

VISSID

Cecil B. DeMille presents:

LENIN IS MY CO-PILOT:  
DIPLOMACY IN THE AGE OF  
ARMAGEDDON

A PTN film featuring:  
Kathy Byrne, Tom Selleck,  
Larry Peery, Lassie, &  
E.T.

GERMANY

TURKEY

AUSTRIA-HUNGARY

ITALY

ENGLAND



# XENOGOGIC

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CLERANT

FRANCE

XENOGOGIC is a journal of postal and face to face DIPLOMACY (as well as tournament, convention, play by electronic mail, etc. etc.---any and all types of DIPLOMACY are welcome here). DIPLOMACY is the game designed by Allan B. Calhmer and marketed by The Avalon Hill Game Co., 4517 Harford Rd., Baltimore, MD 21214. XENOGOGIC is published under the auspices of the Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102, U.S.A., (619-280-2239) The publisher is Mike Maston. The editor is Larry Peery. All mail, including subs, should be sent to the above address. Subs are \$10.00 per year (4 issues for XENO, which is published quarterly in January, April, July, and October; and \$12.00 per year for XENO and sub-zines mailed quarterly. All are sent by first class mail. Game openings are available and details are inside. All prices are in U.S. dollars. Overseas mailings are sent surface rate. XENO is traded on an all for all basis with selected publications.

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#### CREDITS

Many, many people contributed to this issue in very different ways. Some contributed articles, or other literary materials. Some contributed art work of one kind or another. Others, by their presence or by their vocal input gave us something that helped make this issue what it is. Just what that is....well, we'll see.

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In addition to the materials contained in this issue some people will receive additional items in this package. Among these items: a half dozen or so shamrocks, an electrical plug, a used bullet, a piece of the rock, and one dozen oyster shells.

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No one, including the publisher or editor, is solely responsible for the contents of this issue. Materials pertaining to the section on DIPLOMACY IN THE AGE OF ARMAGEDDON should be sent to Gary Coughlan of EE for his feature on THE DAY AFTER. All other comments, etc. should be sent to the above address.

## INTRODUCTION

We're a bit late but not for the obvious reasons. The great bulk of this issue was done by 1 April. What remained to be done awaited the input of the members of the DMMA and RWA committees. That was provided last weekend and if you weren't around you missed a great con. It was a stellar cast. Among those present (in one way or another): Fred Davis, Jr., Kathy Byrne, Brux Linsey, Rod Walker, Rex Martin, and Shep Rose's alter ego, John Schuler. And, I'd like to thank Ma Bell for making it all possible. As a result of publishing this issue and paying this month's phone bill I may not be able to make it to Dallas after all, unless I walk. Now there's a thought.....

Whether it was worth it or not you'll have to decide. Enclosed is a copy of the DMMA and RWA ballot. I hope you'll fill it out and return it to me ASAP. I also hope you'll take the time to fill out the RUNESTONE POLL ballot and return that one. We need to support our hobby institutions. After you do all those chores you can sit back and relax and enjoy this issue. Well, no, not quite. This isn't an issue you'll enjoy particularly. But it represents the logical culmination of the series of these issues we began over a year ago. The focus of this entire mailing is two-fold and universal. On one hand we consider the end of the world as we know it and as only we can achieve it: ARMAGEDDON. On the other hand we consider the end of our hobby as we know it and as only we, individually and collectively, can achieve it: BURN OUT and FEUDING. Not very cheerful subjects.

Before you plunge into this issue---and again I urge you to take your time in reading it---I hope you'll spend some time thinking about these things. You'll have months to read and digest what you read here. And I hope you'll spend as much time thinking about what you read as in reading it. There's the regular stuff, the special theme materials, and a host of special sub-sines, including one from John Caruso. Also tucked away in the back is CORN OFF THE COBB and one of the best things I've ever seen in the hobby press. We wander far in this mailing, both physically and emotionally, and I hope you'll enjoy the journey but, be warned, it is not for the faint at heart. If nothing else, you'll profit from the experience. You'll note there is no real opening editorial in this issue. Everything of an editorial nature we've had to say, we've said before. Instead look on this issue as a summing up of all that has come before.

Finally, at the very end you'll find a synopsis of the moves and players' statements for 1982 AY. At the end we come back to Dippy. You won't find any commentary or game analysis from me. Instead, I'm asking each of you to replay on your own board the game since you have all the moves. Then I'd like you to write a play by play analysis of the game for us. Whether you're a skilled analyst like Mark Berch or a novice player; I'd like your input. I'll take all of them and include them in the final packet on the game, along with the players' own correspondence (some 500 letters). That packet will then become a reference work available to the hobby. I don't know if anyone thinks any PBM Dippy game is worthy of this kind of special treatment but I think we have a unique opportunity here to do something of lasting value. And that's what this is all about. As an incentive to you I'll award the author of the best analysis a complimentary slot in my next PBM game or \$25.00, your choice.

Alot of people in the hobby are going to be surprised by this issue for many reasons. It doesn't contain what some of you might have expected. It certainly doesn't contain what I expected when I started planning it. Much of it has nothing or little to do with Dippy but a great deal to do with me. Call it vanity. Call it ego. But you decide if you want to read it. I hope you will. I think you'll be a richer person for it. There's an issue of PINK TRIANGLE in here and that's sure to upset some people. I hope it does. I almost published this issue as a book instead of as a zine, but I chickened out. I could hear the howls from my trading partners. I'll leave you with one thought: The entire Dippy population of the hobby world-wide does not equal one-third of the number of babies born on 1 April. Think about it.

LETTERS TO THE EDITOR:

Many people have noted that XENO doesn't carry a Letters to the Editor column and while I've explained this by letter many times I don't recall if I have ever explained why in the zine I don't publish letters to the editor as rule. There are several reasons:

1. I regard letters between my readers and myself as privileged info. By knowing in advance that they don't have to worry about whether what they write might be published in XENO they can feel free to say what they will. This eliminates needless ego stroking and using XENO's pages for feuding via the mails.

2. I don't like to edit other peoples mail, especially things like letters. And, if I printed all the letters I got I would have a zine twice XENO's current size.

3. To be honest, most letters aren't worth publishing and usually the only people interested in seeing them in print are the author. Others are usually only interested if the letter contains something bad about someone.

So, no letters to the editor. However, if you really want to write a letter to the editor and get a response (other than one from me per my usual policy) you can send one to John Schuler's CORN OFF THE COBB. I'm sure he'll response in his sub-zine.

Having said all that I am now going to publish a letter to the editor that wasn't written as such and may not have been intended for publication. However, it is interesting, even funny, and informative and may be of use to you new players in ALTA CALIFORNIA. Besides, I asked Conrad for some input and he provided it. Since he didn't use an article format, I see no reason to change it. So, here's Conrad Minshall's letter to the editor:

"Hi to you too:

"No, I don't like your 'modest' stationery. The black spot is obnoxious and reminiscent of the international symbol for radiation. Without that spot I would like it. I do like getting letters though---thank you.

"Leslie /Conrad's wife./. Hmmm. Perhaps you could put a new column in XENO. Something like:

ADVICE TO THE DIPLOM

'Dear Miss Lonelydots,

Not too long ago, I played DIPLOMACY at a beginner's level, blissfully ignorant of long range strategies, stalemate lines and other esoterica. I suppose my opponents were no more knowledgeable than myself. But I was a consistent winner, or at least not a consistent loser. Perhaps the Dipgod protected me.

Now I've become sophisticated. I've read all the available DW back issues and I'm working on DD. I've ordered S&TPD and NSP. I might even get into a PBM game one of these days! I'm playing much better now that I've started applying the concepts I've read, but...now I'm losing! It seems the Dipgod has deserted me.

Take last Sunday night for example: I suckered my poor innocent wife into a game of "Intimate." The naive soul had all of 3 1/2 games experience in DIPLOMACY. Neither of us had ever played Intimate before. I introduced the idea of preference lists. She was game. Mine was FETR...Hers? It was FRAG...Except for Germany, most of the neutrals traded back and forth pretty evenly. We managed to have tie bids on Germany for five consecutive years! Some of those were awfully outrageous bids too. The Winter '06 supply center chart? England: 12 Russia: 19!

Help! What can I do to win the Dipgod back?

/s/

Addled in Austria'

/Editor's Note: Perhaps, if they happen to read this, we can get an answer out of one of the hobby's gods: Berch, Walker, Berch, Caruso, Berch, Tallman, Berch, ..../

"Enough! Back to your letter.

"You lose. You spelled 'permeates' correctly. But you missed out on 'boyant' (it's buoyant) and 'stationary' (it's stationery in that context.) I propose a cure for (oops) your prolificacy; every time you're feeling unsure of your orthography you just write me and I'll help you out with that burning spelling question.

"Surprises in the mail? Oh boy! Oboyoboyoboy! I'll read most anything to avoid the 30 papers my AI prof just assigned. I might just take a trip to the LBJ Library---I park next to it on Tuesday and Thursday but I've never been in. What did you guys correspondent about???

"Well, I gotta go now. Time for a trip to Houston for a little civilization. No, no, no. The game---Houston is as uncivilized as LA.

"Best to you too  
"Conrad

"P.S. Here's a list of the zines I've tried to sample/sampled/subscribed to. I'm considering subscribing to quite a few more zines: VOD, TMOBR, & a few others---most anything with maps or some outstanding feature.

	Requested Sample	Received Sample	Subscribed to/why
BOAST	X	X	
GIVE ME A WEAPON	X	X	
DIPLOMACY DIGEST	X	X	X (S&TBears, oh my!)
GRAUSTARK	X	X	
MURD'RING MINISTERS	X	X	
SNAPU!	X	X	
LIBERTERREAN	X	X	
SLEEPLESS KNIGHTS	X	X	
WHITESTONIA	X	X	-
LONE STAR DIPLOMAT	X	X	X (Best Austin zine I've found)
EUROPA EXPRESS	X	X	X (lots of good stuff, albeit somewhat disorganized)
HUSHWACKER	X	X	
PERELANDRA	X	X	X (local zine/fun zine/& I'm into linguistics)
IRKSOME!	X	X	
ENVOY	X	X	
NO FIXED ADDRESS	X	X	- (over my head)
ANDUIN	X	X	- (I smoke & like it)
HAI! JAKAI!	X	X	
DIPLOMAT	X	X	
MAGUS	X	X	X (Maps OK, Press great, very interesting autho)
APPALLING GREED	X	X	
VOICE OF DOOM	X	X	
THIRTY MILES OF BAD ROAD	X	X	
RETALIATION	X	X	
FESTUNGS HOF	X	X	
ITALIANO PRIBE	X	X	
TER-RAN	X	X	
CHEESECAKE	X	X	
DOGS OF WAR	X	X	
LIFE OF MONTY	X	X	
TACKY	X	X	
PARANOIAC'S MONTHLY	X	X	
BERSAGLIERI	X	X	

POLITESSE	X	X	
ARMCHAIR DIPLOMAT	X	X	
RAGING MAIN	X	X	
END JUSTIPIES THE MEANS	X	X	
SIDNEG ARCHIVES	X	X	X (?)
CATHY'S RAMBLINGS	X	X	X (for the Brit connection)
ELECTRIC PENGUIN	X		
YOUR MOTHER SHOULD KNOW	X		
BATTLE STATIONS	X	X	
YOU KNOW MY NAME	X		Over due
TWO FACES OF TOMORROW	X		"
ST GEO & DRAGON	X		"
NEW PINK DRAGON	X		"
NSWG	X		"
COAT OF ARMS	X	X	X (no excuse)
PRINCE	X	X	(contest winner)
EMHAIN MACHA	X	X	
XENOLOGIC	X	X	X (Beats me!)
MIDLIFE CRISIS	X	X	
WHO CARES?	X	X	
MANIFEST DESTINY	X	X	
FOL SI PIE	X	X	
DIPLOMACY WORLD	X	X	X (Simply the best)
ERHWON	X	X	X (My humor zine)
WINSOME LOSESOME	X	X	X (Best maps & kibitzuere)

- Indicates zines he didn't like.

/Editor's Note: That's an amazing job of reviewing the hobby's literature, especially for a novice. There ought to be an easier way to do it but I can't think of one. Anybody got any ideas?

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#### ANOTHER VOICE FROM THE PAST

Many of you have never heard of Brian Bailey. Brian was a member of the San Francisco Bay Area Lafayette Tactics Assn., one of the first informal Dippy organizations back in the mid-late 1960s. After finishing his schooling at UCB Brian spent quite a few years in New Guinea. But he's back and if you are a pubber and send him a copy of your zine you just might pick up a subber, or a player, or your very own resident witch doctor. Anyway, here's a letter from the long, long ago:

"See how fast I respond to letters? I have been buried in my all too flash reacquaintence with academia. How do you write papers? Really, I have forgotten how and it all comes out wordy, pompous gobbleygook. Whats more, this gobbleygook has to pull down grades of A and so forth. I may die.

"What I am doing is as follows: Just now, it is a Th.M. I think that I shall manage that degree without too much pain. I am to finish it with a thesis this year. I am in a hurry. Then, if my grades are high enough, and if I pass my comprehensives with honors, then I may be accepted into the Ph.D. programme next year. That being the case, I then stay here for another year doing tutorials. I may stay a year after that or I may return to P.N.G. for work on the thesis. I do not know at this time what that will be. It depends on the professors and all. I hope that I manage all of this. I think that it would be awful to pass the rest of my life as a B.A.M.Div.Th.M. It sounds like some sort of Iranian swear word... And the

only useful one of those letter sets is the B.A.

"I don't know about playing through the mail. The idea terrifies me. Do you know that I have not read any light reading for three months? This must be a new record? It is not that I am bored...oh know. The reading is very interesting and the classes better. But there is hardly any time to sneeze these days. This get together of yours, of course I couldn't make it. But a nice Charlie Turner? Charlie is nice...in a prickly way. Still, the concept is fascinating. Why did you say he is like Charlie?"

"Since I last managed to write a decent letter to anyone, quite a stack of changes have occurred in my life. I came into the Los Angeles area to discover that my request for assistance with housing some how or other did not get passed on and that I was not on the waiting list for an apartment. That was proper choice as the list is something like six months long. Well, I got stuck on just for laughs and started to hunt up something else. But alas! the prices, and even so, the places were all wrong for some reason or another. Either they were too far away, or they were awful dumps, or they did not take pets, or the expense was too great. In short, I am still living with the family friends where I landed when I first came. That is all right save that it is a bit more than an hour one way, from here by bus and that is costly too. I know...picky, picky, picky. Just the same, it does cut into the study and social time. If you want to know about the latter, well, I have missed things at the school and chatting around with people which is important too.

"I have said in the past that I did not understand N. American culture. Well, I did not know the half of it. The classes that I had this quarter were grand. They were: "Phenomenology of Polk Religions" with Dr. Paul Hiebert, "History of Christian Movement," with the dean, Dr. Paul Pierson, and "St. Paul and a Theology of Mission" with Dr. Dean Gilliland. I have finished papers for the first and last, but have one to complete for the middle one, not to mention a final to take on the 13th. Yes, I am superstitious, but at least that day is not Friday!

"The first class has taught me all sorts of things about what sorts of things go on in P.N.G. village religions among others. The second was a history of the spread of Christian Faith across Europe, its reformation, and then across the rest of the planet. It was interesting for a number of reasons not the least of which was in the area of revivals and such. The third was good in teaching about what St. Paul was doing and gave me all sorts of ideas of what to try on my own. He was the master smith of missions in the first place, wasn't he?"

"Next quarter, and I must be mad after the load of this quarter, I am taking four classes. They will be: "Anthropology" with Dr. Dan Shaw, with whom I studied there in P.N.G. Then there is "Christian Ethnotheology" with Dr. Charles Kraft, also with whom I studied there. This one, I think, is to help me to help people put Christian theology into P.N.G. terms and forms. I hope that it does. Next is "Research Methods" on how to learn in the field, from Dr. Hiebert. He wrote a fun paper called "Traffic Patterns in Hyderabad." I hope to do one equally goofy sometimes. Actually, I have an idea for one right now, but won't the evangelicals at the school be mad... that's everyone else. The last class is also with Dr. Shaw... "Translation, Evangelism, and the Church" which is on how to use translation as a mission strategy. I wonder if I shall survive? I have not found a church in which to settle.

I suppose that that is not too surprising in view of the fact that I have not found a place to live either. That is to happen some time after March 29 when in spite of the six months thing, my name will be at the top of the list. In the meantime, I have been to three Anglican Churches, one of which was Charismatic; a Lithuanian-Catholic Church, St. Casimir's Silver Lake Presbyterian Church...; and Our Lady of...all sorts of things, Russian Orthodox Church where I attended a liturgy in English. I have been to Church in Old World Slavonic a number of times, but that was the first time in English. The serve was dense with incense and the Holy Scripture! Oh yes,

I went to a large Congregational Church too, and a nice job they did. Lest you get upset with me, I have an appointment with a representative of the local bishop, Robert Rusack, in order to be vetted for an episcopal license to operate in this diocese. Do not accuse me of being slow. I wrote well over a month ago!

"Well, I do not know when I shall get this letter off to you. I am doing it on a word processor which makes life ever so much easier to some one as incompetent as I am. I have not got an interface cable for my printer and who knows when I shall get that. But when I do, no doubt you will get this. Perhaps I shall mobilize enough energy to call you on the phone before that. Its this final and three papers due that have me paralyzed. At least, that is my excuse for just now."

/It has been interesting to compare what Brian's written with some of the things P.G. has written and said about his experiences. I hope you'll write Brian, P.G. Send him a copy of PERELANDRA, Box 1163 FTS, 135 North Oakland Ave., Pasadena, CA 91101./

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ANOTHER HOBBY OLD TIMER

Is Michel Liesnard who pubs a sub-zine in Gary Coughlan's EUROPA EXPRESS called CHOMPS & MIAMS which is devoted to gourmet cooking. Michel's address is Rue Albert de Latour, 59 (Bte 10), 1030 Brussels, Belgium. Michel recently published a cooking/gourmet contest in his sub-zine and I was going to cheat and enter it. But I didn't. San Diego does have one gourmet restaurant with Belgian cooking. It's called THE BELGIAN LION and it is excellent. It has to be, it is located in Old Town San Diego and is surrounded by more then a score of Mexican and pseudo-Mexican restaurants. I did a little study some time back and discovered that San Diego has some 12,000 restaurants, including over 1,100 fast food joints (we have 30 or so Jack-in-the-Boxes, 27 McDonalds, etc. etc.), some 700 different Mexican restaurants, over 400 Italian restaurants, and about 150 Chinese restaurants, including four fast food types. We have one Polish restaurant which is quite good. As far as I am concerned there is not a good seafood or French restaurant in San Diego. And yes, California cuisine has hit us with a vengeance. BAH!

Anyway, according to my sources at the Belgian Lion the national cooking of Belgian is based heavily on French influences with one major difference. Instead of using wine in their cooking and sauces, they use beer. Many of the greatest Belgian dishes are made with beer sauce bases. Stews and such are done with beer as the liquid additive. And they are very tasty.

The announcement at right is for a new so-called FRENCH-SWISS restaurant located in what used to be a Mexican restaurant; that's a switch. I haven't tried it yet and I'm not inclined to do so. I see nothing French or Swiss in Top Sirloin Steak, Hamburger Steak, Breaded Pork Loin, Wienerschnitzel, or Chicken with Paprika sauce. Oh well, it's a nice idea.

San Diego suffers from one problem in restaurant eating, a lack of good chefs. Boy do they lack. Mike Meyers are you reading this?

CHICKEN & DUMPLINGS OR FILET OF SOLE STUFFED WITH SHRIMP	\$4.95
VEAL WIENERSCHNITZEL	\$5.45
CHICKEN IN PAPRIKA CREAM SAUCE	\$5.50
TOP SIRLOIN STEAK	\$4.25
HAMBURGER STEAK	\$3.90
LARGE BREADED PORK LOIN	\$3.95

GRAND OPENING SPECIAL DINNER 4-7 PM PRICES GOOD YEAR ROUND

St. Pauli FRENCH-SWISS RESTAURANT

Seniors Citizens Special Dinner 4-7 PM Prices Good Year Round

Open of Breakfast, Noodles, Beer or Pancakes, Salad



REFLECTIONS ON THE XLITH ANNIVERSARY OF BUSHWACKER

The Spring marks the 12th anniversary of Fred Davis' zine BUSHWACKER, a fact that his peers have seen fit to recognize by electing Fred a member of the International Diplomacy Hall of Fame. But, as Fred reminded me, this was not Fred's first honor from the hobby. Back in 1972 Fred received the Johnny Award (a forerunner to the Calhauer Awards) for the best new variant zine at DIPCON V in Chicago. BUSHWACKER has become a legend for its reliability and consistency, Fred's work in variant design is outstanding, and his many contributions to the hobby are well known, if not as well known as they should be. More than anything else, it seems to me, it is his behavior as a gentleman towards his fellow hobbyists that has brought him so much success and popularity.

Our own tribute to Fred is a bit more restrained. After much thought and examination of our pocketbook, we decided not to publish this issue as a reduced, reduced edition (e.g. 8 instead of 4 pages on a single 8½ by 11 inch sheet of paper). We did that so Fred would be able to read it with his normal bifocals and magnifying glass. And, we are sending Fred the name and address of that famous Romanian doctor, Dr. Anna Russellocescu, who has become famous world-wide for her transplants of hair from the bottom of feet to the top of head and her theories on the longevity increases brought about by the daily injections of bananas.

In a more serious vein (Well, where would you inject a banana?), we have written this little article for Fred because he is one of the few people in the hobby who has been around long enough to be able to agree or disagree with it. The article itself is the result of an on going but low key debate I have had with a number of people in the hobby about the relative growth or decline of the hobby, both qualitatively and quantitatively, over the past 10-15 years. I have continuously asserted that in fact there has been little real growth in the hobby, of either type. Others have said things are better than ever and that we are more numerous than ever. The argument will never be finally ended, of course, but it does make for some interesting discussions. And it beats the hell out of arguing about some of the things people in the hobby like to argue about.

This particular article is based on three things: (1) an article that Walt Buchanan published in HOOSIER ARCHIVES #128 (December, 1973) that listed all the hobby's active publishers. That provided a state of the hobby picture for 1973 and its previous 10 years. My current data base, somewhat less comprehensive and accurate, is based on the 1984 Zine Register and Gary Coughlan's EE mailing list as published in #32 (March 1984), which combined list most of the hobby's major and minor zines.

We took the information there and entered it into the computer to see what kind of quantitative analysis we could arrive at. The results are, I think, interesting.

In 1973 the hobby had a total of 95 active publishers of whom 20 were located overseas (17 in Europe, 3 in Africa and Australia). Using Fred's 3 regions as proposed for DIPCON hosting, we find 21 publishers in the East, 24 publishers in the Mid West, and 21 in the West. California led the list with 14 publishers, New York had 7, Illinois and Michigan both had 6, Ontario and Pennsylvania each had 4, and the rest were scattered.

In 1984 the hobby had/had a total of 112 publishers (a number which is probably within 10% of being accurate) of whom 27 were overseas (all in Europe, none elsewhere). Using the same three regions we find 32 publishers in the East, 18 in the Mid West, and 35 in the West. In both 1973 and in 1984 Canada had 6 publishers.

At first the growth appears impressive in the East and West, although the Mid West seems to have declined sharply. California was up to 17 publishers; New York had almost doubled to 13; Maryland had 5; Florida, Pennsylvania, Texas and Washington had 4; Illinois, Indiana, and Ontario had 3. The rest were scattered in ones and twos.

/10/

The changes between 1973 and 1984 reflect a growth in 16 states, a decline in 7 states, no change in 7 states, and no pubbers in 27 states at either time.

The big gainers were California (+3), Florida (+2), Maryland (+3), New York (+6), Texas (+4), and Washington (+3). The big losers were Illinois (-3), Michigan (-4), Missouri (-2), and British Columbia (-2).

Only name pubbers names appear on both lists: Herb Barents (Michigan/Illinois), BOAST; Doug Beyerlein, California, EPGIART; John Boardman, New York, GRAUSTARK; Fred Davis, Jr., Maryland, BUSHWACKER; Larry Peery, California, XENOGOGIC; Rod Walker, California, EREHWON; and Richard Walkerdine, United Kingdom, MAD POLICY. Seven survived, 183 didn't. And even among those seven there were some rather lengthy sabbaticals.

