

WINSOME LOSESOME  
c/o Judy Winsome  
749 21st Ave APT #3  
San Francisco, CA 94121



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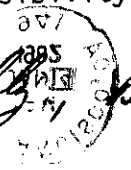
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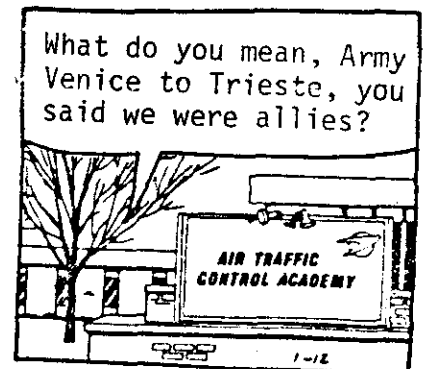
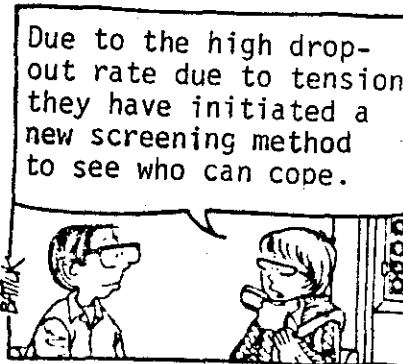
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*Please list WL in "KGO" - No fee, monthly, Pip & Variants, 40¢/issue, Thanks, Judy*



### Funky Winkerbean



(IF THIS STILL LOOKS VACANT UP HERE IT'S BECAUSE I STILL DON'T HAVE A  
WINNER IN THE LOGO CONTEST YET - ONLY TWO ENTRIES BUT THEY'RE GOOD)

WINSOME ----- LOSESOME  
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VOLUME ONE, ISSUE TWO

JANUARY 11, 1982

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### INTRODUCTION

WINSOME LOSESOME is a gaming publication dedicated to the play of Postal DIPLOMACY. DIPLOMACY is a multi-player political conflict game invented by Alan Calhmer and owned by the Avalon Hill Game Co. Currently this 'zine is devoted exclusively to Postal DIPLOMACY in either its "pure" or many variant forms. In the future, WINSOME-LOSESOME will expand to include other multi-player conflict games at the will of its readers. Meanwhile, Postal DIPLOMACY, the game, the hobby, the gossip, and the general brouhaha will be the mainstay of this publication. This publication, by the way, is published by me, Judy Winsome, APARTMENT 3, 749 21st Ave., San Francisco, CA 94121.

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### NOTABLE QUOTES

My thanks and a 50 cent subscription credit goes to Mark Keller of Orangevale CA for submitting this quote:

"During the second week of the Peace Conference only forty-nine duels were fought so the delegates realized they were making real progress."

Alan Burt Akers  
in "Allies of Antares"

The following is a quote I found:

"Experience keeps a dear school, but fools will learn in no other, and scarcely in that; for it is true, we may give **advice**, but we cannot give **conduct**. Remember this; they that will not be counseled cannot be helped. If you do not hear reason she will rap you over your knuckles."  
Benjamin Franklin

Tim Winger of San Bruno CA sent in the following original limerick:

Judy gives us a 'zine that makes sense.  
So send her your pounds and your pence.  
And give it whirl  
'Though she writes like a girl  
I hope this is worth fifty cents.

((I'll take that as a compliment and yes, you get your 50 cents credit))

Notable Quotes will be a regular section of WINSOME LOSESOME. All readers are encouraged to submit quotes either original or otherwise. Any quote used will credit 50 cents in subscription fees to the submitting reader. Please credit the author of the quote, however, if it is not original. (All attempts to avoid a plagiaristic controversy in this publication will be made).

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CONTESTS

WINSOME LOSESOME CONTEST NUMBER ONE:

Quest: To design the best logo (that's short for logotype which is the letter head, motto, or design) for WINSOME LOSESOME. The logo will be placed at the head of page one and will become the letterhead for this publication for perpetuity, or until I get tired of it and run another contest to replace it.

