

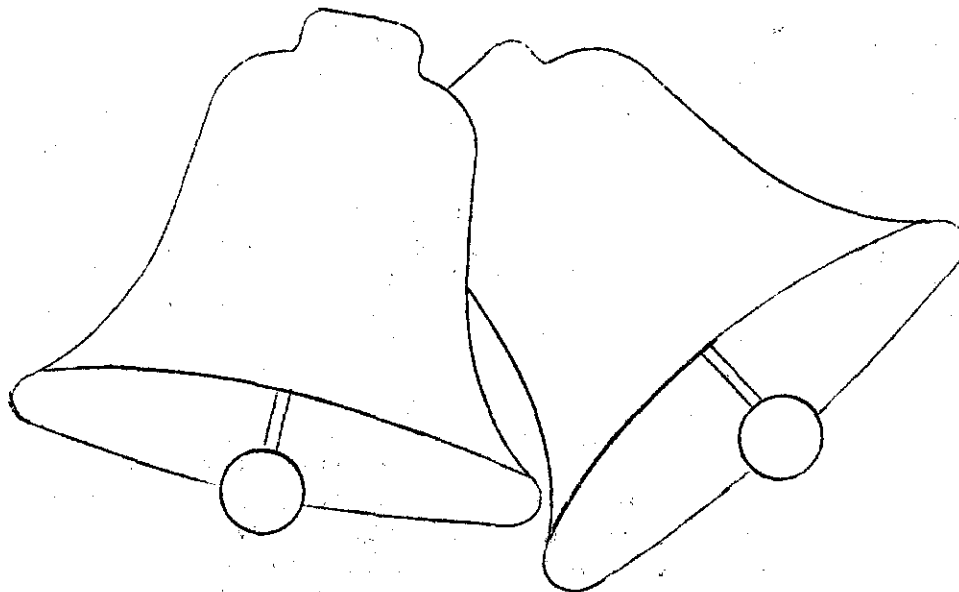
WHY ME ?

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A MERRY CHRISTMAS AND A HAPPY NEW YEAR

I sincerely hope that all of you will have a happy holiday. Since I can't send cards to all of you individually, I hope you'll accept this as my holiday greeting. Enjoy!...

What's new: First, game #12 has filled, and I was asked by more than I could fit into that game. So. #13 is open and has 4 spots left. This will absolutely be the last game for sometime, so if you want in let me know. I may also open one more "blind" game, so let me know if you are intersted in it. Gamefee for both games is \$3.00

Next, I'd like to thank all of you who sent me some material to publish. I was starting to think that I would never get anything. I still need more so send me your articles, puzzles, letters, etc. Articles are paid for at the rate of 3 free issues for a full page or more. Less than a full page is paid accordingly.

Plugs: For those of you who enjoyed Tony Watson's article this ish on space gaming, he runs a regular column called spacelanes in his own zine. Tony also runs Diplomacy games and can be reached at: 1481 S. Palm, #207, Las Vegas, Nevada 89104. Tony calls his 'zine Ruritania and he has been around for a while. Subs: 10/\$3.00 gamefees are \$1.00 plus a \$2.00 refundable deposit.

Tetracuspids: This one is done by Richard Kovalcik, 1001 Murrieta Blvd, Apt #40, Livermore, CA 94550. Subs are 1¢ per page plus postage. Gamefees are \$2.00 plus a \$3.00 refundable deposit. I must warn you that Richard had been very irregular for a while (one 6 month delay) but he seems to be back on schedule again.

The Dogs of War is published by John Daly, 938 Fairmont Ave., Salisbury N.C. 28144. John has openings in regular Diplomacy with 24 day dead-lines. Subs are 10/\$2.50, gamefee \$3.00 plus a \$2.00 refundable dep.

1978 IS Endgame statement; England

Bob Sergeant

This game was the least effortful I've played. The opening was highly colored by the fact that of Russia's immediate four neighbors, all but one couldn't stand him. Germany and Austria wanted to attack him immediately and I had no hopes that he and I could forget past differences. Germany and I offered a 3 way alliance to France, but he wasn't interested. He wanted to attack either me or Germany, so I encouraged him to attack Germany, relying on my traditional stance of not having to commit England until 1902. Russia & Germany attacked each other, and France moved against Germany. I was still undecided about whether to aid France or Germany, but then Russia dropped out. Germany decided to continue against Russia, and passed to me the information that Austria had agreed to support him into Moscow. Germany also told me exactly what his moves were to be. Realizing that Germany intended to head me off in Russia, I would have only stood to gain St Pete, so I stabbed Germany. In a key decision, which I had nothing to do with, Germany decided to attack Austria instead of turning on me. I made an agreement with Russia to peacefully co-exist.