So, on the surface things don't look too bad, until you look at the Mid West figures and there is no justification for those declines. But things are not as good as they appear.

First, the big difference between the two lists is that on the 1973 list almost every zine and pubber listed was an independent pubber of his own zine. Today we have a plethora of sub-zines and dependent pubbers. Perhaps as many as 10-20 of those 112 names listed in the 1984 list actually fall into that category. On the other hand, there may well be another 10-20 PBM pubbers who exist who aren't included. I just don't know.

Second, the big growth has been in Europe. Even using Gary's listed sampling only (the European zines in the 1984 ZR were not included), it is still an incomplete list. I'm sure the totals for all European zines would be higher.

I proposed, somewhere, that the hobby consider the idea of "regional" zines in which people would combine their talents, interests and resources into putting out larger and better products than most independent pubbers could do. I think the growth of sub-zines is part of this. When a zine starts carrying 4-5 sub-zines it is becoming a collective effort. This regional approach need not be based on geographical closeness as much as on ideological or philosophical ties but it is just as real. I expect more of this in the future as the costs of pubbing become higher and higher and as members of the hobby become more and more specialized in their pursuits.

Back in 1973 Walt listed some 93 inactive publishers of which only 1 has returned to the current list. That is Michel Liesnard of Belgium and I'm not sure a cooking oriented sub-zine, no matter how delightful, qualifies. I'd be curious to see what the total number of inactive publishers as of today would be. Surely it is at or near the 500 mark. And, from what I read in the hobby's zines lately, it looks like there are going to be quite a few current pubbers joining the inactive lists in the near future.

We cannot, of course, look at listings of pubbers as the only basis for saying the hobby is growing or not. We would also have to look at the number of players, game starts, etc. but I think if one were to look at those figures for the last 10-12 years one would find, as one does here, little or no real growth but rather selective types of growth in certain areas. Certainly the convention and tournament part of the hobby has grown since 1973. PBM Diplomacy is a growing area, although I don't think it will grow as rapidly as some say, and the increase in the number of players in California and on across the Sun Belt is a real one.

As for the qualitative end of the spectrum that it something each of us has to decide for ourself but I would bet that if you polled Messrs: Barents, Beyerlein, Boardman, Davis, Peery, Walker, and Walkerdine, the majority would agree with me that things were better back then, even if they couldn't tell you why.

Care to comment Doug, Fred, Rod?

TNT DEPT: EVEN THE SLUG HAS ITS DAY, AND YESTERDAY WAS IT

Guerneville (12 March 1984): They're slippery, they're slimy, they're creepy and crawly---but yesterday was their day.

The occasion was the Fifth Annual Slug Fest near this small town on the Russian River, a chance to dine on giant banana slugs, watch them race in the Slug Sprints and be dazzled by the coronation of Super Slug Five.

As this year's official T-shirt put it all too plainly: "Oh, Gawd, not again."

The Slug Fest squirms under the somewhat squeamish sponsorship of The Paper, a weekly newspaper based in nearby Monte Rio. Tom Richman, the paper's general manager, says sponsoring the Fest is as far as he'll go. He's never sampled a slug.

"Some of it doesn't look that bad and, as I understand, doesn't taste all that bad either," he said.

How could there be anything that tastes bad in recipes such as Slug Pate, Slug Tempura, Slug Moussaka and Mushroom Stuffed Slug? For desert, why not try Chocolate Slug Mousse?

A number of children helped Richman's wife, Elizabeth, collect the 200 slugs that were used in this year's festival. They were renting for a dime apiece for the slug sprints.

There was no admission charge, but those attending had to pay for their drinks at the Northwood Restaurant, home of the Slug Fest.

"This event," said Richman, "definitely encourages people to drink."

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SPRING DRINKING LIST:

The following wines are recommended for consumption with this issue:  
 Charles Krug Chablis, Napa Valley, 1982, 12.5 alcohol; rated "9"  
 Fetzer Johannisberg Reisling, Mendocino, 1982, 10.3 alcohol; rated "10"  
 Ravenswood Zinfandel, Sonoma, 1979, 13.9 alcohol; rated "11"  
 Caymus Vineyards Pinot Noir Blanc, Oeil de Perdrix, Eye of the Eagle, 1982, Napa, 12 alcohol; rated "12"  
 Santa Barbara Winery, Santa Ynez Cabernet Sauvignon, 1979, 13.5% alcohol; rated "8"

Ratings are based on the traditional 20 point scale.

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AND WHAT HAVE YOU BEEN READING LATELY: DIPPY-WISE?

At the moment I get three foreign (excluding Canada) zines: Alan Parr's HOPSCOTCH, which carries many different PB\* games; Jaap Jacobs' OXYMORON, which is amusing but hard to understand; and Mike Dean's PSYCHOPATH, which also carries many games and is excellent. These are all monthly and nice.

From this side of the Atlantic I get ANDUIN, BUSHWACKER, BUZZARD'S BREATH, DIPLOMACY DIGEST, EREHWON, EUROPA EXPRESS, PESTUNGS KOP, THE GENERAL, HAI JAKAI, GIVE ME A WEAPON, HOUSE OF LORDS, LIPE OF MONTY, MAGUS, MIDLIFE CRISIS, MURDRING MINISTERS, NO FIXED ADDRESS, PERELANDRA (the only zine I'm playing in at the moment), THE PRINCE, RAGING MAIN, SNAFU, hummm, POLITESSE, and RETALIATION, and WINSOME LOSESOME. And I just added VOICE OF DOOM to the list. As you can see there is a definite west coast bias in my trading list. I am sure there are other zines I should be reading and in time I hope to pick up more of the eastern zines although most of them just depress me because of all their feuding. I'll save my individual comments for when I do the PEERIPOLL commentary next.

PROJECT UNICORN

We all know playing DIPLOMACY takes time. But how much time? And for what? Those are the questions the PROJECT UNICORN study was designed to study. There are no "correct" answers. There are no similar responses in this limited sampling of six representative participants. And, even if every member of the hobby had participated in this study, I doubt if there would be any two identical sets of responses. We are all too different in our working methods and in our hobby activities.

The people who benefited the most from this study are the people who took part in it. Each of them now has a better idea of where their time and effort goes in the hobby. For some it was a sobering lesson. And because of their help we can get a picture of what a somewhat typical DIPLOMACY player, publisher or hobbyist does.

The Respondents

Two of the respondents are PBM players. Ed Menders is/was playing in 3 PBM Dippy games and 1 local telephone game during the time of this study (November 1983 through January 1984). Ed also attended BEETHOVENCON during December. Ken Hager is playing in 7 PBM Dippy games currently. Ed's level of activity probably represents the low end of the spectrum for an active player. Ken's level is probably at the high end of the spectrum for a player.

Four of the respondents were/are publishers. Jim Bumpas puts out LIBERTERRANEAN, a computer assisted Dippy zine devoted almost exclusively to gamesmastering regular and variant games. His level of activity is probably typical for a warehouse type zine. Steve Langley publishes MAGUS and his level of activity is fairly representative of the typical publisher with lots of games and sub-zines. Steve also co-hosted DAPCON during the period under study. Ron "Snafu" Brown publishes SNAFU and it represents a high level of activity by a publisher who is trying to cut back on his hobby workload. In addition to his publishing activities Ron is also involved in hobby organization projects in Canada during the period of this study. And at the intense level of activity is Larry Peery's XENOLOGIC which represents the hobby oriented, minimal game publishing type of DIPLOMACY publication, in which the playing and gamesmastering of PBM games is secondary to other hobby activities. Peery hosted BEETHOVENCON during this period.

No one would say that this sampling of six individuals is enough to provide any definitive look at this subject. Indeed, several people suggested the last thing the Dippy hobby needs is a definitive look at how it spends its time and money. Still, there is a certain fascination in knowing where our time and money goes.

The Study

This study consisted of a 3 part chart for a three month period from November, 1983 through January, 1984 in which each respondent was asked to enter a variety of data. Weekly, monthly, and quarterly totals were determined. For this article I will use only monthly and quarterly totals. Note that one zine, LIBERTERRANEAN, is published semi-weekly; while another, XENOLOGIC, is published quarterly. Not every subject being studied applied to every respondent and I have made no attempt to determine averages for any of these areas.

TOTAL HOURS

The fewest hours spent in a month on all Dippy activities was 15 (EM). The most was 114 (SL). EM's monthly totals were: 221, 18, 15; KH: 62, 34, 47; SL: 103, 118, 144; RB: 71, 57, 78; LP: 84, 137, 133

DOLLAR VOLUME

The fewest dollars spent or received in a month on all Dippy activities was 8 (KH). The most was 373 (LP). KH's monthly totals were: 8, 25, 55; JB: 95, 79, 42; SL: 67, 61, 102; RB: 139, 173, 119; LP: 188, 151, 373.

The fewest dollars spent in a month on all Dippy activities was 8 (KH). The most was 256 (LP). KH's monthly totals were: 8, 25, 55; JB: 52, 50, 36; SL's: 61, 55, 72; RB: 103, 157, 100; LP: 169, 151, 256.

The fewest dollars received in a month was 0 (the two players). Among the publishers the following income levels were reported: JB: 43, 29, 6; SL: 6, 6, 30; RB: 36, 16, 19; LP: 19, 0, 117

PHONE CALLS

Phone calls made: EM: 8, 4, 5; KH: 3, 4, 4; JB: 14, 20; SL: 18, 3, 3; RB: 2, 0; LP: 16, 29, 28.

Phone calls received: EM: 2, 2, 3; KH: 3, 0, 1; JB: 10; SL: 12, 32, 20; RB: 5, 2, 6; LP: 24, 34, 43.

Time spent on the phone during any given month ranged from 1/2 to 17 hours.

LETTERS

Letters sent: EM: 15, 16, 12; KH: 58, 39, 46; JB: 22, 13, 18; SL: 87, 47, 72; RB: 50, 28, 25; LP: 100, 53, 40.

Letters received: EM: 8, 11, 6; KH: 22, 24, 25; JB: 49, 46, 41; SL: 62, 53, 63; RB: 70, 40, 61; LP: 60, 60, 85.

ZINES

Zines sent by the four publishers: JB: 71, 57, 60; SL: 59, 59, 73; RB: 97, 102, 70; LP: 55, 15, 114.

Zines received by the four publishers: JB: 12, 10, 9; SL: 26, 23, 24; RB: 25, 22, 21; LP: 40, 40, 50. KH (a player) received: 7, 5, 15.

No participant reported receiving any kind of PBEM communication, tape recordings, etc.

FACE TO FACE DIPLOMACY

Other than time spent at various cons (DAFCON, BEETHOVENCON, etc.) no participant reported playing any FTF Dippy during this three month period.

PLAY BY MAIL DIPLOMACY

Time spent on games in which the respondent was a player included: EM: 18, 11, 12; KH: 45, 28, 30; JB: 2, 1, 3; SL: 43, 32, 42; RB: 6, 13, 8; LP: 4, 4, 4.

HOBBY SERVICE

Only two participants reported spending any significant amounts of time on hobby service projects: RB: 6, 2; LP: 20, 25, 10.

HOBBY PROJECTS

Time spent on hobby projects: SL: 2; RB: 3; LP: 20, 10, 20.

GAMESMASTERING DUTIES

Time spent on gamesmastering duties: JB: 8, 3, 4; SL: 7, 5, 9; RB: 5, 12, 11; LP: 2, 2, 2.

ARTICLES

Number of articles completed during this period: JB: 1; SL: 5, 1, 4; LP: 26, 10, 44.

EDITING/PUBLISHING DUTIES

Time spent on these duties: JB: 3, 5, 6; SL: 35, 53, 36; RB: 34, 34, 51; LP: 28, 37, 30.

Participants' Comments

KEN HAGER:

My hobby activities are either my PBM games or reading the zines. I pretty well knew where I spent my time prior to the survey. For someone who didn't know how much time they were spending, this would be revealing.

STEVE LANGLEY:

No time for verbage.

RON BROWN:

I had already decided to fold before I began this log, but it convinced me I made the right decision. Obviously publishing takes too much time from both personal and hobby time. Now I have the figures which demonstrate what I felt intuitively.

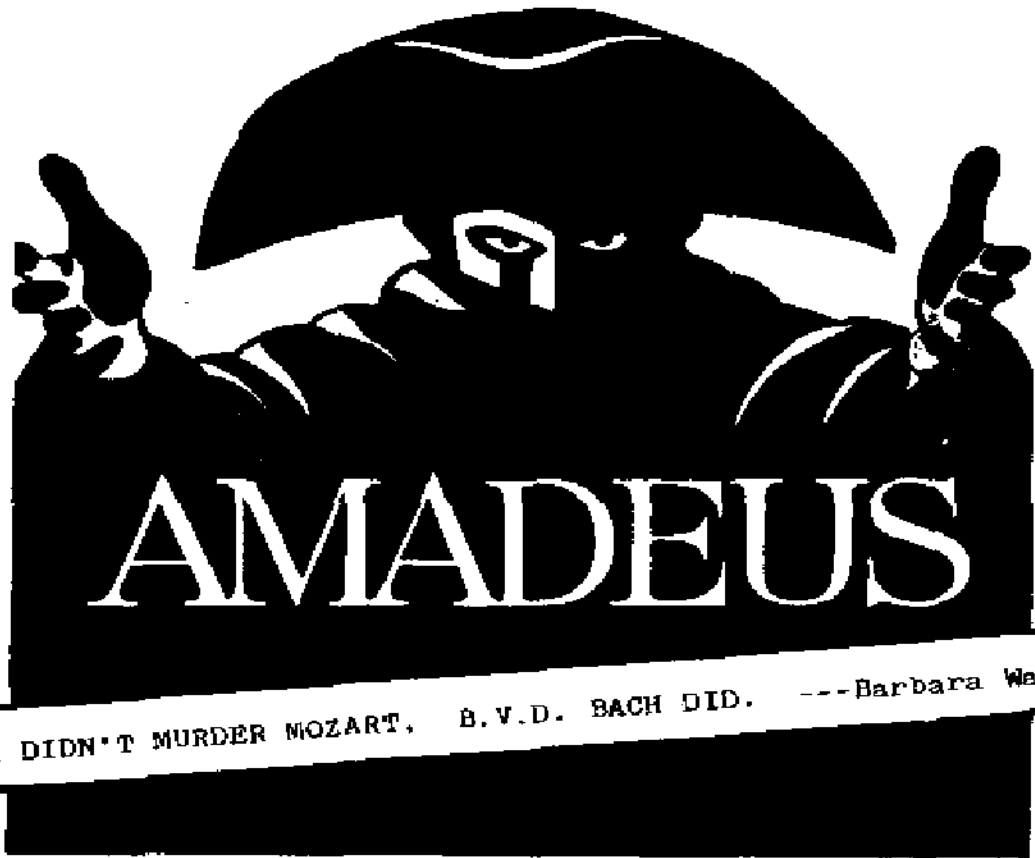
Conclusion

As far as I know no one has ever been a full time professional Dippy player. Certainly no one has ever earned a living from it, either as a player or as a gamesmaster/publisher. In terms of time and money Dippy is bottomless pit that can take everything we can pour into it. And does. Still, for a quarter of a century it has done just that to literally thousands of players and hobbyists around the world.

Most people in the hobby have the intelligence to recognize their own limitations. Still, there are those who dare to challenge the heights or the limits of good sense. The history of the hobby is filled with such.

Hopefully this project will provide a few guidelines to those to come which will encourage them to attempt only what their resources can adequately provide for.

There's a line from a musical which says: "If you've got the money, honey; I've got the time." That says it all.



PLAYLIST: DIPLOMACY AND MOZART, MOZART AND DIPLOMACY

Music is an art form. So is Diplomacy, in its own way. But is there a connection between the two forms? Certainly musical accompaniment for FTF Dippy games is no novelty. It ranges from hard rock background noise at Eastern Clique games to soft strains of classical music for more sophisticated FTF encounters among the Appalachian Illuminati group. Thus far only one composer, Beethoven, has been honored with his own "con;" although suggestions have been made for a Beatlescon and a Tchaikowskicon by others. Publishers' playlists suggest that musical background is an important part of the publishing process in Dippy and here again the type of music listed runs from hard rock to Baroque. Certainly some music seems written with the Dippy player and game in mind.

Three years ago I published an article on the subject of requiems as a musical form for Dippy players. An appropriate, if depressing, choice I think. In the intervening years I've thought a lot about the subject of classical music and Dippy. Certain composers just seem to go with the game: Beethoven for the GM, Mozart for Austria, Benjamin Britten or Ralph Vaughn Williams for England, Berlioz for France, Bach or Wagner for Germany, Verdi for Italy, Tchaikowskii for Russia, and Khataturian for Turkey (Ah ha! I wanted to see if anyone was reading this. Khataturian's Armenian.). And there are infinite possibilities for matching personae in the hobby with composers: Gary Coughlan as Stephen Poster or Dick Martin as Padre Martini or Robert Sacks as PDQ Bach or Rod Walker as Solhefi. The mind boggles. The ears quiver.

And there is no shortage of comparable subject matter in Dippy and classical music. In this article I want to consider only one composer, Mozart, and only one of his musical forms, opera. If you'll take the time to read this and take the time to listen to some of Mozart's operas; you'll find, as I have, that many of them are perfect Dippy pieces. And there's nothing plastic about them. You'll discover, as I have, that Mozart's operas told us all about Dippy, Dippy players, and Dippy games long before Allan Calhmer created the game. In fact, if you put Allan in a ruffled shirt and powdered wig he'd look a bit like Mozart.

During his career as an opera composer Mozart wrote some 20 works ranging from Apollo et Hyacinthus in 1767 to La clemenza di Tito in 1791. Some of these compositions are among the greatest of his compositions and the greatest of all operas. One stands as one of the finest artistic creations of all time. I believe it was Lord Kenneth Clark who called Don Giovanni one of the 10 greatest artistic creations of all time. And some are best left to the study of musical scholars. Still, those that survive in performance or on record tell us a great deal about opera as Mozart knew it. And, when we study them, a lot about us as individuals and us as Dippy players and hobbyists.

I suggest you consult the play list following this article and buy or borrow some of the recordings listed. A number of Mozart's operas have been filmed and can be seen in theater art festivals or on PBS. Die Zauberflote (The Magic Flute) has been done by Ingmar Bergman for the theater and two versions have been done on PBS, including one from a New Mexico Santa Fe Opera version with Hopi Indian characters using Mozart's music, and one from Salzburg's Mozart Festival, using a superb cast in a traditional version. Losse's Don Giovanni with Jose van Dam as the Don was a commercial success and a great artistic achievement. PBS has even filmed such esoteric Mozart as La clemenza di Tito. And, if you can afford it, Mozart's best operas are regularly featured at opera houses all over the world. This year both the San Diego Opera and the Metropolitan Opera in New York did versions of the Don. All you need is \$35 to \$50 for the ticket, plus parking. Records are a good alternative and there are complete and partial recordings of almost every Mozart opera. In some cases 10 or 12 recordings of the same work to pick from. And there are good recordings on the inexpensive labels. For the real Mozart fan there are many recordings of arias from Mozart operas

by many of the world's best singers, past and present. Opera singers like Mozart because Mozart is fun and Mozart liked singers. Remember, his wife was a singer and he wrote much of his music for her.

Mozart wrote in every conceivable operatic style for his time. He was an innovator as a composer and as a stage director & conductor. His least successful form was Opera Seria, grand opera or serious opera. His works in that genre include: *Mitridate*, *Lucio Silla*, *Idomeneo*, and *La clemenza di Tito*. I suggest by-passing them all.

A second group of Mozart operas included a variety of musical plays, plays with music, and even a serenata: *Apollo et Hyacinthus*, *Asanio in Alba*, *Il sogno di scipione*, *Il re pastore*, *Semiramis*, and *Thamos*. These are curious works and for the curiosity seeker. The kind of works Walt Buchanan or Fred Davis, Jr. would like.

But the two remaining groups: opera buffa and singspiel is where Mozart excelled. Humor was his forte. No one was better at putting humor in music than Mozart. Anyone who loves a good joke or a good belly laugh will love this Mozart.

Mozart wrote 7 opera buffa, low comedy, farcical, comic opera. Three are early works: *La finta giardiniera*, *La finta semplice*, and *L'oca del Cairo* (Mozart had a thing about exotic locations for his operas) and not very important. *Lo sposo deluso* (The Deluded Spouse) is incomplete but shows signs of what is to come. The trio: *Le Nozze di Figaro*, *Don Giovanni*, and *Così fan tutte* are all great, even if the first two are somewhat greater than the third (We are at the point where terms like great are meaningless and it becomes a matter of individual taste.).

Mozart wrote 4 singspiels, literally sing play, with the dialogue spoken, not sung, just as it is in musical comedy. *Bastien und Bastienne* was the earliest and least important. *Die Entführung aus dem Serail* (The Abduction from the Seraglio) is good, *Der Schauspieldirektor* (Mozart's answer to *Network*) is better, and *Die Zauberflöte* (The Magic Flute) is great.

I might mention that there are several excellent books available on Mozart's life and his music, including several that deal with just his operas. Reading a biography of Mozart is a revealing experience. And, of course, there is Peter Shaffer's play *Amadeus* about the mystery of Mozart's death, a subject about which little is known but much is speculated.

So much for the background. What about Diplomacy and Mozart. If you haven't listened to any of these works or, better yet, seen any of them; at this point you will be lost. So pause, go do your listening and then return.

Let me just pick a couple of examples. I hope they will give you some new insights into observing Diplomacy and, for that matter, enjoying opera. The people, the situations, the challenges put forth in Mozart's operas are universal and they are the same ones that confront us in Diplomacy. People are people wherever and whenever. That is something we all too often forget. Part of the human being is to love and hate and there are endless ways to do both. Mozart explores them all, from the most sublime to the most bawdy. While he never specifically wrote an opera about a Diplomacy game we do know that Mozart profoundly influenced Rossini, who influenced BVD Bach heavily and that BVD Bach did write such a work, *Don Peerijavo*. However, I'm getting ahead of myself.

Take *Don Giovanni*, subtitled *The Libertine Punished*. Our hobby is filled with Libertines. One is a self-proclaimed one, Jim Bumpas. Many are closet Libertines, however. But you can always spot them in a Dippy game. Their the ones that lust after your supply centers and covet your ally's black dots. Some people call them Dot Grabbers but they are really just Mozart's old Libertines in a new guise. The Don is a young nobleman and a dissolute scoundrel. He is only interested in chasing women, classical music, and fine wines. He also likes to give wild parties. Only his high station in life protects him. Does that sound like anybody in the hobby you know? Sure it does.



And there is Don Octavio, the hero. But he's an ass and not very interesting. Hero figures never are. That is why the villains are always so much more popular. Finding a good hero is hard. All the heroes in Diplomacy secretly want to be villains. It is much more exciting. And there is Don Pedro, the Commandatore, who gets stabbed early on in the game but comes back in the end to get his revenge and deny the Don a win. And there is Leporello, the servant of the Don. Basically a good sort but not too bright. He does the Don's leg work. He's the gopher of Mozart's time. Today we call them gofers. Masetto would be, I suppose, a toady if Mozart were to have such a thing. And the women, ah, the women. Donna Anna, beauty and virtue personified. Dippy has its own: Cathy Cunning, Alex Lord, oh we have lots of them. And what about Donna Elvira, a lady deserted by the Don out for revenge for her ravishment. How many male chauvinists in the hobby have ravaged a female player's black dots? Countless, almost as many as the list of the Don's conquests (2,000 or so at last count). And what about Zerlina, the poor innocent country girl who gives the Don her all? The faithful ally who takes it in the end. Ah, we all know that type.

You get the idea. Listen to the opera, use your imagination, and enjoy it.

One more example before I let you go. Die Zauberflote is a classic and of all Mozart's operas, my favorite. If you don't like this one there is no hope for you. And the point of The Magic Flute is that there is hope for everyone. Ignoring all the bullshit about whether there was a Masonic influence on the work or whether it is really a political allegory or not, The Magic Flute is a masterpiece on its own ground. It's a typical Dippy story.

