

# WHY ME ?

Issue # 27

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Gawd, is it really two years ? Well it has been a rather pleasant 2 years for me, and the support that all of you have given me is just fantastic! This, our second anniversary issue, is packed as full of articles as possible. This kind of makes up for some of the issues that didn't contain much reading material. Hope you enjoy it!

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SUBSCRIPTIONS GO UP..... I could no longer keep up with the rising costs of paper, ink, stencils, etc. Thus, I am forced to raise my sub rate effective immediately. Paper has been rising everytime I go to buy it. My initial purchase of paper was at \$2.80 per ream (two years ago). Lately, I have been quoted as high as \$4.99 a ream ! Luckily I have found a place to buy it cheaper than that, but who knows for how long. I regret the price rise, but I refuse to lose any more than I have to. Hopefully, this won't occur again for some time. The only thing that would force me to increase prices in the near future would be a postal increase.

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Game openings: None at the moment. A game for new subbers is the only exception to this. I have 5 signed up for this game as of today (mon is when I'm actually typing this page). New games will open when a game or two currently running ends. Come'n you guys, end a few ! Our gamefees are still \$3.00 plus a subscription.

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I HAVE NOTHING TO DO WITH THE ORIGINS '80 DIPLOMACY TOURNAMENT !!!!!

It seems that a Origins '80 literature has me listed as one of the people running the Diplomacy tournament. THIS IS NOT TRUE !

I have nothing to do with this, nor did I ever have anything to do with it.

How did this incredible error come about ? First, Origins wrote me to notify me that they were not running a Diplomacy Tournament. I wrote to them to see what could be done about this. In a letter I sent to Robert Sacks I mentioned this and I said, "I'm going to see what I can do about this". All I meant by this was that I'd try to arrange for someone to run the tournament (like I did last year), and assure that there would be one.

Meanwhile, Mr Sacks called the Origins committee and volunteered his services, and mine.! They accepted his word and have listed me and Sacks as running the tournament in all their official literature.

This is causing me a lot of grief and aggrevation. I've already been plugged in at least one dipzine (Retaliation), I've had to answer a few letters asking how I'm going to score it, etc, etc. Thus, I foresee me spending a lot of my spare time (and money) to answer a lot of mail in this matter thanks (?) to mr sacks.

I can only hope that all the publishers who are reading this will not print the erroneous information that is contained in the Origins literature. The tournament will be run by Sacks and John Boardman.

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Articles start on page 2 and run thru page 8. The games start on page 9 and run to the end. If any last minute contributions arrive, I will put them in wherever I have space. The presidential poll will be fitted into an available space. Also, we have a special feature ! Look for the design-a-variant contest insert.

HOW DID ALL THIS GET STARTED ? or....WHY ME ? LEE, SR.

Let's see, did this happen because I liked to play with wooden blocks as a kid? Nah, lets not go back THAT far.!

Alright, let's start with my teen-age years (gad..that seems like a long time ago). I always liked games. Card games, board games, any kind of games. I used to spend hours on my front porch playing chess with one of my neighbors. Any new game was looked upon as the ultimate challenge...I had to be good at it.

My wargaming started in 1960 or '61 (I'm no longer sure) when my local hobby shop got in a game called Tactics II. (how many of you remember that turkey?). Since I had always enjoyed military-type games, and this was supposed to be chess-like in scope, I had to try it. Once I got it home and played it solitaire I thought, "this is the greatest". (Little did I know about the future of wargaming at that point, or how the state of the art would progress). I even convinced my wife & my best freind to play me a game or two. I immediately bought Gettysburg and a couple of others as soon as my hobby shop got them in.

Then, my enthusiasm waned. I couldn't find anybody (besides my unwilling wife) to play these things with. So, they got stuck on a closet shelf to collect dust.

For 7 or 8 years I never thought about these again. Then, in 1973 I saw an ad for Strategy & Tactics magazine. (I forget where). The game that came in each issue was the main selling point for me. From their description these games looked a lot like my old Tactics game. So, I figured, why not. I sent my \$10- and gave it a try. When I got my first issue I was surprised that there were a lot more nuts like me out there than I had even remotely imagined.

Later, I received SPI's catalog. My first thought was; "egad, so many to choose from"! While reading through and and trying to select a few for my collection, I saw Diplomacy. The ad said; no dice, no luck, etc. I just had to have this one! I know how many times I was frustrated by a bad die roll in the other games. When the game arrived I spent hours fooling with it, and I could see the potential this had. But, how could I get 6 other people when it was impossible to find 1 other to play wargames ! Then I saw the flyer that came with on how to play by mail. AHA ! Here was the answer. From there I wrote several publishers and I got started in the hobby of Postal Diplomacy.

The rest is histry. I've been a Dippy fanatic ever since. Oh I still love to play other wargames too (especially Civil War & Napol-eonics), but Dip is my all time favorite.

Why did I start publishing? Well, my biggest gripe with postal Dip were the many unreliable publishers I encountered. It seemed that many started publishing on a whim, and dropped it when they got bored with it. I had many games orphaned on me during my playing career. So, I wanted to give others a chance to play in a reliable dipzine. I never promised anything but to run the games on time and to be as conscienceitious a GM as I possibly could. I feel that I have acheived this goal. No issue of Why Me has ever left my house more than 48 hours after the deadline day. Even the one that I considered late was still in the readers hands as quick as possible. Your, my readers and players have made Why Me a success. I'd like to offer thanks to all of you who have givin me your support and encouragement.

I hope to continue to run this for a couple more years, and to continue to give you my idea of what a dipzine should be like.

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Back issues of Why Me are available, but not all numbers. Back #'s are 20¢ apeace except for my first anniversary issue (40¢) and this issue (50¢) .

## SOME THOUGHTS ABOUT STANDBIES

Russell M. Blau

The discussion of standby players has received a lot of discussion lately, apparently because a few people have been abusing the system to conduct personal vendettas or to rig the outcomes of Diplomacy games. As a result, some people have suggested that maybe standbys should be done away with altogether, letting countries go into civil disorder when a player drops out. Let's examine what the consequences of such a change would be.

First of all, there should be no doubt that any change in standby policy will affect a great many games. Everything #42 reported 112 North American game finishes, representing 784 positions (7 per game). Only 440 players stayed with their countries until the end of the game (or until they were eliminated), which is about 56%. That is an average of three dropouts per game! (And that only counts starting players--often a standby player will drop out himself and be replaced) Of the dropouts, 295 (or 38% of the total) were replaced by a standby, while only 49 positions were placed in Civil Disorder. Most of the latter were one- or two-center positions which were quickly eliminated, although there are a few exceptions. So, there is a fairly good chance that a standby will be used in any given game.

What difference does it make if we use standbys or not? Generally it is felt that using standby players helps promote game balance. Jerry Jones has attacked this theory, though; he argues that standbys often follow vastly different strategies than did their predecessor, thus changing, not preserving, the balance of the game. For example, if your ally drops out, his replacement may turn around and attack you.

That's true enough, as far as it goes--but isn't there a risk that any player may change his strategy at any time, even when he doesn't drop out? Allies get stabbed all the time, so why should the fact that the stabbing is done by a standby make any difference? In my opinion, this uncertainty is one of the features that makes Diplomacy such a great game!

