sunday during
the day.

ROBERT SCHOOLFIELD, 3714 Belmont, Texarkana, Ark. 75501. Age: 16.
Phone: 772-7261. Will play any wargame. Have AH U-Boat, Bismarck,
Midway, Jutland, 1914, Stalingrad, Blitzkrieg, Guadalcanal, AK,
Bulge, Waterloo. Interested in naval and miniature wargames, but
have no experience with them. Can make limited trips in Texar-
kana area. Also frequent trips to Dallas, Texas.

FRANK DULASH, 2918 Barmettle St., Raleigh, N.C. 27602. Phone:
828-4919. Board games: Afrika Korps, Bulge, Blitzkrieg, Civil
War, D-Day, Midway, Stalingrad, Waterloo, Chess. No miniatures
as yet. PBM desired for board games. Discussion of board games
design, variant games and Tolkein desired.

ERIC W. JUST, JR., Box 131, Paoli, Oklahoma 7307. Age: 24. Phone:
405 484-7382. Diplomacy, A-H War Games, Chess, Monopoly, Galaxy.
Editor and Publisher of THE DIPLOMAT, a journal of Postal Diplo-
macy. For a limited time, there are free game openings for a
limited number in regular Postal Diplomacy and a quasi-variant
carried in THE DIPLOMAT. For further information, write.

WEST

ROBERT PERKINS, 2755 Carlaris Rd., San Marino, Calif. 91108. Phone:
213 441-1333. Age: 14. Will play any and all wargames -- any
opponent, any side. Own Jutland, Stalingrad, Gettysburg, D-Day,
Chancellorsville, Midway, Diplomacy, and Diplomacy variants. Have
just been introduced to postal AH play, but will try anything. I
cannot travel over 30 miles but am anxious for opponents.

JOSEF CONRAD FRIESNER WOLFGANG ANTON FRH. VON METZKE, 5327 Hilltop Dr.
San Diego, Calif. 92114. Phone: 714 262-9241, evenings. Age: 24.
Diplomacy Gamesmaster and publisher (COSTOQUANA). Games: Diplo-
macy, Jutland, D-Day, and a consuming interest in learning any
others that come along. Member IFW (Diplomacy Director). House
available for table games; will travel as far as Los Angeles or
El Centro. PBM.

MARC HERBERT, 814 Hilda St., Anaheim, Calif. 92806. Age: 15.
Phone: 714 776-9809. Almost all AH, GS. Interested in miniatures.
Interested in Naval games, Diplomacy. Member: Spartan Wargamers.
Looking for new members or new live opponents. No PBM; PBM'ers
for Sparta welcome.

JIM KNAPP, JR., 6720 White Ave., Ion Beach, Calif. 90805. Age: 15.
Phone: 213 632-2952. Bulge, S8grad, Gettysburg, AK, Waterloo, &
1914. Do not have any miniatures as yet, but would like to see a
game using them. The Battle Period would be about the Revolution-
ary War or Napoleonic Wars. I will travel & I belong to Aggressor
Homeland.

DAVID MAY, 7370 Cabrillo Ave., La Jolla, Calif. 92037. Phone:
714 454-5439. Age: 15. Blitzkreig, D-Day, Battle of the Bulge,
1914, Afrika Korps, Guadalcanal; Non-AH games; and Diplomacy.
Member: USCD Naval Wargamers Society.

DOUGLAS BEYERLEIN, 3934 S. W. Southern, Seattle, Wash. 98116. Phone:
932-5743. Age: 18. Games: Blitzkreig, D-Day, AK, Guadalcanal,
Stalingrad, LeMans, Confrontation, BLM Football; Member: PNWWGA.
Will travel in Seattle to play and down to Portland, Oregon, on
occasions. Can arrange group meetings in Greater Seattle area if
given advance notice.

O_V_E_R_S_E_A_S

JOHN RAYNER, 17 Burnaby Road, Gravesend, Kent, United Kingdom.
Age: 30. 20mm A.C.W. wargames. Member: London Wargame Section.

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P O S T A L L O C A T O R

KEVIN McCARTHY, 3866 Wallingford, South Euclid, Ohio 44121. Age:
17. Games: D-Day, Waterloo, Stalingrad, Guadalcanal, Bulge, AK,
Blitzkreig, Diplomacy. PBM desired.