Sarastro is Mr. Goody Two Shoes, the High Priest of The Organization devoted to saving the hobby from itself. Talk about holier than thou! Know him. The Queen of the Night is Sarastro's ex. They've had a falling out and she's determined to gain control of Dippydom at any cost. Fortunately, the two stayed together long enough to have an issue to fight over, Pamina, their daughter. She's a lovely young thing torn between loyalty to the Org and loyalty to her mom. Tamino is the virtuous young publisher out to make it to the top of the Runestone Poll. Papageno is the comic relief who is supposed to help Tamino. Papagena is the comic relief who is supposed to help Papageno. The Three Ladies of the Night are interfering publishers trying to help the Queen of the Night. The three Genii are interfering publishers trying to help Tamino. And, of course, there is Monostatos, supposedly a loyal supporter of Sarastro, but actually a devoted slave of the Queen of the Night. Now, it would be presumptuous of me to suggest that Robert Sacks would make an excellent Sarastro, Kathy Byrne a great Queen of the Night, Alex Lord a fine Tamino, William Highfield a brilliant Tamino, John Boardman a wonderful Papageno, and John Caruso a super Monostatos. Its true...of course. I wonder if the Met would be interested.

By now you've got the idea. So here is a list of recordings for you to peruse. Have at them. You'll be the richer for it.

- COSSI PAN TUTTE (Angel s 3631): Schwarzkopf, Ludwig, Steffek, Kraus; Berry, Philharmonia Chorus & Orch, Boehm.
- DON GIOVANNI (Angel s 3605): Waechter, Schwarzkopf, Sutherland; Philharmonia Chorus & Orch, Giulini.
- DIE ZAUBERLOTE (Angel s 3651): Janowitz, Putz, Popp, Gedda, Berry; Philharmonia Chorus & Orch, Klemperer.

Single record highlights of all of these 3 record sets are available. Also fine are the recordings listed in the text.

QUOTATIONS FROM CHAIRMAN PEERI: THE LITTLE PINK BOOK

Has there ever been a time when you were writing a Dippy press release, or writing a letter to an ally (God forbid, an enemy!?!), or an article and you knew---JUST KNEW---that there was a perfect quotation to express exactly what it was you were trying to say but couldn't put into words?

Sure there was. We've all had that problem.

I've compiled some quotations that I've found from many sources into a folio divided into various sections: The Hobby, Austria, England, France, Germany, Italy, Russia, Turkey, Other Geographical Areas, I hope later to expand this to include sections on Diplomacy, War, etc. Many, most of these quotations are classics and familiar to you all. I hope you will help me by adding to this collection. Please send me the quotation, the author, the original source, and the source where you found the quotation (or even the source where you found the quotation of the quotation!).

I'm especially interested in quotations from contemporary sources: televisions, movies, magazines, newspapers, etc. If, when you hear or read something, you say to yourself, "Say, that sounds like DIPLOMACY!"; then that's probably just the kind of quotation I'm looking for. Please help. Someday, I hope to compile all this into a little book. And if you've contributed, you'll get a copy.

But if you don't, you won't. More importantly, you'll never make it into Quotations From Chairman Peeri.

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THE HOBBY

In dealing with others be courteous, sir; the courtesy affirms both your own good breeding and your attitude of respect toward your fellow men.

Robert E. Lee

Well, the primary custom of the Air Force is to just get the damn job done.

Carl Spaatz

I believe that every right implies a responsibility; every opportunity, an obligation; every possession, a duty.

John D. Rockefeller, Jr.

Leadership is the most important consideration, if any one thing is more important than another.

George C. Marshall

The true measure of a professional is his ability to adapt to new situations.

Harold Brown

Today, as always, if a nation is to keep its freedom it must be prepared to risk war.

Lyndon B. Johnson

AUSTRIA

Don John of Austria is going to the war.  
G. K. Chesterton, King's Cross Station

Cervantes on his galley sets the sword back in the sheath.  
(Don John of Austria rides homeward with a wreath.)  
G. K. Chesterton, King's Cross Station

And he smiles, but not as Sultans smile, and settles back the blade...  
(But Don John of Austria rides home from the Crusade.)  
G. K. Chesterton, King's Cross Station

The successors of Charles the Fifth may disdain their brethren of England;  
but the romance of Tom Jones, that exquisite picture of human manners,  
will outlive the palace of the Escorial and the imperial eagle of the  
house of Austria.  
Edward Gibbon, Autobiography

An Austrian army awfully arrayed,  
Boldly by battery besieged Belgrade;  
Cossack commanders cannonading come,  
Dealing destruction's devastating doom.  
Anónymous, Siege of Belgrade, The Trifler, 1817

ENGLAND

The men that worked for England  
They have their graves at home:  
And they that rule in England,  
In stately conclave met,  
Alas, alas for England  
They have no graves as yet.  
G. K. Chesterton, Elegy in a Country Churchyard

But since he stood for England  
And knew what England means,  
Unless you give him bacon  
You must not give him beans.  
G. K. Chesterton, The Englishman

Be England what she will,  
With all her faults, she is my country still.  
Charles Churchill, The Farewell

Out spoke the victor then  
As he hailed them o'er the wave,  
'Ye are brothers! ye are men!  
And we conquer but to save;  
So peace instead of death let us bring!  
But yield, proud foe, thy fleet  
With the crews at England's feet,  
And make submission meet  
To our King.'  
Thomas Campbell, Battle of the Baltic

When you think about the defence of England you no longer think of the  
chalk cliffs of Dover. You think of the Rhine. That is where our frontier  
lies today.  
Stanley Baldwin, Speech, House of Commons, 7/30/34

/20/

This is the way the world ends  
Not with a bang but a whimper.  
T. S. Eliot, *The Waste Land*

And the enemies of England they shall see me and be sick.  
Alfred E. Housman, *A Shropshire Lad*

England does not love coalitions.  
Benjamin Disraeli, *Speech, House of Commons, 12/16/1852*

Travel teaches tolerance.  
Benjamin Disraeli

England has saved herself by her exertions, and will, as I trust, save  
Europe by her example.  
William Pitt, *Speech, At the Guildhall, 1805*

Roll up that map; it will not be wanted these ten years.  
William Pitt, *Stanhope's Life of the Rt. Hon. William Pitt (1862), vol. iv*

Miles gloriosus.  
/The boastful soldier./  
Plautus, *title of play*

That England, that was wont to conquer others  
Hath made a shameful conquest of itself.  
William Shakespeare, *King Richard II*

'Tis Ireland gives England her soldiers, her generals too.  
George Meredith, *Beauchamp's Career*

Rome, in the height of her glory, is not to be compared; a power which has  
dotted over the surface of the whole globe with her possessions and military  
posts, whose morning drum-beat, following the sun, and keeping company with  
the hours, circles the earth with one continuous and unbroken strain of  
the martial airs of England.  
Daniel Webster, *Speech in the Senate on the President's Protest, 5/7/1834*

## FRANCE

The best thing I know between France and England is---the sea.  
Douglas William Jerrold, *The Anglo-French Alliance*

They order, said I, this matter better in France.  
Laurence Sterne, *A Sentimental Journey*

O noble English! that could entertain  
With half their forces the full pride of France,  
And let another half stand laughing by,  
All out of work, and cold for action.  
William Shakespeare, *Henry V*

Fair stood the wind for France  
When we our sails advance,  
Nor now to prove our chance  
Longer will tarry.  
Michael Drayton, *To the Cambro-Britons, Agincourt*

France, fam'd in all great arts, in none supreme,  
Matthew Arnold, *To a Republican France*

France has always more or less influenced manners in England; and when your fountain is choked up and polluted, the stream will not run long, or will not run clear with us, or perhaps with any nation..

Edmund Burke  
Reflections on the Revolution in France

I think he bought his doublet in Italy, his round hose in France, his bonnet in Germany, and his behaviour everywhere.

William Shakespeare  
The Merchant of Venice

The King of France went up the hill,  
With forty thousand men;  
The King of France came down the hill,  
And ne'er went up again.

Nursery Rhymes  
Quoted by James Howell in a letter to  
Sir James Crofts, 12 May 1620

Gay lilled fields of France.

Thomas Campbell  
Gertrude of Wyoming

The further off from England the nearer is to France---  
Then turn not pale, beloved snail, but come and join the dance.

Lewis Carroll  
Alice in Wonderland

It is now sixteen or seventeen years since I saw the Queen of France, then the Dauphiness, at Versailles; and surely never lighted on this orb, which she hardly seemed to touch, a more delightful vision. I saw her just above the horizon, decorating and cheering the elevated sphere she just began to move in,---glittering like the morning star, full of life, and splendour, and joy...

Edmund Burke  
Reflections on the Revolution in France

That sweet enemy, France.

Philip Sidney  
Sonnet XLI

'...When from Janiculum heights thundered the cannon of France.'

Arthur Hugh Clough  
Amours de Voyage

We shall never sheathe the sword which we have not lightly drawn until Belgium receives in full measure all and more than all that she has sacrificed, until France is adequately secured against the menace of aggression, until the rights of the smaller nationalities of Europe are placed upon an unassailable foundation, and until the military domination of Prussia is wholly and finally destroyed."

Herbert Asquith  
Speech at the Guildhall, 11/9/14

The vasty fields of France? or may we cram  
Within this wooden O the very casques  
That did affright the air at Agincourt?

William Shakespeare  
King Henry V

/22/

The French have always been lively, gay, generous, brave, sincere, presumptuous, ungrateful, undependable, and inconsiderate.

Charles Pinot Duclos, 1704-1772

How can you be expected to govern a country that has two hundred and forty-six kinds of cheese?

Charles De Gaulle

To err is human. To loaf is Parisian.

Victor Hugo

Oscar Wilde once observed that while the French don't know how to act, they certainly can dress for the part.

I would not yet exchange thy sullen skies,  
And fields without a flow'r, for warmer France  
With all her vines.

William Cowper, The Timepiece

I am fed up with De Gaulle...If these were peace times it wouldn't make so much difference but I am absolutely convinced that he...is injuring our war effort and that he is a very dangerous threat to us...he would doublecross us both at the first opportunity..."

Franklin D. Roosevelt, Letter to Winston Churchill

A soldier must learn to love his profession, must look to it to satisfy all his tastes and his sense of honor. That is why handsome uniforms are useful.

Napoleon

French style. It's about as easy to describe as French wine or French food. First of all, there's arrogance. Then charm. A lot of hard work. Occasional bouts of pretension and vulgarity, touches of genius. It's studied---the French are the most unnatural people on earth---and often borrowed. A Frenchman can tie a scarf a dozen different ways, but he would never think to loosen his tie or forgo the smelly Gitane cigarette. The struggling students in the Luxembourg, the wild-West cowboys in the Camargue, the doddering but immaculate count lunching with his mistress in the Plaza Athenee garden---they all know exactly how they want to look and why. There's nothing to excuse or explain. It all comes, as they say, with the genes.

## GERMANY

I had gone to Germany too often, and had read her literature too much, not to give ground to narrow-minded people to say that Germany was my spiritual home.

Richard Burdon Haldane, An Autobiography

It is indispensable that the governments associated against Germany should know beyond a doubt with whom they are dealing.

Thomas Woodrow Wilson, Note to Germany, 10/14/18

The former allies had blundered in the past by offering Germany too little, and offering even that too late, until finally Nazi Germany had become a menace to all mankind.

Allan Nevins, Article in 'current history,' 5/35

I'll have them wall all Germany with brass.  
Christopher Marlowe, Fautus

Peace with Germany and Japan on our terms will not bring much rest to you or me (if I am still responsible). As I observed last time, when the war of the giants is over, the wars of the pygmies will begin. There will be a torn, ragged and hungry world to help to its feet and what will Uncle Joe or his successor say to the way we should like to do it?  
Winston S. Churchill, Letter to Roosevelt

ITALY

Open my heart and you will see  
Graved inside of it, 'Italy.'  
Robert Browning, De Gustibus

Three poets, in three distant ages born,  
Greece, Italy, and England did adorn.  
The first in loftiness of thought surpass'd;  
The next in majesty, in both the last;  
The force of nature could no farther go;  
To make a third she join'd the former two.  
John Dryden, Lines Under Portrait of Milton

England is a paradise for women, and hell for horses;  
Italy is a paradise for horses, hell for women, as the proverb goes.  
Robert Burton, Anatomy of Melancholy

This whipped jackal (Mussolini), who, to save his own skin, has made of Italy a vassal state of Hitler's Empire, is frisking up by the side of the German tiger with yelps not only of appetite---that could be understood---but even of triumph.  
Winston S. Churchill, Speech, House of Commons, 1/22/41

Italien ist ein geographischer Begriff.  
Prince Metternich, Letter, 11/19/1849

Lump the whole thing! say that the Creator made Italy from designs by Michael Angelo!  
Mark Twain, Innocents Abroad

A man who has not been in Italy, is always conscious of an inferiority.  
Samuel Johnson, Letter to Sir Joshua Reynolds

Travelling is the ruin of all happiness! There's no looking at a building here after seeing Italy.  
Fanny Burney, Cecilia, 1904 ed.

Thy rare gold ring of verse (the poet praised)  
Linking our England to his Italy.  
Robert Browning, The Ring and the Book

Thou Paradise of exiles, Italy!  
Percy Bysshe Shelley, Julian and Maddalo

Some jay of Italy,  
Whose mother was her painting, hath betray'd him:  
Poor I am stale, a garment out of fashion.  
William Shakespeare, Cymbeline

/24/

The sunny plains and deep indigo transparent skies of Italy are all indifferent to the great sick heart of a Sir Walter Scott: on the back of the Apennines, in wild spring weather, the sight of bleak Scotch firs, and snow-spotted heath and desolation, brings tears into his eyes.

Thomas Carlyle, Past and Present

## RUSSIA

This will last out a night in Russia,  
When nights are longest there,  
William Shakespeare, MacBeth

Decline-and-Fall-Off-The-Rooshan-Empire  
Charles Dickens, Our Mutual Friend

'It is Rooshan; ain't it, Wegg?'  
'No, sir, Roman. Roman.'  
'What's the difference, Wegg?'  
'The difference, sir?---There you place me in a difficulty, Mr. Boffin. Suffice it to observe, that the difference is best postponed to some other occasion when Mrs. Boffin does not honour us with her company.'  
Charles Dickens, Our Mutual Friend

For he might have been a Roosian,  
A French, or Turk, or Prooshian,  
Or perhaps Ital-ian!  
But in spite of all temptations  
To belong to other nations,  
He remains an Englishman!  
William Gilbert, H.M.S. Pinafore

Let it be clearly understood that the Russian is a delightful person until he tucks in his shirt.  
Rudyard Kipling, Life's Handicap, The Man Who Was

We don't want to fight, but, by jingo if we do,  
We've got the ships, we've got the men, we've got the money too,  
We've fought the Bear before, and while Britons shall be true,  
The Russians shall not have Constantinople.  
G.W. Hunt, We Don't Want to Fight, Music Hall song, 1878

Some people...may be Rooshans, and others may be Prooshans; they are born so, and will please themselves. Them which is of other natures thinks different.  
Charles Dickens, Martin Chuzzlewit

I am not unduly disturbed about our respective responses or lack of responses from Moscow. I have decided that they do not use speech for the same purposes that we do.  
Franklin D. Roosevelt, Letter to Churchill

The following has just arrived from Uncle Joe and...I repeat it to you with the following comment 'What can you expect from a bear but a growl?'  
Winston S. Churchill, Letter to Roosevelt

In place of backward Imperial Russia, a new country has emerged...and every Soviet citizen is confident that tomorrow he will live even better than he lives today.  
Konstantin Chernenko, Selected Speeches and Writings



TURKEY

Should such a man, too fond to rule alone,  
 Bear, like the Turk, no brother near the throne,  
 Alexander Pope, Epistle to Dr. Arbuthnot

When she is by I leave my work,  
 (I love her so sincerely)  
 My master comes like any Turk,  
 And bangs me most severly.  
 Henry Carey, Sally in our Alley

Shall not thou and I, between Saint Denis and Saint George, compound a  
 boy, half-French, half-English, that shall go to Constantinople and take  
 the Turk by the beard?  
 William Shakespeare, King Henry V

And say besides, that in Aleppo once,  
 Where a malignant and a turban'd Turk  
 Beat a Venetian and traduc'd the state,  
 I took by the throat the circumcised dog,  
 And smote him thus.  
 William Shakespeare, Othello

The unspeakable Turk should be immediately struck out of the question.  
 Thomas Carlyle, Letter to G. Howard, 11/24/1876

Some hold translations not unlike to be  
 The wrong side of a Turkey tapestry.  
 James Howell, Familiar Letters

Peace shall go sleep with Turks and infidels.  
 William Shakespeare, King Richard II

OTHERS

And where are the galleons of Spain?  
 Henry Austin Dobson, Ballad to Queen Elizabeth

The King of Spain is dead.  
 George Farquhar, Recruiting Officer

Thou shall make castels than in Spain,  
 And dream of joy, all but in vain.  
 Geoffrey Chaucer, Romaunt of the Rose

'Spanish ships of war at sea! we have sighted fifty-three!'  
 Alfred, Lord Tennyson, The Revenge

One sleeps where Southern vines are drest  
 Above the noble slain;  
 He wrapt his colours round his breast  
 On a blood-red field of Spain.  
 Felicia Dorothea Hemans, The Graves of a Household

To these Inquisition dogs and the devildoms of Spain.  
 Alfred, Lord Tennyson, The Revenge

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For the great Gaels of Ireland  
Are the men that God made mad,  
For all their wars are merry,  
And all their songs are sad.

G. K. Chesterton, Ballad of the White Horse

There was a sound of revelry by night,  
And Belgium's capital had gather'd then  
Her beauty and her chivalry, and bright  
The lamps shone o'er fair women and brave men;  
George Byron, Childe Harold

To men of other minds my fancy flies,  
Embosom'd in the deep where Holland lies.  
Methinks her patient sons before me stand,  
Where the broad ocean leans against the land,  
Oliver Goldsmith, The Traveller

Holland,..lies so low they're only saved by being damned.  
Thomas Hood, Up the Rhine

Of Nelson and the North  
Sing the glorious day's renown,  
When to battle fierce came forth  
All the might of Denmark's crown,  
And her arms along the deep proudly shone,---  
By each gun the lighted brand  
In a bold determined hand;  
And the Prince of all the land  
Led them on.  
Thomas Campbell, Absence

O most pernicious woman!  
O villain, villain, smiling, damned villain!  
My tables,---meet it is I set it down,  
That one may smile, and smile, and be a villain;  
At least I'm sure it may be so in Denmark.  
William Shakespeare, Hamlet

And let thine eye look like a friend on Denmark.  
William Shakespeare, Hamlet

Something is rotten in the state of Denmark.  
William Shakespeare, Hamlet

I look upon Switzerland as an inferior sort of Scotland.  
Rev. Sydney Smith, Letters, Lady Holland

Of all, that insolent Greece, or haughty Rome  
Sent forth, or since did from their ashes come,  
Ben Jonson, To the Memory of...William Shakespears

The mountains look on Marathon----  
And Marathon looks on the sea;  
And musing there an hour alone,  
I dreamed that Greece might still be free.  
George Byron

ARCHIVES: FROM ACELDAMA... TO... ZOTHIQUE

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The IDS Archives Project: An Interim Report (Winter 1983)

By Larry Peery

Last time I wrote about some of the philosophical considerations involved in establishing and maintaining an Archives of Diplomacy materials. Since then we have made considerable progress toward actually setting up an Archives. At present our Archives consists of three main components:

(1) My own personal collection of Dippy materials dating from about 1966. This collection includes something like 3,000 documents and some 200 different major Dippy titles. It is this collection which is listed below.

(2) The Don Miller Memorial Collection of some 500 documents, including copies of some 200 publications published by Don Miller himself, and an eclectic assortment of some 300 other zines.

(2) The Mark Berch Collection (part one) contains some 1,000 documents (eighty pounds worth) of some 100 different titles.

So we are talking about approximately 4,500 documents, most of which are magazines.

Waiting in the wings (actually in Orange County) are some 24 cases of additional documents according to Rod Walker. I guesstimate a case contains from 350 to 500 items. This collection has been put together by Scott Marley with input from Rod Walker, Mark Berch and others.

So, there will be no shortage of materials for the Archives.

But how to organize them?

In going through the materials Mark Berch sent me I came across a copy of Walt Buchanan's HOOSIER ARCHIVES #128 (7 December 1973) which contained the complete (up to then) listing of Walt's Hoosier Archives. There, by accident, I had found a model to begin working with. In his listings Walt included some 93 non-active publishers and some 95 currently active publishers. His report listed all their publications and the number of issues of each one. It was a most impressive collection. More importantly, it provided me with a reference check list to see how complete my own Archives were and what items were missing.

From the beginning I have been determined that the Peery Archives, the IDS Archives, or the IDHOP Archives (call them what you will) would be more than just a collection of materials filed away and forgotten. Something more than just a list of publishers' names, titles, and numbers of issues would be required to provide a really comprehensive look at what the Archives contained and to make them of use.

When Mike and I sat down to compile a listing of my Archives we selected, based on the computer software available to us, a system that would allow us 8 lines of information for each entry. Each line would contain a specific type of information and even if the information was not listed immediately the lines (space) on the disk would be reserved for a later addition or correction. In two marathon sessions we raced through the collection. It took about 10 hours, with me sitting on the floor reading the information and Mike sitting at the computer entering the data. We still aren't quite finished but 95% of my stuff is listed. This is the way we arranged the info:

Line #1: listed the zine's title.

Line #2: listed the publisher of the zine.

Line #3: listed the first issue (and date) and the last issue (and date) in my collection.

Line #4: listed the total number of issues published (if known), the total number of issues on hand, the actual number of the issues on hand, and the number of missing issues (if known). The way this information is listed in the program (with symbols: t,o,h, and m) allows us to retrieve

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this information.

Line #5: describes the zine: org zine, game zine, custodian publication, etc.

Line #6: describes whether it is a variant game zine, a rating systems publication, etc. An elaboration or over-flow from line #5.

Line #7: is designed to accomodate any excess information which is not entered on another line.

Line #8: Indicates where additional listings for that item may be found, if it is a foreign language publication, etc.

Lines #1-5 are the core of the listing, lines #6-8 provide room for specialized notes and comments.

I'm not totally satisfied with this system, yet. But I thought I would give you a chance to look it over and make some suggestions or comments before we revise it into somekind of finalized format. Whatever format we decide on will then be used for the Don Miller, Mark Berch, or any other collection we add to the Archives later.

I'm hoping, in time, that we can come to some acceptable standardized format for all Archives and that materials stored on disks can be exchanged among publishers and Archivists. But that's a long way off in the future.

And, even beyond that, I hope the materials here will be of help to Jim Meinel in his project to compile an ENCYCLOPEDIA OF ZINES, or whatever he called it at BEETHOVENCON last December.

More than just a listing, we need an annotated bibliography of what these zines were like, what information they contained, and how they relate to the whole of the hobby's literature. Perhaps someday I'll put down my thoughts on the zines in my collection. There are many, many memories there. Good ones for the most part.

So, look over the listings for the Don Miller Memorial Collection. Look over my Archives listings and, hopefully, you'll be able to provide some materials yourself.

I think we're in reasonably good shape as far as the early years of the hobby go (through 1973, anyway) but I'm concerned about the period from 1973 through 1981. For one thing, as far as I know, no one has compiled the kind of bibliographical listing that Walt did in HOOSIER ARCHIVES. I can't do it because I lack the knowledge and/or documents. So somebody else will have to come forward who can.

In the meantime, why not join me for a sentimental walk through of my Archives.

The first 115 listings are items from the hobby's past. They go way, way back to the very beginning of the hobby. No, I don't have a copy of GRAUSTARK #1 (at least not that I know of), but we go back to some of the 1965 publications.

There's a nearly complete set of ADAG, Hal Naus's publication that ran from around 1966 until the end of 1974. Hal ran more games with more top players than anyone before or since. He was also the Patriarch of the Irish Pubbers.

Titles like AEOLUS, ARMADILLO, ANTARES bring back memories of players and publishers who could, if they had wanted to, been as good as any. But they faded away. ARMAGEDDONIA was published by a troika of players in the San Francisco Bay Area during the mid-1960s. It was, I think, the best zine ever done using Ditto publishing techniques.

And there's 21 copies of the first issues of BOAST, Herb Earents zine. I wonder if it looks any better now than it did then? BROBDINGNAG went through five publishers in some 133 issues before it finally died. They are all there. John McCallum made it one of the best zines of all time. Would you believe a copy of the first issue of BUSHWACKER from Fred Davis, Jr.? And still going strong. On hand, the first 40 issues, and the last few dozen or so. And what about COSTAGUANA, Conrad von Metzke's bizarre arty zine? Nobody will ever be able to figure out Conrad's numbering system but nobody would ever throw anything of his away.