In any case, the great majority of dropouts occur when the country involved is in a poor position. Under these circumstances, no sane standby would turn down an offer of alliance, or stab the only country that shows any interest in helping him. Of course, when a standby takes over a strong position he will feel less compunction about attacking his country's former friends; but in any game, it is when your ally gets strong that you have to worry most about a stab.

On the other hand, it is fairly easy to see how putting a strong country in Civil Disorder will disrupt the game. That country's neighbors will grab its centers and benefit at the expense of the other powers. The dropout's allies will certainly be harmed. After all, what country is going to have the most units in position to capture supply centers of a player who drops out? That player's enemy of course. Suppose England and France are allied against Germany and Russia. If France drops out, England will not be able to grab his centers because he will still have to defend against Russia. Germany will get most of the centers, and then England will have to hold out against two strong opponents! If France were taken by a standby, at least England would have a chance to negotiate with the new player.

There is no doubt that when a standby enters a game he brings uncertainty with him, but Diplomacy is a game of risks and we shouldn't go out of our way to reduce uncertainty. I'd rather take my chances with a standby any day than face a foreordained result when a player drops out. Yes, better to have a live player in the game, even hostile to me, than to win an empty victory over a country in Civil Disorder.

## HOW A GM SHOULD TREAT HIS PLAYERS

By John Michalski

I read with some interest the article by John Kelley (the BEHOLDER) last issue on player to GM relations; it brought out many good points. However, it also brought to mind a few problems the other way which, Lee being desperate for filler, (you're reading this, aren't you?) I will elaborate on.

One of the biggest problems comes from the attitude of many GMS that they are somehow doing their players a FAVOR by GMing. In point of fact, they are probably right: gamefees, after all, amount to about 15¢ a month for his services--but none the less, he accepted the job, even solicited for it, and did accept (token) payment; he is both duty-bound and honor-bound now to do the job, and to do it promptly and well. All too many GMS duck out and say, "Well, it's just a hobby, and I'll get to it when I can". Hell, folks, if it's just a hobby you'll get to when you can, keep it only as a hobby AND DON'T GM! Running a game is a JOB. Your reputation and personal honor (assumed to exist, but not always correctly so) are on the line, and can only be redeemed by doing the job on time and well. If it is something you'd take care of when there's nothing better to do, you won't even do well as a PLAYER; don't make the hobby a sorrier place by trying to run a game that way.

John points out the beneficial results of a cooperative attitude to good effect. However, remember that nothing in the rules says that players must be any more tactful in dealing with the GM than with each other. It is WISE to do so and boorish not to, BUT, remember that wisdom and tact are certainly not requirements of play! A number of GMS and a LOT of players would vanish instantly if it were only so! It isn't nice to fool mother nature, and it isn't nice to write and say to your GM "OK, dipstick, here's my next set of orders. See if you can get more done right than wrong THIS season, OK?" or "Dear Botchmaster, you did it again, didn't you? If you ever read the rule-book, you'd notice that..."; however, it isn't necessary that they like you or respect you or even pretend that they do. Recently a few GMS have tossed various people out of their zines/games for what I'm sure were very understandable reasons, and to terminate someone's sub is altogether proper. The zine is yours to do with as you please, but the GAME is THEIRS, and no matter what you think of the given player, his tactics, his politics, race, or breath, he has the right to play it out no matter what you think of each other. Only deception of the gamemaster or similar 'crime' type thing would justify kicking a player out. Whether you and he get along or not has no bearing, or rather, should have no bearing. Just because he denounces you elsewhere, or you he, or both, should not affect the course of play of a game in progress. No need to ever accept him again, but if they are already in, I believe you are bound to treat him normally no matter what. Indeed, you should do so if only to show your impartiality in the squabble's scope to make yourself look better, if nothing else! Like it or not, believe it or not, the player is the customer, and the customer is almost always right. Often a nitwit or an oaf, but he's "right".

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Well put John. I have always contended that too many GMS publish on a "whim", and don't really do justice to their players. I have always done my best to fulfill my obligations to my players, and a few of my issues were put out on time even when I didn't feel up to it. This subject was so popular that another article on the same subject is on the next page!

John Michalski publishes Brutus Bulletin, which is dedicated to the play of fast games. (10 day and two week deadlines). John can be reached at; Rt 10, box 526-Q, Moore, OK 73165

HOW A GM SHOULD TREAT A PLAYER

By David D. Perlmutter

John Kelley being the publisher of the Beholder of course has the point of view of a GM rather than a player. Perhaps I, a person who has not the fortitude to ever bear the grinding task of publishing and GMing, could say a few things from a players eye-view. Yes most GM's are good, kind, people. Unfortunately I think some get shell-shocked. They get so used to endless orders and new games starting that they lose any interest in individuality. Every game becomes like the next. Thus it is hard for these cornerstones of the hobby to really care too much about little details in one single game. This attitude is not malicious, it's just that the GM can't treat all the games like they were his only ones.

The player has a quite different perspective to these things. A game he is in is the game. None others matter really unless he is a player in them. Every move made in his game can be very vital to him. Thus the player and the GM often do not understand each other. The harrassed GM just wants to adjudicate and get the thing over with. If there is a mistake he wants to correct it fast. The player, perhaps selfishly, can start to get angry if he thinks the GM is not spending enough time on the game. This can lead to GM-Player conflict which could escalate to a feud. In the short term the GM can "win" by expelling the player, but a really vocal complaining player can strike back by trying to get the game dubbed "irregular".

John did a good job in pointing out the players responsibility, but what about the GM's ? Well one thing he must understand is that some people (everyone sometimes) really care a lot what happens in a game. Do not ever have an "It's only a game so who cares" attitude. This maddens players to no end. Even if you aren't interested in an adjudication in dispute, at least pretend to be. Always explain your decision to complaining players, don't play petty dictator. Above all one thing to realize is that not all players are pro's. Unless you set up a game all pro, all novice, etc, there will be great disparity in playing ability. Don't expect a player to know complicated rulings off the cuff. Thus a GM must in judging a complaint or answering must determine the kind of person you are talking to. You don't use the same terms and speak in the same tone to a 13 year old novice and a grizzled middle aged veteran (well I guess there are 13 year-old pros etc..). Thus you can mold your explanation to the player. However, try not to be condesending, remember this is a fast moving hobby. That 13 year-old might be your GM someday!

In conclusion I say GM treat your players as individuals not statistics. The power of the press should never be abused.

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A rules comment.....

Dear Lee,

Here is a problem that deserves discussion in the hobby. Rule XIV, part 3, states that a country which NMRs in spring or fall has any dislodged units disbanded. This rule is used in Konrad Baumeisters 'zines.

I'd always assumed that an NMRed unit could retreat, if smobody snet orders for it during the following retreat season, but the rules don't say that.

I rather imagine that some 'zines do permit such units to retreat if summer or autumn retreat orders are sent. I expect to make that rule exception in any game of mine.

Robert Stimmel

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Robert is correct in the rulebooks coverage of this rule. However, one must remember that the rulebook was written with face-to-face play in mind. A lot of GMs (including myself) do allow you to retreat if you don't miss a second time.

