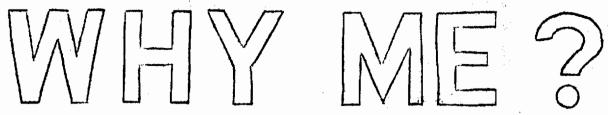
After many phone calls, and much debate, you and you ally have agreed to a plan that can't fail. When the zine arrives, you gleefully tear it open only to find that your ally missed his moves ! you scream....



Issue # 7

September 22nd, 1978

Publisher: Lee Kendter, 4347 Benner St., Phila., PA. 19135 Openings: Regular Diplomacy. Gamefee \$2.00 + \$1.00 refundable deposit. Subscriptions: 10 for \$3.50.Samples for a SSAE. Phone 215-333-9729

We are back again whether you like it or not. Speaking of, how come I don't get many letters from you people out there? What's the matter, am I not contreversial enough? I read a lot of zines, and they ALL get a lot of letters. How about saving some of them for me? I know that something must be happening to some of you. Did you have a child, buy a dog, fulfill your sexual fantasy, get divorced? I need filler!! Let me explain my philosophy towards this zine. I run this for only one main reason, to give you the reader a place to play Diplomacy on a regular basis. I know very well what it is like to deal with those zines that publish when they feel like it. I think that I have done what I set out to do very well. Every issue of this rag has been out within 24 hours of the deadlines. But, I would like to run more than just games, and this is where you come in. Write me and tell me about anything that you would like to see in this zine. Tell me if you like the job I'm doing, tell me if you DON'T like it, but tell me something!

Now that I have gotten that off my chest, I would like to extend congratulations to Marck Morrison on his recent marriage. Did she know that you played Dippy Marck? (This tidbit was found in another zine, but since Marck is a reader of this, I stole it.)

HOBBY NEWS

DIP-CON XII will be held in Philadelphia!! This is great news for me, and I'm sure that a lot of you east coast reader will be glad too. I don't have much in the way of details, but as they are available, will keep all of you informed. This should be a really fine convention, and it's about time that it came here. North American Variant Bank is back in bussiness. Rod Walker is running this now, and he has already started to put it in shape. When complete, you will be able to order any variant in xerox form. I just recieved the latest Youngstown package, and it is very complete. The rules for all the versions are there, and the maps will fit together several ways so that you can play any version you like. This is avaiable for \$2.50 from; Rod Walker, Alcala, 1273 Crest Drive, Encinitas, Cal 92024 As other variants become available, I will try to keep you informed. Rod Walker has also informed me that Diplomacy World will NOT drop the "Need a Game" column. This is great news for all of us publishers out here, and I'm glad to see that our protests meant something. Boardman Numbers are still up in the air as of this writing. I heard that Cal White has still not sent the materials to Dennis Agosta. When (if?) he does, it will probably take Dennis a bit of time to find out what's what. I sure hope that something happens soon, as I'm getting fed up (as are many publishers) with the whole situation.

WW Fall 1902 Furious fighting in the lowlands Page 2
Austria (Sergeant) A Vie(s)A Tri. A Tri-H. A Ser(s)Tur ARum. A Bul(s)

Austria (Sergeant) A Vie(s)A Tri, A Tri-H, A Ser(s)Tur ARum, A Bul(s)
Tur F Aeg-Con, F Gre(s)A Bul.

England (Fritter) F Nth-Den, F Ska(s)F Nth-Den, F Nwg-Bar, A Bel-Ruh, A Hol-Kie (dis ret to Bel, OTB)

France (McLendon) A Bur(s)Eng A Bel-Ruh, A Gas(s)A Bur, F Mid-Hold, F Spasc-H

Germany (Reges) F Den-Ska, A Kie(s) A Ruh-Hol, A Ber(s) A Mun, A Mun-H
A Ruh-Hol

Italy (Hyatt) A Tyr-Tri, A Ven(s) A Tyr-Tri, F Ion-Adr, F Nap-Ion

Russia (Kador) A Nwy(s)A Mos-StP, F Swe(s)A Nwy, A Mos-StP, A Con-Ank, F Bla(s)A Con-Ank, A Sev-Arm

