

It's the afternoon of that important deadline and you're glad you sent in orders over a week ago. As you pick up the evening mail and notice that familiar-looking envelope stamped, "Insufficient Postage.. Return To Sender," you consider that the GM doesn't accept phone orders and ask the fates.....

WHY ME ?

Issue #6

August 25th, 1978

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

Openings: Regular Diplomacy. Gamefee: \$2.00 + \$1.00 refundable Dep.

Subscriptions: 10 for \$3.50 . Samples for an SSAE. Phone 215-333-9729

Well, here we are again. With this issue the Youngstown game has now started. The players were notified by a separate mailing, and spring 1901 will appear next issue. Game #4 also starts with this issue, and there are 3 signed up for game #5. My rate of new players/subscribers has started to slow down, so don't expect games to fill up as fast as they were. I guess this is normal for most dipzines.

A lot of the new subbers are asking, "what is Ultra"? Well this is a variant of mine that appeared in issue 3. I have very few copies of it left, but if you are interested, I'll send you one for a stamp. Also, if any other publisher out there is interested in trying a game of this in his zine, let me know and I'll make arrangements with you.

IMPORTANT ANNOUNCEMENT: Some of you are sending me checks made out to WHY ME. My bank is giving me a hard time about this, so please make them out to Lee Kendter.

Announcing: The Las Vegas International Diplomacy Tournament. Dave Graber, who has been around the hobby for some time, is running a BIG MONEY diplomacy tournament. It will be held next May 26, 27, 28 in Las Vegas. The entry Fee will Be \$200.00 (Two hundred dollars !), and prizes will be determined by the 49 players. The prizes could go as high as two or three thousand dollars for first place. The tourney will be 7 rounds, each player will play every country, and no player will ever play the same player twice. If you are interested in this, write to; David Graber, 4346 E. Armel Ct., Las Vegas, Nevada 89110 Do NOT send any money at this time, that will be collected later.

Boardman Number news. I have heard that Dennis Agosta will be the new custodian. (If he isn't already) Since Cal White ignored my SIX requests, I have now written Dennis to see if I can get numbers.

On this same subject; I wrote to the Miller number custodian, and I recieved a very prompt reply ! It looks like I will have a number for Youngstown very soon. I'm glad to see that someone is on the ball.

YOUNGSTOWN PLAYERS: Karl Schuetz's Phone # is 609-871-9058

POSTAL STRIKE NEWS: If there is a nationwide postal strike, all of the game orders will be due one week after the strike ends.

Diplomacy is a game invented by Alan Calhamer, and it is copyrighted by Avalon Hill games of Baltimore MD.

- AUSTRIA (Sergeant) A Vie(s)A Tri, A Tri(s)A Bud-Ser, A Bud-Ser, A Ser-Bul, F Gre(s)A Ser-Bul
- ENGLAND (Fritter) A Lon-Hol, F Nth(c)A Lon-Hol, A Bel(s)A Lon-Hol, F Nwy-Ska, F Edi-Nwg
- FRANCE (McLendon) A Par-Bur, A Spa-Gas, F Por-Mid, F Mar-Spasc, A Ruh-Kie Dislodged & Annihilated
- GERMANY (Reges) F Den-Nth, A Hol-Ruh, A Mun(s)A Hol-Ruh, A Kie-Hol, A Ber-Kie
- ITALY (Hyatt) A Tyr-Tri, A Ven(s)A Tyr-Tri, F Nap-Ion, F Tun(s) F Nap-Ion
- RUSSIA (Kador) A StP-Nwy, F Swe(s)A StP-Nwy, A Ukr-Mos, A Sev-Arm, A Rum-Con, F Bla(c)A Rum-Con.
- TURKEY (Dan Loewenstern) F Con-Aeg, A Smy-Arm, A Ank(s)A Smy-Arm, A Bul-Ser Dislodged-Rum,otb

C.O.A. : Craig Reges, 1501 Higgins Hall, Western Illinois University, Macomb, Ill. 61455 Effective Immediately

PRESS: Berlin; Take that Miserable Frogs!! Go Glorious Russian Ally ! German Ruhr; Never liked lowlans anyway. Bye-Bye French Army! The Limeys probably like lowlands better than fjords by now anyway.

Deadline for Fall 1902 will be Sept 22nd, 1978

WM-2 Fall 1901
Is anyone is this game allied?