## ALGEBRAIC NOTATION FOR DIPLOMACY: Some questions answered

Since the IDA Notation Committee delivered it's recent report concerning algebraic notation for Diplomacy, many members of the hobby have expressed concern over the change. Most of the opposition to the move has stemmed from simple lack of information, rather than disagreement with the aims of the committee. This is understandable, considering the conspiracy of silence engaged in by most GMs, who are seeking to protect their vested interests in the old, antiquated system of notation.

That such a conspiracy exists should be obvious to any Diplomacy fan. Just look at recent issues of the zines you receive--most likely, you will not find a single article about algebraic notation. The topic was not even mentioned in the last issue of Diplomacy World! However, as a public service, this zine has agreed to publish the following series of questions and answers about algebraic notation, which was prepared by the IDA Notation Committee.

Q-What is algebraic notation?

A- Algebraic notation is a simplified, scientific new method of recording and publishing Diplomacy orders. It is quite similar to the new system of notation used in chess, which has succeeded in making reports of chess games utterly unintelligible to the uninitiated. In order to keep our hobby from appearing less sophisticated than chess, the IDA appointed this committee to develop an even less comprehensive system for Diplomacy.

Q-How does the system work?

A- There are two parts to the system, namely the province notation and the command notation. Province notation assigns a unique letter and number to each province and sea space on the board. For great power provinces, the first letter of the country will be used ("e" for England, and so forth), "n" for neutrals, and "s" for sea spaces. Within each group, spaces will be numbered in alphabetical order. For example, Rome will be represented as "i4"; Belgium will be "n2"; the Black sea is now "s5"-- a more compact notation than previously used.

Q-Hey! You didn't explain command notation yet!

A-Don't worry, I was getting to that. A unique symbol will be used to represent each type of order that can be given to a unit. For instance hold will be shown as "\*", support as "/", and convoys as "+". Due to an oversight on the part of the committee, the familiar "-" will be used for moves. (Also, "!" means build, "?" means remove, ":" means retreat, and @#%& means a stab).

Q- So, what would typical opening moves for, say, England look like?

A- A typical spring 1901 order might be represented as follows:

"e2-s16=e3-e2-e4-s15".

Q- Huh?

A- And a more complex move could look like this:

"s6/f6-n2=s15+e6-n5=e3\*=e6-n5" -- obviously, this will cut down on the number of miswritten orders and GM errors.

Q- What's your favorite color?

A- Green; why do you ask?

Q- Hey, I'm asking the questions around here!

A- Sorry.

Q- Why in the world would anyone want to use such a stupid way of writing orders ?

A- I seem to detect a note of hostility in that question. But algebraic notation is really quite simple once you get used to it. It is a more compact system, which will result in significant savings of paper, typewriter ribbons, and postage; besides which, it conforms to the international standard game reports system (S.R.J.) which was adopted by UNESCO at its last meeting. The S.R.J. is part of the metric system which everyone in this country will have to learn to use, even if it kills them . ((continued next page))

Q- What can I do to stop this idiocy?

A- Stop progress?! What a reactionary suggestion! You can't stop Diplomacy from advancing into the scientific era any more than you can stop the physical forces of nature from obeying the law of gravity. Where would we be if people like you had tried to stop other technological advances, such as polyester suits, Form 1040, disco, nuclear reactors, Boardman numbers, The U.S. Postal Service, and Mark Berch's ego? It's people like you who don't get your children vaccinated, kick dogs, and vote Republican.

Q- You don't have to get personal. Anyway, I think the whole thing is stupid and pointless.

A- Well, what did you expect from a hobby that has 37 different ratings systems, and puts more effort into feuding and blacklisting than into recruiting new players?

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John Kador's reply to Fred Townsend. (see last issue)

Dear Lee,

I'm glad that the puzzles I sub, it to Why ME? get such careful reading as the recent comment from Fred Townsend demonstrates. But I'm surprised that a player of Diplomacy considers a solution involving half-truths as "sloppy". Players negotiating with Townsend take careful not: if you commit untruths let the untruths be whole lest you Diplomacy be considered sloppy.

This type of logic puzzle can be tricky, but the meanings of the logical connectors AND and OR are well accepted. Ricky is indeed lying because the first part of his statement is false. Like most convincing liars, he confounds by mixing truth with falsehood. An occasional half-truth makes Ricky no less a liar.

As for Townsend's offered solution, it's a valiant effort, but it fails because we can't accept his assumption that Paul is lying because Bernie did not act alone. Since Paul's statement is connected by an OR, only one of the elements of his statement need to be correct to make his statement true. Then this violates the limitation of only three truth-tellers. My solution stands until a more successful challenge is lodged.

John Kador

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Russell Blau also sent a letter confirming that Kador was right. I don't have room for all of it, but here are some excerpts.

Fred's complaint concerns Ricky's statement, which was: "Bernie is telling the truth, and it wasn't Elvis either." If Ricky is lying (which both parties agree he is), then Fred contends that means (a) Brenie is lying, and (b) Elvis is guilty. However, Fred overlooks the key word--"and"--in the statement. In symbolic language, the statement "X" and "Y" is true if and only if X is true and Y is true. If one of the two component statements is false, the whole thing is false. Of course, we don't use such precision in our day-to-day language, but in a logical puzzle such as this we have to evaluate statements according to accepted rules.

For those familiar with logical notation, the keypoint is this: the negation of "X and Y" is not X or not Y.

Also, the alternate solution that Fred proposes cannot work. It depends on Paul and Bernie both making false statements, which is impossible. Paul and Bernie clearly contradict one another. It does not matter how you go about interpreting what they have said, they both can't be false. (The negation of "X" or "Y" is "not-X and not Y", which correspond to pauls and bernies statements respectively).

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Don Ditter also wrote and said, "Kador is right".

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So there you have it folks. Kador is right. I will not publish any more about this subject as I feel we have covered it enough. O.K.?

CLASSIFIED ADS FOR DIPLOMACY ZINES??? By Jack Masters

As related to income (game fees and subscriptions) publishing a Diplomacy zine is an expensive proposition. It is surprising that publishers have not sought other means of generating income. Such as incorporating CLASSIFIED ADS. Not only would classified ads generate income, but they would solve another publishing problem--filling space. Some examples of what we might see when pubbers do resort to classifieds follows:

COMPUTER ALLIANCES

In your next game, let our computer choose your ally; no longer rely on chance or hunches. Our computer will carefully match the personal data along with the playing ability and experiece of each player in your game-and will then choose the perfect ally for you. Reasonable fees, write:

Computer Matching  
1000 Hart Ave.  
Somewhere, N. C.

QUICK REVENGE?

No longer wait for another game, or even a standby position to avenge a vicious stab. You can get immediate revenge through our unique new service, and we guarantee results. For full particulars write to Mail-A-Bomb:

M-A-B  
1000 Arnett Ave.  
Anywhere, Virginia

DIPLOMACY INSURANCE

Insure your game? Certainly, we will insure against any contingency, e.g. (1.) against the game becoming orphaned, (2.) against you country being the first eliminated, (3.) against an NMR by you or your ally, (4.) against Russia opening to the Black Sea, (5.) against Turkey opening to the Black Sea, (6.) or, anything else--you name it. Rates will vary with the risk involved and in many cases will be rather high, write for particulars:

Boyd's of Bothnia  
1000 McClendon Ave.  
Houston, Texas

LEARN Gming BY CORRESPONDENCE

Earn thousands in your spare time. We teach you all of the ins and outs of this lucrative venture. For more details write:

American Correspondence  
School  
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Wayout, New York

ASSUMABLE POSIOIONS

Why take a chance and start a game precariously from S'01 when choice positions are available from Red Carpet? We currently have dozens to choose from--for instance, an 8 center England with an A in Mos and a F in the Med. Many other 7 and 8 center positions available. Some of these positions may be taken over for as little as \$1.00 per supply center. Terms available.