Turkey (Loewenstern) A Arm-Smy, A Rum(s)Aus A Bul, F Aeg-Con, A Ank (s) F Aeg-Con (dis ret to otb annihilated)

Turkish A Bul had retreated to Rum in Autumn

Supply Center Chart Austria: Home, Ser, Gre, BUL Build 1 England: Home, Nyt, DEN, Bel Even France: Home, Por, Spa build 1 due to ann even Germany: Home, Hol, Den Remove 1 Italy: Home, Tun Even Russia: Home, Swe, NWY, ANK, Kyin Build 1 Turkey; Con, Smy, Kyk, Byl, RUM even due to ann

Deadline for Winter 1902 AND Spring 1903 is: Oct 20th, 1978

Press: Rome; Alas, alack-a-day! Turkey is mortally wounded and I'm next! Woe unto me! (That should evoke SOME sympathy! If not, Fie on all your callous hearts!)

WM-2 Winter 1901. Winter builds, so what?

Austria (Steve Heeley) Build F F Tri, A Vie England (Jim Diehl) Build F Lon France (Fred Zornow) Build F Bre, A Par Germany (Karl Schuetz) Build A Ber, A Kie Italy (Mike McManus) A Rom, F Nap Russia (Art Schleinkofer) Build A Mos, A Stp Turkey (Bernie Oaklyn) Build F Con

A minor((?)) error in last turns adjudications has been brought to my attention. England was listed ordering"F Nth(con)A Edi-Nwy". This should have been F Nwg etc.

COA--Mike McManus, 994 Cleveland Ave., St. Paul, MN 55116. This is effective October 1, 1978.

One of the players in this game tried to summit black press using other foriegn powers deadlines. This is prohibited in this houserules and the press was not run.

Rome-Berlin Welcome + best of luck. May your stay in the Burgundy be hearty.

Rome-London: Come let us rule the seas and back-waters. Inquiries Welcome! ((continued next page, of course))

Why Me #2 Continued Ankara--After hours of attempting to caulderize two tiny holes in the seat of my pants, made from a very sharp "forked" tongue, said tongue owned by the perfidious Austria Tzar, Jr. flunky, this Ottoman Turkyn now bleeds to death. "How can the Russians believe anything such a person tells him, uttered the patient, all doped up on demerol from the pain of the wound? "Well, we believed him, didn!t we? Why wouldn't the Russian believe him, too? After all, with all that polish on his tongue, who would disbelieve him?"

Deadline for the spring 1902 moves is October 20, 1978. Orders are on file for--Austria, France, and Turkey.

WM-3 Fall 1901 England F Nwg-Nao((What?))
Austria(Jim Diehl) A Ser(sup) Tur A Bul-Rum, A Tri-H, F Alb-Gre

England (Dick Shave) F Nwg-Nao, A Yor-Nwy, F Nth (Con) A Yor-Nwy

France (John Machir) F Mid-Por, A Mar-Spa, A Pic-Bel

Germany(Jim Heslin) F Den-H, A Kie-Hol, A Rur(sup) A Kie-Hol

Italy(BentlyMarck Morrison*)F Ion-Tun, A Ven-Tri, A Rom-Ven

Russia(Fred Wiedemeyer) F Bot-Swe, F Rum-Bla, A Sev-Arm (Dis, Ret-Ukr, Mos, or OTB), A Gal(sup) F Rum-H(OTM)

Turkey(Fred Hyatt)A Arm(sup)F Bla-Sev, A Bul-Rum, F Bla-Sev

*Since this is the second miss in a row for the old Italian player Marck Morrision takes over the position. It is sad to have someone drop out so soon, but what can you do?

Russia---Stp, War, Mos, Set, Swe...Even, or build 1 if A Sev(ret)OTB Turkey---Home, Rum, Sev.....Build 2

Nuetral--Bulgaria

COA's--Fred Wiedemeyer, 556 MAC, U of A, 116th 87 Ave. Edmonton, Alberta, T6G-2H6, CANADA. Dick Shave 173 Western, Ave., Apt # 10, Albany, NY 12206.

Deadline for the winter 1901 builds is October 20, 1978. If every body sends in spring orders they will also be printed.