- Austria (Steve Heeley) F Alb-Gre, A Ser(sup)F Alb-Gre, A Bud(sup)Rus F Rum-H
- England (Jim Diehl) A Edi-Nwy, F Nth(con)A Edi-Nwy, F Nth-Ska
- France (Fred Zornow) F Mid-Por, A Mar-Spa, A Bur-Mun
- Germany (Karl Schuetz) F Hol(sup)A Rur-Bel, A Rur-Bel, A Kie-Den
- Italy (Mike McManus) F Ion-Tun, A Pie-Mar, A Ven-H
- Russia (Art Schleinkofer) F Rum-H, A Ukr(sup)A Sev-H, A Sev(sup) F Rum-H, F Gob-Swe
- Turkey (Bernie Oaklyn) F Bla(sup) A Arm-Sev, A Arm-Sev, A Bul(sup)Aus A Bud-Rum(NSO)

Supply Center Chart

- Austria--Home, Gre, Ser.....Build 2
- England--Home, Nwy.....Build 1
- France---Bre, Par, Mar, Spa, Por, Mun Build 2
- Germany--Kie, Ber, Mun, Den, Hol, Bel Build 2
- Italy----Home, Mar, Tun.....Build 2
- Russia---Home, Rum, Swe.....Build 2
- Turkey---Home, Bul.....Build 1

Press Somewhere in the Black Sea-- "Now, there, old man, don't sob so! I realize the Austrians will get to Sevastopol before us, but that does not mean that the women there will be all used up. After all, it takes a man to use up a woman, and these Aussies, you know, well, they don't really stand up much like a man, now, do they?" "Guess I'll get me comin's after all, based on that fact!"

SPACE STATION ULTRA: A CRITIQUE
by Mark L Berch

Appearing first in Why Me #3 (and since then, reprinted elsewhere) Lee Kendter, Sr's SPACE STATION ULTRA is an appealing looking game. The game map is readily understandable, and is so highly symmetrized that each player starts with an identical position. The rules are short and straightforward, the game is free, and to be GMed by a highly reputed GM. Thus, it is not surprising that two games filled up rather rapidly. However, reading several paragraphs of praise from me isn't really going to be that interesting, is it? Some critical points need to be made:

1. There is a dual victory criterion, and these are unranked. Thus, suppose in the evening of day 12, one player seizes all the power centers, and the other, 16 centers. By the rules, the game has two winners, not a very satisfactory conclusion, especially if there were only two players left at that point. Ranking the two criterion would seem to be a good idea.
2. The victory criterion "controlling all the power centers" is ambiguous. Does "control" mean you have your androids sitting on all five, or does it mean that you hold all five as supply centers or what? Thus, suppose you owned four of them. At dawn, day 12, you seize the fifth. Have you won, or do you have to sit on it thru the evening and hold it as a supply center.
3. The role of the home center is not well defined. It is clear from rule 3 that these are "centers". However, the strong implication or rule two is that they are not supply centers, since they don't appear on the list. If not, then any player not seizing three in the first day will have to start by making a removal, which seems like an uninteresting way to start.
4. The fate of a unit on the outside which does not return in the evening has not been fully clarified. Rule 8 states that if it is bounced, it is ann. The clarification in WM #4 states that if it supports, it is also ann. What happens if it is not ordered or if it is ordered illegally (i.e. Outside-P1). This is not a trivial point. The outside is a good way to ann a unit, so that the home centers can be better defended by rebuilding there. You might not be sure of a bounce.
5. The rules are very vague on the subject of putting a second unit outside; "All countries could have ONE unit in space at the same time without affecting the others (I assumes "others" " is meant) units." The implication here is that the second unit will affect the units of others, but just how is not specified. Further, the rule does not state how many units can be put out by any one power. It could be argued that what the rule means is that only one unit can be in space. However, if that were true, then the last 5 words would make no sense at all, so this explanation is unlikely.
6. Assuming that the answer to #4 is "The unit is ann", there arises the question of what to do with D1-Outside, when ordered in the evening. Is it instantly ann, or is this an illegal move, in which case it just sits there?

7. Assumin that the answer to #6 is instant ann, the question arises as to whether the outside is a space, and if so, how many.

Thus suppose Japan: Outside-D1 USSR; D1-outside. The USSR unit is clearly ann, but does Japan get in? Was he trying to exchange spaces?

I realize that there's a strong element of nitpicking here. However, its best to deal with ambiguities before they actually arise. Also, I suspect that rather high standards will be maintained in WMI, so: Why not the best?

Editors Reply

Being a new game, I expected ULTRA to have bugs in it. In light of Mark's article, here are my answers, and clarifications to each point.

1. In my opinion, the odds of both types of victory occurring are phenominal. However, I will count the 16 center victory to take pre-cedence over the all supply center one.

2. If you substitute "own" for "control", this should clarify this point.

3. The home centers are supply centers.

4. This point is well taken, and has been brought up by several others. My intent was to allow each country to have one unit outside, but never more than one, at any time. This unit could only go outside from any docking center, in a morning turn, and return to any docking centers in an afternoon turn. In any case (including miswritten orders) where the outside unit did not return to a docking centers in an after-noon turn, it would be annihilated.

5. The meaning of "without affecting the others" was meant to not allow any conflict between units while outside. The only time that conflict could occur would be upon trying to re-enter at the same docking center.

