

August 29, 1967

VICTORY STATEMENT

1965KL

This isn't going to be the usual victory announcement. . . .

1965KL is unique in a few respects. It is the game which put San Diego on the Diplomacy map. Back when the game was young, the only Diplomacy players in San Diego were Bob Ward and I; and we would continually set up the current moves to discuss strategy. We did this a few times in front of people like Lou Curtiss, Bob Cline, Hal Naus, and Dan Barrows, and they got quite interested in what they saw - which, eventually, led to the San Diego explosion.

It is the first game I have won by mail, and only the second win I've ever achieved. I wish it had been as Austria, but I suppose the fun I've had with Sawiczewski and crew will amply compensate for that.

The only country which "never had a chance" was poor old Bob Ward's Germany. Never-the-less, Germany contributed significantly to the Russian win. He blocked the West just long enough to let Russia get organized in the South, and thus made Russia a strong contender. The other contributing factor to Russia's early strength was Turkey, by the simple expedient of dropping out of the game early. Had she not done so, she and Austria would have cracked the Russian south and quickly stomped through to a very dominating position. (Remember, that, at one point, Austria held Warsaw, Turkey held Sevastopol, and Moscow could not have held if Turkey had remained in the game.)

At this point, the winning player wishes to single out Jock Root as the finest playing opponent he has ever seen. By this, I do not mean to slight anyone else; John Boardman is a superb tactician and a valuable ally, and Earl Thompson is one of the most obfuscating and dogged beasts in the business. Phil Castora, while he continued to play, was also a constant challenge; and even old Bill Schreffler, from whom nobody has heard in ages, completed at least one classic coup when he completely psyched me out (as they say) way back in 1902 - a factor which could have been decisive had it been followed up. But Jock Root remains the most imaginative, effective, and brilliant opponent I have ever seen, and for that, I wish to thank him. "KL" (SKL) remains, after all the games I have played, the best of the bunch, mainly for the opposition.

Dan says that the French convoy to Smyrna, near the end, would have been - or might have been - decisive. I think not. By then, the Russian victory was a matter of time, and the Smyrna move would merely have made it longer in coming. I could always have taken Budapest for my 18th, instead of Smyrna.

Few people know that, back in 1910, Boardman and I were ready to concede to FRANCE (Jock Root). It was Boardman who was hesitant about this, and it is because of his doubts that I finally neglected to send in the concession; I see now that he was a lot more far-sighted than I, and that gains him my gratitude for alliance faithfulness and strategic brilliance.

In summary, Andrzej Sawiczewski (a real person), by the way, Witold Lubowiecki (also genuine), and I, wish to say, "Thanks to all who have made this such a superb experience. "KL" (SKL) has also, I understand, been the medium by which Diplomacy has come to Sopot, Poland; the real Sawiczewski is winning his own game (as Turkey), and he can now maintain his reputation without benefit of my absurd press releases.

_____ C.F. von Metzke

A lot of people around here have Avalon-Hill's game of JUTLAND. This game is much too long when played in person, and it seems to me to be ideal for a team game. Now, when played loosely, as we have been, with free stacking and unstacking of ships, loose measurements of distances, degrees of turning, etc., it might seem to some as impractical for correspondence play. HOWEVER, IF YOU ADHERE TO THE RULES EXACTLY, and specify the distance moved by each marker, the degrees turned when turning etc., then anyone can set up the exact position of the ships in each zone from the published orders. Remember, the rules call for specific arrangement of ships in each Fleet and you enter the hexagon from a specific direction, etc.

Also, KALMAR has almost enough players for a game of "KALMAR'S OWN VARIANT" and if you haven't read the rules to Kalmar's Own Variant, you've missed something. I owe a lot of you a free game - anyone interested in playing in the KALMAR variant?

Also, XENO (game fee \$2) has only a couple of press releases so far. I've got more players than that, and I'd like to publish a bigger issue than just two press releases. I might publish press releases from non-players just to make it that much more confusing as to who is playing and who isn't.

I'll have my own machine some day and publish everything on time, I will.

Fall 1902 Build Orders

1967KY

ENGLAND (Wolf) BUILDS ARMY LONDON FRANCE (Peck) BUILDS ARMY PARIS
GERMANY (Dygart) ITALY (Gesignani) AUSTRIA-HUNGARY (Boardman)
RUSSIA (Swenson) TURKEY (Davidson) BUILDS ARMY SMIRNA & FLEET ANKARA

and four of the players already have their moves in, so

POSTMARK DEADLINE: Spring 1903 moves; September 18, 1967

Spring 1905

1966KQ

ENGLAND FLEET LONDON TO (WALES) ARMY (YORKSHIRE) HOLDS
(Koning) FLEET EDINBURGH TO THE (NORTH SEA) FLEET NORWAY TO THE (SKAGERRAK)
FLEET DENMARK TO THE (BALTIC SEA)

FRANCE ARMY BELGIUM TO (PICARDY) ARMY SPAIN TO (NORTH AFRICA)
(Kuch) FLEET ~~(MEDITERRANEAN SEA)~~ SPAIN TO NORTH AFRICA
army (marseilles) to piedmont; fleet (tuscan) to rome
FLEET (TYRRHENIAN SEA) HOLDS