ATTENTION: ALL PLAYERS A few of you have been violating a few important houserules. First, you must identify the GAMS and season on your orders. I can't be a mind reader! Also, due to my filing system, PLEASE don't put orders for more than one game on the same sheet. I'll appreciate all of the offenders correcting these problems, as it only makes for a lot of wasted time when it comes to typing this thing up. Thanks.

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

England (Wiedemeyer) A Liv-Wal, F Lon-Eng, F Edi-Nth

France (Muto) F Bre-Mid, A Par-Bur, A Mar(s)A Par-Bur

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

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

Russia (Tucker) F StPsc-Bot. A Mos-StP, A War-Ukr, F Sev-Bla.

Turkey (Blau) A Con-Bul, A Smy-Con, F Ank-Bla.

Press: Istanbul(PU) Turkey has declared war on France, after recent attempts to spred French influence in neighboring Bulgaria. A pro-French cuop was defeated in Sofia today by the freedom-loving Bulgarian people, with a little help from Turkish troops. The Turkish foreign Minister commented, "France has refused to negotiate many important issues, and besides, they can't possibly attack us, so we declared war."

Berlin: After numerous reports of grape eating frogs, the German army today occupied Burgandy. This should not be seen as an aggressive move, but is meant merely as a precautionary action to insure the continued supply of wine to the rest of Europe. After all, one must have something to drink with prime ribs and frog legs.

COA: Fred Weidemeyer has a new address. See WM #3 for this.

Deadline for Fall 1901 is; Oct 20th, 1978

!@#\$%¢&*()!@#\$%¢&*()!@#\$%¢&*()!@#\$%¢&*()!@#\$%¢&*()!@#\$%¢&*()!@#\$%¢&*() Corriders aglow with laser blasts as androids fight !

Day one evening & Day two morning Builds: China C1, C2, C3. Europe E2, E3. Japan J2, J3. U.S.A. U1, U2 U3. USSR R1. R2

China (McLendon) <u>D3-8</u>, C3-33, <u>P4-40</u>, C1-6, C2-17, S2-30

Europe (Reges) E3-14, D1(s)E3-14, 27-S1, S5-25, E2-26

Japan (0aklyn) J2-8, J3-9, 35-P5, S4-36, S3-40

U.S.A. (Loewenstern) D4-20, P1-36, U1-10, U2-11, U3-24, D5-outside USSR (Baumeister) D2-outside, <u>15-S1</u>, R1-4, R2-28, P3-38

Press; Washington to Paris: LION STAR!? How odd!! My name means LION STAR in German (a good European language)! Could you be referring to

From the journal of Dee Emel, commander of the American Ultra mission: 1/2/25, 10:00 Our first offensive was carried out successfully yesterday. We were able to cannibalize three centers in order to build more fighting robets. If only nobody had brought them up here in the first place!! Then we wouldn't have had this useless struggle. I Just hope that the damage that we did to the power ceneter at P1 doesn't force Ultra down.

(J2) Under the cloak of darkness, the clanking of hammer on metal imbues constant vibration to the atmospere in the inner chambers of the station Ultra. Battery charges wind up with a shreiking sound. And computors program the evnts for the coming day, a day when many androids will drift off into space, nevermore to be seen at this station.

Daedline for Day two afternoon is; Oct 20th, 1978

Editors note: One of you tried to submit anonymous press. Since Black press is forbidden, I decided I could not use it.

YOUNGSTOWN 1978 Icv Spring 1901 GM: Karl Schuetz Page 5
Austria (Baumeister) A Vie-Gal, A Clu(s)A Vie-Gal, A Bud-Ser, F Tri-H

China (Ricci) A Pek-Man, A Han-Sik, F Can-ECS,

England (Morrison) F Liv-Iri, F Lon-Nth, F Edi-Nwg, F Joh-Tha(wc)

France (Loewenstern) F Bre-MAO, A Par-Bur, A Mar(s)A Par-Bur, F Sai-SCS

Germany (Wiedemeyer) F Kie-Hol, A Ber-Kie, A Mun-Bur, A Pos-Sax.

India (Diehl) A Del-Cal, A Cal-Bum, F Mad-BoB.

Italy (Grailey) A Ven-H, A Rom-Apu, F Nap-Ion, F Mog-Goa

Japan (Heeley) F Tok-SPO, F Osa-ECS, F Kyo-Soj.

