

This is the first page of Lee's new zine.

You have just been stabbed by the one player that you were sure you could trust. As you tear the zine to shreds, you utter those very famous words....

# WHY ME?

Issue # 1

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Publisher: Lee Kendter, 4347 Benner St., Phila., PA. 19135

Featuring: Postal Diplomacy\*, perhaps variants, and whatever.

After giving it much thought, I have decided to take the plunge into publishing. I hope to be a reliable source for you to play in. Having been frustrated many times by zines that folded, or came out very irregular, I figured that there were many others out there that felt the same as me. Therefore, my decision to start my own zine was made. I won't promise you great editorials, I won't promise you any great articles, but I do promise you this; I will run games for you on a REGULAR basis. If this is what you are looking for, why not give me a try?

Subscription rate: 10 issues for \$3.50

Gamefee: \$2.00 plus a 1.00 refundable deposit if you don't drop.

Gamemasters: Lee Kendter & Lee Kendter JR. I may also use some guest GMs if I feel the need to.

Game Openings: Regular Diplomacy 4 games open

Deadlines: Every 4 weeks

Now, what will I run besides games? I really don't know. I will run articles if someone out there submits something decent, and I'll run anything that I think interesting.

Announcing: PENN-CON '78 June 23,24,25 Widener College

This is a local convention that has been quite successful in the past.

I have high hopes for the Diplomacy tournament this year, as I feel we have a fine GM/Tournament director in John Boyer. John is a very fine player, and ran one of the best zines around. (Impassable). He is also a good friend of mine, and a real gentleman. I'll be playing in this, so here's your chance to ally with me, or even stab me. (you really wouldn't would you?). For pre-registration forms, send to:

Strategy and Fantasy World, Valley Forge Shopping Center, King of Prussia, PA. 19406. Include an SSAE.

I'd like to thank the many publishers out there who gave us some real nice plugs for this convention.

197ID players attention: This game will be transferred from Centurion to here. I have to work out the details with Russell Fox, but you will see a notice in Centurion regarding this.

Local News: The Brotherhood of Thieves has officially folded. Ferkin has agreed to transfer all of the games. So, if you play in a game in B.O.T., you should be hearing something soon from another publisher.

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Diplomacy is a game invented by Allen Calhamer, and copyrighted by the Avalon Hill Game Co.

"WHY ME?"  
HOUSE RULES

1. Rules will be as per the Avalon Hill Diplomacy Rulebook.
2. Country selection will be by preference list if 5 of the 7 players submit such. If fewer than 5 submit preference lists, country selection will be by chance drawing.
3. Orders must be legibly written, must designate the game number, season and country, and be written on a sheet at least 3x5 inches. All orders must be signed. This rules out the use of telegrams to send orders. (Anyone can send a telegram).
4. Orders for different games must be on separate sheets of paper. There must be only one set of orders/country/page.
5. The gamesmaster will use the latest set of orders. "latest" means the most recent date on the orders themselves, not postmark date. Dated orders will always have priority over undated orders, unless the time difference between the receipt of the orders ~~seem~~ itself makes it obvious which one is correct.
6. The use of "Nor" as an abbreviation is never accepted.
7. Where applicable, the specific coast (north, south, east, or west coast. If the unit may move to only one coast, the specific coast may be omitted, otherwise it must be specified.
8. Attempted deception of the gamesmaster will result in immediate removal of the offending player from the game.
9. AS normal procedure, Winter will be a separated season only for 1901. For all years after that, winter will be combined with the spring moves. A separation of seasons will be allowed if two or more players request it.
10. If a player misses his 1901 orders standard orders will be used for that country
11. All GM decisions are FINAL unless there has been an obvious error.
12. All interpretations of the rules by the GM in adjudications of the game are final.
13. All orders not clear in intent or in writing or in legibility will be treated as holding and not making a support, convoy, or move.
14. To prevent N.M.R.'S: I will call you collect on the deadline day if I haven't recieved your orders. You must request this, and send me your phone numbers.
15. Phoned in orders will be accepted, but are NOT reccomended. Please use the phone as a last resort. Calls after 11 P.M., Eastern time, will not be accepted. Phone orders will only be accepted up till 11:00 the night before the deadline.
16. Anyone missing two moves in a row will be replaced.