GERMANY FLEET (BERLIN) HOLDS ARMY (KIEL) HOLDS ARMY (VIENNA) HOLDS
(Speed) FLEET (FINLAND) HOLDS ARMY (TYROLIA) HOLDS

ITALY FLEET (ROME) HOLDS ARMY (VENICE) HOLDS
(San Diego) FLEET (TUNIS) HOLDS ARMY (PIEMONTE) HOLDS

RUSSIA FLEET (SWEDEN) HOLDS ARMY (PRUSSIA) HOLDS ARMY (SILESIA) HOLDS
(Davidson) FLEET (ST. PETERSBURG, SOUTH COAST) HOLDS ARMY (GALICIA) HOLDS
FLEET (RUMANIA) HOLDS ARMY (BUDAPEST) HOLDS ARMY (TRIESTE) HOLDS

TURKEY fleet(ionian sea) to tyrrhenian sea FLEET APULIA TO (NABLES)
(Krogh) FLEET ALBANIA TO THE (ADRIATIC SEA) ARMY GREECE TO (ALBANIA)

1966KQ POSTMARK DEADLINE: Fall 1905 moves; September 27, 1967

Fall 1905 Retreats & Builds

1966KN

(Constantinople) The news that rocked Europe! The sic man of Europe removes himself! Turkey is on the move. Greece will soon fall.

Jim Danny, in other Earth-shaking interviews (he's terribly fat and his guffaw starts earthquakes), commented, on his return from the front lines; - - - Italian American Pizza League is running Italy (after drowning most of the Mafia) - - - the French set a good example for drinking in combat, and England swingers set out to destroy the Russian Vodka distilleries (they've been making the stuff already watered down, which is an insult to the drinking man), and the Turkish Bazzarra now has Turkish Playboy clubs with veiled bunnies, - - -

Fall 1905

1966KN

FRANCE ARMY RUHR TO HOLLAND
ITALY FLEET IONIAN SEA TO NAPLES
AUSTRIA-HUNGARY ARMY BUDAPEST OFF THE BOARD

ENGLAND BUILDS FLEET LIVERPOOL
FRANCE REMOVES ARMY HOLLAND
ITALY REMOVES ARMY BOHEMIA
TURKEY BUILDS FLEET CONSTANTINOPLE

RUSSIA BUILDS ARMY WARSAW
& FLEET ST. PETERSBURG,
NORTH COAST

POSTMARK DEADLINE: Spring 1906 moves; September 21, 1967

Spring 1910 SO, YOU GIVE HIM A FLEET IRISH SEA - AND WHAT DOES HE DO WITH IT?? 1965KQ

FRANCE (Wells) FLEET CLYDE TO EDINBURGH ARMY BREST TO PARIS
ARMY GASCONY SUPPORTS BREST TO PARIS
ARMY BURGUNDY SUPPORTS BREST TO PARIS

GERMANY (Jose) ARMY PICARDY HOLDS ARMY BELGIUM TO THE RUHR
FLEET IRISH SEA TO THE ENGLISH CHANNEL
ARMY SILESIA TO MUNICH army piedmont to tyrolia
ARMY KIEL SUPPORTS SILESIA TO MUNICH
ARMY VIENNA SUPPORTS RUSSIAN ARMY BUDAPEST TO TRIESTE

AUSTRIA-HUNGARY (Swenson) fleet tunis to north africa ARMY TRIESTE TO VENICE
FLEET IONIAN SEA TO THE EASTERN MEDITERRANEAN
army tyrolia to munich/ army serbia to bulgaria
army greece supports serbia to bulgaria MUST RETREAT

RUSSIA (Nelson) FLEET NORTH AFRICA HOLDS ARMY SPAIN TO PORTUGAL
FLEET MID ATLANTIC TO THE WESTERN MEDITERRANEAN
FLEET ENGLISH CHANNEL TO THE MID ATLANTIC
FLEET ST. PETERSBURG, NORTH COAST, TO NORWAY
ARMY BUDAPEST TO TRIESTE ARMY RUMANIA TO BUDAPEST
ARMY UKRAINA TO RUMANIA ARMY WARSAW TO UKRAIANA
ARMY SEVASTOPOL SUPPORTS UKRAINA TO RUMANIA
ARMY GALICIA :SUPPORTS GERMAN VIENNA

TURKEY ARMY BULGARIA TO GREECE army constantinople to bulgaria
(Pournelle) FLEET AEGEAN SEA SUPPORTS BULGARIA TO GREECE
fleet black sea supports constantinople to bulgaria

POSTMARK DEADLINES: Spring 1910 Austrian retreat; September 12, 1967
Fall 1910 moves; September 21, 1967

WILD 'N WOOLY may start one new game next year. The game fee will be \$6 per player. We will eventually carry only one game at a time. Ten games was too much. We got way behind and our publishing quality suffered muchly.

KALMAR will start a new game this fall and it may be a variant game. The game fee is \$4. KALMAR will limit itself to eight games at any one time. The games are played by letter and postcard OUTSIDE of the magazine KALMAR which carries only summaries of recent action in the game and the press releases.

XENO is under way. Game fee \$2. Playing area; 3,375 light years.

ALDERSON's magazines are in the painful process of re-production. We are over one year behind with these, unfortunately.

ALLEY OOP (Time Travel Diplomacy) ;was only a suggestion of ours, we never intended to publish it.

LEBENSRAUM may be published by us for a move or two. Who knows?

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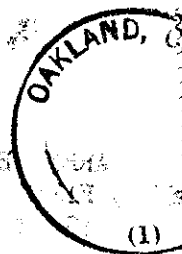
wants back in some games (should be slow games as
mail has to be forwarded to him.)

ARMAGGEDONIA (which is not our fault at all)

is starting a new game, published by Charles Turner
24 Boyd Court
Pleasant Hill
California

Dan Brennan
3044A Telegraph Ave.
Berkeley, California
94705

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