Russia (Schwautz) F StP-Gob, <u>A War-Gal</u>, A Mos-Ukr, <u>F Sev-Bla</u>, A Oms-Tur, <u>F Vla-Soj</u>.

Turkey (Hyatt) F Ank-Bla, A Con-Bul, A Smy-Arm, A Bag-Ira

GM: I have Fall 1901 orders on file from France. I have permission to Call Austria collect. I plan to combine winter and spring moves

unless someone requests a seperation. I will not accept phone calls

on the deadline day.

LEE SR: Notice that we have a miller number for this game. I wish the Boardman number custodian were one tenth as reliable! Also, this is being run under Why Me houserules, so Winter 1901 will be seperate, but all other winter & Spring will be combined unless TWO of you request a seperation. The only exception will be if the GM feels it is a complex situation and he will seperate the seasons.

Deadline for Fall 1901 is Oct 16th to Karl. Refer to game as 1978Icv.

ULTRA 2 Day one, afternoon Power centers beseiged, four fall on first day!

China (Swords) A 32-P4, A 17-D2, A6(s)A 17-D2 Gains 2 build 2

Europe (Loenstern) 3-D1, 27-P2, 25-S5

Gains 3 build 3

Japan (Morrison) 9-D4, 20(s)9-D4, 35-P5

Gains 2 build 2

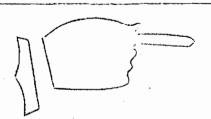
U.S.A. (Wiedemeyer) 12-D5, 10-D4, 22-P1

gains 2 build 2

USSR (Shave) 5-D2, 16-S2, 28-S1

gains 2 build 2

Press: Peking; I hope the "Russian Robots" and our "Mao Machines" were programmed according to plans. (SEE C.O.A.s on bottom of page)
Deadline for Day One, Evening is Oct 20th, 1978. If ALL of you send in Day two, Morning, I will print those also



Novice Corner This months question is about builds. "If I have a build, or more than one coming, can I take it at a later date, or must I take it now"? The Answer is; You do not have to take any of your bulds if you don't want to. As long as you own more centers than you have units

on board, you may take those build when you wish.

ULTRA 2 IMPORTANT I forgot to list 2 changes of address, so here are; Fred Wiedemeyer, 556 MAC, UofA, 116th-87Ave, Edmonton, Alberta, Canada, T6G-2H6

Dick Shave, 173 Western Ave, Apt #10, Albany, N.Y. 12206

By JOHN KADOR

I am Joe's fleet. I am berthed in Naples. That must make Joe Italian. It's not his fault. He put Italy dead last on his preference list. But then so did every other player.

I like Naples. It's cozy here. But I have responsibilities. As the sole Italian unit worth a damn, I am responsible for picking up a supply center in Fall *01. My army colleagues are o.k., I guess, but when was the last time one of them took a center in Fall, '01? It's all they can do to keep Venice!

So, cozy or not, I have to move. But where? I have a number of

options. Let's examine them.

The Tyrrhenian Sea is always nice and safe. From here it's a nice safe sail into Tunis. Unopposed. I like the sound of that word. Or I can convoy an army. That's nice too.

But Italians aren't always greedy. That move into Tyrhenian is quite subtle. For instance, if it is accompanied by Army Venice to Piedmont in Spring, '01, Italy has a good shot against France.

The point is that France, in all probability, moved army Mar to Spain. Once he sees that I'm pressing on Marseilles, he will order Army Spain to Marseilles, hoping that I will bounce him back to Spain which would pick him up a build.

So my job is to persuade brother Army Piedmont to stay put, while I move to the Gulf of Lyon. This way, France moves right back to Marseilles and he doesn't get a build for Spain. Then next spring, I can support an army into Marseilles.

Another option is to sail right into Ionian Sea. I still have a good shot at Tunis if I want it, but the alternitives are neater.

When I move Fleet Naples to Ionian, the target generally is Turkey. When one of the armies moves to Apulia, they even have a name for it: Lepanto. That name rolls off the tounge nicely. The idea is that I can convoy the army right into Greece in Fall '01. Or, if I want to defer a build for one year and I trust Austria, I can sail right into the Aegean Sea or even the Eastern Mediterranen.