Contact: Red Carpet Brokers  
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Bakersfield, Cal.

LEAVING THE HOBBY?

Don't NMR; your position may very well be sellable through Red Carpet. We have hundreds of buyers available and even three and four supply center positions can be sold. We work on a commission--for more details contact:

Red Carpet Brokers  
1000 Brown Ave.  
Bakersfield, Cal.

Personals

Honey!  
Meet me in Tyrolia in the spring.  
You know who

Do you like Pina Coladas? Box 98



1978Icv Younstown Fall 1908

GM:Karl Schuetz

China(CD) A Han-H, F For-H

England(Stimmel) F Nth(s)F Den, F Neg(s)F Nwy, F Bar(s)F Nwy F Spasc  
(s)F MAO (dis-Por, OTB). F Cel-Mal, F Den(s)Ger F Kie. F Nwy-H,  
 F Sao obb-Tim, F MAO(s)F Spa (dis-Nao, Iri, Eng, Bre, Gas, Por, Mao  
 obb, Otb.

India(Tucker) F Jav(s)Jap F Phi-Cel(nso), F Gos(s)F Bor, F Bor(s)  
 F Gos, A Bum-Tib, A Cal(s)A Del, A Del(s)A Sid-Raj (dis-Dec, Nep, Otb)  
 F Tim-Eio, A Cam-Lao, A Vit-Sik, F Mad-Ara, F Wio-Ara(dis-Cey, wid obb  
 Otb), A Sid-Raj

Italy(Decker) F Sao & F Mor(s) F Wms-MAO, A Mar(s)F Gol-Spasc, F Aeg-H,  
 A Ven(s)A Tyo, F Som(s)F Ara-Wio, A Tyo(s(Rus A Mun, F Per(s)F Goa-  
 Ara, A Alg-H, F Wms-MAO, F Gol-Spasc, F Tun-Wms, A Raj-Mad, F Ara-Wio,  
 F Goa-Ara, A Arm-Bag

Germany(Schleinkofer) A Ruh(s)A Bur-Mun, A Bur-Mun, F Kie-H(dis-Hol,  
 Hel, Otb)

Russia(Schiwautz) A StP(s)Eng F Nwy, F Swe(s)F Bot-Bal, A Ira-Sid,  
 A Ber & A Sax & A Mun (s)F Bal-Kie, A Kas(s)A Afg-Del, A Skg-Kan,  
 A Oms(s)A StP, A Sik-Bum, A Fin(s)F Swe, F Bal-Kie, A Pos-Sil,  
 A Sil-Boh, A Tri-Vie, A Afg-Del; A Tib-Cal, A Pek-Imo, F Sib-Npo,  
 F Bot-Bal.

Japan(Heeley) NMR-Resigns. F Osa, F Npo, F Phi, F Scs, F Ecs, F Hon,  
 All hold. See standby below.

A concession to Russia and a Ita/Rus draw are proposed. Failure to  
 vote will count as a YES vote. The concession will take precedence  
 over the draw if they should both pass.

Supply Centers.

China: Han, For

2 even

England: Lvp, Edi, Lon, Ire, Nwy, Den, Por,  
~~Spa~~, Bre

8 remove 1

France: ~~Mar~~

0 out

Germany: Bel, Hol, Par, ~~Ber~~

3 even (1 ann)

Italy: Home, Pen, Yem, Tun, Egy, Eth, Bag,  
 Bul, Gre, Con, Smy, Mor, Ank, SPA, MAR

18 build 2

India: ~~Del~~, Cal, Mad, Bum, Tha, Joh, Jav, Cam,  
 Cey, Vit, Sai, Bor, ~~Can~~

11 remove 1 (1 ann)

Russia: Home, Swe, Skg, Rum, Ser, Ira, Sev,  
 Pos, Bud, Omo, Vie, Clu, Kie, Mun,  
 Tri, Man, BER, DEL

22 build 2

Japan: Home, Phi, Kor, Pek, Kar, CAN

8 build 1

Standby for Japan: Phil Cooper, 19 Dahlgren Place, Brooklyn, NY 11228

1974FI end-game statement Russia John Brennick

I can't beleive 74FI is over! Of course I'm elated to get in on a  
 three-way draw, but at the same time I'm a little sad it's finally  
 finished. Thanks for reviving it from the dead, Lee.

I'd like to express my thanks to Bob Ulrich for being the best  
 and most trusworthy ally I've ever had. Goodbye to Tom Kissner for  
 the second time-we shared in a three way draw in 75AY. If we ever get  
 into another game together I'll be afraid to be his enemy-he's a for-  
 midable player. Ron Kelly's problem in this game was his unwilling-  
 ness to communicate, which led to his downfall. With Kendter it was  
 amazing-we were allies and enemies with each other so many times in  
 this game I'm not going to bother counting! But all's well that ends  
 well. Thanks for a great game.

No other statements were sent for this game, so I guess it's finally  
 laid to rest. six years is a long time to play a game !

Lee, Sr.

Blind Game #2 Deadline for fall '01 is Thursday May 1st, 1980

Please refer to this as Blind #2 on your orders.

Press: Rome-Mark Berch & Russell Fox: What do you guys think about THIS opening? Does it break a record? And Lee, who's doing the commentary & analysis for this one ??

Rome-Paris: Fred, ry only purpose in this game is to suicide out vs. that rascal Bernie Oaklyn in London. Please move your country out of the way.

Rome's main post office: This is not only Blind Diplomacy, but also deaf and dumb Diplomacy! All we have received is one paltry card! Rome-Constantinople" Thanks for the pretty picture postcard detailing the elaborate T-I alliance vs. England. We ACCEPT!!

Rome-Vienna: OK, I'm in trieste, but you know I'm not going any farther. Why not just ignore me and go for Rum-Ser-War-Gre and forget about me? I'll ignore you if you'll ignore me.

Rome-Paris: Permission to transit Piedmont "to outflank the Kiasr" is granted. Just make sure that's the way you go.

Rome-Berlin: Make it 2 instead and I'll go.

Blind Game #1 Deadline for this is Thursday May 1st, 1980

GM breaks houserules! I am going to vilate my own houserule for the Blind Games in this one. I am appointing a standby for Turkey. WHY? It's like this; Mcgranaghan has resigned from all his other games in here, so anyone who noticed that could surmise that he also resigned from this one. But, McGranaghan also told one of the other players about his resignation (this player told me so) and I feel that this would give that player an unfair advantage if any of you didn't notice McGranaghans resignation. I know I said that there would not be any standbys, but I didn't foresee a situation like this happening. If somebody just NMRs out, and it's not obvious to the rest of you (like if he also NMRs in other games) then I will not use standbys. I hope this is satisfactory to all of you.