Italy's escaping into the Med could have presented problems, so I wrote him and staked a claim to Brest, offering to help him against France at an unspecified date if he would recognize my claim. He did so, taking Spain, and he never called due my promise to help against France. His continued harrassing of France kept France from growing to become a threat. France was unable to build, so was willing to allow me to send fleets to the Med. I saw that I could win without stabbibg France as long as he was willing to accept a secondary role and Austria and Turkey continued to fight. Every time I spoke to Fra, I emphasized the idea that I wanted to win, but as a matter of pride I wanted to do it without stabbing him. He finally decided to accept second place.

When I spoke to Turkey, I emphasized his doubts about being able to work for long with Austria. Austria had already achieved a reputation that lent itself to this.

I offered Russia a guarantee of Mos & StPete if he would support me into War, and thence towards Austria. He never replied to this offer, but moved to G of Bot, so I felt free to attack him, even though we had earlier agreed to co-exist.

This win was largely acheived by the fact that I had no pre-game animosity, except with the first Russia, and I bordered on th countries which did have. France was unable to take advantage of the animosity toward the Russian player. I was in a position to do so, and I was able to blunt the reaction.

The surprise visitor by R.A.VonUlrich

The following are my recollections of a surprise visitor to my home over five years ago.

The morning of July 13th, 1974 an oldish gray two door Plymouth sedan pulls up to my driveway and a man of around 45-50 gets out. In the back seat of the car remained a quiet diminutive woman of the same age, and two small girls between the ages of 6 and 10 as I remember. The man introduced himself as Allan Calhamer, inventor of the game Diplomacy. He showed me a sunfaded copy of a gaming magazine in which he had been featured. His picture was on the cover. He said he had been following my progress in 72M and since his family was taking a trip to northern Wis and passed near Mayville he thought he'd drop in for a visit. (I beleive Allan somehow gets a copy of these 'zine, so if I'm making some error in this recollection, Allan please forgive me). He must have checked the phonebook for other Callhamers because he mentioned that a Kahlhamer lived in Mayville.

The 5 of us went inside for some kuchen und Koffee my wife made, and a discussion regarding Diplomacy. ((continued next page))

Allan had thoroughly researched the history of the old world prior to WWI. It seems that after WWI all the countries published their diplomatic relations with the other countries of Europe and Asia, an event never having been done prior or since in recorded history. All the countries wanted to resolve themselves of any blame for having started the war. The only country which did not publish it's correspondance, beleive it or not, was Switzerland. All this correspondance was analyzed by this brilliant diminutive postal worker from Wheaton, Ill. He saw the great game opportunity and devised the game of Diplomacy. I remember him saying he was upset with Avalon Hill (*) and their lack of circulation of the game. Perhaps now that the game is a "Book-shelf game" it will sell more in the new packaging. As for actual techniques for playing I can't say I was given too many secrets of play. The first two game years are the most important in determining the outcome of the game. Board corners are important. An individual or alliance must control 3 corners of the board to win. Allan mentioned another game he had invented, but I don't recall what it was. He is an extremely intelligent, unwealthy man. Seeing him only as a postal emplyee would mislead anyone as to his great mind. My wife and I recommede several sites in Wis for them to visit(fond du Lac and Green Bay) from where he sent a postcard the next day. All in all it was a delightful experience.

R.A.Von Ulrich, Mayville, WI

(*) Editorsnote: At the time this occured, Games Research was selling Diplomacy. It was sold to Avalon Hill later.

1978 Icv Youngstown Spring 1907 GM:Karl Schuetz

China(Watson) F For-Ecs, F Yel(s)F For-Ecs, A Pek-Imo, A Han-Pek

England(Stimmel) F Mor-Mao, F Spanc-Por, F Bre-Eng, F Lvp-Nao,
F Den-Bal, F Mao-Spasc, F Nao-Nwg, F Eng-Nth, F Tim-Cel,
F Lon(s)F Eng-Nth

France(CD) A Mar-H

Germany(Schleinkofer) A Ber-Pos, A Mun(s)A Sax-Boh, A Par-Gas, A Sax-
-Boh(ann), A Bur(s)A Par-Gas, F Bel-Hol

India(Tucker) F Eio(s)F Mal-Jav, F Mal-Jav, A Sik-Han, F Cal-Bob,
F Bor(s)F Gos-Scs, F Gos-Scs, A Cam-Lao, A Vit-Sik, A Sai-Ann,
A Sid(s)Rus A Ira(nsu), F Mad-Wio, A Del-Cal

Italy(Decker) A Sah(s)F Wms-Mor, F Rom-Tus, A Ven-Pie, A Tri-H, F Ems-
-Sue, A Smy-Ank, F Goa-Ara, F Tun-Alg, F Nap-Tyh, A Tvo-Mun,