Complete sets, of course, of all Don Miller's stuff: DIPLOMANIA, DIPLOPHOBIA, DIPSOMANIA, etc. An amazing collection of stuff. Don must have been a genius, even if he was a MENSA member. And EREHWON, that zaney and wonderfully funny zine of Rod Walker. I've got them all here, somewhere, well over 100 issues now. And John Piggott's ETHIL THE FROG, one of the best zines ever to come out of England. EVERYTHING, that boring and dull listing of Dippy stats. So needed. So dull. And Bernie Ackerman's FOREIGN OFFICE GAZETTE, a Dippy zine from South Africa during the mid-1970s. And 15 issues of INTERNATIONAL ENQUIRER, one of my all time favorites and one of the first truly funny zines in the hobby. And all that stuff that Michael Liesnard published in French from Belgium. Strange. And Michel Feron's MOESHOESHOB, another crazy Belgian zine. And MONGO. Was it or wasn't it? I know but I'm not telling. Yet. And yes, there really were zines called PEERIGOGIC (I, II, and III of them), PEERIPHOBIA (I, II), PEERISITIS, PLAYPEERI, PEERIMANIA, etc. And a PONTEVEDRIA that goes back to 1971. And SAETA, one of, perhaps the first, Dippy zine done on a computer back in 1970. And STAB, John Koning's masterpiece. All 67 issues are here, plus the 20 or so that Conrad von Metzke published afterwards. And something called SUPERNOVA and BLOOD AND IRON from Lew Pulsipher. Excuse me, Dr. Lewis Pulsipher now. And all four issues of WAZIR, John Beshara's effort to civilize the masses from the Dorchester Towers. And a copy of VERITAS VINCIT, Larry Peery's attempt to civilize John Beshara. And XENOGOGIC, all of them. The shelves cry out in anguish under the load. And all 130 issues of HOOSIER ARCHIVES. And all the issues of DIPLOMACY WORLD, from all its editors.

The value of my archives lies in its completeness. The best zines from the hobby's past are there and, for most of them, they are complete sets.

And what about the new stuff, from the 1980s? I've got a lot of it as well. Listings 119 through 188 are mostly new zines and publications. And there are more that I haven't gotten around to including yet. Lots of instant classics like BLACK FROG, DIPLOMACY DIGEST, DOT HAPPY. Well, you know which ones they are.

Please look over your listing, if you included. If not and you can provide copies of your zines, please do. If not, you can help a lot just by sending me the information.

I keep telling myself that I'm not an Archivist and I'm not. Not in the sense that Dan Alderson or Walt Buchanan were. Perhaps it is the frustrated historian in me that cries out to preserve and protect these things. Whatever, its a responsibility I take seriously.

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HOW YOU CAN HELP

Obviously, we are always looking for donations for the Archives. Zines, especially old ones, or rare ones, or exotic ones are welcome. Complete sets of zines by one publisher are much sought after. Complete collections are also desired. We hope, as duplicate copies become available to set up a lending library so that people can borrow originals, not copies, of hobby zines.

We can also use money for the Archives. I've spent something over \$55 in the past few months in paying postage for items for the Archives. I don't mind that, I figure it is the least we can do to acquire the items. But, it's an expense. In addition, documents need to be stored properly, either in file cabinets or in cardboard boxes. I figure I've got about 50 cartons worth of documents to store and just buying cartons for that amount will cost around \$150.

So, if you can, thanx. It will help speed things up a bit and make the burden a bit lighter on me.

&gt;xxx

## Peery Archives

- 1 **Acelanda**  
**McCallum John**  
 1 (d10/7/68)-13 (dd5/28/69)  
 >t13 >o13 >h1-13 >m0  
 >game zine  
 > 1967AY  
 >xxx  
 >xxx
- 2 **Acheron**  
**Walker Rod**  
 1 (d12/25/69)-12 (dd5/06/72)  
 >t12 >o12 >h1-12 >m0  
 >org zine  
 >NFFGBDD  
 >+ misc.sub-zines  
 >xxx
- 3 **ADAG**  
**Naus Hal**  
 1 (dxxx)-95 (dd10/26/74)  
 >t? >o95 >h1-95 >m95-?  
 >game zine  
 >xxx  
 >+ misc.sub-zines  
 >xxx
- 4 **Aeolus**  
**Zelazny Monte**  
 1 (d01/13/68)-8 (dd05/03/69)  
 >t? >o8 >h1-8 >m?  
 >game zine  
 >xxx  
 >xxx  
 >xxx
- 5 **Armadillo**  
**Cooper Steve**  
 I[1.0](d09/22/71)15(02/16/73)  
 >t? >o15 >h1-15 >m?  
 >game zine  
 >uses volume & .5 numbers  
 >xxx  
 >xxx
- 6 **Antares**  
**Labelle Burt**  
 2 (d05/00/72)-5 (dd01/05/73)  
 >t? >o4 >h2-5 >m1-?  
 >gen zine  
 >ratings system
- 7 **Arena**  
**Birsan Edi**  
 10(d07/08/72)-14(dd09/02/72)  
 >t? >o5 >h10-14 >m1-?  
 >game zine  
 >xxx  
 >xxx  
 >xxx
- 8 **Arrakis**  
**Leader John**  
 4(d11/27/72)-6(dd01/08/73)  
 >t? >o3 >h3-6 >m1-?  
 >game zine  
 >#34 06/24/74-S&TPD Review  
 >xxx  
 >xxx
- 9 **Armageddonia**  
**Lafayette Tactics Assn.**  
 5(d11/18/66)-36(dd07/31/68)  
 >36 >o31 >h5-36 >m1-4  
 >game zine  
 >xxx  
 >xxx  
 >xxx
- 10 **Atlantis**  
**Schleicher Christopher**  
 13(d00/00/00)-60(dd02/06/73)  
 >t? >o47 >h13-60 >m?  
 >game zine  
 >xxx  
 >xxx  
 >cont'd from #11
- 11 **Atlantis**  
**Walker Rod**  
 1(d06/06/68)-5(dd02/06/69)  
 >t? >o5 >h1-5 >m?  
 >game zine  
 >variants  
 >xxx  
 >cont'd to #10
- 12 **Attaquer**  
**Cowan Donald**  
 1(d01/01/69)-5(dd08/15/69)  
 >t? >o5 >h1-5 >m?  
 >game zine  
 >xxx  
 >xxx  
 >xxx
- 13 **Blefescu**  
**Walker Rod**

- 27(d07/09/71)-39(dd04/30/72)  
>t? >o11 >h27-39 >m?  
>Napoleonic diplomacy  
>xxx  
>xxx  
>xxx
- 14 Boast  
Barants Herb  
1(d10/00/71)-21(dd11/19/72)  
>t? >o21 >h1-21 >m22to date  
>game zine  
>current  
>xxx  
>xxx
- 15 Brobdingnag  
Schultz Richard  
1(d05/00/64)-23(dd06/09/65)  
>t? >o23 >h1-23 >m?  
>game zine  
>xxx  
>xxx  
>con't to # 16
- 16 Brobdingnag  
McCallus John  
26(d10/28/65)-90(dd12/25/68)  
>t64 >o64 >h26-90 >m?  
>game zine  
>xxx  
>xxx  
cont'd to # 17
- 17 Brobdingnag  
Halla Ed  
91(d01/09/69)-96(dd05/03/69)  
>t? >o6 >h91-96 >m?  
>game zine  
>xxx  
>xxx  
>cont'd to # 18
- 18 Brobdingnag  
Walker Rod  
112(d06/25/71)-115(dd08/14/71)  
>t? >o3 >h112-115 >m113-?  
>game zine  
>xxx  
>xxx  
>cont'd to # 19
- 19 Brobdingnag  
Ward Bob  
116(d09/01/71)-133(dd09/08/72)  
>t17 >o17 >h116-133 >m?  
>game zine  
>xxx  
>xxx
- 20 Bushwacker  
Davis Jr. Fred  
II(1.01)(d03/00/72)-to date  
>t146 >o56 >h1-40/130-146 >m41  
>variant games-gen zine  
>xxx  
>xxx  
>xxx
- 21 Carpetbagger  
Bell Stephen  
1(d08/28/72)-4(dd10/30/72)  
>t? >o4 >h1-4 >m?  
>game zine  
>xxx  
>xxx  
>xxx
- 22 Caphtor  
Walker Rod  
1(d08/00/71)-5(dd11/25/71)  
>t5 >o5 >h1-5 >m?  
>variant games  
>Peloponnesian War-Iapix  
>xxx  
>xxx
- 23 Carbon-13  
Winter Fred  
29(d09/08/72)-37(dd11/25/72)  
>t? >o9 >h29-37 >m?  
>game zine  
>xxx  
>xxx  
>xxx
- 24 Cascadia  
vonMetzke Conrad  
1(d10/11/71)-5(dd01/30/72)  
>t? >o5 >h1-5 >m?  
>game zine  
>xxx  
>xxx  
>xxx
- 25 Costaguana  
vonMetzke Conrad  
II 4(d04/28/66)-see line 7  
>t? >o62 >h? >m?  
>game zine  
>xxx  
VII (dd02/23/74)  
>xxx
- 26 Cerebral Nebula  
Long Greg-Bayerlein Doug  
1(d03/11/67)-12(dd03/17/68)

134/ >xxx  
>xxx  
>xxx

27 Dailey Planet  
Childs Lee  
11 11(dd09/22/??)  
>t? >o1 >h11 11 >m?  
>game zine  
>xxx  
>xxx  
>xxx

28 Der Krieg  
Jeffery Graham  
1(dd06/17/71)-17(dd05/22/73)  
>t17 >o17 >h1-17 >m?  
>game zine  
>xxx  
>xxx  
>English zine

29 Diplodeur  
Johnson Robert  
7(dd09/11/71)-7(dd06/07/72)  
>t4 >o4 >h7 >m?  
>game zine  
>bizzare  
>xxx  
>xxx

30 Diplomania  
Miller Don  
1(dd02/00/66)-31(dd11/00/70)  
>t31 >o31 >h1-31 >m?  
>game zine/gen zine  
>xxx  
>xxx  
>xxx

31 Diplophobia  
Miller Don  
1(dd07/00/66)-102(dd08/23/72)  
>t102 >o102 >h1-102 >m0  
>game zine/gen zine  
>xxx  
>xxx  
>xxx

32 Dipsomania  
Miller Don  
1(dd07/12/66)-11(dd06/21/67)  
>t11 >o11 >h1-11 >m?  
>game zine  
>xxx  
>xxx  
>xxx

Warden Greg  
1(dd11/00/70)-23(dd04/16/72)  
>t? >o23 >h1-23 >m?  
>game zine  
>xxx  
>xxx  
>xxx

34 Erehwon  
Walker Rod  
1(dd06/00/66)-to date  
>t109 >o109 >h1-109 >m?  
>game zine/gen zine  
>xxx  
>xxx  
>xxx

35 Ethil the Frog  
Piggott John  
14(dd09/25/72)-35(dd09/29/73)  
>t21 >o21 >h14-35 >m?  
>game zine/gen zine  
>+\*4 (04/30/77)  
>xxx  
>English zine

36 Everything\*  
vonMetzke Conrad  
2(dd11/04/72)-11(dd07/01/73)  
>t10 >o10 >h2-11 >m?  
>custodian  
>Boardman numbers  
>xxx  
>to date

37 Fantasia  
Miller Don  
1(dd07/10/66)-41(dd06/10/??)  
>t? >o13 >h1-12/41 >m13-40?  
>game zine  
>xxx  
>xxx  
>xxx

38 Fidgey  
vonMetzke Conrad  
6(dd06/25/71)-13(dd01/08/72)  
>t? >o8 >h6-13 >m?  
>game zine  
>misc.sub zine Dies Irae  
>xxx  
>xxx

39 Fighter's Home  
Gorham Daniel  
2(dd02/00/74)-5(dd05/00/74)  
>t? >o4 >h2-5 >m?  
>game zine  
>xxx



>XXXX  
 >XXXX  
 40 Foreign Office Gazette  
 Ackerman Bernie  
 1(dd02/16/73)-12(dd10/19/73)  
 >t? >04 >h1-3/12 >m?  
 >game zine  
 >misc. sub zine FOJ-FOR  
 >xxx  
 >South African zine  
  
 41 Gehenna  
 Walker Rod  
 5(dd01/29/71)  
 >t? >01 >h5 >m?  
 >Custodian orphan games....  
 >xxx  
 >xxx  
 >xxx  
 42 Index to Postal Diplomacy Lit.  
 Walker Rod  
 1(dd02/20/72)-4(dd04/27/72)  
 >t? >04 >h1-4 >m?  
 >Custodian index  
 >hobby lit. index  
 >xxx  
 >xxx  
 43 International Enquirer  
 Fletcher Ken/Muebach Frank  
 11.01(dd04/15/67)-see line B  
 >t15 >015 >h1-15 >m?  
 >game zine  
 >xxx  
 >xxx  
 IIS.01(dd11/00/69)  
 44 Jastrzeb Reports  
 Wrobel Stan  
 2(dd12/15/71)-13(dd01/00/73)  
 >t? >07 >h2-3/6-9/13 >m?  
 >game zine  
 >xxx  
 >xxx  
 >xxx  
 45 The Journal  
 Bosowski Dale  
 10(dd08/09/70)-13(dd12/19/71)  
 >t? >04 >h10/13 >m?  
 >game zine  
 >xxx  
 >xxx  
 >xxx  
 46 Jutland Jollies  
  
 47 Kadath  
 Walker Rod  
 1(dd12/04/70)-18(dd04/07/72)  
 >t? >01B >h1-18 >m?  
 >game zine  
 >1970 BL  
 >played France  
 >xxx  
  
 48 LIESNARD PUBLICATIONS  
 Lissnard Michael  
 ?(d00/00/00)-?(dd00/00/00)  
 >t? >07 >h? >m?  
 >game zine/gen zine  
 >misc. zines/various subjects  
 >published in Belgium  
 >French-English  
  
 49 Laurania  
 McCallum John  
 1(dd05/15/69)-2(dd06/20/69)  
 >t? >02 >h1-2 >m?  
 >gen zine  
 >was to carry Xeno games  
 >No.2/Editions of the Rule BK  
 >xxx  
  
 50 Lilliput  
 Walker Rod  
 1(dd05/27/70)-10(dd12/16/70)  
 >t? >03 >h1-2/10 >m?  
 >game zine  
 >xxx  
 >xxx  
 >xxx  
  
 51 Lomokome  
 Walker Rod  
 1(dd05/00/68)-8(dd06/03/69)  
 >t? >08 >h1-8 >m?  
 >game zine  
 >variant games  
 >xxx  
 >xxx  
  
 52 Lomokome  
 Bond Paul  
 11(dd04/19/72)-16(dd12/04/72)  
 >t? >07 >h1-16 >m?  
 >game zine  
 >variant games  
 >xxx

1(dd07/00/67)-5(dd11/06/67)  
 >t? >05 >h1-5 >m?  
 >game zine  
 >xxx  
 >xxx  
 >xxx

115.01(dd11/00/69)

115.01

134/  
53

Lonely Mountain  
Wells Charles  
35(d04/15/67)-51(dd12/01/69)  
>t? >o16 >h35-51 >m?  
>game zine  
>regular & variant games  
>xxx  
>xxx

>xxx  
>xxx  
>xxx

54 Mad Policy  
Walkerdine Richard  
6(d11/27/72)-17(dd07/23/73)  
>t? >o11 >h6/8-17 >m?  
>game zine/gen zine  
>xxx  
>xxx  
>English zine

60 Midwestern Courier  
Bowers Ray  
6(d08/23/71)-21(dd01/03/73)  
>t? >o16 >h6-21 >m?  
>game zine  
>xxx  
>xxx  
>computer printed zine

55 Marcus  
Weidmark Mark  
1(d01/04/71)-3(dd03/04/72)  
>t? >o3 >h1-3 >m?  
>game zine  
>xxx  
>xxx  
>Canadian zine

61 Hoeshoeshoe  
Feron Michel  
7(d00/00/00)-7(dd00/00/00)  
>t? >o? >h? >m?  
>game zine/gen zine  
>xxx  
>xxx  
>in French/Belgian zine

56 Mars Vigila!  
Marland Stephen  
3(d08/02/71)-13(dd06/10/72)  
>t? >o11 >h3-13 >m?  
>game zine  
>xxx  
>xxx  
>xxx

62 Mongo  
vonMetzke Conrad  
II[1](d06/25/71)-see line B  
>t? >o8 >h1-8 >m?  
>game zine  
>xxx  
>xxx  
II[B](dd01/08/72)

57 Mars Vigila!  
Neilsen Rob  
14(d07/15/72)-23(dd08/05/73)  
>t? >o10 >h14-23 >m?  
>game zine  
>xxx  
>xxx  
>xxx

63 Neumenor  
Walker Rod  
1(d10/20/69)-16(dd02/01/72)  
>t? >o16 >h1-16 >m?  
>game zine/gen zine  
>custodian for Boardman No.  
>includes Walker pubs/Costa...  
>xxx

58 Mars Vigila!  
Marland Stephen  
24(d09/29/73)-27(dd03/11/74)  
>t? >o4 >H24-27 >m?  
>game zine  
>xxx  
>xxx  
>gm Lewis Pulsipher

64 New York Diplomat  
Jarvis W.F.  
III[1](d04/04/71)  
>t? >o1 >h1 >m?  
>FTF game record.....  
>xxx  
>xxx  
>xxx

59 Martian Chronicles  
Graebner Gerhard  
10(d03/19/69)  
>t? >o1 >h10 >m?

65 The Odd Ball  
Just Eric  
7(d08/12/71)-II[51](dd11/21/71)  
>t? >o3 >h?-II[51] >m?  
>game zine  
>xxx  
>xxx  
>xxx

- 66 **Denifarious**  
Schaefer Douglas  
II[2](d04/00/70)-see line B  
>t? >o6 >h? >m?  
>game zine  
>xxx  
>xxx  
III[4](dd01/17/72)
- 67 **The Oz Free Press**  
Walker Rod  
I(d03/04/68)-5(dd07/24/69)  
>t? >o5 >h1-5 >m?  
>variant zine  
>Das Dippyspiel  
>played Frenchiana  
>xxx
- 68 **Pacific Diplodaur**  
Holcombe James T.  
III[1](d09/27/70)-see line B  
>t? >o30 >hIII[1]-IV[B] >m?  
>game zine  
>xxx  
>xxx  
IV[B](dd08/18/72)
- 69 **Peerigogic III**  
Peery Larry  
III[1](d01/00/71)-see line B  
>t? >o6 >h1-6 >m?  
>game zine  
>1971 M/N/O  
>Shrink's Series Project  
II[6](dd07/05/71)
- 70 **Peerigogic II**  
Peery Larry  
I(d09/10/79)-7(dd06/20/70)  
>t? >o5 >h1-7 >m?  
>variant game zine  
>Second Godawful Game  
>Peery is GM  
>xxx
- 71 **Peerigogic I**  
Peery Larry  
II[1](d03/25/68)-see line B  
>t? >o3 >h1-2/4 >m?  
>variant game zine  
>First Godawful Game  
>Peery is GM  
>II[4](dd07/17/68)
- 72 **Peeriphobia II**  
Peery Larry  
II[1](d04/21/71)-see line B  
>t? >o4 >hII[1-4] >m?  
>game zine
- 73 **Peeriphobia I**  
Peery Larry  
II[2.5](d00/00/00)-see line B  
>t? >o6 >h? >m?  
>variant game zine  
>Brave New World/Peerijavo  
>Caper/100 Years War  
>II[6](dd01/14/69)
- 74 **Perrisitis**  
Peery Larry  
II[2.0](d07/14/71)  
>t? >o1 >hII[2.0] >m?  
>game zine  
>1971 BL-BR  
>Shrink's Series Project  
>xxx
- 75 **Playpeeri**  
Peery Larry  
II[2](d09/26/68)-see line B  
>t? >o7 >h? >m?  
>variant game zine  
>Der Turnerschneitzel  
>1502AD;Basel/French Coast/etc  
III[3.0](dd01/14/69)
- 76 **Peerimania**  
Peery Larry  
I[1](d08/25/68)-see line B  
>t? >o7 >h? >m?  
>variant game zine  
>Diplomatic Monopoly  
>xxx  
II[10.5](dd02/04/69)
- 77 **Pellucidar**  
Labelle Burt  
I(d10/00/72)-14(dd10/27/73)  
>t? >o14 >h1-14 >m?  
>game zine  
>xxx  
>xxx  
>xxx
- 78 **Pfennig Halbpfenning**  
McCallum John  
I(d09/07/71)-5(dd03/13/72)  
>t? >o5 >h1-5 >m?  
>game zine/gen zine  
>xxx  
>xxx  
>xxx
- 79 **Platypus Pie**
- >Shrink's Series Project  
II[4](dd07/11/71) /35/

- 80
  - >t? >03 >h3-5 >m?
  - >game zine
  - >xxx
  - >xxx
  - >xxx
  - Pontevedria
  - Walker Rod
  - S (dd07/17/71) -to date
  - >t? >04 >h3-6/8-9 >m?
  - >custodian for game openings
  - >lists
  - >xxx
  - >xxx
  
- 81
  - Publishers' Houserules
  - Beshara/Peery/Walker/vonMetzke
  - ??
  - ??
  - >houserules
  - >rules
  - >xxx
  - >xxx
  
- 82
  - ' ' [quotes] ' ' .
  - Masser James
  - III 1 (dd00/00/72) -19 (dd01/29/73)
  - >t? >019 >h1-19 >m?
  - >game zine
  - >xxx
  - >xxx
  - >xxx
  
- 83
  - Remsey Diplomat
  - Baylor P.M.
  - III 73 (dd09/06/71) -see line 8
  - >t? >03 >h7-9 >m?
  - >game zine
  - >vV coment
  - >xxx
  - III 93 (dd10/18/71)
  
- 84
  - Rohan
  - Borecki Kenneth
  - III 13 (dd02/21/69) -see line 8
  - >t? >041 >hIII 13-IV 13 >m?
  - >game zine
  - >xxx
  - >xxx
  - IV 13 (dd01/15/71)
  
- 85
  - SAETA
  - Van Andel Robert
  - I (d11/06/70) -39 (dd08/31/72)
  - >t? >039 >h1-39 >m?
  - >game zine
  - >xxx
  - >xxx
  - >computer printed
  
- 86
  - Sagueneay
  - VonMetzke Conrad
  - O 63/64 (dd05/06/72) -see line 8
  - >t? >019 >h0-30 >m?
  - >game zine
  - >for Canadians
  - >xxx
  - 30 (dd05/05/73)
  
- 87
  - Serendip
  - McCallum John
  - I (dd00/00/00) -76 (dd06/06/71)
  - >t? >076 >h1-76 >m?
  - >game zine
  - >xxx
  - >xxx
  - >see item 88
  
- 88
  - Serendip
  - Walker Rod
  - 77 (dd08/16/71) -81 (dd10/28/71)
  - >t? >05 >h77-81 >m?
  - >game zine
  - >xxx
  - >xxx
  - >xxx
  
- 89
  - Spald Jr.
  - Perkins Rob
  - II 13 (dd09/00/68) -see line 8
  - >t? >016 >hIII 13-III 73 >m?
  - >game zine
  - >xxx
  - >xxx
  - III 73 (dd08/17/69)
  
- 90
  - Stab
  - Kening John
  - I (dd00/00/00) -67 (dd08/14/70)
  - >t? >067 >h1-67 >m?
  - >game zine/gen zine
  - >xxx
  - >xl perfecto!
  - >xxx
  
- 91
  - Stab
  - VonMetzke Conrad
  - 69 (dd05/01/71) -96 (dd03/03/73)
  - >t? >025 >h69-96 >m?
  - >game zine
  - >xxx
  - >xxx
  - >xxx
  
- 92
  - Serendip
  - McCallum John
  - I (dd07/07/69) 50 (dd09/14/70)
  - >t? >050 >h1-50 >m?