DON SCHAFER, 1672 Robinwood Dr., Uniontown, Ohio 44685. Age: 16.
Wish to play D-Day, Stalingrad by mail.

ERIC W. JUST, JR., Box 131, Paoli, Oklahoma 73074. Age: 24.
Desire opponents for PBM chess (I open P-QN4. If you want white,
send your move), and PBM Stalingrad (I want Germans, send your
defenses to above address).

GARE CHARBONNEAU, Box 274, Concordia College, Moorhead, Minn. 56560.
Age: 18. D-Day, prefer Germans.

MAJOR ROBERT D. COLLAR, HQ 10th Artillery Group, APO New York 09175.
Age: 32. Games for Postal Play: Blitzkrieg, Diplomacy.

RUSSELL BOGGS, 5269 College Gardens Ct., San Diego, Calif. 92115.
Age: 15. 1914 (as Germans), Stalingrad, Blitzkreig, Bulge (as
Germans).

GERARD MATTHEWS, 103 Pearl St., Springfield, Mass. 01105. Age: 17.
AH Stalingrad.

RICHARD RUBIN, 8580 N. Point Dr., Milwaukee, Wisc. 53217. Waterloo
(PAA), and Siege of Bodenbug.

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G A M E O P E N I N G S & E T C .

- 1) Eric W. Just, Jr. (Box 131, Paoli, Oklahoma 73074) has free
games available for a limited time in his magazine The Diplomat
-- either regular Diplomacy or a quasi-variant. Write for details.

- 2) La Guerre, a fine xeroxed magazine from Buddy Tretick (3702 Wendy Lane, Silver Spring, Md. 20906) has openings in regular Diplomacy, plus a number of variants (including blitzkrieg, kriegspiel, hyperspace, anonymous). Fee is \$3 for new players, \$2 to old hands (in La Guerre, that is) or to those joining 2 or more games. A good buy.
- 3) Spald, Jr. is available at 12/50¢ from Robert Perkins (2755 Carlaris Rd., San Marino, Calif. 91108). May have openings.
- 4) Conrad von Metzke's wild, wild Costogauana has continuous game openings at \$3 each. (5327 Hilltop Drive, San Diego, Calif. 92114).
- 5) Also from von Metzke is Dier Irai, which carries the games of the IFW Diplomacy Division. Game openings are available for IFW members only. Subscription rates are \$1 per year to IFW'ers, \$2 to others. Magazine is tri-weekly.
- 6) Jeff W. Key's fine magazine, The Voice, has openings at \$4. The Voice previously carried only the press releases for games in The Diplomat, but news of its own openings is welcome indeed. Finely reproduced. (P.O. Box 251, Eatontown, N.J. 07724).
- 7) Unlimited game openings and country choice(s) guaranteed in Ragnarok, from your editor, John Koning (318 S. Belle Vista, Youngstown, Ohio 44509). Games are run on a bi-weekly schedule. Fee is \$3 for first game, and \$1 for each additional game. Three games are already underway, and others await only a few players to begin.
- 8) Games formerly in Cerebral Nebula and The High Liver are now carried in Adag, from Hal Naus (3221 National Ave. #91, National City, Calif. 92050). Adag itself has dependable game openings at \$3. Send fees in cash or stamps... no checks.
- 9) Norman McLeod (906 Kimberwicke Rd., McLean, Va. 22101) produces two magazines: Xanadu, which has unlimited game openings at \$3 each; and Dunevegan, which will carry games in batches of four at the very low rate of 4/\$3 or 8/\$5.
- 10) Tommy Lee Ogle (2318 Cleveland Ave. S.W., Decatur, Alabama 35601) is planning to put out a new Postal Diplomacy magazine dealing with a variant in which Switzerland, Iceland, and Ireland play a part... called the Swiss Variant. Terms are unknown, but the magazine needs players in order to get off the ground. Tommy plans to run regular games as well.
- 11) Big Brother (Charles Reinsel, 120 8th Avenue, Clarion, Pa. 16214) has reportedly stopped taking on games with its #11. Unless Charles alters plans, BB will cease publication when the 4 games now active in its pages have finished.
- 12) Still available from John Konings (see #7 above) are bundles of current diplomacy magazines for 60¢ in stamps. Bundles usually include copies of sTab, Brob, Graustark, Lonely Mt., etc.