OOPS ! The Turkish standby is: David Arnott, 1133 Sumner Ave., D-7 North Charleston, S.C. 29406. Dave had wanted to play in a blind game, so here's a chance at some experience!.

78FL Spring 1904

GM--Art Schleinkofer

Austria(Kevin Mooney)A Vie-Bud, A Gal(sup)A Ser-Rum, A Ser-Rum,  
 A Bul(sup)A Gre-Con, A Gre-Con, F Aeg(con)A Gre-Con  
 England(Ed Tucker?)NMR A Edi-H, F Lvp-H, F Lon-H, F Bar-H, A Nwy-H  
 France(John Kelley)F Cly-Nat, F Eng(sup)A Bel, F Mid-Spa(SC), A Bel  
 (sup)A Pic-Bur, A Pic-Bur, A Gas-Mar  
 Germany(Lee Kendter, Jr)F Bal(sup)A Den-Swe, A Hol-H, A Ruh-Kie,  
 A Mun-Sil, A Den-Swe  
 Italy(Bill Frank)F Lyo-H, F Emd-Smy, A Naf-Tun, A Pie-Vie(imp)  
 Russia(Ron Kelly)NMR F Swe-H(dis, ret--Bot, Fin, OTB), A War-H,  
 F Rum-H(dis, ret Sev, Bla OTB), A Ukr-H, A Mos-H.  
 Turkey(Tom Mainardi)A Con(sup)F Smy(dis, ret--Ank,OTB), A Arm(sup)  
 F Smy, F Smy(sup)A Con

Phone Call Policies--Art will accept calls up to 12:00 (Noon) on the deadline date. He will call you collect for your moves if he has your permission. If you want this sevice send your phone # to Art. Art's phone # is 739-3825.

Deadline for the fall 1904 moves is April 26, 1980. The standby situation is as follows--Will David Pierce, 8331 Uxbridge Ct, Springfield, VA 22151 standby for England. Will Tony Watson, 1481 S. Palm, #207, Las Vegas, Nevada 89104 sned standby orders for Russia.

Press is on the next page.

1978FL continued)

Paris-London: As you can see, I'm ready for peace.

Paris-Berlin: I say! Please give me a chance to fight everyone else who wants a piece of me!

Paris-Rome: Why Me?

Ankara: The Sultan said today that all of Turkey is on war alert and that the country is prepared to meet and repulse any and all invaders. The Sultan also questioned the blind obedience of their Austria masters. He said, "At least the Turkish Empire can be thought of as its own master and resigned to the will of no other nation. We express our support for the sovereign nations of England, France, and Germany. It is still not too late for Italy and Russia to see and correct their mistakes. They must do so quickly though, before the Austrian monster swallows them whole."

-----  
 80AE Spring '01 The only clash is over Burgandy GM: Sr

Austria (Fraunhofer) A Vie-Tri, A Bud-Ser, F Tri-Alb

England (Conner) F Lon-Nth, F Edi-Nwg, A Lvp-Edi

France (Ditter) A Par-Gas, A Mar-Bur, F Bre-Mid

Germany (Copeland) A Mun-Bur, A Ber-Kie, F Kie-Den

Italy (Tucker) A Ven-Tyr, A Rom-Ven, F Nap-Ion

Russia (Frost) F StPsc-Bot, A War-H, A Mos-Ukr, F Sev-Rum

Turkey (Turner) A Con-Bul, A Smy-Ank, F Ank-Con

DEADLINE for fall '01 moves is: May 2nd, 1980

Press: Smyrna-I would not enter in my list of friends, the man who needlessly sets foot upon a worm, an inadvertent step may crush the snail that crawls at evening in the public path, but he that has humanity, forwarn'd will tread aside, and let the reptile live. Cowper

Rome: The pope announced today that a crusade to save the enslaved people of Germany is underway. Help from France should be forthcoming.

Vienna-Constantinople: What's the story with the sultan, internal crises or something? I hope nothing fatal! A good Austrian doctor can be provided if necessary. The emperors alive and kicking and hopes the sultan is too.

-----  
 79KQ Spr '02 England convoys Germany to London??!! GM: Sr

Austria (Luckinbill) A Gal-Ukr (dis-Boh, Sil, OTB), A Bud(s) Tur A Bul -Rum (nso)

England (Costikyan) F Nth(c) Ger A Hol-Lon, F Nwg(s) A Nwy, F Edi-Cly, A Nwy-H (dis-ann)

France (Hart) A Par-Pic, A Bel-H, A Por-Spa, F Mar-Lyo, F Spasc-Mid, F Bre-Eng

Germany (Perlmutter) A Hol-Lon, F Den-Nth, F Kie-Hel, A Mun-Ruh, A Ber-Mun

Italy (Cartier) F Nap-Tyrs, A Tun-Apu, F Ion(c) A Tun-Apu, A Boh-Tyr

Russia (Townsend) F Swe-Nwy, F StPnc & A Fin(s) F Swe-Nwy, A War-Gal, A Ukr(s) A War-Gal, F Rum(s) Tur A Bul

Turkey (Aucott) A Bul(s) F Rum (nsu-Did not say Rus F Rum), F Bla (s) A Bul, A Ank-Con, F Smy-Aeg

DEADLINE for fall '02 is May 2nd, 1980

Press: Venice-Suspicion is an hysterical mistress (Luis Kutner)

Berlin-Paris-Do not fear I'm headin south not west

Bud- In an unprecedented move the Emperor of Austro-Hungary today began studying Rus. He demanded his top Military advisors also learn the language, calling it the only true diplomatic tongue extant. None of his advisors were present to explain the statement, rumor has it they have been transferred to a dung farm in southern Slobovia. A new era appears to have blossomed under the beneficent guidance of the prime minister of Italy. Rus and Aus have found piece--a wonderful piece of a Turk soldier. Many members of the press consider the find an omen of things to come. ((more next page))

1979KQ press continued.

Bud-Ank: I presume this means we'll not be working together?

Bud-Ger: Any friend of any friend of mine is certainly a friend of mine, or is that....

78IA Winter 1909/spring 1910

Draw fails by one no vote, no large breakthroughs.

Austria--A Tri(ret)Ven, Rem A Alb, Germany--A Mos(ret)-Stp, Turkey--  
Bui F Smy, A Ank

Austria(Konrad Baumeister)A Ven-Tri, F Tyr-Ion, F Lyo-Wmd  
England(Cliff Hardisty)F Nth-Nwy, A Swe-Nwy, F Iri-Mid, F Mid-Bre,  
F Eng(sup)F Mid-Bre

France(Phil Cooper)A Gas-Bur, A Bre-Gas, F Por(sup)Tur F Spa(sc)  
Germany(Jim Heslin)A Stp-Mos, A War(sup)A Stp-Mos,  
A Boh-Vie, A Tyo(sup)A Boh-Vie, A Den-H, F Bel-H, A Pic-Bre, A Par  
(sup)A Pic-Bre, A Gal-Bud(Dis, Ret--Sil, Boh, OTB)

Russia(Ed Tucker)A Mos-Prays(H), A Vie(sup)Ger A Tyo-Tri(Dis, ANN)NSO

Turkey(Fred Hyatt)F Naf-Tun, F Spa(sc)-H, F Gre-Ion, A Ukr-Gal,  
A Sev(sup)Rus A Mos, F Con-Aeg, A Ank-Con, F Smy-Eas, A Rum(sup)  
A Ukr-Gal, A Ser(sup)A Tri, A Tri(sup)A Bud, A Bud(sup)A Tri

Last returns errors A Mos was idslodged, ret-Stp, OTB(Germany).