93  
>game zine/gen zine  
>XXXX  
>XXXX  
>XXXX  
Shaft!!  
Phillips Andy  
IL12 (02/25/70)-see line 8  
>t? >02 >h1C23/IL10J >m?  
>game zine  
>pick-up Spald Jr. games  
>xxx  
IL10J (dd08/01/70)

94  
Silmavilli  
Muller Chic  
IL13 (d00/00/72)-see line 8  
>t? >08 >h1-4/9-12 >e5-8/?  
>game zine  
>xxx  
IL123 (dd08/09/73)

95  
Seut  
Neber Peter  
1 (d10/18/71)-9 (dd06/22/72)  
>t? >09 >h1-9 >m?  
>game zine  
>xxx  
>xxx  
>xxx

96  
Supernova  
Pulipher Lewis  
3 (d08/17/71)-10 (dd03/31/72)  
>t? >05 >h3-4/8-10 >e1-2/4-7/?  
>game zine  
>SF&F Gaming  
>xxx  
>xxx

97  
Blood & Iron  
Pulipher Lewis  
1 (d10/21/71)-20 (dd05/25/73)  
>t? >020 ?>h1-20 >m?  
>Diplomacy variants  
>xxx  
>xxx  
>xxx

98  
Supercalifragilisticexpialidoc  
Miller Don  
1 (d08/13/66)-10 (dd06/24/67)  
>t? >07 >h1-5/8/10 >e6-7/?  
>Diplomacy variants  
>xxx  
>xxx  
105 (cont from line 1)

99  
Tangelo Express  
Hull Richard  
1 (d11/17/72)-2 (dd12/11/72)  
>t? >02 >h1-2 >m?  
>game zine  
>xxx  
>xxx  
>xxx

100  
Theropolis  
Turain Payton  
2 (d03/01/72)-9 (dd08/17/72)  
>t? >08 >h2-9 >m?  
>Diplomacy variants  
>Imperialism IX-R  
>Pelponesian Wars  
>xxx

101  
Mar Bulletin  
Patterson Hartley  
36 (d09/09/72)-44 (dd04/04/73)  
>t? >09 >h36-44 >m?  
>game zine  
>regular & variants (Diplomacy)  
>orig. games  
>>English zine

102  
Washington Reports  
Bayerlein Doug  
1 (d12/13/72)-5 (dd04/15/73)  
>t? >05 >h1-5 >m?  
>Ratings  
>BPP/DDD Rating System  
>xxx  
>xxx

103  
Mazir  
Beshara John  
1 (d05/00/71)-4 (dd07/00/72)  
>t? >04 >h1-4 >m?  
>Organization zine  
>xxx  
>xxx  
>xxx

104  
World News & War Report  
Mansinger John  
4 (d08/00/71)-5 (dd09/00/71)  
>t? >02 >h4-5 >m?  
>game zine  
>xxx  
>xxx  
>xxx

105  
Wile N Morry  
Walker Rod  
2 (d05/05/70)-26 (dd10/09/71)  
>t? >025 >h2-25 >e1/?  
>game zine

- >Pick-up Dan Brannan games  
 >t? >o1 >h1-2 >m?  
 >letter  
 >TDA/IDA Feud  
 >xxx  
 >xxx
- 106 Zothique  
 Walker Rod  
 38(d08/06/71)-43(dd10/16/71)  
 >t? >o6 >h38-43 >ml-38/?  
 >game zine  
 >variant Diplomacy  
 >includes sub-zines Mea Culpa/  
 >Lankmar
- 107 The Voice  
 Key Jeff  
 III[21](d04/01/69)-see line B  
 >t? >o12 >h? >m?  
 >game zine  
 >xxx  
 >see item 108  
 VI[5](dd10/05/71)
- 108 The Voice  
 Wrobel Stan  
 VII[1](d11/13/71)-see line B  
 >t? >o6 >hVII[1-6] >m?  
 >game zine  
 >xxx  
 >xxx  
 VII[6](dd04/09/72)
- 109 Vulcan  
 Rubin Paul  
 1.2(d08/22/71)-2.2(dd11/19/71)  
 >t? >o3 >h? >m?  
 >game zine  
 >xxx  
 >xxx  
 >computer printed
- 110 Utopia  
 Walker Rod  
 3(d11/25/68)-50(dd04/30/72)  
 >t? >o15 >h? >m?  
 >game zine  
 >variant Diplomacy  
 >Youngstown Variant  
 >xxx
- 111 Verbal Chaos  
 McDuffie Bill  
 II[13](d08/01/69)-see line B  
 >t? >o8 >hII[13]-II[4] >m?  
 >game zine  
 >xxx  
 >xxx  
 II[4](dd08/12/70)
- 112 Veritas Vincit  
 Peery Larry
- 113 Xanadu  
 McLeod Norman  
 I(d00/00/00)-13(dd00/00/00)  
 >t? >o13 >h1-13 >m?  
 >game zine  
 >xxx  
 >xxx  
 >xxx
- 114 Xenogotic  
 Peery Larry  
 0(d04/01/67)-XVII[4](dd10/01/68)  
 >t? >o100+ >h0-IVI+ >m? years  
 >game zine/gen zine  
 >regular & variant games  
 >II[13]-VII[?] /XIV[2]-XVI[4]  
 >Mike Maston added in 1981
- 115 Yggdrasil Chronicle  
 Wood Paul/VanDeGraaf John  
 10(d08/29/72)-15(dd12/26/72)  
 >t? >o6 >h10-15 >m?  
 >game zine  
 >xxx  
 >xxx  
 >xxx
- 116 Diplomacy World  
 Buchanan Walt/et al.  
 1(d01/00/73)-35(d10/00/83)  
 >t35 >o35 >h1-35 >m0  
 >gen zine  
 >xxx  
 >xxx  
 >xxx
- 117 Hoosier Archives  
 Buchanan Walt  
 1(d00/00/00)-130(dd12/29/73)  
 >t? >o130+ >h1-130 >m?  
 >game zine/gen zine  
 >xxx  
 >xxx  
 >xxx
- 118 American Wargamer  
 American Wargaming Assc.  
 IX #8(d03/00/82)-see line B  
 >t? >o4 >hIX#8-IX#11 >m?  
 >org zine  
 >xxx  
 >xxx  
 IX # 11(dd06/00/82)

119	Anduin Kane Eric 13(09/15/82)-to Date >t? >o10 >h13-23+ >m? >game zine >xxx >xxx >xxx		>advertising zine >game trades for sale /39/ >xxx >xxx
120	ARDA Walker Rod 7(d06/22/81)-8(dd08/10/81) >t? >o2 >h7-8 >m? >gen zine >Miller Numbers NAVD >xxx >xxx	126	X Matuschak Mark  >regular & variant games >xxx
121	Austerlitz Demanelis Ernie 1-2(d01/31/75)-xxx >t? >o1 >h 1 2 >m? >game zine >xxx >xxx >xxx	127	California Reports Beyerlein Doug 17(d07/14/74)-25(dd09/19/82) >t? >o6 >h17 21-25 >m? >gen zine >Dippy computer related >xxx >xxx
122	Battle Stations Albrecht Bob 1(d09/00/83)-to Date >t? >o1 >h1 >m? >game zine >xxx >xxx >xxx	128	Cepheids IDA Novice Committee 2(d03/00/75)- >t? >o1 >h2 >m? >gen zine >novice information >xxx >xxx
123	Bellicus Haven Will 18(d08/27/74)-xxx >t? >o1 >h18 >m? >game zine/gen zine >Who's Who >xxx >British Zine	129	Cheesecake Lischett Andy 19(d12/04/80)-xxx >t? >o1 >h19 >m? >game zine >xxx >xxx >xxx
124	Black Frog Masters Jack 13(d00/00/80)-60(dd10/16/82) >t? >o35 >h various >m? >game zine >xxx >xxx >sub-zines included	130	Clue & Key Hinton Elmer 1(d00/00/77)-4(dd03/16/77) >t? >o2 >h1&4 >m? >game zine/gen zine >xxx >xxx >xxx
125	Bleak December Dapkus Jim 2(d12/19/74)-xxx	131	Coat of Arms Arnawoodian Steve 18(d12/06/82)-xxx >t? >o1 >h18 >m? >game zine/gen zine >xxx >xxx >xxx

/40/	<p>Mirassou John  I-7(d07/09/74)-see line B  &gt;t? &gt;o1 &gt;h1-7 &gt;m?  &gt;game zine/gen zine  &gt;xxx  &gt;xxx  &gt;I-6(date unknown)</p>	>xxx
133	<p>The Chamber  Manuel Dave  7(d08/00/81)-9(dd09/03/81)  &gt;t? &gt;o3 &gt;h7-9 &gt;m?  &gt;game zine  &gt;xxx  &gt;xxx  &gt;xxx</p>	<p>139 Diplomacy Review  Boyer John  III-4(d07/00/74)-see line B  &gt;t? &gt;o4 &gt;h various &gt;m?  &gt;org newsletter  &gt;xxx  &gt;xxx  V-1(dd07/00/76)</p>
134	<p>Census  Martin Dick  1(d00/00/81)-xxx  &gt;t? &gt;o1 &gt;h1 &gt;m?  &gt;computer listing  &gt;PEM Hobby Members  &gt;xxx  &gt;xxx</p>	<p>140 Dot Happy  Wells Allen  1(d02/27/81)-24(dd02/28/82)  &gt;t? &gt;o25 &gt;h1-24 &gt;m0  &gt;game zine  &gt;regular  &gt;xxx  &gt;xxx</p>
135	<p>The Daily Planet  Unknown  ?(00/00/00)  &gt;t? &gt;o1 &gt;h? &gt;m?  &gt;peculiar  &gt;unknown  &gt;xxx  &gt;xxx</p>	<p>141 Down &amp; Dirty  Marshall Dave  13(d11/27/81)-xxx  &gt;t? &gt;o1 &gt;h13 &gt;m?  &gt;game zine  &gt;regular  &gt;xxx  &gt;xxx</p>
136	<p>DIJAGH  Taylor Glen  4(d01/10/83)-xxx  &gt;t? &gt;o1 &gt;h4 &gt;m?  &gt;game zine  &gt;xxx  &gt;xxx  &gt;xxx</p>	<p>142 Dynasty  Gruen Adam  9(d05/00/76)-xxx  &gt;t? &gt;o1 &gt;h9 &gt;m?  &gt;game zine  &gt;regular &amp; variant  &gt;xxx  &gt;xxx</p>
137	<p>Diplomacy by Moonlight  Ozog Eric  45(d11/10/82)-F(03/09/83)  &gt;t? &gt;o2 &gt;h45/F &gt;m?  &gt;game zine/gen zine  &gt;xxx  &gt;xxx  &gt;F=Final zine</p>	<p>143 El Conquistador  Viking Systems/Anderson  I-10(d06/00/74)-see line B  &gt;t? &gt;o2 &gt;hI-10-11 &gt;m?  &gt;game zine/gen zine  &gt;variad  &gt;xxx  &gt;xxx</p>
138	<p>Diplomacy Digest  Berch Mark  1(d07/00/77)-to Date  &gt;t? &gt;o38 &gt;h various &gt;m?  &gt;gen zine  &gt;article reprints</p>	<p>144 Europa Express  Coughlan Gary  11(d01/27/82)-to Date  &gt;t? &gt;o22 &gt;h11-to date &gt;m1-10  &gt;game zine/gen zine  &gt;various  &gt;xxx  &gt;xxx</p>
		<p>145 Exponent  Kovalcik Jr. Richard</p>



- I-10(d02/17/75)-see line 8  
>t? >o2 >hI-11/I-13 >m?  
>game zine  
>regular  
>TDA game zine  
I-13(dd04/18/75)
- 146 Festungs Hof  
Howerton Bob  
11(d03/12/83)-to Date  
>t? >o6 >h11-to Date >mi-10  
>game zine  
>regular & variant  
>xxx  
>xxx
- 147 Field of Fire  
Fry Phil C.  
25(08/00/81)-xxx  
>t? >o1 >h25 >mi-24/26-?  
>game zine  
>regular & variant  
>xxx  
>xxx
- 148 Fighter's Home  
Gorham Daniel  
I-6(d05/13/74)-I-10(dd07/00/74  
>t? >o5 >hI-6-10 >m?  
>game zine  
>regular  
>newspaper format  
>heavily illustrated
- 149 Game Board  
Wonderful World of Games  
7(01/00/74)-?(dd01/0076)  
>t? >o10 >h various >a?  
>advertising zine  
>game sales PBH  
>xxx  
>xxx
- 150 Give Me a Weapon!  
Baumeister Konrad  
5(d10/09/81)-to Date  
>t? >o11 >h various to date>a?  
>game zine/gen zine  
>regular games  
>Paery is player  
>xxx
- 151 Europa  
Haas Walter Luc  
1A(d08/15/74)-xxx  
>t? >o1 >h1A >a?  
>gen zine  
>conflict simulation field  
>xxx
- 152 Hai! Jikai!  
Keller Mark  
14(d11/28/82)-to Date  
>t? >o20 >14/to Date >mi-14  
>game zine  
>regular & variant games  
>xxx  
>xxx
- 153 House of Lords  
Martin Dick  
1(d08/00/83)-to Date  
>t? >o4 >h1-to Date >ao  
>gen zine  
>pubbers forum  
>& roundtable  
>xxx
- 154 IDE  
Birsan Edi  
7(d06/00/75)-xxx  
>t? >o1 >h7 >a?  
>gen zine  
>irregular zine for irregular  
>things/novice entrance pjt.  
>xxx
- 155 Italiano Fribe  
Grabar Dave  
53(d12/18/80)-xxx  
>t? >o1 >h53 >a?  
>game zine  
>regular  
>xxx  
>import from the East Coast
- 156 Impassable  
Boyer John  
1(d00/00/00)-40(dd11/03/74)  
>t? >o40 >h1-40 >a?  
>game zine/gen zine  
>regular & variant games  
>xxx  
>xxx
- 157 International Wargamer  
IFW  
IV-8(d08/00/71)-see line 8  
>t? >o2 >h various >a?  
>gen zine  
>various  
>xxx  
V-6(dd06/00/72)
- 158 Jihad!  
Overby Glenn  
8(12/00/80)-20(dd04/00/82)

/42/ >regular & variant games  
>Maston's first PBM game  
>Peery played

159 Buzzard's Breath  
Matuschak Mark  
56(11/00/82)-to Date  
>t? >o12 >h56-to Date >mi-55  
>game zine  
>regular & variant games  
>xxx  
>xxx

160 Judges Guild  
Judges Guild  
1982--1983  
>t? >o2 >h1982-83 >m?  
>game catalogue  
>postal game sales  
>xxx  
>xxx

161 La Vivandiere  
Palikar Publications  
I-4(d00/00/74)-xxx  
>? >o1 >hI-4 >m?  
>gen zine  
>various  
>xxx  
>xxx

162 Libertesrean  
Bumpas Jim  
72(d03/01/77)-189(dd04/01/83)  
>t? >o6 >h various >m?  
>game zine  
>regular & variant games  
>xxx  
>Computer printed

163 Life of Monty  
Del Grande Don  
1(d08/00/80)-to Date  
>t? >o36 >h1 to Date >m0  
>game zine/gen zine  
>regular & variant games  
>xxx  
>IDHOF Archives Collection

164 Long Star Diplomat  
Conner Mike  
4(d01/01/81)-13(dd09/23/81)  
>t? >o3 >h4-8-13 >m?  
>game zine/gen zine  
>regular games  
>xxx  
>xxx

Langley Steve  
15(d08/10/82)-to Date  
>t? >o17 >h 15 to Date >mi-14  
>game zine/gen zine  
>regular & variant games  
>picked up Jihad! games  
>1981N & 1981HT/sz-Fiat Bellum

166 Manifest Destiny  
Sesler Keith  
2(d06/18/83)-xxx  
>t? >o1 >h2 >m?  
>game zine/gen zine  
>regular & variant games  
>xxx  
>xxx

167 Minas Valanda  
Biehl John  
10(d06/23/74)-xxx  
>t? >o1 >h10 >m?  
>game zine  
>regular games  
>S&TPD review  
>xxx

168 Mid Life Crisis  
Rauterberg Paul  
1(d02/00/83)-6(dd09/00/83)  
>t? >o4 >h1/3-4/6 >m?  
>game zine/gen zine  
>regular & variant games  
>Anonymous Game Player  
>xxx

169 Thirty Miles of Bad Road  
Luedl Mark  
1(d02/00/83)-xxx  
>t? >o1 >h1 >m?  
>game zine/gen zine  
>regular games  
>xxx  
>xxx

170 Mike's Mag  
Scott Mike  
18(d01/12/82)-xxx  
>t? >o3 >h various >m?  
>game zine  
>regular & variant games  
>xxx  
>xxx

171 Modern Patriot  
Highfield William  
6(09/09/82)-to Date  
>t? >o12 >h6-to Date >mi-5  
>game zine/gen zine  
>regular games

>folded 12/83  
>much national politics

172 **Murd'ring Ministers**  
Brown Ron  
45(d04/02/82)-to Date  
>t? >o12 >h45/52/54-to Date >\*  
>game zine/gen zine  
>regular & various games  
>xxx  
>xxx

173 **No Fixed Address**  
Hutton Steve  
7(d04/00/83)-to Date  
>t? >o6 >h7-to Date >ml-6  
>game zine/gen zine  
>regular & variant games  
>xxx  
>xxx

174 **North Sealth-West George**  
Tallan Terry M.  
7(d02/00/83)-to Date  
>t? >o9 >h 7-to Date >#?  
>game zine/gen zine  
>regular & variant games  
>postal Monopoly  
>xxx

175 **Origins '83/Dipcon XVI**  
Metro Detroit Gamers  
1(d03/21/83)-xxx  
>t1 >o1 >h1 >#0  
>exhibits ad event information  
>see line 5  
>xxx  
>xxx

176 **Paroxysm**  
Correll Robert  
1(d01/12/75)-xxx  
>t? >o1 >h1 >#?  
>game zine/gen zine  
>regular & variant games  
>xxx  
>Canadian zine

177 **Perelandra**  
Gaughan Pete  
1-0(05/01/82)-to Date  
>t? >o19 >h1-0-to Date >#0  
>game zine/gen zine  
>regular & variant games  
>Player 1982HK Yavin  
>xxx

178 **Politesse**

1(d11/00/82)-to Date  
>t? >o8 >h1-to Date >#0 /4  
>gen zine  
>xxx  
>xxx  
>xxx

179 **Pouch**  
Ulanov Nicholas  
11-1-#53(d03/02/74)-xxx  
>t? >o1 >h11-1#53 >#?  
>game zine/gen zine  
>regular games  
>many articles  
>77pp-1st Ann. Issue

180 **Prince**  
Mainel Jim  
1(d09/23/82)-to Date  
>t? >o18 >h1-to Date >#0  
>game zine/gen zine  
>regular & variant games  
>xxx  
>xxx

181 **Psychopath**  
Dean Mike  
1(d09/00/83)-to Date  
>t? >o9 >h various >#?  
>game zine/gen zine  
>regular & variant games  
>xxx  
>British zine

182 **Raging Main**  
Woodson James  
1(d05/09/83)-to Date  
>t? >o9 >h1-to Date >#0  
>game zine/gen zine  
>regular games  
>xxx  
>xxx

183 **Retaliation**  
Martin Dick & Julie  
40(d11/17/82)-to Date  
>t? >o11 >h40-to Date >ml-59  
>game zine/gen zine  
>regular & variant games  
>xxx  
>xxx

184 **Galactic Empires**  
Pierce Dan  
1(d01/00/83)-2(dd10/00/83)  
>t? >o2>h1-2 >#?  
>game zine  
>variant game Robalgon  
>xxx

- 185 Runestone  
 Leader John  
 161(d05/16/77)-xxx  
 >t? >oi >h161 >a?  
 >game zine/gen zine  
 >regular games  
 >xxx  
 >Canadian zine
- 186 Scherer  
 Duke Steven  
 2(d07/00/81)-7(dd11/00/81)  
 >t? >o6 >h2-7 >a?  
 >game zine  
 >regular games  
 >xxx  
 >MFM player
- 187 Siberian  
 Ansoff Peter  
 23(d06/25/74)-xxx  
 >t? >oi >h23 >a?  
 >game zine  
 >variant game-HyperEconomic  
 >Diplomacy II  
 >Peery player
- 188 Snafu!  
 Brown Ron  
 27(d11/27/82)-to Date  
 >t? >o11 >h27-to Date >ml-26  
 >game zine/regular zine  
 >regular & varinat games  
 >xxx  
 >Canadian zine

Notes

Information contained in this listing is current to the end of 1983. It does not include zines received after that date.

I am especially interested in obtaining up to date bibliographical information for zines with which I do not have trade agreements. If you can provide some information for your zine or others I would be grateful.

Any errors are ours, or actually mine. Any corrections will be cheerfully received and acknowledged (Now, when was the last time you heard me say that?).

CONS

By Steve & Daf Langley

Cons fall into two types. Parties such as a DAPCON or a BYRNECON or most PEERICONS and the more professional conventions, such as DIPCON.

Parties require some planning but not a like. A place, a time, invitations, food, and someone(s) to act as host. The latter is a minimum sort of responsibility for covering transportation for guests, clean up during the fact, arbitration of disagreements (none at DAPCON worth noting), talking to people who seem to be alone, etc. Food is probably the toughest nut. People can and will consume enormous amounts of food when they don't get enough sleep. It is a sort of equation: FOOD = SLEEP; Less Sleep \* More Food to Keep the Body Functioning. Ten people will consume food for thirty and still be able to eat more. Bring your own booze is the only sensible thing to do. If the budget doesn't allow for sufficient food, a "bring your own snacks party" is possible---but may turn some guests away because they won't know how to deal with the problem and will probably mean you will wind up with BBQ potato chips for all.

A large pot of beans is the cheapest and most filling solution to the food problem that I know. It is finding a large enough pot that is hard.

Games can and should be provided by hosts and guests and so stipulated on the invitations. A place to play or places to play and some other place to get away from playing is required. Lots of floor space to sleep for those who sleep and you've got a party sort of con.

The more professional sort of con is a totally different animal. In my experience, no matter what size the Con Committee may be, there are, at most, three people who really do the work. So, I think a group of three with a set of "gofors" as aides is the best arrangement.

Location: A hotel or motel that wants the business and so will give the convention some breaks. Getting a deal on room rates, getting the hotel to turn a blind eye toward multiple occupancy, getting convention meeting halls and game halls, etc. for free or for minimal rents, etc. The convention committee has to make all such negotiations far in advance of the convention. The earlier the better.

Publicity: Should be national and local for all types of conventions---with more emphasis on the national level for national and regional cons. Local publicity can include radio spots if the budget will allow. Talk to the hotel publicity people about aid here.

How Much to Charge: The whole budget for the con should be worked out before the fact. A con does have expenses---but no expense should come as a last minute surprise. My feeling is that, if the committee is doing it's job, the cost per entrant can be calculated to the penny.

The size of the convention should be pretty well established too. Previous indications are a good indicator. If the publicity is better, the size will increase. If the size increases, the costs may lower. Aim for a small profit.

If there is a profit, split it between dinner for the committee (they have earned it) and hobby services and a nest egg for the next con to work from.

Records: Records, especially cost records, are a must. They keep questions about where the money really goes to a minimum and they act as a guide for future committees.

Tournaments: Planning a tournament is lots harder than planning a con. Until you know how many entrants you have, you can't know how much space to actually allot. Of course, approximations will have to serve.

If publishing costs are small, a set of books, one per country with the rules (all the rules---lots of entrants will be gamers who are familiar with but have never really played DIPLOMACY), a conference map, places to enter player's name and round and board number and places for the other players to sign the book for validation. Space for moves for each season plus a stats chart. If all the moves have to be in the books by the deadline, then, only bad handwriting and changes of orders will plague the gamesmaster, not questions about who really wrote the orders, etc.

Seasons should be timed exactly with a 30 second warning and no late orders. Each game must have a gamesmaster, or no game has a gamesmaster; mixed combinations do not work. If the scoring system is to be known, it should be published in the book. If it is to be a secret scoring system then it should be published and ready for distribution when the final round is completed but before the results are released.

Exact preset schedules should be set and adhered to. Changes of schedule are not equitable, no matter how bad the schedule may prove to be.

Game starts can be staggered into two or three sets. This will allow the gamesmasters to work two or three tables. Color coded clocks and flags at the tables are the easiest way to work this.