F Aeg-Ion, F Con(s)A Smy-Ank, F Per-Ara, A Bag(s)Rus A Sev-Ira
Japan(Heeley) F Soj-Kar, F Phi(s)F Ecs-Scs, F Kyo-Soj, F Man-Yel,

F Hon-Ecs, F Ecs-Scs

Russia(Schiwautz) F StPnc-Nwy, A Pos-Kie, A Boh-Sax, A War-Pru,
A Mos-StP, A Arm(s)A Sev-Ira, A Tur-Skg, A Omo-Man, F Vla-Kor,
F Bal(c)A Pos-Kie, A Sil(s)A Boh-Sax, A Vie-Boh, A Clu-Vie,
A Sev-Ira, A Oms-Sib, A Kan-Imo

Turkey(Hyatt) A Ank-breathes fire of defiance (ann)

FALL 1907 is due to Karl on Jan 5th, 1980

NEW GAME.....NEW GAME..... WK #12 begins and the lineup is:

Austria: Chris Luckenbill, 1101 N. 10th St., Phoenix, AZ 85006

England: Greg Costikyan, PO Box 865, Brown U, Providence, RI 02912
holiday address: 1675 York Ave, New York, N.Y. 10028

France: Bill Hart, 312 Dunhagan Pl., Cary, N.C. 27511

Germany: David Perlmutter, Latches Lane Apt #608, Merion, PA 19066

Italy: Steve Cartier, Box 7793, Riverside, CA 92513

Russia: Fred Townsend, 3830 T St., N.W. Washington, D.C. 20007

Turkey: Walter Aucott, 2428 S. Conway Rd #281, Orlando, FL 32806

I am tenatively setting the deadline for next issue as Jan 11th, 1980

Since this will not give you as much time to negotiate due to the holidays, anyone of you can request a delay of this deadline till the following issue. Also, I do not know a date for England Holiday address.

BLIND GAME: Rather than print certain information many times over on your individual sheets, I will be running a space for the Blind game in the 'zine. This will contain deadline information, COAs, press, and anything else important. This month we have a COA for Italy. Phil Cooper, 19 Dahlgren Pl., Brooklyn, N.Y. 11228.
DEADLINE for fall '01 is Jan 10th, 1980, a thursday. No press.

74F | Winter 1913 -seperation of seasons GM:Bob Sergeant

Austria: removes A Pie, A Boh. Turkey: Builds A Con, A Smy, F Ank
Germany: 1 short, Russia: 1 short, England: even
DEADLINE for Spring 1914 is Jan 7th, 1980 to Bob

79V Winter 1904 Germany removes F Hel. Italy builds F Nap. Russia retreats A War to Mos.

Spring 1905 Is the Italian-Austrian romance over? GM:Sr
Austria(Tucker) A Gal-Ukr, A Bud(s)A Rum, A Gre-Bul(dis-Ser, Alb, OTB),
A Tyr(s)Ger A Mun, A Tri-Vie, A Rum(s)A Gre-Bul, F Bulsc-Con
England(Cooper)see C.O.A. F Nth-Eng, F Lon-Nth, F Nwg-Edi, A Den-Swe
France(Bunke) F NAO-Nwg, F Lvp-Wal, A Yor-Lon, F Eng(s)A Yor-Lon,
A Ruh-Kie, A Hol(s)A Ruh-Kie, A Bel(s)A Hol, A Bur-Mun
Germany(Callahan) A Mun(s)Eng A Den-Kie(nso), A Ber(s)Eng A Den-Kie
(nso) A Kie-Hol(dis-Den,OTB)
Italy(McGranaghan) A War-Gal, A Smy-H, F Aeg(s)F Ion-Gre, F Ion-Gre,
A Ven-Tri, F Nap-Ion
Russia(Blau) A Sev-Rum, F Bla(s)A Sev-Rum, A Nwy-H, A Mos-War
Turkey(Pierce) A Ank-Smy, F Con(s)Rus F Bla-Bul(nso)
C.O.A. Phil Cooper, 19 Dahlgren Pl., Brooklyn, N.Y. 11228
Press:Rome-Vienna: Sorry Ed, this may backfire but I think we both are
aware that the time has come to go seperate ways. Best of Luck.
DEADLINE for Fall 1905 is Jan 11th, 1980 (see Aus C.O.A page 5)

79AD Winter 1904 Austrian A Gal ret to Sil, Builds A Vie. Russia builds A War. Turkey ret F Smy OTB, Builds A Ank.