A less satisfactory move from the Ionian Sea in Fall '01, is to the Adriatic Sea. The problem with this move is that it's so transparent. Italians are generally not regarded as inscrutable, but even the Pope couldn't persuade the Austrians of the innocence of this move.

Luckily, there's little point in discussing the two possible coastal province moves. Moving to Rome is so utterly useless, and without recommendation that beginners instintivley prefer it.

Moving to Apulia, however, can be both good and bad under one condition. It's a good move if Austria slid fleet Trieste into Venice in Spring, '01 and I need three units to get it back. It's bad because, even if I can get Venice back, I have lost a tremendous amount of time. It would have been better had I anticipated the Austrian stab.

So, as you can see, I have an important role to play in Italian affairs. I am the Italian Breadwinner. I am the swing unit.

I am Joe's fleet.

I thank John for the above article, this is the type of thing that I have been asking all of you to contribute. Now, John has offered to continue this series on a regular basis. Why don't YOU, my readers, let me know what you thought of this. Come on, let's participate. The only way that I can make this a zine that you enjoy is for you to tell me what you want, or don't want.

Lee Sr.

ITALY: This certainly was a very unsatisfactory game for me. It started with me being betrayed by both Austria (who agreed to the key opening, then blocked my moves), and France, who invaded Piedmont. All this in spring 1901! After that I was later stabbed by Turkey, Austria, and England, each in thier own time. At least I did get the satisfaction of sitting on some Austrian centers in a nice turnaround. It sure was an odd end tho, finishing third with the home centers of three countries in my column.

Another unsatisfactory aspect of this game was the extremely low level of correspondance which I recieved. The sole exception to this was England. This was especially apparent after Conrad's spectacular stab, which landed him one center short of victory. During the next year, both Germany and Turkey refused to vote for the victory, continuing to fight on. Yet I never recieved a letter from either of them, even tho my help would have been absolutely essential in forming a stalemate line, and I could have easilly thrown the game to England.

Thus, the best man won this game. My thanks thus go out to him for a fine example of how to reap the advantages of an alliance when it is still productive, and how to end it when it is not. And a mighty big tip of the hat to Lee for a sterling example of first class games—mastering. I believe that this game did not have a single GMing error. If Lee is casting about for things to write about for his own zine, he could not do better than to do a series on the techniques of accurate GMing.

Mark L. Berch

Editor: I recieved no other comments on this game, so I guess that wraps this game up. I thank Mark for his nice comments about my GM work. I enjoyed the game from start to finish. As for me writing an article on GMing, that's not really my bag (writing). All I can say is the most important thing is to be Consciencetious, and remember how frustrated you get yourself when there's a lot of GM errors. This about wraps up another issue, but since I have some space left, I might as well mention a few things. I have been asked about the role my son plays in this, so let me explain how things work. I (Lee Sr) GM WM #1, WM #4, and both Ultra games. Lee Jr GMs WM #2, and WM #3. I type the front page, he types the labels, and we both take turns typing the articles that come in from time to time. Then, my other son (Bill) runs off the stencils, and collates them. So, we make this a real family affair. My wife Sandy is the only one who is not a part of the publishing team. She's just glad when it's over, and all of the stuff is removed from her kitchen table, her dining room table, the coffee table in the living room, Oh well, you get the point.

Jerry Jones' wife, Pat, calls herself Dipwidow. I wonder how she would handle being a Dipwidow, and a Dipmother? Think about it Pat. Are you going to let Jerry teach your son how to play?

The Blue cover story. Some of you may be wondering why I put a blue cover on this months issue. Well, it's part of an experiment. I have been a little unhappy with the bleedthrough on the white paper, so I am going to be trying some other things from time to time. I was told that there's a way to lighten the ink flow on my machine, but I be damned if I can figure out how! Having bought the machine used, there was no owners manual. I'm writing to the manufactoer to try and get one, but who knows if they will reply.

GAME STATUS REPORT. I have 6 signed up for game #5. Game #6 is still wide open. I am also thinking of running a demo game. More next month.

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

Sub	expires	TR
Star	ndby for	
See	Page	
Sample		





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