When questions or problems arise at a given table (and they will); a backup gamesmaster must be ready to take over the next table in the sequence. Over all that there must be a single arbiter who's word is the final decision. Don't pick someone with low sales resistance nor someone who can't make a decision for this position.

One person can be the timer, although two people will be safer. The timer has to keep the season's straight, has to keep the time straight, has to flag the thirty second warnings, and has to announce the end of the time period. When a season is complete, the gamesmaster will have a pre set amount of time to read the orders and adjudicate them. I would try it in real life before picking a time. Don't forget to work in times for retreats and adjustments.

I think that two or three sets of colored signs and flags that are distinct and visible from all over the playing area are best. Sound has to compete with other sounds and may easily be lost. Obviously the timer(s) need a gofor for each set of flags and signs.

Scoring: I prefer secret scoring.

Prizes & Awards: Best country per round: plaque

Best country over all: ribbon

Best top 3, 5, or 7; depending on the size of the

tournament.

Food: A snack bar would make a mint. Let the hotel provide it. They deserve a break for helping make it all possible.

Three rounds: I feel is the best choice. Friday night: through year 1907 for ranking. Saturday: through year 1915 or a win. Sunday: through year 1915 or a win, for example.

\*\*\*\*\*

My favorite con was the one I had with Doug Beyerlein. Just the two of us. It was great. We Didn't Play at all! All we did was talk intelligently. It was terribly refreshing.

Introduction

I've been hosting Dippy events of one kind or another for a long time. My first big event was DIPCON IV, held here in San Diego back in the early 1970. It attracted some 40 people for the two day event and included visitors from Colorado, Indiana, and Canada. As events go it was pretty informal and there was no tournament per se. I don't even recall who won any of the games played. The following year DIPCON V moved to Chicago as part of the International Game Show and began the tradition of large, hobby-wide tournament type DIPCONS. Since those early days DIPCON has gone on to become the premier Dippy hobby event and attracts many more people from all over North America. A successful DIPCON today requires several people working together for over a year to put on a successful three day event. But not everyone wants to have a DIPCON in their backyard, particularly if they've a wife who hates Dippy or six screaming kids to think about and watch after.

Still, many people in the hobby would like to host an occasional Dippy event of one kind or another (to celebrate a new zine, or a hobby anniversary, or just as an excuse to meet some of the hobby's members). This little handbook is for them. I hope it will serve as a practical guide on how to host a successful Dippy event; whether it is a single board game, a small con, or a full fledged tournament.

Last year, the 25th anniversary of the hobby, was, by my proclamation, the Year of the Con. During that year (1983) I hosted or attended some 10 different Dippy events ranging from a single board, barely, to events of more than 40 people, and five games going simultaneously. Those were mine. Some of the others were as big as any DIPCON.

Let's see if I can remember them all: PEERICON I (May 1982), PEERICON II (July 1982), GAMEFEST (August 1982), BEETHOVENCON I (December 1982), ST. VALENTINE'S DAY MASSACRE (February 1983), GLADCON (January (?) 1983), MASTONDONCON I (April 1983), PEERICON III (July 1983), GAMEFEST (August 1983), STRATEGICON (September 1983), BEETHOVENCON II (December 1983), and DIPCON III (December 1983). Based on my experiences at all those events I am going to try and give you some suggestions for how you may host your own con successfully. Complete write ups on most of these events were published in XENOGOGIC or other hobby zines and I refer you to them for more ideas.

You may have noted that I have used the word successfully quite a few times in this introduction. What do I mean by that? To me a successful con is not necessarily a big event. It can be a single board game with only seven players. The main thing is that everyone has a good time (including the losers), and especially the host, and that it be a safe event. Perhaps I'm a fuss budget but I worry about people travelling to Dippy events. Let's face it, in this day and age anything can go wrong, almost anywhere and at any time. But, with a bit of planning we can cut down the odds of that happening.

My view is that of the local or regional Dippy event host. I have not been involved in hosting a DIPCON in recent years. That is a specialized field and if you are going to be involved in one you should get in touch with people like Al Olsen, John Caruso, or Mark Berch who have experience with such events. And if you are seriously interested in hosting a formal, scored tournament, I suggest you contact Mark Berch for information that, he's studied and written on such things extensively. My interest is in the small event. Of course, when you've hosted a small event you want the next one to be a bit bigger. And so it goes. One of the hardest temptations is to resist the idea that in cons big is better. Believe me, it isn't so.

So, for all the hosts to be and all of those of you (some 350 of you) who I conned one way or another last year, this one's for you.

### First Things First

First, if you don't really want to have a con. Don't. That's simple enough. But if you really want to, do. Don't be afraid about not knowing how or not having the right this or that. Dippy players are experienced at improvising. They can do it, quite nicely, and make a successful event out of almost nothing.

But before you start mailing out invitations and announcements you need to think about what exactly it is you want to do.

There are different kinds of cons in Dippy. As Steve and Daf Langley point out in their article the most common kind of Dippy event is the "party" con. Then there is the big formal event, such as a DIPCON. ~~Inbetween there~~ are events like MASTONDONCON or some of the PEERICONS. The difference is one of emphasis. In a "party" con people gather to have fun and socialize, to meet face to face with people whom they have talked with on the phone or written to. It is an all too rare opportunity for people to interact on a face to face basis. It can be an exhilarating event or a disaster. In a formal con the emphasis is on playing Dippy under tournament conditions. The sense of competition is first and foremost in the air. Participants see others as competitors and obstacles to be over-come. ~~Inbetween~~ are those events where the play of the game is the most important thing. It need not be under tournament conditions but it is assumed that people have come to play the game and that socializing is a secondary, albeit important, matter.

You have to decide what kind of event you want. And you have to communicate that choice to those attending.

You are the Host. That's a role I take very seriously. Southern Californian hospitality is based on the old Spanish/Mexican tradition of "Mi casa, su casa." When you are attending an event I am hosting I will do everything I can to provide whatever is needed to make the event a success and you a happy participant. For me, that's the only way to go. A person who simply says, "I'm having a Dippy con. Come on over." and then proceeds to sit back and be "one of the gang," is neglecting his proper role. Second in importance to the Host are the guest(s). Guests are people you have invited to your event. Perhaps a hobby VIP, some relic out of the hobby's past, or somebody who is coming an especially long distance to attend. To them you, as Host, have a special obligation. They must be pampered and spoiled and exempted from fees and charges. And then there are the Players. Players are those who are there to play the game. They may be advanced or beginners, PBM, FTF, or tournament Dippy players. Each type is different and has its own special needs. Advanced players can take care of themselves. Beginners need a gamesmaster and, perhaps, someone to teach them how to play. Consider the mix of players you will have as well as the number.

As a Host you have to answer the basic questions: Who, What, When, Where, Why, and How are you going to run this event.

Fortunately, you don't have to make all those decisions without help. There are the traditions of the hobby to guide you. If you have enough Dippy events you'll eventually establish your own customs of the house. And, finally, you must determine the rules of the event you are hosting. For instance, I have several customs of the house. Because my place is small I discourage people from smoking indoors. Also, because my events often attract minors I discourage the use of hard liquor, although I have no objection to beer or wine. Because I live in a complex with lots of senior citizens I enforce a "quiet zone" rule outdoors. But that's about it. I expect players and guests to behave and I have yet to be disappointed.

I almost over-looked one group, those I call "extras." These are people who tag along to Dippy events but who aren't actually players in their own right. They may be wives or children of players or just the curious. A good host should provide some amusement for these people although usually the event itself will keep anyone attending amused. Making them welcome, suggesting alternative activities (shopping areas, television with cable or VCR, etc.), and generally making them at home can often make the



difference between whether a player can relax and enjoy the game or spend his time worrying about, "I wonder what the kids are doing now!" Little kids are a special concern and should be watched out for, although not necessarily baby sat. Treated like adults they will usually act like them. Sometimes better.

The first rule for any host is to have a good time. The second rule is to help others have a good time.

Any Dippy event, especially one involving more than 25 people, is going to walk a fine line between momentary confusion and chaos. Confusion can be handled by organization. Chaos requires regimentation. Preplanning and preparing for the maximum (+10%) is the only way to handle any problem that may arise; especially when you are dealing with large numbers of people.

There are, in Dippy events, what I call fundamentals (e.g. having games on hand, and paper, and pencils, and clocks, etc.) and then there is the esoterica (e.g. having vegetable nibbles for a vegetarian, a copy of the Gamer's Guide to Diplomacy, etc.). But it all begins with the minimum requirements for hosting any Dippy event. So, let's have at them.

### The Minimum Requirements

1) You need at least one Dippy game, hopefully an old one with one piece board and wooden pieces (a GRI set is great, especially if it still has the maroon box and the \$7.00 price tag on it). Failing that use the multi-part board with wooden pieces. If you are utterly desperate use the multi-part board with plastic pieces. If you have a Canadian edition or one of the European editions (or Japanese...) use it. Ideally you should have one of Tom Mainardi's super-sized boards.

Always try to have an extra board around to use in a separate room for negotiations (and make sure someone is in charge of keeping it set up promptly and accurately). Or have lots of conference maps (including one taped to the mirror in the bedroom, the bathroom and inside the refrigerator door).

You can never have too many Dippy boards on hand, but not having enough can be a disaster.

But make sure people label their games with their name or some other way so they are identifiable. Nothing is more frustrating than trying to figure out which board goes with which box which goes with which set of rules and where does the extra fleet (always Russian!) go?

2) You need at least 7, or 14, or 21, or whatever players. Getting seven (and no more or less) or a multiple thereof is hard. It always seems that we have more than we need or not quite enough. Go for seven. Then go for fourteen. There are several ways to make sure you have the right number of people when you need them. Nothing is more frustrating than having 5 or 6 players sitting around waiting for the 7th, who is just down the freeway a few hundred miles (and probably lost). First, use a pre-reg by mail system, or take telephone lists, with country preference lists if you want. Second, set a definite starting time and people who arrive on time get to play first. Third, use a sign up sheet for people as they arrive (e.g. the first seven people to arrive get to play).

But there are exceptions. Don't let more than 2 people from the same group (city, family, club, etc.) play in a single game unless you have no choice. Also, try not to mix beginners and experienced players in the first game if you can avoid it (or make it clear that you are, if you do). Separate beginners and experienced players. And have someone on hand to instruct beginners in the basics. After they've all had a couple of years practice (and you can run a practice year or two before hand if you want), go ahead and mix them.

Don't use country preference lists, unless you do it by mail. Use a chance draw. It's easier and no arguments. An exception: don't make anyone play the same country twice (let 'em draw again).

3) Use a gamesmaster if you need one (e.g. have lots of beginners or people who tend to battle alot over the rules) or have an extra eighth person. But if you use a gamesmaster make sure that they know the rules and can make decisions quickly. Nothing is more frustrating then having a game moving along with 15-20 minute deadlines and a gamesmaster who takes 30 minutes to handle the move adjudications. Get somebody who likes to gamesmaster to do it and pamper them. It's a rough job but some people actually enjoy it. And back up your gamesmaster if you are running a tournament. You don't need a gamesmaster if everyone knows the rules but, under tournament conditions, you should have at least one available to answer questions. With beginners it is almost imperative.

If you expect lots of beginners have someone on hand who can teach people how to play the game. Run one game specifically for beginners with a teacher on hand to do the gamesmastering and offer commentary on the moves if the players want it. Too many conventions miss opportunities to recruit new hobbyists by not having someone around to answer questions from observers.

4) Dippy players are adaptable when it comes to finding a place to play and negotiate. Try to give them a big enough room and table(s) to hold the board and all of them at a single sitting. And give them several areas where they can go off in small groups and negotiate. Other then that it can be almost anywhere. I like to have games and players outdoors as much as possible.

Dippy players need privacy, both for their negotiations and, believe it or not, from outside interference. I subscribe to the theory that Dippy players attend cons (and I'm speaking about events like STRATEGICON, PACIFICON, ORIGINS, ETC.) to play Dippy and meet other Dippy players, not to be surrounded by mobs of D&D freaks, or serious wargamers. That is why I'm more impressed by a successfully run con with 7-14 players then a mob of 3,000 D&D fans running through the halls of a hotel or convention center. I have no objection to the D&D event, I appreciate their fans support, enthusiasm, and loyalty (I wish we had more of it). I just don't need it to play Dippy and that is why I go to Dippy events. And nothing is more irritating then trying to enjoy the company of another Dippy player or players then to be interrupted by a non-Dippy gaming event.

5) I don't like limits on games in terms of time. I like to see games played to a conclusion (e.g. a winner with 18 centers). Many players seem to have no problem getting through the first few years of a game and then, when the Opening Game ends or the Mid Game is done or dragging, they vote for a 4 way draw or whatever. "No, Sir!" I tell them, "Back to the gaming table!!" Play until there is a winner. is my philosophy. But doing so takes a lot of time, especially when you have good players. I favor using 30 minute time limits for the first year of the game, 20 minutes (or even 30) for the second year, and 15 minutes thereafter---and strictly enforced time limits. Some gamesmasters are lax about this and time seems to melt away during winter adjustments and game adjudication time periods. During the late Mid Game and End Game periods time periods can be cut even more. But, let's face it, to play a game to completion is going to require anywhere from 8 to 12 hours. That's part of the game. It is a physical endurance contest in part. The best thing to do, I have found, is to start one game (or games) early on in the first day and schedule a second batch for some 5 or so hours later to late arrivals and those eliminated during the Opening or early Mid Games. That way you can always get two games going.

6) Eat, Drink, and Be Merry! A perfect motto for a Dippy event. There are two ways to approach this problem, BYOB or the host provides. BYOB is a good way to go and lets the host off the hook as long as he has a large enough refer to hold it all (or places for Igloos). Any host should have a case or two of beer, soft drinks, wine, etc. on hand to get things going. I suggest avoid using hard liquor at Dippy events because of travel problems, time problems, and the presence of minors. I have never had a problem at a con resulting from alcohol or other drug abuse, so I don't think it is some-

thing to be too concerned about. But, just in case, have a strong sergeant at arms on hand, if you think you might need one. Eats can either be up to each person, as long as you provide some nearby source of take out food or a "gag in the bag." Or, if you are brave, you can try to feed your guests. This is a tour de force for a Dippy con host and if the thought of feeding 20 or 25 hungry Dippy players doesn't scare you, go for it. See the STABBING GOURMET COOKBOOK for some ideas on what to feed them. But, as Steve and Daf said, having enough is more important than having great quality. So, again, go for what is easiest for you and what you enjoy doing.

7) Some people go to DippyCons to play Dippy. Everything else is secondary. Some people go to Dippy events to socialize and wouldn't be caught dead actually playing. Some go to Dippy events and say they don't want to play but are just dying to be strong-armed into a game (Hi Rod!). That's the way it is. Hopefully you can combine the two and have time for those who want to play to socialize and time for those who want to socialize to play. Other, non-Dippy games, are helpful here. Games like NUCLEAR WAR, MACHIAVELLI, CIVILIZATION, or even more unusual games are good for this. There is nothing like throwing a brand new game at a bunch of old hands. Down time is time spent in socializing, eating, and other games.

I always try to have one big non-Dippy event for participants. It may be something as simple as a chocolate chip cookie eating contest, a foto session, or a water balloon fight. People need a break from the intensity of the game. And it is usually those people who are more intense on the game that need the break the most and don't realize it.

8) If you have over-night guests, you have to provide a place for them to sleep. It doesn't have to be a king sized water bed, however. I remember one person (who shall, in the interests of my memoirs, remain nameless) who attended DIPCON IV who slept in my bathtub. And then there were the seven people who shared my living room floor. Provide a couch or a floor and someone will rest happy. Unfortunately, many Dippy players think they have to stay up until 0300 to prove how macho they are. And at 1200 the next day they look it. I've never been able to convince people to go to bed early, get up early, and really shine one on. They just seem to be night people. Still, have a place for them if they need one.

9) I've actually been to DippyCons where pencils and paper for writing writers were not provided by either host or by the players. Hard to believe, but true. You wonder about that. The host should have plenty of papers and pencils (or pens) on hand. Each player should provide his own supplies and a clipboard or something to write his orders on. I use PAMS, small notebooks of blank sheets of paper stapled together with room for orders. They also include the rules of the event, house rules & customs, etc. More importantly, they provide the gamesmaster/tournament director/host with a complete record of what happened---after its all over.

10) I happen to believe that a con host should provide somekind of record of what happened at his con, both for the players and for the hobby. This can be an article in a zine, a special publication, and may include all sorts of things: write ups on the games played, fotos of participants, etc. It can be simple or elaborate. A small local event can, in this way, be shared with the hobby at large.

More important, when it is all over the host can reconstruct what actually happened because he was probably too busy at the time to enjoy the event he was putting on.

11) Tournaments were discussed by Steve & Daf and I have little to add to their comments. I've run a tournament or two and, given my druthers, I'd rather import a tournament director.

### The Maximum Requirements

The sky is the limit. You can, given enough time, money, and players do almost anything with or at a Dippy event. I've done some pretty bizarre things at some of my events and people seem to come back for more. That's the secret, of course, more. Dippy players always want more. So, more is what you have to give them. Along with a lot of common sense.



The Maggie Gemignani Invitational  
Memorial Dippy Classic

29 February 1984

Played at the Flushing Meadows  
Dippy Country Club

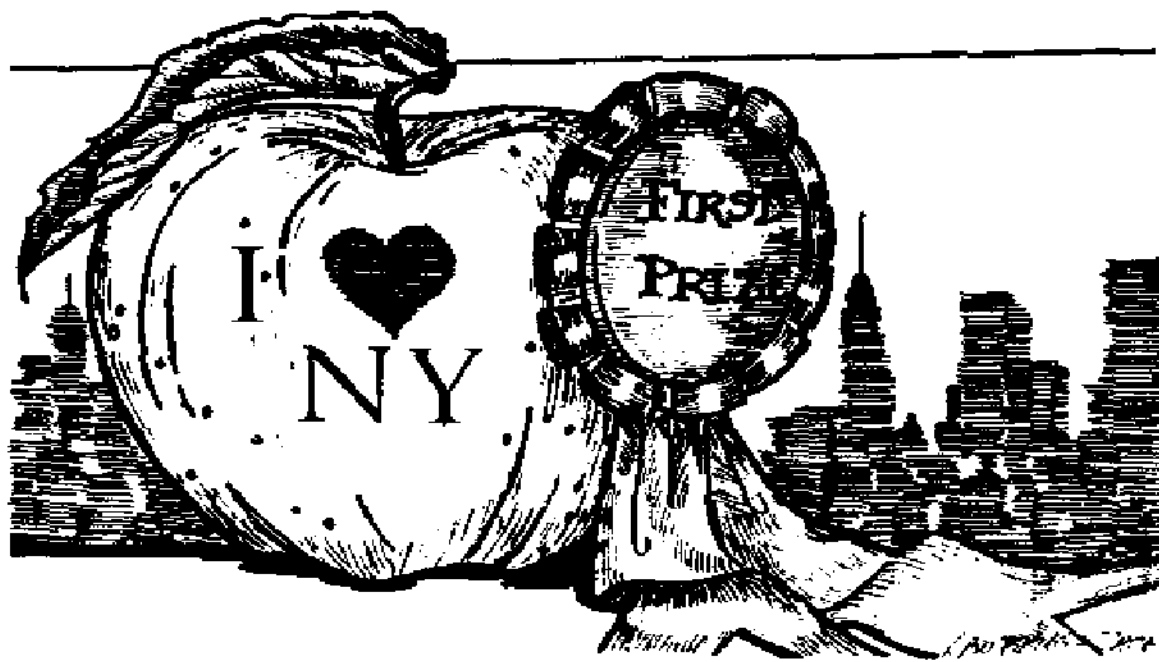
Hosted by Miss Barbara Wa-Wa

Brought to you by J. David  
Securities, The Westgate Corporation  
Franklin National Bank, Banco de  
Ambrosia di Milano, Branniff  
Airlines, and Wickes Corporation.

1\*Miss Maggie Gemignani,  
c. 1966

2\*Lower left: Grand Prize, Terry N.  
Tallman.

3\*Below: Official Logo of the  
Maggie Gemignani Classic



"One must always know how far one can go too far."  
-Jean Cocteau

29 February 1984

The Maggie Gemignani Invitational Memorial Dippy Classic

Hosted by Miss Barbara Wa-Wa

Brought to you by J. David Securities, The Westgate Corporation,  
Franklin National Bank, Banco de Ambrosia di Milano, Branniff Airlines.

This is Barbara Wa-Wa.

Today we bring you the final round of the Maggie Gemignani Invitational  
Memorial Dippy Classic, the greatest of all FTP Dippy convention tournaments.

This quatioannal event brings the best female Dippy players in the  
land together in competition with each other to determine which are the best  
female players in the hobby.

This year's competition's theme is "I LUV NY" and the event is being  
held at the world infamous Flushing Meadows Dippy Country Club. The prizes  
this year include thousands and thousands of Krudniks. In addition to the  
cash prizes each participant will receive a plastique Konrad Baumeister  
Doll, a life-sized inflatable rubber Eric Ozog Doll, and a chance to spend  
an entire winter solstice atop Mt. St. Helen's in Washington State, with  
Terry Tallman, the resident hobby sex symbol, as the Grand Prize.

The chief beneficiary of this year's event is the Institute for Destitute  
Prostitutes, Male, the Maldive Islands which will receive all the proceeds  
from this year's activities thanks to the generosity of many donors,  
including the sponsors of this program. Thank a ton of red ink, guys!

Activities began early this morning when resident amateur and host  
John Caruso, President of the Flushing Meadows Dippy Country Club, hosted  
the contestants at the traditional pre final round "goodwill & heartburn"  
breakfast. Caruso's menu included: French toast a la LaFarge, Hush Puppies  
Bonnie Lassie, Adirondack Mountains Oysters, Melba Toast, and High C. Unlike  
past breakfasts this one did not degenerate into a brawl and proceeded  
according to schedule as planned. A very dull affair.

At the breakfast the first contestant to arrive was resident pro and  
hostess Kathy Byrne, representing the Flushing Meadows Dippy Country Club,  
Kathy wore her traditional Dippy gear: baseball bat, Mets' cap, boxing glove,  
combat boots. She arrived with six camels loaded with cartons of Camel  
cigarettes.

"Oh Kathy!!! Do you have anything to say to our world-wide audience?"

"Puff. Puff. Sure, never trust anyone that smokes filter cigarettes!"

The second arrival was Cathy Cuning from the Washington Olysi, wearing  
a simple black Tito Tucci gown. Cathy was also made up in white face paint  
with purple eye darkener and lip stick, reflecting her sponsor's colors.  
Cathy's sponsor this year is the Washington Floral Designers Dippy Club.

The third arrival, Julie Martin, representing the Maryland Rockettes  
and President of the Larry Peery Fan Club, arrived in her traditional Dippy  
costume: a fencing sword, a guillotine, and a wet tee shirt.

"Julie what advice can you offer the hobby's younger women players?"

"Hummmm? How about always keep your powder dry and your tee shirt wet?"

"Well, yes Julie, I can see your points."



4\*Arrival of Miss Kathy Byrne with members of the Greater Gay Harlem Diplomacy Club's Ballet Corps.

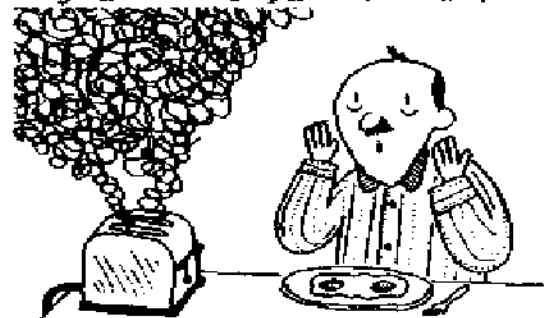
Diplomacy players in the 80s do not realize that Maggie Gemignani was the first great hobby female celebrity. In a world filled with male chauvinist pigs she managed to fill us all with awe. It wasn't her playing. It wasn't her physical charms, although she had those a plenty. Perhaps it was her handwriting, her ability to communicate, her sense of unpredictability. She was the complete woman in a man's world.

She never tried to beat a man at his own game. She used her own magnificent talents and knowledge to absolutely confound them and reduce them to bewildered, confused, and befuddled hunks of nothing that she shaped into whatever figure suited her at the moment.