Spring 1905 This game makes it fun to be a GM! GM:Sr
Austria(Cooper) A Ber-Mun, A Sil(s)Ita A Pru-War, A Vie-Gal, A Rum-Bul,
A Bud(s)A Vie-Gal, A Ser(s)A-Rum-Bul, F Smy-H
England(Schuetz) F Swe-Nwy, F Den-Kie, F Nth-Nwg, F Cly(s)F Nth-Nwg,
A Lvp-Yor(dis-Edi, OTB)
France(Callahan) A Bur-Gas, A Bel-Ruh, A Lon-Yor, F Eng-Nth, F Wal-Lvp,
F NAO(S)F Wal-Lvp, F Nwg(s)F Eng-Nth(dis-Edi, Bar, OTB)
Germany(Loewenstern) F Kie-Bal, A Hol-Kie, A Mun(s)A Hol-Kie(dis-Bur,
OTB)
Italy(Hart) A Pru-War, A Boh & A Tyr(s)Aus A Ber-Mun, F Gre(s) Aus
A Rum-Bul, F Eas(s)Aus F Smy
Russia(McGranaghan) A Gal-Bud(dis-Ukr, OTB), A War-Sil(dis-Mos, Lvn,
Ukr, OTB)
Turkey(Schaller) A Ank-Smy, F Con-Aeg, A Ukr-Rum, A Sev(s)A Ukr-Rum,
F Bulec(s)A Ukr-Rum(dis-Con, Bla, OTB)
Press: Ankara to Rome: A simple no would have been sufficient, but I
do appreciate you writing me.
DEADLINE for Fall 1905 is Jan 11th, 1980

79C Winter 1905 England builds F Lon & A Edi. France retreats
F Spasc-Por, Removes A Par. Russia removes F StPnc. Turkey
builds F Ank & F Smy.

Spring 1906 New alliances, new stabs GM:Sr
England(Harmon) F Lon-Eng, A Edi-Hol, F Nth(c)A Edi-Hol, A Bel (s)
A Edi-Hol, F Den-Kie, F Nwy-Ska
France(Cooper)(see c.o.a.) F Mar-Spasc(dis-ann), F Por(s)F Mar-Spa,
F Mid(s)F Mar-Spa, A Bur-Mar

continued next page

1979C continuation

Germany(Frost) F Bot-Bal, A Mun-Ruh, A Ber-mun, A Kie(s)A Mun-Ruh
 Italy(Kelly) A Pie-Mar, F Spasc(s)Tur F Naf-Mid, F Wes(s)F Spa
 Russia(Hart) A Swe-Nwy, A Liv-StP, A Mos(s)A Liv-StP, A Pru-Sil,
A Boh-Tyr, A Ser-Tri, A Vie & A Bud(s)A Ser-Tri, F Bla-Bulec
 Turkey(Michalski) F Naf-Mid, F Lyo(s)Ita A Pie-Mar, A Ven-Tyr,
A Tri(s)A Ven-Tyr(dis-ann), F Alb(s)A Tri, A Con-Bul, F Smy-
 -Aeg, F Ank-Bla

Press: London to Edinburgh: As promised, my moves were conditional on your removal.

C.O.A. Phil Cooper, 19 Dahlgren Pl., Brooklyn, N.Y. 11228

Deadline for Fall 1906 is Jan 11th, 1980

 1979V C.O.A. Ed Tucker, Rt 1 Box 705E, Eureka, Mo 63025 untill Jan 19 then back to present address. (almost missed this Ed)

 78HR Winter 1906 Austria builds A Tri. Russia builds A Mos.

Spring 1907 Can't you guys make up your minds ? GM:Sr
 Austria(McLendon) A Ven-Pie, A Apu-H, F Ion-Eas, F Tun-Ion, A Vie-Tyr,
 A Gal-Boh, A Tri-Alb, A Gre-H, A Ser(s)A Gre
 England(Hart) F Lon-Eng, F Nth(s)F Lon-Eng, F Den-Kie, F Nwg-NAO,
 F Cly(s)F Nwg-NAO, F StPsc-H, A Lvp-Yor
 France(Hyatt) F Wal-Iri, F Eng(c)A Bel-Wal(dis-Pic, Bre, Mid, OTB),
F Iri-NAO, A Hol & A Ber(s)A Kie, A Kie(s)A Hol, A Ruh-Bel,
A Bel-Wal, A Mun-Bur, A Mar-Gas
 Russia(Kovalcik) A Mos(s)A War-Liv, A War-Liv, A Ukr-War, F Rum(s)
 Tur A Con-Bul(nso)
 Turkey(Price?) A Bul(s)F Aeg-Gre, F Aeg-Gre, A Con(s)A Bul, F Bla(s)
 Rus F Rum

Charles Price has asked to resign the Turkish position, so I am asking Jim Heslin, 601 Viking Rd., Swedeland, PA 19479 to take over. A 3 way Aus-Eng-Fra draw has been proposed. Please VOTE on this.
 DEADLINE for Fall 1907 is Jan 11th, 1980

 78IA Spring 1908 GM-Jr.