Turkey F Bla-Con succeeded.

E-G-T draw failed 4 Yes, 1 No, 1 not voting(counted a yes). No  
new proposals. Deadline for the fall 1910 moves if May 2, 1980.

79AD Winter '06 Aus:even, Eng rem F Hel, Fra Bld A Par, F Nth  
ret to Ska. Ger:even. Ita Bld A Ven. Rus Bld A Mos. Tur even  
Spring 1907 What is going on here? GM:sr

Austria(Cooper) A Bur-Mar, A Ber(s)Ita A Mun-Sil, A Rum(s)A Gal-Ukr,  
A Gal-Ukr, A Bul(s)Ita F Aeg-Con, F Eas-Smy, A Syr(s)F Eas-Smy  
England(Schuetz) F Nth-Eng, F NAO-Mid, F Nwy-Swe  
France(Callahan) A Par(s)A Pic-Bur, A Pic-Bur, A Bel(s)A Pic-Bur,  
A Gas-Spa, F Mar-Lyo(dis-ann), F Ska-Den, F Lvp-NAO, F Edi-Nth,  
A Yor-Lon

Germany(Loewenstern) F Kie-Den, A Hol-Bel  
Italy(Hart) A Mun-Sil, A Ven-Tyr, A War(s)Aus A Gal-Ukr, F Aeg-Con,  
A Pie(s)Aus A Bur-Par, F Tyrs-Lyo, F Wes-Spa(sc)

Russia(McGranghan)resigns. A Mos(s)A StP, A StP(s)A Mos

Turkey(Schaller) A Ank(s)F Smy, F Smy(s)F Con, A Sev-Rum, F Con(s)  
F Smy(dis-Bla, otb)

Mike McGranghan has resigned as Russia. Since it's position is fairly  
important I'm asking for a standby. Will John Kador, 20 Hilltop Rd.,  
Silver Spring, MD 20910 please take over?

DEADLINE for Fall 1907 is May 2nd, 1980

Press: Ankara: Submit a concession proposal, any concession proposal,  
and I'll vote for it! Let me vote at least once before I croak!

Moscow-Damn, just when things got interesting!

Kiel-Ankara-My comments are that you are absolutely correct. Let's  
have a 7-way draw!

Keil-Moscow-Your Nyet seems to have caught another unit.

79HD A separation of seasons was requested by 2 people and is  
granted. Winter 1903

Austria: no change

England: Builds F Lon

France: F Eng ret to Nth (Pierce got in and is still playing France)

Germany: Build A Kie

Italy: F Ion ret to Tyrs, Build a Rom

Russia: A Bud Ret to Rum, F Swe ret OTB, Remove A Fin

Turkey: Build A Ank

Deadline for Spring 1904 is may 2nd, 1980 Orders on file for all.

79C Winter '07 Eng: Builds F Lvp, F Lon, A Edi. Fra: F Mid ret to Eng. Ger: A Kie ret to OTB, A Mun ret to Bur. Rus: A Nwy ret to Fin, builds F StP(nc). Tur: removes F Ven.

GM error; Turkish F Naf-Mid was left out last turn. It should have been caught by all of you due to the French retreat and Ita support.  
Spring 1908 France is going, going.... GM: Sr

England(Fleming) A Edi-Bel, F Lvp-Iri, F Lon-Eng, F Nth(c)A Edi-Bel, F Nwy-Swe, F Den-Bal, A Kie(s)A Hol-Ruh, A Hol-Ruh, F Bre-Mid

France(Cooper) F Eng-Bel, F Por-Mid (dis-ann)

Germany(Frost) A Bur-Par

Italy(Kelly) A Rom-Ven, A Mar(s)F Spa, F Spa(sc)(s)Tur F Mid-Por, F Wes-Mid

Russia(Hart) F StP(nc)-Bar, F Sev-Bla, F Smy-Aeg, A Fin-Swe, A Mos-StP, A Pru-Ber, A Sil(s)A Pru-Ber, A Mun-Kie, A Tri-Ven,

A Tyr(s)A Tri-Ven, A Alb-Gre, A Ser(s)A Alb-Gre, A Rum-Bul  
Turkey(Michalski) A Pie(s)Ita A Rom-Ven, A Gre-Con, F Aeg(c)A Gre-Con, F Sev(s)A Gre-Con (nsu), F Mid-Por, F Bla-H (uno)

DEADLINE for Fall 1908 is May 2nd, 1980

Press: Ank-Lon: Hurry to StP, Jack, I won't last long.

London: Minister without portfolio Lord Chesire is currently on a goodwill tour of the capitals of Europe. The purpose of his visits is apparently to entertain suggestion for uses of excess fleets and armies littering Northwest Europe. As the Minister was heard to say, "All suggestions will be accepted for study. Harump! Er...pass the gin would you old man?" Results of his tour are at this time unknown.

79V Winter 1906 Fra: bld F Mar. Ger: Rem A Den. Ita: Build A Ven, F Nap. Rus: Build F StP(sc).

Spring 1907 Austria trys to create new province ! GM: Sr

Austria(Tucker) F Bul(sc)-Southern Med ??, A Ser-Tri, A Gal(s)A Boh, A Vie-Tyr, A Boh(s)A Vie-Tyr, A Sil(s)Rus A Pru-Ber

England(Cooper) A Swe(s)Rus A Nwy

France(Bunke) F Mar-Lyo, F Spa(sc)-Wes, F Mid-Naf, A Bur-Mar, A Edi-Nwy, F Nwg(c) & F Nth(s) & F Ska(s) A Edi-Nwy, A Kie(s)A Mun, A Hol(s)A Kie, A Ruh(s)A Mun, A Mun(s)Ger A Ber (otm)

Germany(Callahan) A Ber-Sil (dis-ann), A Tyr(s)Ita A Ven-Tri (nso-ann)

Italy(McGranaghan) resigns F Tyrs-Wes, A Pie-Mar, F Con-Aeg, A Smy-H, F Ion-Tun, A Ven-Tyr, F Nap-Tyrs

Russia(Blau) F Bar(s)A Nwy, A Nwy(s)Eng A Swe, F StP(sc)-Bot, F Ank-H, A Pru-Ber, A Sev-Mos

Standby for Italy: Roger Fritter, PO box 8 OBRB, Glenn, CA 95943

DEADLINE for Fall 1907 is May 2nd, 1980

78HR Winter 1908 Aus: Bld F Tri, A Vie. Eng: Rem F Mid. Fra: F Lvp ret to NAO, Bld F Mar. Rus: F Rum ret to Bla. Tur: even (1 was ann)

Spring 1909 This game is going somewhere, isn't it? GM: Sr

Austria(McLendon) A Rum-Con, A Bul(s)A Rum-Con, A Gre(s)A Bul, A Alb-Smy, F Ion & F Eas(c)A Alb-Smy, A Syr(s)A Alb-Smy, F Tri-Adr, A Vie-Tri, A Bud-Rum, A Pie-H