But, after all these years what I remember most about Maggie was her perfect femininity. At all times and in all situations she was a perfect lady. That didn't mean she let her male counterparts walk all over her. More than once, a male member of the hobby felt her wrath and she could organize a 3 or 4 way alliance against a male who roused her anger faster than anyone. But still, in the day to day affairs of the hobby, she was a lady. Today, of course, the ladies in the hobby all wear pants. But, still, wouldn't it be nice if...

5\*Gourmet Chef John Caruso prepares his classic dish, Melba Toast Flambe.

"The secret is to use only the freshest raisin and nut bread, and pure Danish Butter."



A standing ovation greeted the arrival of the former Mrs. Walt Buchanan, president emeritus of the Diplomacy Widows Association.

Representing the Arty Diocese of Fire Island Dippers, Alex Lord wore her usual black nun's habitual white face.

"Alexandra. That's a lovely pectoral cross your wearing? Where did you get it?"

"From Willy Highfield. Lovely, isn't it? We used Tom Swider as the model and put two faces on him. The double cross is an old Amish custom."

The military representative this year was Robyn Finley from the US Marine Corps and she arrived dressed as a Greek goddess, carrying a single golden writing pen, riding an ONTOS, and jazzercising her way into the hall to the tune of "I GOT RHYTHM!"

The seventh contestant to arrive was Daf Langley from the Greater Sacramento Mind Control District. Daf was carrying bushel baskets of money and mentioned that she had left her master at home in charge of the family while she attended this event. Proving, no doubt, that you can leave home without your mastercharge card.

Just as everyone was about to sit down to eat a young, innocent looking girl, clearly a Dippy virgin, slipped in and took a seat at the rear of the banquet hall. Speculation immediately began to build about who she might be. Most people whispered to each other that it must surely be Judy Winsome, who had been expected to participate in this year's tournament. Others thought it was the infamous "No Dip, Becky" from last year's DAFCON. Still others swore it was the infamous Carolyn Meyers, rumored to be the greatest PTF Dippy player in southern California.

Guest speaker at the breakfast was Capt. Grace Hopper, USN, the Navy's oldest serving officer and inventor of the COBOL language and many other computer innovations. The octogennerian woman, whose career has spanned the entire Navy steam and atomic energy ages, spoke on: "The Role of the Woman in Diplomacy: Pepperidge Farm, the Pill, and the Wafer!"

Following the breakfast participants retired to their suites to don their costumes for the actual contest. Under the Rules of the MGIMDC each player is required to appear in costume as a celebrity historical figure of the country she has been selected to play. Each participant's identity is a carefully guarded secret during the course of the game. Neither the players, the officials, nor the audience knows which contestant is which player. Half the excitement of the event is trying to determine which contestant is playing which Great Power. Should, during the event, any contestant's identity be revealed; they are automatically disqualified and eliminated from the competition.

As you can see from the pictures on the game board each player did a beautiful job of disguising themselves this year. This year's theme, IT'S A GRAND NIGHT FOR DIPPY, encouraged contestants to dress as opera characters from their respective powers. See if you can identify the performers and operas from their pictures.

While the contestants prepared themselves the staff for the final round of the tournament was preparing and presented to the audience;

- Tournament Director: Robert Sacks
- Gamesmaster: Eric Kane
- Rules Judge: Brux Linsey
- Timekeeper: Mark Berch

(Pictured in clockwise fashion from upper left in the gameboard illustration.)

Exactly at noon, opening ceremonies for the final round of the event got under way.

Some 800 Diplomacy players, who had been eliminated in earlier rounds, were gathered around the football field sized Diplomacy board, with thousands of observers seated in bleachers around the playing area. Each contestant was seated around the edge of the playing field. During the game attendants

6\*Kathy Byrne



7\*Cathy Cuning

8\*Julie Martin



- 9\*Carol Buchanan
- 10\*Alex Lord
- 11\*Robyn Finley
- 12\*The Mystery Lady
- 13\*Daf Langley



\*12

13\*



10\*

\*11





PARTICIPANTS IN SUN OF BYRNE CON, 29 FEBRUARY 1984, MAGGIE GEMIGNANI OPEN DIPPY CLASSIC



would move large wooden fleets and armies (each piece over 6 feet tall or long) around the playing board as directed by the players and officials. Messages between the players and officials, and each other, were passed by courier, telephone, or carrier pigeon. It was, without question, the most sophisticated FTF Dippy tournament ever held.

Equally impressive were the opening ceremonies.

In his role as President of the Greater New York Diplomacy Association's Staten Island/New Jersey chapter the games were declared open by President Robert Sacks.

Then the Sisters of Perpetual Indulgences Knife Throwing Drill Team (Greenwich Village Division) performed under the direction of Sister Roberta Roberts.

In the highlight of the final opening ceremonies Marc Peters was sacrificed as a propitiation to the gods of Diplomacy. Marc was tied down in the center of the playing field (above the impassable Switzerland space). A smoking cigar was placed in his mouth. Then a giant nail was driven through his stomach. Finally, Chief High Priest and God in Residence in Alexandria (Egyptian Lodge #3422 of the Fraternal Order of Masons & Jars) Mark Berch used a giant magnifying glass made from one of Allan Calhamer's bifocals to incinerate him.

To the tune of "Come on Baby, light my pyre!" the hobby's official mortician and embalmer Mike Maston cleaned up the remains and read the oracles. "This man had no brains, no heart, and no guts. He was the typical male Dippy player!"

"Let the game begin!" rang out Mike's squeaky counter-tenor.

At two the game got under way. It was a classic confrontation of Good vs. Evil. There were many memorable events during the 19 hour game but we can only mention a few. Most wouldn't get past the television censors.

There was the early on arrival of Steve Knight, dressed in a complete suit of body armor and riding on a like-wise clad horse. He arrived on the game board, followed by his faithful page Ron Brown (carrying a case of Brillo pads), carrying a message for one of the players. He delivered it on the tip of his spear to one of the players. The player apparently took it to heart. No, apparently she took it in the heart because after reading the note, she grabbed her chest (nothing more was submitted as evidence at the inquest held later) and promptly expired.

Another power was saved when reduced to a single unit by the timely arrival of a giant maccaw that flew down into the arena and deposited a machine gun and tennis racket. As the maccaw flew off, one spectator yelled, "This is a bunch of crap!" and the maccaw did. Right on his head. With the machine gun the player promptly gunned down a neighboring player who had just stabbed her and, waving her racket at one of the handsome young pages, dashed off the field yelling, "Love me, Love!"

Another player performed an updated version of the "smoking gun" trick to destroy one of the phones used by the officials to communicate across the field; thus circumventing their system and forcing Mark Berch to utter his now infamous line, "If you got the gunney, honey; I've got the time."

Another surprise was the arrival of Perdita and John Boardman, wearing period Soviet Stalinist costumes. John delivered his traditional monologue on the virtues of Uncle Joe Stalin to those sitting on the right side of the arena. Perdita did her famous interpretation of Wagner's Dance of the Siran Wrap and Baggies for those left.

During one of the intermissions Larry Peery made a brief appearance, wearing his Calvin Klein Fruits of the Womb shorts, to sound the horn declaring the 1984 Summer Diplomacy Games open in Peerijavo. And the famous Golden Helmet of Lake Titicaca, symbol of the MGIMDC, was presented to the Worst Sportserson Award winner, John Michalski.

A special proclamation from Her Holiness Pope Joan II was read declaring 1984 to be a Holy Year in Dippydom in recognition of the 100th anniversary of Maggie Gemignani's first correctly written order, an event

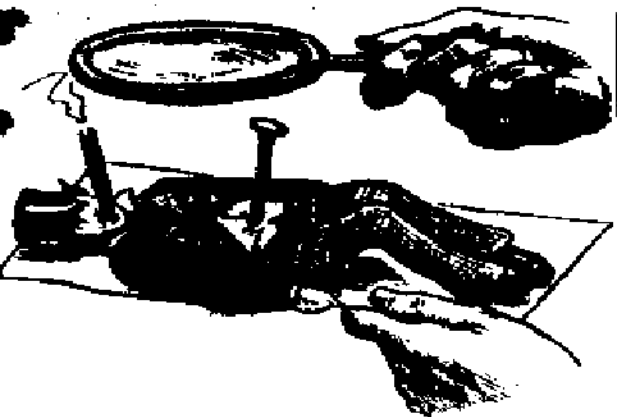


159/



SCENES FROM

The Maggie Gemignani Invitational Memorial  
Dippy Classic Final Game





14\* Larry Peery Blows His Own Horn

Diplomacy players often forget that the things that divide them are far more important than that single thread, DIPLOMACY, that links them. Differences in age, education, physical and cultural backgrounds, etc. are far more important---unknowingly sometimes but still there---then those superficial ties that bind us.

Diplomacy is inherently a game that cuts ties and destroys bonds. We need to spend as much time building our ties in the hobby as we do in tearing them down in the game arena.

The fact of the matter is that in the last ten years the hobby has made no real growth. And let there be no mistake. Growth is made. It does not just happen. What growth there has been has been the result of someone doing and someone caring. But, alas, most Dippy players' attitude is, in Dippy as in all things, I don't care...the world owes me one.

15\* The Golden Helmet



\*16 The Winner and New Champion



It is better to have played DIPLOMACY  
and lost...;  
then to play any other game  
and won....

Maggie Gemignani  
1966

/62/

which led to the establishment of the first sets of holy orders in North America.

Because of hot air drafts over the arena, the Goodrich Blimp Highthumper Ty Quan Dough, was not able to broadcast live fotos of the event. Instead, this year's game is being filmed and broadcast more or less live by PNT from a camera planted in the stomach of Bob Olsen, who is floating some 3,000 feet over the arena. Higher than a kite you might say. Whatever you do, don't laugh, Bob!

This year's finals resulted in a record number of stabs, double crosses, and out right attacks. Slowly, ever so slowly, the game went on and on and on. First, Germany and Italy were eliminated; as France, England, Russia, and Turkey all grew to mid-size. Austria stagnated under an attack from France and Turkey. Then England and Turkey turned on Russia and gradually destroyed her. It became clear by about game year 1943, that it would be England, France, and Turkey in the end game; if the end game ever arrived.

Surprisingly, England and France were never able to combine their forces and Turkey went on to the win. A magnificent performance by the Infidel. During the last game year (1952) Mozart's Abduction from the Seralio was performed by members of the Bronx Cheering Team and Chorus as background music.

At the post game press conference the winner of the game and Classic was revealed to be none other than Mrs. Bangs Leslie Tapscott who, it was revealed, has been living in exile in Austin, Texas for many years under the nom de guerre, Leslie Minshall. Asked why she had entered the game under an alias and then played in a disguise, Leslie said: "But isn't that the way it is done in New York?"

Asked which of the seven official contestants she had replaced, Leslie said: "Why none of them. All seven were drugged and tied up during the costume donning period. Instead I replaced the other six players with members of the Lesser Texas Wetbacks Dippy Club who were instructed to throw the game to me and I took the role of Turkey. It's a natural for me."

"So why did it take you 51 game years to win?"

"I forgot to tell them to throw the game to me gently."

"What plans do you have for the prize money and your Grand Prize trip with Terry Tallman?"

"I'm going to use the money to buy 51% of the Brooklyn Bridge. Gene Prosnitz offered me a great deal on it the other evening. As for Tallman, I'll probably give that part of the gift to the Institute for Destitute Prostitutes. They can probably keep him happy for a while..."

The closing ceremonies for the 1984 Maggie Gemignani Invitational Memorial Dippy Classic were impressive. Each participant gathered on the giant playing field for the traditional knives sharpening and pen breaking ceremony. As each participant sharpened his or her knife and broke their pens a flock of giant Japanese fruit flies flew overhead in formation spelling out: TODAY DIPLOMACY IN FLUSHING, TOMORROW DIPLOMACY IN PEERIJAVO!

This has been Barbara Wa-Wa, live from the Flushing Meadows Dippy Country Club, with the Maggie Gemignani Invitational Memorial Dippy Classic. Join us in July in Peerijavo for the 1984 Summer Dippy Games!

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COMING IN JULY: PEERICON IV IN PEERIJAVO!



\*17 Mrs. Bangs Leslie Tapscott & Friend

LET THE GAMES END!!!!

/64/  
TRIAL BALLOONS

Trial Balloons is the section of XENOGGIC devoted to happenings in the hobby. We, as a quarterly, have a hard time keeping up with the day-to-day news of the hobby but, wherever possible, we will print info on worthwhile hobby activities and projects. Just try to get them to us 2 weeks prior to the January, April, July, and October 1 publishing dates. TB appears in two parts: (1) internally generated items pertaining to XENO, and our other zines; and (2) items from others in the hobby.

PEERICON IV: This year's PEERICON will coincide with the opening of the 1984 Summer Olympics. Its dates are 6, 7, and 8 July and 28-29 July. The first three days occur during my vacation and that weekend will be a strictly informal party & gaming event. The 28-29 weekend will be the formal part of PEERICON. See the flyer elsewhere in this issue and check the July XENO for all the details.

DON MILLER MEMORIAL AWARD: Enclosed in this issue is a ballot for the annual hobby service award, the DMMA. I hope you'll vote and return the ballot to me by 2 June. If you pub a zine please reprint the ballot and encourage your readers to vote also. All the nominees are highly qualified and worthy of this honor.

ROD WALKER AWARD: The hobby's literary award, the Rod Walker Award will conduct its first election this year and I hope for a big turnout. There is a ballot for this award on the reverse side of the DMMA form. Be sure to fill it out as well. And then come to DIPCON XVIII in Dallas in June and find out who won.

GAME OPENINGS: There are only 3 or 4 game openings left in our third regular PBM Dippy game which will be gamesmastered by Ken Hager. There is no fee but I do require a sub to XENO for the duration (\$15), an NMR deposit (\$5), and a voluntary Diptax (\$1). This will be the last game opening until something ends (e.g. at least 2 years). I have cancelled plans for a PBM Machiavelli game.

DIPCON '85 SITE SURVEY: Somewhere in this mailing is an informal questionnaire about your preferences as to a possible site for the 1985 DIPCON. I sent this to the major west coast Dippy pubbers and over 50% of them responded. Thank guys. The results will be made available to DIPCON Society Committee members in Dallas who have to decide on the site of the 1985 event (e.g. somewhere in the western USA). I'll have the results in July.

HELP PEERY TAKE A DUMP! Fund raising continues for this fund designed to benefit hobby services. The deal is simple: raise a sum of money equal to my weight (e.g. about \$215) and I will get dumped in San Diego Bay during PEERICON IV. There have been plenty of volunteers to make sure the push is a good one and at least one person has volunteered to sit on my head the whole time I'm in the water. Contributions should be sent to: Terry Tallman, of NORTH STEALTH WEST GEORGE; Kathy Byrne, of KATHY'S KORNER; and to replace Willy Highfield (I guess the idea of getting dumped in his own backyard late didn't appeal to Willy. He's dropped out of the hobby.). I'm asking Julie Martin, honorary president of the Larry Peery Fan Club, to collect funds. Course, if you are lazy you can send the money directly to Mike Mills, of the PDO. He'll be handling disbursement of the funds raised.

BLACK AND BLUE BOOK (1984 ed): The third edition of the directory of California Dippy players will be a bit different. Instead of being printed in the same manner as XENO it will be printed from a computer and will include even more names than usual, as well as information on the type of play preferred by the person listed; PBM, PBEM, PTF, Con, etc. You can get it sorted by alphabetical listing of last name, telephone number, or ZIP Code.



/65/

Copies will be priced according to printing and postage costs and will probably run around \$4.00. If you want one let me know and I'll bill you when it is mailed.

BALLAD OF DIRTY SOX: I have not yet finished the analysis or commentary on the 1982 AY. SOX game. There was just too much data (some 500 letters) and too little time to do it right. And I'm still waiting to get one more set of letters from one of the players. So, it won't appear in this mailing.

So much for the Peeribleah, what about the rest of the hobby? Lots of new publications coming out. It's a good thing to because so many zines have announced they are or are going to fold. Still, it looks like some people in the hobby have been busy. Again, for all the details consult DIPLOMACY WORLD, EUROPA EXPRESS, and the other hobby zines that carry lots of news. Here's a few highlights.

DIPLOMACY WORLD #37 (Spring 1984): Another fine effort by Rod Walker. This one carries (I can hardly say features) the continuing story of 1983 X, The Demonstration Game, in which my career as Italy came to a treacherous end, quite suddenly. Poor Italy. Stabbed by Austria, NKR'd out with only 2 units left. Still, there is a certain honor in being stabbed by the greatest PEM Dippy player of all time. And, of course, there is an honor to being replaced by the current queen of the hobby. Sorry, Kathy, I didn't mean to leave you with just the remains. Also contains a new WWII variant (Good timing Rod!), some stuff on France's play of the game, and a Sherlock Holmes story by my sub-zine editor, John Schuler. Good stuff. Subs are \$8 a year from Rod Walker, 1273 Crest Dr., Encinitas, CA 92024. The one zine you gotta get.

EREMION #121: Rod's alter ego zine which allows Rod to say all those mean and nasty things he's been omitting from DW. It is mean and nasty and cruel. And those are its good points. But it is also very, very funny. In both senses of the word. So, for info write Rod at the above address. I've been reading it since issue #1 which tells you how addictive it is. Cancer of the funny bone. Yes, sir.

FEUDIST: Does the hobby need a zine devoted to feuding? So far reviews of the announcement of this zine are mixed. The bad guys say yes, the angels say no. I don't know. You'll have to wait and see and judge for yourself. If you are interested write: Dan R. Wilson, 215 Radiance Dr., San Antonio, TX 78218. It's \$6 a year. Let's see if all the feudalists in the hobby write one page about each of their current partners in fuguing his first issue should run about 1.654 and 1/2 pages (the half page is for John Michalski...).

FROBOZZ: Jeff Richmond, 3313 Platt Rd., Ann Arbor, MI 48104 has a new games only zine which costs \$4 + a sub (10/\$3.50). I don't normally plug zines from beyond the Rockies but Jeff's polite letter asking for a plug was nice, and refreshing, and I have a plug on hand from getting the television fixed. So, here's a plug, Jeff. Good luck and much success

ADJUDICATING POSTAL DIPLOMACY GAMES: Only Doug Beyerlein would publish a game handbook on this subject and then give it a title like this. But Doug's a super GM and I'm sure the booklet is worth \$2.00. So, if you are a GM send him \$2 at 640 College, Menlo Park, CA 94025.

WINSOME LOSESOME: Terry Tallman recently decided to cut his trade with XENO as part of a massive purge of his mailing list. No hard feelings, tho. I liked NSWG and would continue to recommend it to one and all. If you are into abominable sex ghods you'd like NSWG. On the other hand we've entered into a mutual sub agreement with VOD which is a bit like Joan of Arc entering into a marriage agreement with Gary Grant. Such strange partnerships this

/66/

hobby does make. I'm only agreeing because Brux Linsey needs the cultural materials that regularly appear in XENO. His taste in music, movies, and such is horrible. Fortunately, his taste in Dippyazines is slightly better. Remember, Brux, no letters to the editor and no rules arguments. Poor guy will go nuts.

ZINE REGISTER 1984: Roy Henricks, 128 Deerfield Dr., Pittsburgh, PA 15235 pubs the annual zine directory for the hobby. It keeps getting better and better and is worthy of input from pubbers and purchase from hobby players. If you are a pubber be sure to write Roy and ask him for the info form. Also sub-zines, etc. I like to see this one as complete as possible because it is an invaluable historical resource in later years.

1983 CENSUS: Dick Martin pubs the annual hobby census. It is \$2 and includes names and addresses for some 800 hobby participants. Write Dick at 26 Orchard Way N, Rockville, MD 20854 for a copy. Instead of complaining about the errors in Dick's work I think pubbers in the hobby ought to concentrate on helping him get accurate and timely information. But what we all have to realize is that in a hobby where turn over is measured at 30% a year anything like this is going to be obsolete when pubbed on a yearly basis. I hope to have a solution to that problem within a year or so. Since I'm sure Dick and Julie will read this (if nothing else in the zine) I'd like to thank them for the radioactive label, returning their DIPTAX form on time, and the interesting letters of late. I've made multiple copies of all the letters and sent them to Rona Barrett.

I think that covers the major new publications. How about hobby activities? Lots of things going on this summer. See the separate section on Cons elsewhere. But much else is happening.

DIPCON XVIII: will be in Dallas on 21-24 June at the Market Hall Convention Center & the Regency Hotel in conjunction with ORIGINS. Details, such as they are from: Al Pearson, Box 998, Charles Town, WV 25414, chairman of this year's DIPCON Committee. Where's my bid packet, Al? You know I'm not going to let Rod walk away with a DIPCON in Los Angeles without a fight!! I hope to attend for several reasons: to be around when the DMMA and RWA awards are presented. To show that the west coast has its own version of Robert Sacks. And to make sure that at least one hobby old fart is present.

PDO RELIEF AUCTION: This year's PDO auction to benefit hobby custodians is under way. I like the idea. I support it. But I really think more effort should be put into promoting the project, especially in the preliminary stages. Anyway, for more info write Mike Mills: 26 Laurel Rd., Sloatsburg, NY 10974. And, if you happen to read this, Judy Winsome, I still have your copy of the NATIONAL PASTIME game designed by Allan Calhmer, and some very special baseball items to go with it. Steve Garvey donated a used toothbrush to my baseball treasures collection.

RUNESTONE POLL: Somewhere in this issue (if I remember to include it) will be a form for the Runestone Poll, the hobby's premier polling effort for zines and gamesmasters. The same info will appear in many different zines and I urge you to take part. The RP is a hobby tradition after some 7-8 years and it is one of those things that provides a sense of continuity to the hobby. So, write Randolph Smyth, 212 SE Aberdeen St., Medicine Hat, Alberta, CANADA T1A 0R1. DEADLINE IS 29 JUNE 1984. Basically you list the top 10 zines and gamesmasters. It takes some time and should take a lot of thought but I urge you to do it. Besides, its a good warm up practice for the end of the year PEERIPOLL which is due out this fall.

THE CON SCENE

ORRCON: Came off, more or less as scheduled, over St. Paddy's Day weekend and was, as always, a highly successful event. While novice Dippers smiled and stabbed their way to victory, Russ Sipe and Rod Walker plotted and schemed to make sure that next year's DIPCON would be held in conjunction with one of their events. Sorry, guys, the results of my poll are in and there is no doubt. The uninformed DippyPlayer wants to have the 1985 DIPCON in either Chowchilla or Death Valley. The distant third place favorite was Santa Catalina Island.

DIPCON XVIII: Will be in Dallas, TX, on 21-24 June. All the details are available (such as they are) from Al Pearson, Box 898, Charles Town, WV 25414. I'm planning on being there and that's enough to deter the entire East Coast Establishment, and Anti-Establishment from making an appearance. Still, you should plan to attend. It is the Dippy event of the year.

MARYCON II: Will be in Fredericksburg, VA on 1-3 June. All the details are available from Dick Warner, Dept. of History, Mary Washington College, Fredericksburg, VA, 22401 or you can contact Ed Wrobel of POLITESSE fame. This is rapidly becoming the east coast Dippy event and, being one of the few people who has actually visited the site (back in 1971), I can see why. It is a lovely, lovely place for a stab. Or whatever.

PEERICON IV: Will be in San Diego, on 28-29 July. This year's event will coincide with the 1984 Summer Olympics and that should be interesting. See the flyer elsewhere in this issue. One very real possibility is that Peeri may not be able to attend PeeriCon. Reasons for this are varied and range from the mundane (Peery may have to work both days) to the ridiculous (Peery will be chaperoning Barbara Wa-Wa on her trip to interview Khadafi) to the sublime (Peery has won a contest with a weekend with Boy George on Fire Island as the prize.). Whatever, come to PeeriCon and see Peery dumped on...again.

KOALACON 85: Plans for the 1985 World Dip Tour continue to develop and it looks like the tour will now include a stop in France as well as the programmed stops in Koala Lumpur, the Maldives, etc. etc. Start saving now. Remember this trip will only cost you \$5,000. if you register now.

THE 1984 RUNESTONE POLL

Send all votes to Randolph Smyth, 212 SE Aberdeen St., Medicine Hat, Alberta, CANADA T1A 0R1. Deadline is 29 June 1984. The Runestone Poll consists of 2 parts:

1. 8th Annual North American 'Zine Poll.