"Winter 1903, Game 1968AB"

A U S T R I A, I T A L Y D I S B A N D A R M I E S
FRANCE, TURKEY CONTINUE TO MOBILIZE

FRANCE: Build Army Paris
(Latimer)

ITALY: Army Rome retreats to Naples
(McCallum) Remove Army Naples

AUSTRIA: Remove Army Galicia
(Pournelle)

TURKEY: Build Army Smyrna
(Zelazny)

DEADLINE FOR "SPRING 1904" ORDERS IS FRIDAY, 22 NOVEMBER 1968

MOVE ANALYSIS: Ever the perfectionist where details of play are concerned, John McCallum quite properly retreated the defeated Army Rome (said retreat taking place during "Autumn 1903") and then removed the newly retreated Army for his "Winter 1903" move. Postal Play, unlike face-to-face Diplomacy, lacks the immediacy of an in-person game, and thus rather than the three seasons -- Spring, Fall, Winter -- properly has five, with the addition of "Summer" to allow for retreats following the Spring moves, and "Autumn" to allow the retreats following the Fall moves. Only a few magazines publish frequently enough to allow all five seasons to exist separately (Diplomania and -- at times -- Wild 'n Woolly being the only ones which spring to mind); the rest of us usually combine retreats into the following season whenever possible to speed things up.

THE PHILOSOPHIES

ja m c c a l l u m OF DIPLOMACY

((The article below is reprinted from John McCallum's Brobdingnag #83, where it appeared in reply to a letter from John Boardman concerned with the use of replacement players in Diplomacy games.))

Of course, every gamesmaster thinks his own replacement system is the best. If he didn't, he would change it. It seems to me that the two different points of view ((replacements vs. no replacements)) differ in their fundamental philosophy of the game. There is the person to whom "England", "France," "Germany," and the rest are real entities; for him it does not really matter who plays the positions, the country goes marching on. This is, to some extent, the position in team sports where substitution is effectively un-

limited. And the average spectator does not care who is playing in various positions -- except, of course, for a few star players -- and it is the team, as such, that he is rooting for.

On the other hand there is the Diplomacy player who regards the game as a battle of wits between Koning, Wells, Zelazny, Prosnitz, and the rest. The names of the countries serve much the same purpose as the light and dark trunks of the two boxers in the ring, or the colours of the jockies in a horse race; they have no importance other than as indicators, it is the boxer himself, or the horse-and-jockey, that is of interest. For such a player the bringing in of a substitute, far from lessening disruption caused by the departure of the initial player, often merely adds a second disruption to the first.

I think the analogy of the horse race is instructive. Personally, I take so little interest in horse races that I haven't seen one in over 30 years, but let us try. Even for me there was a certain mild pleasure in the sound of the pounding hooves and the flash of silks as the field went by; I expect for many that a much heightened version of this is the main attraction of a horserace (coupled, of course, with the possibility of a re-distribution of wealth in the individual's favour). To such a race goer it can hardly make much difference what horse is actually running under a certain name. If a certain horse falters in the back stretch, why not substitute another, carrying the same colours? By such means one insures that there are the requisite number of hooves to thunder by the finish line.

On the other hand there is the horse-race enthusiast who is a student of the breed. He is genuinely interested in whether such-an-such a combination of blood lines is superior to another or not. He can watch a silent black-and-white film of a race with greatest interest, although the gleaming coats and bright colours are now turned to dull grey, and the thunder of hooves is completely absent. To such a person any substitution at all would make a travesty of the whole thing; he will greatly prefer no race at all to such a mockery.

Diplomacy players who feel that the game should go on somehow -- anyhow, it doesn't really matter -- are like the first race goer. It is the thunder of the hooves that stirs them, I mean the clatter, natter, patter, or is it chatter, of the press releases. To the player, however, who thinks of the game as a struggle between Smythe, Pournelle and Beshara, the substitution of someone else for Smythe makes Beshara's counter-moves meaningless -- as meaningless as such a player regards 90% of all press releases.