Confusion in France, Sweden finally taken!!!
 Austria(Konrad Baumeister)A Nap-Rom, A Tri-Vie, A Ven-Pie, F Tyr(sup)
 Tur F Ion-Tun, F Adr-Apu
 England(Cliff Hardisty)A Nwy-Swe, F Nth-H, F Mid(sup)Ger A Pic-Bre,
 F Wmd-Spa(sc)
 France(Phil Cooper)F Spa(sc)-Por, A Bre(sup)A Par(Dis, Ret Gas, OTB),
 A Par(sup)A Mar-Bur, A Mar-Bur
 Germany(Jim Heslin)A Pic-Bre, A Bur-Par(Dis, Ret Bel, Pic, Gas, Rur, OTB),
 A Stp-H, A Sil-H, A Den-H, A Mun(sup)A Sil, F Hol-H
 Russia(Ed Tucker)A Mos(sup)A War-Ukr, A War-Ukr, A Vie-Bud(Dis, Ret Tyo, Boh, OTB),
 A Gal(sup)A Vie-Bud
 Turkey(Fred Hyatt)F Ion-Tun, A Gre-Ser, A Bud(sup)Aus A Tri-Vie,
 A Rum(sup)A Bud, A Sev-Ukr, F Aeg-Ion, F Bla(con)A Ank-Sev, A Con-Bul,
A Ank-Sev

Trieste to Russia and the rest of Europe: You guys just never seem to learn, huh? The deadline for the fall 1908 orders is January 11, 1980. COA--Phil Cooper, 19 Dahlgren Pl., Brooklyn, NY 11228. Ed Tucker, Rt 1 Box 705E, Eureka, MO 63025 until January 19, 1980, then back to present address.

 78IX Fall 1905 England F Den(ret)Ska GM-Jr.
 Game ends in an Austrian-Russian draw.

Austria(Jerry Muto)A Rur-Hol, A Muri-Ruh, A Tyo-Mun, A Pie-Mar, A Rom-H,
 A Bul(sup)A Con, F Ion-Tyr, F Nap(sup)F Ion-Tyr, F Adr-Ion, A Con-H
 ((continued next page))

England(Steve Decker)F Nat-Nwg, F Eng-Bre, F Nwg-Nwy, F Nth(sup)
 A Hol, F Ska(sup)F Nwg-Nwy, A Hol-H(Dis, ANN)
 France(Russell Blau)A Por-H, F Spa(sc)-Wes, F Tyn-Tun(Dis, Ret Tus,
 Lyo, OTB), A Mar(sup)A Bur, A Bur(sup)A Bel, A Bel(sup)Aus A Rur-
 Hol, F Bre-Eng
 Italy(John Kador)F Wes-Tun
 Russia(Doug Hollingsworth)A Arm-Ank, A Smy-Ank, F Aeg-H, F Bal-Swe,
A Nwy(sup)F Bal-Swe(Dis, Ret-Fin, Stp, OTB), A Den(sup)F Bal-Swe,
 A Mos-H, F Hel(sup)A Den, A Sil-Ber, A Kie(sup)Aus A Rur-Hol
 Austria--Home, Gre, Ser, Ven, Bul, Con, Mun, Nap, Hol, Rom Build 2
 England--Home, ~~Swe~~, ~~Nwy~~, ~~Den~~, Nwy Remove 1(1 ANN)
 France--Home, For, Spa, Bel, Tun, ~~Rum~~ Even
 Italy--~~For~~ Out!
 Russia--Home, Rum, ~~Nwy~~, Den, Ber, Smy, Ank, Swe, Kie Build 1

Last turns errors: Aus F Ion-Tun failed and should have been under-
 lined. A Con was listed for both Aus and Rus. Aus has A Con and
 the Rus unit is in Smy

1978IX, 01	02	03	04	05	
Austria	5	6	8	10	12 Jerry Muto(Draw 1905)
England	4	4	5	6	4 Steve Decker
France	6	6	7	7	7 Russell Blau
German	5	4	2	0	0 Edward Tucker(Out 1903)
Italy	4	4	2	1	0 Russell Fox(dropped Fall 1902), John Kador
Russia	6	8	10	10	11 Doug Hollingsworth(Draw 1905)
Turkey	4	2	0	0	0 Karl Schuetz(out 1903)

The following players have \$1.00 owed them: Jerry Muto, Steve Decker,
 Russell Blau, Ed Tucker, Doug Hollingsowth, Karl Schuetz. Please
 let me know if you want credit or a refund.