6. Ordering a unit outside in any turn but a morning one is an illegal move, and the unit sits.

7. This cannot occur, as a unit could not be ordered outside while another was coming in. (See #6)

I appreciate Mark's criticisims, and hope that this will clear things up once and for all.

One other point that Mark missed was on rule 10. What is meant by this was a unit could not retreat to outside if dislodged from a docking center.

Mark publishes Diplomacy Digest, an all article(No games) 'zine. If interested write him at--Mark Berch, 492 Naylor Pl., Alexandria, VA 22304.

oo

Plug Department: A new zine just crossed my desk that looks quite promising. It's name is Retarius, and it's published by a Ted McDonald, 4711 Tuckerman St., Riverdale, MD 20840 . Openings in; Diplomacy, Machiavelli, Gladiators, Revolution. Wrie ted, and I'm sure he will be glad to send you a sample.

England(Baumeister) F Trys-Ion, F Tun(s)F Tyrs-Ion, F Nap(s)F Tyrs-Ion, F Lyo-Tyrs, F Rom(s)F Nap, A StP-Lvn, A Nwy-StP, A Bel-Hol, F Nth(s)A Bel-Hol, A Bur-Ruh, A Par-Bur, A Wal-Bel, F Eng(c)A Wal-Bel, A Lon Vegetates (hold), F Den-Kie, F Bal(s)F Den-Kie, A Sil-Ber

Italy (Berch) A Tri-Ven, A Boh-Mun, A Tyr(s)A Boh-Mun

Germany (FOx) A Ruh-Bel, F Hol(s)A Ruh-Bel (DIS), A Ber-Mun

Turkey(Vansteel) N.M.R. A Vie, A Gal, A Ser, A Mos, A War, A Ukr, F Gre, F Aeg, F Alb, F Apu, F Eas All Hold

I was sad when Turkey NMRd, but his moves wouldn't have changed the outcome anyway, and I guess he was frustrated. Congratulations to Konrad for his win. This is my first guest GM game to come to a conclusion, and I hope that you players were satisfied with my work.

Supply Center chart

England: Home, Nwy, Bre, Tun, StP, Por, Spa, Nap, Bel, Hol, Mar, Rom, Swe, Par, Den, KIE 18

Germany: Ber 1

Italy: Ven, Tri, Mun 3

Turkey: Home, Sev, Rum, Bul, Gre, Mos, Bud, Ser, War, VIE 12

Year by Year Chart

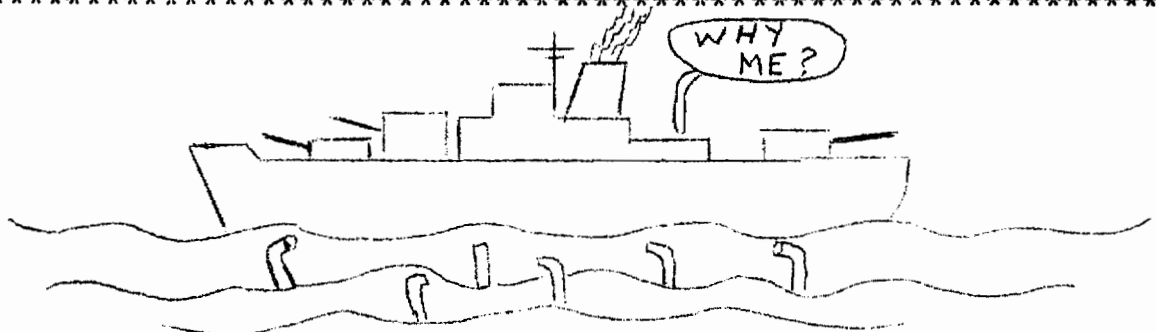
	01	02	03	04	05	06	07	
Austria	5	7	4	3	0	-	-	Mark Kimelheim
England	5	7	8	12	17	17	18	Konrad Baumeister
France	3	3	3	0	-	-	-	Baldwin Minton
Germany	6	7	7	8	5	3	1	Russell Fox
Italy	4	3	3	3	2	3	3	Mark Berch
Russia	5	2	2	1	0	-	-	James Kjol (C.D. fall 04)
Turkey	5	5	7	7	10	11	12	Gregory Vansteel

Notice that there were no standbys in this game! A good feeling for me as GM, as I had to call collect on several occasions to get the moves from some of these people.

Zines: Centurion, Why Me? (from spring 1906 on)

Gamemaster: Lee/Kendter, SR.

Well that wraps it up folks. I will print any end game statements in next issue. Please keep them brief if possible. I thank Russell Fox for the oppertunity to be a GM, and this partially inspired me to bring out my own creation that you are now reading this in.



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



Sub expires 12
Standby for _____
See Page _____
Sample _____

Craig Reges
1501 Higgins Hall
Western Ill. Univ.
Macomb, Ill 61455

FIRST CLASS MAIL