Prizes: 1st Prize - Free subscription for life (that's the life of the 'zine or the life of the winner, whichever is shorter) to the little acclaimed WINSOME LOSESOME.

2nd Prize - \$2.00 in subscription credit to WINSOME LOSESOME.

Honorable Mention (all of those worthy of such credit) - \$1.00 subscription credit to WL.

Rules: All entries will become the property of WINSOME LOSESOME. The winning entry will be selected by a panel of objective and concerned publishers, namely me. In the event of several very good entries, I will solicit votes from the readers of WL to aid in my decision making. All entries should be of sufficient originality, fair taste, and dimension to be used in a 'zine that will hopefully reflect the attitudes of the hobby. Selection will be made from those received at the publishers address by Monday, February 1, 1982. The logo should be submitted in dimensions not to exceed 3 1/2" x 8 1/2", should be photocopier ready, and include the words "WINSOME LOSESOME" (quotes optional). If you have any questions, let me know and I will try to answer them by mail or in the January issue.

I have received two contest entries. They are from:

Mark Keller      Orangevale, CA  
John Michalski   Moore, OK

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SUBSCRIPTIONS AND GAME FEES

The subscription rate is based on postage for the specific issue plus 20 cents unless the issue causes reproduction costs to become excessive. Therefore, the cost is currently \$.40/issue. I suggest that interested subscribers send a check for \$5.00 and I will credit your account accordingly. My home computer will do the work because I'm not an accountant. Contribution credit would appear on your address label as well as your current balance. I will gladly trade publications with any current pubber. I will also provide a complimentary copy to anyone who is either worthy (Alan Calhamer for example) or is written about herein.

INQUIRIES

This is a forum for general inquiries or the solicitation of opinion on hobby related topics. These may be attributed to the "asker" or, like Dear Abby, with names like "Unsure". Last issue I began this forum with the question:

"What's wrong with Coastal Creep (also called Coastal Crawl)?"

I received the following response from Mark Keller of Orangevale CA:

'Coastal Crawl (Coastal Creep): Yes it is illegal. In the 1976 rules it is ruled illegal by the following rules. First a fleet in a province with two coasts occupies the entire province (Rule VII 3 b). The coastal crawl move is then shown illegal by Rule VIII "If two units are ordered to the space the other occupies, neither may move." A "space" is the whole province (Rule VI 1). Further information is also given in Rule XIV 5.'

which tells me that it is prohibited, but not why.

I find that I have notable company in my perplexity about why from BRUX's (Bruce Linsey of Albany NY) reply.

"From a militaristic standpoint, nothing is wrong with the Coastal Creep. Had Diplomacy been designed with realism in mind, I'm sure the maneuver would be allowed. As it is, the game is designed more for simplicity than realism, so discussing it from a military standpoint won't resolve the question. As for whether the game is made simpler by prohibiting it -- ya got me there! I don't really see why it's prohibited, although I'm sure the designer had reasons. I too would like to know them."

The following response from Robert Stimmel of Sacramento CA gives perhaps the best reason for not allowing it in a regular DIP game.

"It's not likely that Coastal Creep (except for NMRs) is being permitted in regular DIP. (Some variants use it.) I believe any game allowing coastal creep isn't listed as an official Regular Dip. game."

Although I don't plan to allow Coastal Creep in a regular WL game, like BRUX, I would still like to know why it's prohibited. Maybe someone out there would like to propose a possible rationale - you'll get your name in print! I'll be gentle with my editorial comments.

## HOUSERULES

I. Introduction - The following rules will be enforced for every game of Postal Diplomacy or Variant Postal Diplomacy played in or adjudicated by the publisher of Winsome Losesome. The priority of possible rules conflict is as follows:

- 1) the variant rules of a specific game as published or issued by the GM of that game
- 2) these houserules; and
- 3) the 1976 Avalon Hill Rulebook.

If a conflict of opinion between a player or players and the GM or the GM's interpretation of the rules exists that cannot be resolved through reasonable effort on the part of the principals concerned, an outside arbiter will be consulted and her/his decision will be final on the subject. The arbiter's name will be given if such an occurrence arises. All references to players, GM's, commentators, etc, whether implying a gender or not, will be considered as asexual references to all such individuals.