Diplomacy is really not a tactical game. It is a tactical game for a time for the beginner. A beginning player can spend hours looking at the board and deciding what is the best play, meaning "best" in the sense that it is used in Chess, the best against any and all defense; regardless of who the opponent is. But for old Diplomacy hands most of the tactical lessons have long since been learned and surprises will be few and far between. But the game still retains for the old timer a psychological interest. He does not make a move against an anonymous entity nicknamed Russia for convenience, he makes it against Naus, playing Russia, and he makes use of his assessment of Naus' character in planning the move. If

in fact the person he moves against is not Naus but, for that move, the gamesmaster's stenographer, hurriedly briefed on the rules of the game, the real interest for such a player, the psychological probing, is gone.

The point is sometimes made that, in a game with no replacement policy, a player can win by default, since, if a neighbour leaves, he can readily over-run the abandoned territory. Is this always a matter of default? Surely most wins are made by exploiting the weaknesses of opponents, helped along by a lucky break here or there. If a certain player is known to lose interest as soon as his chance of a win is gone, this is a weakness of his play quite as much as rashness, over-cautiousness, gullibility, and so on, are weaknesses. In a game with a no-replacement rule, a player, finding himself next to one known to lose interest rapidly when hope of victory fades, would be well justified in hemming that neighbour in, if more active measures are impossible, in the hope of making him quit the game in his frustration. The ploy is a legitimate one, and I see no reason why its success should be greeted by cries of "Win by default," any more than in the cases of a win as a result of a single missed move, or a win from a bad guess by the opposition.

BROB is not at either extreme in this, as it allows some restricted replacements. I realize that there have been games where the bringing in or a replacement has helped the game and added to the enjoyment of most of its players. However, I have 4 or 5 times played as a replacement myself, and have played in many games where there have been other replacements, and know, from personal experience, that replacements have added to the resentment and annoyance, rather than the pleasure, in many cases. BROB's policy, for games beginning in it, will remain what it was, somewhere in the middle ground. However, if I had to choose between the two extremes of unlimited and automatic replacement, and of no replacement at all, ever, I would opt for the latter.

* * * * *

((The following is from a letter from McCallum, sent in reply to my request for permission to reprint the above.))

I might point out that that article has given rise to some mistaken points of view. Several people have taken it into their heads that I am opposed to player replacement. That isn't at all true. I think that there is a range of respectability. On the permissive side it extends well past Boardman's procedure ((replacing a player who misses two moves in a row)) to include the use of anonymous replacements who follow sealed orders ((submitted by players for use in case they miss a move)). Procedures which I think are beyond respectability on the permissive side are anonymous players acting on their own, or one player asked to play as replacement for two positions, as either prevents negotiation, the essence of the game. On the other end of the spectrum, on the restrictive end, I certainly regard as perfectly satisfactory a policy of no replacement at all, ever. When this is coupled with various rules for throwing a player out there is more doubt. Reinsel's position ((three misses, anytime during the game, and the player is out... his units stand in disorder)), if not beyond the limit, is certainly right on it. But any-

thing between those two extremes I regard as all right, as far as they go. No rule is ideal. As Prosnitz points out in this issue of sTab ((#54)) games have been ruined due to failure to bring in a replacement. As he fails to point out, games have also been ruined by bringing in a replacement when such action was not appropriate. Each gamesmaster will have to do what looks best to him and players will have to use discretion in entering games which have a procedure most in accord with their own views. I would myself not enter a game if I knew it had a player replacement policy outside the limits indicated above. Since new players have to begin somewhere, the question will continue to crop up in the future, and we can only do what we think best to minimize the disruption caused. I do think, however, that gamesmasters who allow in their games players who have repeatedly dropped out of games are not looking after the interests of their players. ((Secended!)) -- JAMcC

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I should have pointed out in the Openings & Etc. section that the subscription information on Acelanda, the magazine from John McCallum ("A Qtrs," S.E.S. , Ralston, Alberta, Canada) which will carry the Armageddonia games, was incorrect. Rather than being 10¢ an issue, subs to Acelanda are \$1 for all issues to the conclusion of the present (two) games. -- jgk

FROM:

JOHN KONIN
318 So. Belle Vista
Youngstown, Ohio 44509
USA

first
class