England(Hart) F Lvp-NAO, F Iri(s)F Lvp-NAO, F Nth-Nwg, F Den-Swe, A Yor-Edi,

France(Hyatt) F Clv-Edi, F NAO-Nwg(dis-Mid, otb), A Spa-Por, A Gas(s) F Mar-Spa(sc), F Mar-Spa(sc), A Bre-H, A Hol(s)A Bel, A Kie-Den, A Bel(s)A Hol, A Ber-H

Russia(Kovalcik)(note COA) A Nwy-H, A Mos-Sev, A Ukr(s)A Mos-Sev, F Bla(c)Aus A Rum-Con

Turkey(Heslin) F Sev-Arm, A Con-Ank, F Aeg-Con, A Smy(s)F Aeg-Con(dis & ann)

Draw Votes A/F 2 no 2 yes 1 not voting. E/A/F 3 yes, 1 no, 1 NV  
COA-Rich Kovalcik, Room 39-200, 77 Massachusetts Ave, Cambridge, MA 02139. Deadline For fall 1909 is May 2nd, 1980

80A Fall 1901 Things not as crazy this turn

GM:Sr

Austria(Parker) A Ser-Tri, A Gal(s)Tur F Bla-Rum, F Alb-Gre  
 England(VanMeter)NMR F Nwg-Nwy, F Nth-H, A Yor-H, (neutral orders)  
 France(Schiwautz) F Eng(s)A Bur-Bel, A Bur-Bel, A Mar-Spa  
 Germany(Collins) F Den-H, A Kie-Hol, A Ruh-Mun  
 Italy(Arnott) (see COA) F Ion-Tun, A Tri-Bud, A Ven-Tri  
 Russia(Callahan) F Bot-Swe, A Mos-Sev, A Ukr(s)F Rum, F Rum-H(dis-ann)  
 Turkey(Hardisty) F Bla-Rum, A Bul(s)F Bla-Rum, A Con-Ank  
 DEADLINE for Winter '01 is May 2nd, 1980 After this year all w/spr  
 seasons will be combined unless 2 of you ask for a seperation.

## Supply Center Chart

Austria: Tri, SER, GRE, Vie, <del>XXX</del>	4 build 1
England: Home, NWY	4 build 1
France: Home, SPA, BEL	5 build 2
Germany: Home, HOL, DEN	5 build 2
Italy: Home, TUN, BUD	5 build 2
Russia: Home, SWE	5 build 2 (1 was ann)
Turkey: Home, BUL, RUM	5 build 2

Standby for England: Karl Schuetz, 20 Toledo Lane, Willingboro, NJ  
 08046.

COA for Italy: now in Apt D-7 the rest remains the same

Press: Moscow: I agree with that. "What a bunch of nasties" I got here.  
 This ought to be more fun than 79AD. Turkey, what are you doing there,  
 get lost!

79CP Fall 1904 GM error. Last turn the Rus move to Ank should  
 have not been underlined as it succeeded. All concerned parties were  
 notified.

Fall 1904 Italy clobbered! Austria makes big gains. GM:Sr

Austria(Counselman) A Tyr-Ven, A Ven-Rom, A Nap(s)A Ven-Rom, F Ion-  
 -Tun, A Ser-Rum, A Bul(s)A Ser-Rum

England(McGranghan) resigns F Eng-Bel, F Nth(c)A Yor-Hol, A Yor-Hol,  
 F Kie(s)A Yor-Hol, F Den-Bal

France(Kelley) F Bre-Mid, A Gas-Mar, A Bur(s)A Gas-Mar, F Spa(sc)(s)  
 A Bur-Mar

Germany(Cooper) F Bre ret to Pru. F Pru-Ber, F Bel(s)F Hol.,  
F Hol(s)Eng F Kie(dis, Hel, OTB)

Italy(Pierce) F Mid-Wes, F Lyo-Tyrs, F Apu-Ven, A Pie & A Tus(s)F Apu  
 -Ven

Russia(English) A Arm-Ank, F Bla(s)F Ank-Con, F Ank-Con, A Ukr-Rum,  
 A Mun-Ruh, A Sil-Mun, F Ber-H, F Swe-H, A Nwy-H

Turkey(Blau) F Smy-Con

Standby for England: Ron Kelly, 6038 Richmond Hwy #314, Alexandria,  
 VA 22303

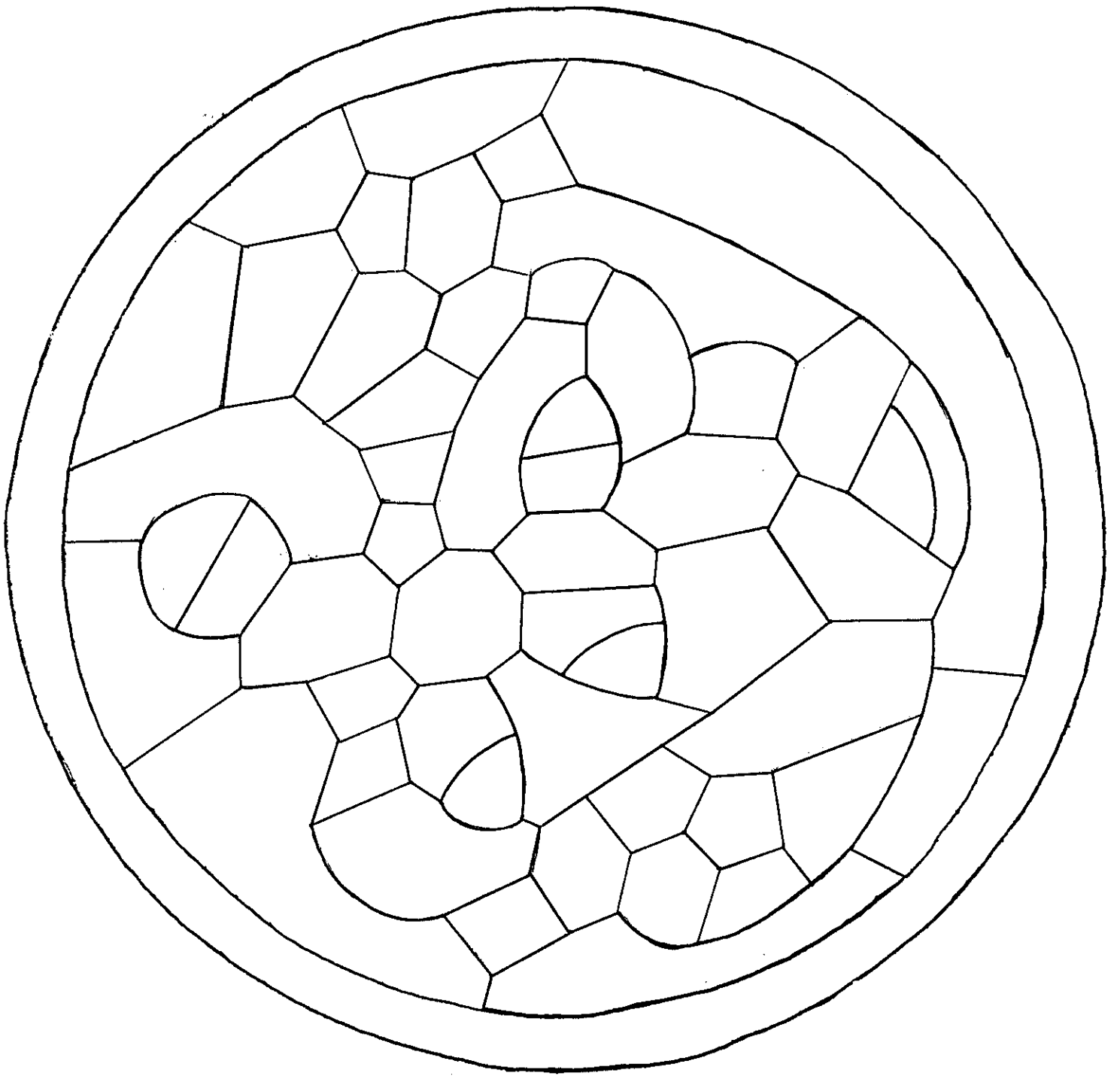
Deadline for Winter '04 and Spring '05 is May 2nd, 1980