79 C P winter 1904 Austria-Bld A Vie. Ger Rem A Sil, A Den ret-Kie.
 Russia-Bld A War, Ret F Bul-Rum. Turkey-Bld F Smy
 Spring 1905 Germans sneak into North Sea! GM: Sr
 Austria(Councilman) A Vie-Tri, A Tyr-Tri, A Ser(s)A Gre-Bul, A Gre-Bul,
 F Alb-Ion
 England(McGranaghan) F Nth-Hel, F Den(s)F Nth-Hel, F Ska-Nth, A Yor-
 -Lon
 France(Benson) A Pic-Bel, F Eng(s)A Pic-Bel, A Bur(s)A Pic-Bel,
A Gas-Spa, F Mid(s)A Gas-Spa
 Germany(Cooper) A Ruh-Bur, A Kie-Mun, F Bal-Kie, F Bel-Nth, F Hol(s)
 -F Bel-Nth
 Italy(Pierce) A Pie-Spa, F Lyo(c)A Pie-Spa, F Wes(s)A Pie-Spa, A Ven-
-Pie
 Russia(English) A War-Sil, F Sev-Bla, F Rum(s)F Sev-Bla, A Ukr-Sev,
 F Swe(s)F Nwy, F Nwy(s)F Swe, A Fin-StP
 Turkey(Pilant) F Smy-Aeg, F Bla-Rum(dis-Ank, Arm, OTB), A Bul(s)F Bla-
-Rum, F Con(s)A Bul

Press: Ger-Ita: Your wish is my command.

DEADLINE Jan 11th, 1980

Riedmont-Paris: Not wishing to be messed with below the belt by the
 Emporers troops, the Italian troops decided to curcumvent Marseilles
 and see if the Spanish women are interested in what we have below the
 belt. Terribly sorry about the French shortcoming. Maybe more exer-
 cise will make it grow.

Moscow-Ankara: It took us two years to reach a F'01 position; wonder
 how we'll be in 1910?

Moscow-London: Please accept our apologies; the fleet will be unable
 to venture forth on the promised voyage, at least for the moment.
 Thanks to Norweigen food, women, and an unusually acute fear of ice-
 bergs, we have been unable to gather enough seamen to continue. You
 have our word, of course, that we shall deliver on our part of the
 bargain, albeit a bit late. Incidentally, I don't beleive Iceland is
 much of a supply center, but as sson as we set to sea, we shall, pure-
 ly as a favor to you, pay that country a visit. Thanks for the photo-
 graphs of the freindly Icelanders, especially the one in braids.

79HD Fall 1902 Austria in trouble-Russia misses GM: Sr
 Austria(Hyatt) A Ser ret-Alb, A Alb-Tri, A Bud(s)A Vie-Gal, A Vie-Gal,
 F Tri-Adr
 England(Schleinkofer) F Bar-Nwy, A Edi-Nwy, F Eng(s)A Edi-Bel, F Nth(c)
 A Edi-Bel
 France(Pierce) F Spasc-Mid, F Bre(s)F Spa-Mid, A Mar-Bur, A Bur-Mun,
A Ruh(s)A Bur-Mun(dis-ann)
 Germany(Howe) A Den-Swe, F Ber-Bal, A Bel-Ruh, A Kie(s)A Bel-Ruh,
A Mun(s)A Bel-Ruh, F Hol(s)Eng A Edi-Bel
 Italy(Hardisty) A Ven-Tri, A Tyr(s)A Ven-Tri, F Ion(s)Tur A Bul-Gre(nso)
 F Apu(s)F Ion
 Russia(Fristrom)NMR A Rum, A War, F Bla, A StP, F Swe all Hold
A Gal-H(dis-Boh, Sil, Ukr, OTB)
 Turkey(Fritter) A Ser(s)Rus A Rum-Bud(nso), A Bul(s)A Ser, F Con-Aeg,
F Eas-Ion, F Aeg-Gre

I tried to call Fristrom, but I could not obtain a number for him. The
 standby for Russia: Michael Conner, 3214 Beverly Rd., Austin, TX 78703
 Supply center chart

Austria: Tri , Bud, Vie, Ser	2 remove 2
England: Home, Nwy, BEL	5 build 1
France: Home, Por, Spa	5 even (build 1, 1 ann)
Germany: Home, Den, Hol, Bel	5 remove 1
Italy: Home, Tun, TRI	5 build 1
Russia: Home, Swe, Rum	6 even
Turkey: Home, Bul, Gre, SER	6 build 1