II. Game Preparation - Players will be solicited and listed in a first-come-first-serve manner unless familial or other close ties indicate that an "unnatural" alliance may form. Likewise, players participating as opponents in any WL game may not so participate in another WL game. If possible, the GM will attempt to disperse the players geographically as much as possible to minimize geographical advantages/disadvantages. A player may enter a game under an alias providing that she/he discloses the fact of this alias to the GM (see deception of the GM). Preference lists will be accepted and, to the maximum extent possible, will be complied with. In addition, preference (and dispreference lists) will be accepted with regard to specific players. Under this contingency, no player will be teamed with a player that she/he refuses to play with regardless of an alias.

III. Orders - Since this is Postal Diplomacy, all orders must be received in the mail. That is, it must arrive at the GM's address by official Postal Carrier. Hand delivered orders, phoned orders, telegraphed orders, etc will not be accepted. Orders must be received by Midnight at the close of the posted deadline date in this manner or be deemed No Move Received. Orders must contain the following to be valid orders:

- 1) the game identification number (the Boardman number, variant number, or WL assigned temporary number)
- 2) the country represented by that order
- 3) the season for which that order is intended.

Postmark will determine the "order" of orders in that the most recent postmarked order will be given priority. If two orders have the same postmark and there is no obvious priority assignment, conflicting orders between the two will be treated as ambiguous and those affected units will be unordered.

- IV. Ambiguity - Ambiguity will invalidate a given order but not necessarily a set of orders. The GM will make an effort to resolve poorly written orders but is not a mind reader. It is recognized that, on occasion, orders are intentionally written to be ambiguous to feign error, so keep that in mind. Coast designation and distinction between North Sea, Norwegian Sea and Norway is a must if the unit can move to two or more. A fleet moving from RUM to BUL, for example, can only move to one coast so designation is optional as its omission would not be ambiguous. Movement of a fleet from CON to BUL would, however, require a coastal designation. Similarly, a movement from SWE to NOR cannot be ambiguous as NORWAY is the only NOR looking country possible. A movement of LIV-YOR would be OK as LIV would have to be LIVERPOOL and not LIVONIA, providing an army is in LIVERPOOL. An order, YOR-LIV, however, would not be valid if the unit were in LIVERPOOL and not YORKSHIRE as a unit in YORKSHIRE is being ordered, not LIVERPOOL, although its intent is apparent.
- V. GM Intervention - The only intervention that the GM will provide will be a standard set of Spring '01 orders, and unordered but necessary retreats/removals. A unit which must retreat but is not so ordered will retreat off-the-board. Any removal that is necessary but not so ordered will be removed by the GM removing the "farthest away" unit first, and, if a distance "tie", alphabetically. The GM will offer opinions on the mechanics of the game only and not on the intentions or progress of the players. The GM's interpretation of the houserules is always correct by definition.
- VI. Seasons - Seasons will be Spring, Summer, Fall, Winter. The Spring and Fall moves will be as stated in the 1976 rules. The Summer and Winter moves will be used for retreats and builds. The Summer move will be submitted with the Fall move, and the Winter move with the following Spring move unless at least two players request separation at least a full season previous. Moves for Spring or Fall may be contingent upon Summer/Winter moves but may not be contingent upon other moves of the same Spring/Fall season.
- VII. Symbols and Abbreviations  
The following will be used in reporting adjudications:  
Underlined moves have not succeeded. A convoy or support order will be underlined if the convoy is dislodged or the support is cut but not for failure of the supported unit to move or hold.
- (d) = dislodged  
(a) = annihilated (dislodged and has no valid retreats)  
nso = the unit supported to move was not so ordered  
nsu = the unit ordered or supported does not exist (no such unit)  
otm = the unit supported in place was ordered to move  
imp = the movement or order is impossible because of rules conflict or stupidity  
otb = off the board  
amb = ambiguous (explanation will accompany)  
A = Army F = Fleet (c) = convoy (s) = support (h) = holds  
(nc) = North Coast (sc) = South Coast