## Supply Center Chart

Austria: Home, Ser, Gre, Bul, ROM, NAP, TUN, RUM	10 builds 4 **
England: Home, Den, Kie, HOL	6 builds 1
France: Bre, Par, MAR, Spa, Por	5 builds 1
Germany: <del>Bel</del> , Bel, <del>Hol</del>	1 remove 2
Italy: Ven, <del>Nap</del> , <del>Rom</del> , <del>Mar</del> , <del>Tun</del>	1 remove 4
Russia: Home, <del>Rum</del> , Swe, Nwy, Mun, Con, ANK, BER	10 build 1
Turkey: <del>Ank</del> , Smy	1 even

What is that strange looking thing on the next page ?

This is the Why Me? design-a-variant contest entry form ! One of our  
 local players, Vern Schaller, dreamed up the idea of having a contest  
 to design a variant based on the "map" you see there. Rules are on the  
 back of the map. Why not have a little fun and give it a try ! I  
 think it's a neat idea. Hey, Mark Berch, has anybody ever done this  
 before ??



\*\*\* DESIGN-A-VARIANT CONTEST \*\*\*

Here's your chance to get that Diplomacy variant out of your system and down on paper! The map on the other side of this sheet is your entry form, and if you are wondering which parts of the map are sea spaces and which are provinces, well, guess what? - you have to define that! This map originally represented a topological problem concerned with map coloring theory and it appeared in the February 1980 issue of Scientific American.

- CONTEST RULES -

- (1) You must give a name to your variant and to each of the Powers that you assign to the variant. Each province or sea area must also have a name, number, or some other designation which not only uniquely defines each province or sea area, but also differentiates provinces from sea areas.
- (2) There must be rules associated with the the variant you design which, at a minimum, defines each Power's starting position as well as the requirements for victory. You may include various other rules, but the rules included with your submission must be complete and clear - definition/clarification of rules in any accompanying or subsequent letter will not be counted.
- (3) You may break up one or more areas of the contest map into smaller areas if you wish, but you may not remove or modify any of the existing borders with the exception that canals may be defined as passing through borders and rivers may be defined as running along borders. Any area on the contest map may be designated as impassable. You cannot go outside of the outer circle.
- (4) The variant you design will be primarily judged on game balance, map design, and interest - complex or bizarre rules will do little to promote your variant and could, in fact, detract from it. Additional rules that are clearly stated, easy to follow, and that enhance the playing of your variant will, however, increase the chances of your variant design winning.
- (5) Remember, if there is some kind of map clarification required in order to properly understand the uses/restrictions of certain map features - that clarification must be included in the rules.
- (6) Contest judges are Vern Schaller, Lee Kendter Sr., and Karl Scheutz. Send your variant design to Vernon E. Schaller, 207 Garfield Ave., Cherry Hill, NJ 08002. Deadline for entering is May 24, 1980. Announcement of the winner should appear in the July issue of Why Me?. If you want any material returned, please enclose a stamped self-addressed envelope with sufficient postage.
- (7) The first (and only) prize is a one year's subscription to Why Me? as well as publication of the winning entry in Why Me?.
- (8) Do not NVR (no variant recorded)!

Vernon E. Schaller



Since Origins will be held practically in my back yard again, I am going to be there. I may play in the Diplomacy tournament, and if so, I hope to see a lot of you there. This is the premier wargaming convention. If it's not too far, and within your budget, by all means go.

The dates for Origins this year are; June 27, 28, and 29, 1980. It will be at Widner University in Chester, PA. For Pre-registration send an SSAE to Origins '80, PO Box 139, Middletown, NJ 07748. Tell them I sent you !

The Diplomacy Tournament will be run By John Boardman & Robert Sacks. I still do not know how Mr Sacks will be scoring it.

---

The Why Me presidential primary result.

It was a small turnout, but I'll print the results anyway. I guess this is the kind of thing that a lot of people wish to keep to themselves. Our results were:

Republican: Ford 2, Reagan 2, Anderson 5, Connally 1, others 0

Democrat: Carter 2, Kennedy 2 others 0

There was also a vote for Adlai Stevenson III ? And John Michalski tried to sneak in a "joke" vote for Bill LaFosse. (for those of you who don't read a lot of 'zines, LaFosse publishes Toronto Telegram)

Me ?, I personally had hoped that good ol Jerry Ford would get in the race, but it was not to be. I am a Republican, and I lean towards the conservative side, but I think the race will boil down to the worst choice we've had this century; Reagan versus Carter. I may vote for "none of the above".

---

Invitational game to start next issue.

Steve McLendon and Bob Sergeant have gotten together a gamestart by invitation that they have asked me to run. I am, and it will appear in here next issue. The information was sent to the players under separate cover, but heres the lineup just so you don't get confused when 1980AN shows up out of nowhere next issue.

Austria: Jack Brawner

England: Don Ditter

France: Jack Masters

Germany: Bob Sergeant

Italy: Glenn Ledder

Russia: Steve McLendon

Turkey: Walter Blank

.....  
DIPCON (the annual Diplomacy tournament) Since last months tirade by me about the rotten schedule for this I have had several of you tell me that you agree with me. I wrote to Rod Walker, who is supposed to be running the tournament, but he has not replied as of yet. I did have one interesting thing pointed out to me by Mark Berch. Not only does the schedule only leave a  $\frac{1}{2}$  hour break in between rounds, the cafeteria will not be open for breakfast before the tournament starts! Not only that, but you probably won't even be able to take the entire  $\frac{1}{2}$  hour break away from the tournament rooms because the second round is seeded, and you will have to be there ahead of time to get your countryassignment! I personally think Harley Jordan must be a sadist! What I can't understand is that Jordan says it's too late to change the schedule. Why? They obviously already have the room (or rooms) reserved for the whole day anyway. What difference would it make to put a one hour, or even an hour and a half in between rounds ? I am very disappointed as I had hoped to go there, but i refuse to go all day without a decent meal. Can't you just picture all the peanut butter and jelly sandwiches dripping all over the Diploamcy boards?  
-----

LEE A. KENDTER  
4347 DENNER ST.  
PHILA., PA 19135

Sub expires 35  
See Page \_\_\_\_\_  
Standby for \_\_\_\_\_



Doug Beyerlein  
640 College  
Menlo Park, CA 94025

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