DEADLINE for Winter '02 AND Spring '03 is Jan 11th, 1980

WM #11 (now 1979 IY) Spring 1901 Bad start for Russia
 Austria(Ditter) A Bud-Ser, F Tri-Alb, A Vie-Gal
 England(Heeley) A Lvp-Yor, F Lon-Nth, F Edi-Nwg
 France(Oaklyn) A Par-Bur, A Mar(s)A Par-Bur, F Bre-Mid
 Germany(Michalski) A Ber-Mun, A Mun-Ruh, F Kie-Hol
 Italy(Frost) F Nap-Tyrs, A Rom-Tus, A Pie-Ven(nsu) A Ven-H unordered
 Russia(Turner?)NMR Nuetral orders. F StPsc-Bot, F Sev-Rum, A War-H
 A Mos-Ukr
 Turkey(Conner) F Ank-Bla, A Smy-Con, A Con-Bul

I am saddened to see any game start with an NMR, but I have no phone
 number for Turner, nor could I get one. I hope Kevin is still with us.
 Standby for Russia: Bill Hart, 312 Dunhagan Pl., Cary, N.C. 27511

Press: Berlin: The Kiaser is tied up with preparations for his 50th
 issue, plus a dozen games, plus GMing 4 fast one, and must apologize
 for the terse correspondance. It should improve later on, after the
 westwall defenders dig in along the Pyrennes.

Cologne: Crown prince Engelbert, upon being given command of the first
 army, was heard to repeatedly mutter. "Whvy Me? Whvy Me?" Captured
 copies of the current La Parisien say it is a trick to pump up Lee's
 circulation

Editors note: a couple of other press releases were not used as I
 considered them to be in poor taste. Also, BLACK press is not allowed
 in Why Me .

Deadline for Fall 1901 is Jan 11th, 1980

Editors comment: I have been harshly critisized for allowing Oaklyn
 to play in this game. Some of you have said that you can no longer
 enter a game in Why me because you don't want to be in a game with
 Bernie. There is a simple solution to this; simply request to not be
 put in a game that Bernie is in, and you won't be! Also, Bernie is
not on my standby list, so he will not show up as a standby. I hope
 this clears everything up. I thought I made this issue clear in past
 issues of Why Me?. I do not reccomend Bernie as A GM due to certain
 unethical practices in his own 'zine, but I can not kick him out of
 a game unless he violates my houserules. Lee, Sr.

As a collector, player, and reviewer of science-fiction wargames for over six years, I sometimes feel that I'm in a position to really note the changes that have occurred in this branch of our hobby. The growth of this aspect of wargaming has been phenomenal, far surpassing what might be appropriate when one considers the growth of wargaming as a whole.

While SF gaming has been around for many years, the early efforts were amateur, in physical quality, though not always in design quality. Because the number of people interested in this type of game was so small, most games were conducted postally; interestingly enough, many of these players were associated with the PBM Diplomacy hobby.

While a few "third world" wargame companies came out with primitive SF titles, they were, for the most part, not very good. They too often resembled conventional naval games of the WWII era and failed to capture any real sci-fi flavor. A notable exception was LENSEMAN, based on the SF series of the same name, which remains a classic (if increasingly hard to find).

The real change came in 1974. It was this year that marked the first time major wargame companies took notice of the potential of this type of game, as well as the inception of the first company devoted entirely to this field. SPI, which had clearly become the leader in the wargaming arena, released STARFORCE: ALPHA CENTAURI. The game is a classic, and remains, after 5 years, one of SPI's best sellers. It is interesting to note that SPI's feedback and market research did not predict such a favorable reception, and there is some evidence of timidity on the company's part when it came to stepping into such uncharted regions. TRIPLANETARY was one of the initial offerings of GDW. It was the first game to really apply realistic vector movement and account for Newton's Laws of Motion, as well as providing a set of counters, that to my mind, are still the best looking in the entirety of SF gaming. 1974 also saw the publication of STELLAR CONQUEST, by Metagaming of Austin Texas. STELLAR CONQUEST is truly a classic, and judged by many to be the hobby's best Sci-fi game. It was also the first game to be published by a firm specifically devoted to the production of SF games.

Whether these games were the response to a growing eagerness among the game buying public for simulations of this nature, or the sparks that ignited that desire is a debatable point. I would take the position it was a little of both. In any case, SF gaming took off, to become an increasingly important part of the hobby as a whole.

In 1976, Avalon Hill belatedly joined the bandwagon with STARSHIP TROOPERS, an excellent and amazingly faithful simulation of Robert Heinlein's book. The game accurately portrayed the radically different military systems of the Terran Mobile Infantry and the alien enemies they faced. As well as being a fine game, it marked the recognition of SF gaming by the hobby's second major publisher.

Making good on their bid to become the major producers of SF games, Metagaming released the first of what has proven to be a long line of Microgames, OGRE, in '77. The Microgame format included thinboard counters, a small two color map, and a rulebook for the low price of \$2.95. Not only is the Microgame inexpensive, but the games have proven to be well balanced, thoughtful and a lot of fun to play while retaining relative simplicity and a quick playing time. The most notable releases have included Ogre (hovercraft and future-tanks against a single monstrous cyber-tank), Warpwar (diceless space-combat with build-your-own-ship rules), ICE War (US and USSR clash over the Alaskan oil fields with sleds, hovercraft, and satellites), and INVASION OF THE AIR EATERS (nasties from space invade earth on a global size map). The Microgame line has proven extremely durable, with 4 or 5 titles being released yearly. (continued next page)

They have proved a nice addition to Metagaming's grand strategic STEALLAR CONQUEST and GODSFIRE full size games.

After the initial success of STARFORCE, SPI released two follow-up titles set in the same "future history": STARSOLDIER and CUTREACH, neither of which really lived up to the quality of the first game, though OUTREACH can claim the largest scale of any game anywhere. In more recent times, SPI has come out with the excellent (if massive and complex) FREEDOM IN THE GALAXY space opera game, STAR WARSESQUE portrayal of galactic rebellion, and their own line of SF minigames, obvious replies to the great sales Metagaming has enjoyed.

The third important publisher of SF games remains GDW, a company that has consistently put out excellent, high quality science-fiction games. Their line has included ship to ship combat (MAYDAY), a campaign game pitting the expanding Terrans against an age old galactic empire (IMPERIUM), and politics and economics among the asteroids (BELTER), among others. GDW's most popular SF game is the role-playing TRAVELLER, which has spawned numerous supplements and add on games as well as a GDW quarterly publication devoted to it.

A number of other companies have offered SF games, but many of these have been disappointments. The games offered by Attack International have been rather poor, while those published by Excalibur have proved to be even worse. Their QUAZAR is uncomprehensible farce. Better quality can be found in the four minigames offered by a brand new company, Task Force, and Dimension Six. The former has jumped on the minigame handwagon with games that are quite sophisticated, as well as nice physically, while the latter is another company specializing in SF titles. The space games available from Battleline (ALPHA OMEGA) and Yaquinto (STAR FALL and TIME WAR) are also good efforts. Foreign countries are even entering the market, as with Swedish Game Company's TAU CETI. However, despite these numerous single efforts, the bulk and best, of SF game publication rests in the hands of GDW, SPI and Metagaming.

To complement the growing number of SF games and interest in them, a number of SF oriented gaming zines have appeared. GDW's Journal for TRAVELLER players has already been mentioned. Even more important is Metagaming's The Space Gamer, the longest running and certainly most interesting gaming magazine. TSR's The Dragon has run some SF game articles and reviews, though it is primarily devoted to fantasy gaming, especially that company's D&D. SPI has announced plans to publish their own SF gaming journal, Ares featuring the game in each issue format of S&T.

SF gaming has truly come of age. The number of titles that have appeared is staggering. My personal archives run to over 200 different games, almost half of which are currently available. SF games are now common in major game tournaments. Some gamers have chosen to direct much of their playing time and purchasing money to this particular branch of the wargaming hobby. The day may soon come when SF gaming is recognized not as an adjunct to the larger hobby, but as a field unto itself.

 Wow, what a well done article! I hope you folks appreciate it. Tony,
 thanks very much for this contribution. Lee, Sr.

ANNOUNCEMENT: ENTER THE "JOHN BOARDMAN IS A TOAD" CONTEST.

Submit a 8½ x 11 drawing of the most comically repulsive toad you can think of. This drawing must be original and previously unpublished. The winner will receive a free "John Boardman is a Toad" T-shirt, which will use this drawing. The prize will be delivered at DipCon XIII.

Non winning entries will be returned if they are accompanied by a stamped, self-addressed envelope. Those which are not will be destroyed. Keep a copy of your entry in the vent of a postal loss.

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"John Boardman is a Toad" T-shirts may be ordered for delivery at DipCon XIII (or by mail if you're not attending). Prices will be announced later, so watch this 'zine.

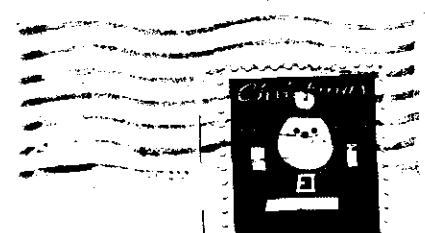
Deadline for the contest is March 1st, 1980, Send all entries to: "Toad Contest", c/o Rod Walker, 1273 Crest Dr., Encinitas, CA. 92024
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Happy Holidays to all !!!

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