Rate any publication substantially devoted to Diplomacy, and of which you've seen at least 2 issues since last April. Rate each on a scale of 0 (lowest) to 10 (highest). Do not rate your own 'zine. Sign your ballot and indicate at least 1 way in which you participate in the hobby. Please list 'zines alphabetically.

2. 7th Annual North American GM Poll.

Rate any GM in whose postal game(s) you were a player during the year beginning 1 April 1983. Rate by name, not by 'zine, in alphabetical order. Rate on a scale of 0 (worst) to 10 (best).

Please note that only North American 'zines and GMs may be rated, although the rater may be from anywhere in the world. No fractional ratings, please. If you rate sub-zines, specify that it is a sub-zine and indicate what its parent 'zine is.

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# XENOGOOGIC

A Gaming & Simulations Journal

A INSTITUTE  
FOR  
DIPLOMATIC  
STUDIES PUBLICATION



P.O. Box 8416 - SAN DIEGO, CA 92102, U.S.A.

## WARNING

This issue contains graphic verbal pictures of violence in the section on DIPLOMACY IN THE AGE OF ARMAGEDDON. It is suggested that young, or impressionable, people not be allowed to read this material without supervision.

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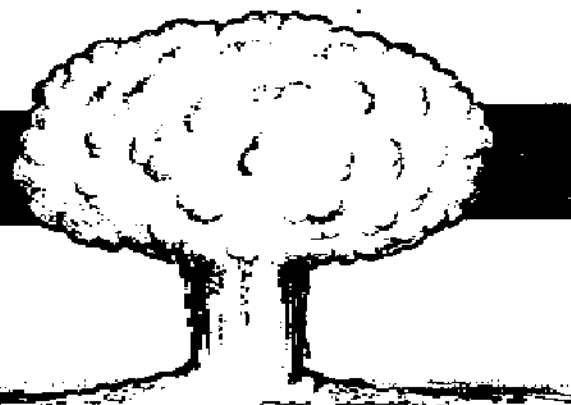
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SAN DIEGO, 27-29 JULY 1984

- *Are we living in the last days?*
- *What about the USSR?*
- *Is there hope for a hopeless world?*

# AGE OF ARMAGEDDON



FINALLY. AT LAST

DIPLOMACY IN THE AGE OF  
ARMAGEDDON

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Warning: This material should not be read by anyone under 16 years of age or anyone living in any of the 100 major metropolitan areas of the United States.

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DIPLOMACY IN THE AGE OF ARMAGEDDON

By Larry Peery

The hardest part of putting together any issue of XENOGOGIC is writing the introductory theme essay for the issue, if it has one. This issue was no exception.

I knew, when I started this issue's planning last December, that I wanted to write about THE DAY AFTER and the hobby's current epidemic of feuding; but that I did not want to write just another rehash of the hobby's feudalistic state or mind and behavior. Somehow, I hoped I could take these two depressing subjects and turn them into somekind of positive statement.

You will have to judge how well I succeeded.

You will note that this issue's cover carries a warning that the contents of this issue may not be suitable for reading by a child or impressionable young person. Perhaps I should also have included novice PBM players based on some of the letters I've been getting. I mention that because I know such magazines occasionally do get left laying around and do become objects of curiosity for siblings. And I know for a fact that XENO seems to have an attraction for younger readers. Hummmm. Anyway, there are some pretty graphic verbal pictures of some of the horrors of Armageddon in this issue.

The theme of this issue is DIPLOMACY IN THE AGE OF ARMAGEDDON. That's a pretty nebulous concept to say the least. Some people believe Armageddon is/was/will be a particular historical event. Others feel our history is filled with Armageddons in that any conflict involving "right and wrong" is such a conflict. Both may well be true. Perhaps both are wrong. You judge.

I am sure the Trojans thought Armageddon had arrived with the Wooden Horse and this year's PBS Metropolitan Opera's production of Berlioz's Les Troyens offered a dramatic vision of such an Armageddon.

And there is the Armageddon presented by John Schuler in CORN OFF THE COBB. Read that one carefully. In fact, read it first.

Even the stamp on the envelope for this issue has its own significance. This year marks the centennial of the birth of Harry Truman, the first man to order the use of a nuclear weapon in combat. We've reprinted his own words about how that decision was made.

Last year we all got to see a picture of World War III in two television mini-series: World War III and The Day After, both offering their own version of Armageddon.

But Armageddon is present elsewhere as well. San Diego is one of the world's greatest (in terms of size) military establishments, as you will graphically see and much thought and preparation goes on around here for whatever Armageddon our future holds. Others in San Diego also spend a lot of time thinking and writing about Armageddon. We polled some of them to gain a better picture of their current thinking. Dr. Suess's newest book, The Butter Battle Book, deals with the question of nuclear war and the arms race. Dr. Roger Revelle's thoughts, as he celebrates his 75th birthday, turn to the same topic. Dr. Jonas Salk found the subject too depressing to talk about and he wasn't the only one.

Ironically, the most hopeful note came from Dr. Richard Leakey, in Kenya. I strongly commend to you the edited transcript of his television program. Read it first for what it says about mankind. Then re-read it for what it says about DIPLOMACY.

I have, in a way, gambled heavily with this issue. I am hoping that you, the reader, will be able to see for yourself the parallels between the discussion of Armageddon by these people and the current state of the hobby's feudalistic state of anarchy.

Had I the time, the space, and the inclination I could have filled

forty or a hundred pages more with materials taken from letters and magazines written by many, ever so many, of the hobby's "movers and doers." Materials filled with charges and counter-charges, words designed to hurt and discredit, all too often filled with outright falsehoods and misconceptions, and all too often to no avail. One letter I received contained some 11 pages and included the names of over 20 feuding protagonists! The air of the hobby is polluted as I have never seen it. Even someone who spends as much time as I do involved in hobby activities can not keep up with all the feuds going on. Some are open and vitriolic and rage through the hobby's zines like a forest fire. Others are closeted and subtle and spread like an undiagnosed plague by letter, telephone, and by face-to-face encounters. Something is strangely rotten in Dippydom.

This doesn't mean that I haven't been involved in a feud or two, or that I haven't said anything nasty or critical about anyone in the hobby, etc. Hardly. I'm not perfect, either (Sorry, TNT, but I had to admit it...); inspite of what some East Coast people think, and what some Californians say. But there's a difference. I don't practice as a day to day philosophy or life style the kind of negative self-destructive derogatory behavior that has become the basis of the feudalistic mentality. They have become so wrapped up in this stuff that they are barely able to carry on their regular functions in the hobby. Their zines, letters, and conduct reflect it. Time, effort, and energy is being diverted from what should be done to counter-productive and useless feuding. An awful lot of people in the hobby appear to be more interested in their feuding then they are in the hobby. And an awful lot of people are being driven out of or turned away from the hobby as a result of this. The one feeds on the other.

I don't need to name names or cite examples. If you read more than 3 zines or play in more than 1 game of PBM Dippy you can cite your own. This is not an issue devoted to any particular hobby feud or personalities. It is devoted to feuding, in part. And to the subject of burnout.

The purpose of this issue is to make you think about the problem of the hobby in these two areas. Some of you may not think there is one. If so, as the cliché goes, you are probably a part of the problem. I know, and many others know, that there is a problem. I've tried to discuss it as positively as I can. But it is hard to find anything positive to say about cancer; unless you really do believe in zero population growth. You won't find any of the diatribes that some publishers have degenerated to in this issue. In fact, for some this discussion will be so esoteric and abstract that they will, I'm afraid, miss the point altogether. That's why I wrote this introductory essay, to make sure you didn't miss the point. Someone, a part of the problem, wrote me a few weeks ago and said that many people didn't "understand" XENOGOGIC. I don't think that they meant that as a compliment. On the other hand I get many, many letters from people who do understand or at least realize what it is I am trying to do. Whether you agree with me or not, whether you do or don't do what I suggest, the point is that you are thinking about the issue at hand. That is my intent and XENO's purpose.

And so, here is a discussion of Armageddon and the subjects of feuding and burnout in the hobby. I'll provide some concepts and ideas. You have to provide the names and zines to fill in the picture and decide whether what I say here applies to you.

I would be remiss in my own mind if I did not offer a solution to the problem. My solution is mine and mine alone. I'm not offering it as a panacea for the hobby's ills and it is certainly no cure all. If medicine were to offer a magical cure for every known disease tomorrow many people would reject it. And, oh, the reasons they would offer. We know this. Jesus taught it. And He wasn't the only one.

My discussion of the problem, in both the abstract and the specific, is the first part of the cure. We have to realize what is going on if we are going to deal with it.

/4/72/

The second part is now being published or will shortly be published in several other Dippy zines such as FEUDIST, HOUSE OF LORDS, and I think, VOICE OF DOOM. Basically it is quite simple. I suggested that the hobby adopt its own version of Ronald Reagan's 11th Commandment: speak no evil of other Dippy players, pubbers, etc. In other words, if you can't think of something positive to say about someone, say nothing. That is the solution I commended to those involved in all this business. That is why the solution appears in the zines it does. The people who read those zines are, often, the problem. No not all of them. No not all of the feuders read those zines. But I had to start somewhere.

My solution for burnout is a bit less dramatic and it appears elsewhere in this issue.

The fourth part of my solution is presented here and it is directed to those not involved in the current epidemic, and especially to the hobby's New Blood, wherever it may be found. I urge you; when you see or hear something in a hobby zine or letter, or at a con or tournament or even at a face-to-face game, that is negative and what I will call feudalistic (for want of a better term); to challenge it. Don't, by your silence, condone it and tacitly accept it. Challenge it. Whether it is a specific matter or a broad claim, question it. Demand that the author or speaker back up their negative words with proof and evidence. And none of this. "Well, I know such and such because so and so said it was so and he's a good friend..." To those who attack and criticize and condemn say, "Where is your proof positive? Where is your counter proposal? What have you done about this problem to solve it?" Don't accept anything---including this essay---without question, particularly if it is something negative and it is from someone you don't know and about someone else you don't know. If enough of you take the time and interest to challenge these ill sayers, I think the truth will come out, or the feudalist will be swept away in a tide of righteous indignation. I realize this solution will not be popular with many pubbers and hobby "movers and doers" because, in effect, I'm preaching revolution in the streets and returning power to the masses. So be it.

Of course, no one will admit to being a part of the problem or the cause of it, but I can probably predict who will respond to this essay and how. The nature of their response will tell you all you need to know.

I can't close on a negative note, however. Even prior to publication this essay has provoked response from a variety of people involved in the hobby's feuding. And I'm pleased to say that their response has been positive. One part of that response you will read elsewhere in this issue. Others will await publication in other zines. I am, somewhat, hopeful.

### WORLD WAR III: TO THE -NTH POWER

I don't remember which came first, my own game/simulation design with a World War III motif/scenario or my first play of a commercially designed WWII scenario game/simulation. I do recall early on (e.g. in the mid-1960s) being terribly bored with games devoted to Stalingrad, Gettysburg, and D-Day.

-Continued on page 7.



PINLEY'S THEORY

By Jim Pinley

When we talked last week you were talking about the present as a time of disasters and dangers, and you asked me to write down what I had to say on the subject...

The 20th century has been a frightening and depressing time, especially the last 30 years or so, but so has almost every other time. The fears change, but we're never free of them. Currently we're threatened with: nuclear, biological, or chemical weapons; global famine; impending exhaustion of fuel supplies we rely on; chemical wastes; global water shortages; and a few other minor disasters. Most of the people in the world are politically oppressed and/or economically exploited as thoroughly as their oppressors and exploiters are able to arrange.

Well, we no longer have to face: epidemic diseases such as the Black Plague that killed a third of Europe in fifty years; a lack of medical knowledge that made almost any serious injury, as well as such flaws as bad vision, diabetes, or appendicitis, fatal; a daily existence of such back-breaking effort that most people were just plain worn out by age 30; starvation as a consequence of local crop failures; or, in most of the world, the kind of political anarchy that made banditry, pillaging armies, slavery, and in general the fair possibility of being dead by nightfall, facts of everyday life.

As for horrible weapons, there has usually been some device touted as so awful its use would exterminate humanity, other examples being the crossbow, machine gun, gunpowder, submarine, strategic bomber....I hope sincerely that this time we don't follow our own past example, wherein the phrase "too terrible to ever use" was immediately followed by "except against ....."

Human civilization has been, most of the time, like the man at the fair who spins those plates on top of the wand-like sticks; frantically rushing from plate to plate to keep them from falling, disaster usually imminent. Governments and their taxes have always been insensitive, corrupt, inept, foolish and malignant, and they always will be. Every generation has been hateful and crude in its rejection of the boorish, stuffy values of its parents, and been dismayed in turn by their own children. People have always been at the mercy of forces beyond their control or understanding.

Our problems and fears are real, but not unique; and when we look at the good things we have that are relatively new to the world, we're better off than we've ever been. If, as we have the potential to do, we use the next few decades to begin the widespread exploration and use of the resources of the rest of the solar system, and the development and use of various advances in technology now within reach for the first time ever, this could be the time of the greatest hope and wonder humanity has ever known. I would rather be alive now than at any time in the past; our present hardships and dangers are no worse than usual, and our possibilities and advantages are the best of all time.

Oops. Now it's the night of the 24th, or rather, early the morning of the 25th (February, 1984).

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"It was the best of times. It was the worst of times."  
Make up your mind, will ya?

/6/74/

THOSE FABULOUS SAN DIEGO DOCTORS AND THEIR INCREDIBLE IDEAS

It is not generally known but San Diego is home to a second group of distinguished practitioners of the art of Diplomacy. The first group of course includes people like Hal Naus, Conrad von Metzke, Rod Walker, and others too modest to be mentioned. San Diego's second group, popularly called "Those Fabulous San Diego Doctors" includes a whole host of famous men who have devoted their lives and careers, in one way or another, to the arts of Diplomacy. Among them are such household names as: Linus Pauling, Harold Urey, Jonas Salk, Roger Revelle, and, without a doubt the world's best known doctor, Dr. Suss. Many of these men have recently celebrated milestones in their personal or professional lives and we would like to present their views on Armageddon.

AT 75, STILL THE OCEANS, MAN AND THE BOMB

The father of the University of California, San Diego, who says a distant cousin is a tuna, sits in his 8-by-12 foot campus office, surrounded by 57 stacks of paper, glumly examines the Marlboro Light he is smoking and shrugs and says that what really worries him is a threat of nuclear warfare.

Roger Revelle, professor and global guru of the ocean and man, turned 75 yesterday, March 7, 1984.

But, in the way great men and queens of England have their birthdays celebrated on more convenient days, the Scripps Institution of Oceanography, all the UCSD campus and brighter lights of American science are whooping it up for Revelle tomorrow and Saturday.

Revelle seems surprised at the todo. "I find it incredible I have reached 75. I don't really think I feel any different at all."

More interesting, he says, is the Bomb.

"The world's number one problem is not the overpopulation problem. It is not the carbon dioxide problem or any of the problems so many talk so much about. No."

Revelle, 6 feet 4 inches of intellect, stares at his cigarette as one looks an enemy in the eye. He squishes the enemy out in an ashtray.

"No, the danger of nuclear war is what is frightful. It could destroy Western civilization.

"Western civilization is the most precious thing that has ever happened to mankind. It has given man hope for the future, particularly because of what we have learned from the Greeks.

"The Greeks were the first to understand and believe that it was possible to understand nature and understand that man is part of nature. That is the thesis of our civilization.

"If it is destroyed God help mankind."

He lights another cigarette.

"I'm a little more optimistic. It's quite clear that many people in both this country and in Russia are seeking a way out of the nuclear dilemma. (President) Reagan is a very good politician. He's responsible to the nuclear mood of the country.

"So, I'm a little bit more hopeful than a few months ago."

Science once had to come knocking on government's door; the atomic scientists had to go tell the White House that Adolf Hitler was working on the atomic bomb and America had better play catch-up. Revelle talked of how, since then, science has become a part of government

"Scientists and politicians are clearly different people. Both scientists and politicians are interested in power. Scientists are interested in power over nature. Politicians are interested in power over people.

17/75/

"The politician always has to act on insufficient information. He has to take chances. He has to act in the face of uncertainty. Scientists always like to be certain, not go beyond what they know."

And what is Revelle certain about?  
"I'm not certain about much of anything."

And has science, the ocean, the United Nations work, the labors in U.S. government, the way of politics and education in America, has all this made him up or down on man's future?

"I guess I'm neither an optimist or a pessimist. But I think that you may be able to do some good in the world. Maybe you can change mankind's lot for the better.

"But it is probably best, like Voltaire said, to cultivate your own garden, your local community. Do the best you can for your own community.

"Nobody in my position can really shape world events. You can do something about building a university."

COMMENTS IN BRIEF

From Harold Urey: In the last 35 years I've given hundreds of speeches on the dangers of nuclear war and armaments. I've written dozens of articles and several books on the same subjects. I've been on countless television programs, interviewed in scores of newspapers, testified before countless committees and hearings. Has it done any good? I don't know. We're still here. And I have to keep trying...

From Jonas Salk: I've mentioned the dangers of The Bomb in many of my books many times. Quote anything you want from them. But it's too depressing a subject to talk about.

From William Nierenberg: We do have the ability to destroy ourselves in many different ways. Some are more horrible than others. Whether we do or not will be the ultimate test of our degree of evolution.

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Continued from page 4.

The first one I can remember playing was a game called CONFRONTATION. Who designed it I don't know, or don't remember. Who marketed it I don't recall. I do remember that some of the Lafayette Tactics Assn. people (Brian Bailey, Charles Turner, James Dygert, Anders Swenson, et al.) and I had lots of fun playing it during the hay days of the LTA during the mid to late 1960s. It was, for its time, a very well done game, both graphically and play-wise, although I recall it was a bear of complexity. I remember a large, very colorful map, with lots of colored dots (red and blue; clever, right?) and players madly blowing the hell out of each other. It was great fun; especially when you recall that about that time UC Berkeley was busy burning itself out of house and classroom; thanks to Mario Savio. I don't recall anyone ever actually winning a game, however...

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AT 80. ARTIST OFFERS PARABLE FOR ATOMIC AGE

And all this time you thought it was those scientists at Alamogordo, N.M., who invented the atomic bomb.

Well it just shows how wrong history can be.

The real inventor of the A-bomb was Dr. Suess.

Now, 40 years later, the story can be told. Dr. Suess explained the other day how he did it.

"I was almost thrown out of the Army because I invented an atomic bomb before the atomic bomb was invented," he grinned through his silvery beard.

The time was World War II; Germany had been defeated by the Allies but Japan was still fighting.

Dr. Suess, the cartoonist already famous for his children's books ("And to Think That I Saw It on Mulberry Street") and his "Quick, Henry! The Flit!" advertisements, was part of director Frank Capra's military unit making war propaganda films, a job that would later earn him two Academy Awards.

He saw a New York Times article about the nature of atomic energy, which explained "that in a glass of water there's enough energy to blow up the average American city."

So Dr. Suess and his movie companions worked out their tongue-in-cheek notion of a bomb based on the atoms in a glass of water.

"And we designed it, and drew a scenario around it about how it was to be used. And we sent it to the Pentagon, and from then on all hell broke loose," he reminisced.

He received an urgent call from a Pentagon colonel. "It turned out there were three-star generals standing behind him, who didn't know there was an atomic bomb in the works. There was monkey business within monkey business, and they'd been told to shush it up.

"So my boss in the Pentagon said, 'Where'd you get your information?' And I said, 'The New York Times.' There was a pause---he was talking to the three generals---and then he came back and said, 'Burn the evidence. Call back when you've done it.'

"So I got a wastebasket, and I got a squad out with their M-1s, and we marched out into the quadrangle on the post, and the lieutenant carried the New York Times which he dropped into the wastebasket. I lit a match and burned the New York Times and we all gave the Boy Scout salute as it went up in flames. And we went back and called the Pentagon and said, 'Mission accomplished, sir.'

"And they said, 'Well done, major.' "

The incident stuck in his mind. When atomic weapons became a reality, his thoughts turned serious. Today, with the atomic weapons race and the possibility of wide-spread annihilation causing concern to millions of people in the United States and around the world, Geisel is ever more worried.

"It's like the nonsense I used to read in the paper when I was a kid before World War I. 'How many battleships do we allow the Germans?' 'How many battleships can the English have?' Putting limits on things, and all the while escalating.

"They did the same thing before World War II. And that was all right, because those were wars that were winnable. But when we get into this sort of thing, there's no answer."

So today, on his 80th birthday (March 2, 1984), the author of "The Cat in the Hat," "Horton Hatches the Egg" and dozens of other classic children's books, publishes a new one. It's a parable for the atomic age, called "The Butter Battle Book."

Recovering nicely from surgery last year, he's in New York today to join his publisher, Random House, in celebrating both the publication of "The Butter Battle Book" and his birthday with parties at the New York Public Library and at "21."

The plot is simple. Yooks eat their bread with the butter side up. Zooks eat it with the butter side down. So they hate each other. They threaten each other with weapons, each one more fearsome and complicated than the last. Finally, each side invents a little bomb, about as big as an egg, called the Big Boy Boomeroo, capable of destroying the other's entire nation.

On the last page, a Yook and Zook stand facing each other atop the wall that divides the two sides, each holding a Big Boy Boomeroo, deciding whether to throw it.

What is the answer? "Let Dr. (Henry) Kissinger and the others figure it out. The answer is very simple. Somebody's got to come to the simple conclusion that the situation is impossible. Which is obvious. The book is by no means a 'burn-your-draft-card' book or an anti-armed forces book. It just happens to be against this situation."

Geisel described most of his 43 books as "just plain pleasant tommyrot," but allowed that a few have carried serious messages, including "Yertle the Turtle" (based on Hitler), "The Sneetches" (dealing with racial prejudice) and "The Lorax" (a call to save the environment).

Leaning back in a chair at his writing desk in his hilltop La Jolla home, the first sketchy drawings of still another book tacked on a wall behind him, Geisel said he doesn't know whether "The Butter Battle Book" is a "children's book for adults or an adult book for children. There are so many leaders who think in a childlike manner. I thought it wouldn't make any difference if it was a children's book or not."

He's not quite sure how his indefinite ending will be received by youngsters who demand to know how a story turns out.

"I said, 'The hell with it. I'm going to hang them up on this ending and see if they can figure out where to go from there.' It does not follow any formula of writing for kids."

In his own youth, he remembers being fascinated by "The Lady, or the Tiger." Frank Stockton's classic puzzler of 1884, which ends with the hero in a quandary. "It didn't upset me. So on the strength of that, I said, 'Let's do a book that way.'"

"I figure that at my age if I don't start risking, I will never have a chance to risk again. It is a departure, but I figure in all kids' books, even the nonsense, the author is saying something. And he might as well say something important once in a while."

The new book on his wall seems to be about large, square balloons. Dr. Suss, who often professes to be irritated at being asked where his ideas come from, explained where his ideas come from:

"I just did a few (drawings) to see if any of the characters would start working," he said. "That's the way they all start. I start with some kind of device, then I forget the device and start working with the characters. And the characters will either write the book or the book will disappear. If they don't make their own conflict, there's something wrong."

"The Butter Battle Book," he recalled, began 10 months ago with "building the civilizations of the Yooks and the Zooks as entirely different. It would have been about 5,000 pages if I'd continued."

"And then I suddenly realized that I wasn't getting anywhere because what I was trying to say is that people are generally pretty much alike, and here I was building civilizations that were different. So I finally settled on one bone of contention, which was how they ate bread and butter."

"Then I began having fun designing the weapons. My only fear is that the Pentagon will see the weapons and actually make them."

"If those three three-star generals are still around, they will."

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/10/78/

THE MAKING OF MANKIND: THE SURVIVAL OF THE SPECIES

Presented by Richard Leakey, Director, National Museum of Kenya

The Making of Mankind is a five-program series about human prehistory and its implications for modern man. Part V is titled: The Survival of the Species and deals with the development of civilizations, warfare, materialism, territorial defense; and prospects for the future. The program was produced by the BBC-TV, Time Life Films, and PBS. This transcript, provided by PTV Publications, Kent, Ohio, has been edited for this article.

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There wasn't one fixed pattern for settling down. It happened in different ways, depending on local conditions---based on the sea here in Salinas de Chao, Peru; on cereals in the Middle East and Africa; on rice in the Far East. But whatever the basic resource that began it all, once it occurred it always led to profound social changes. The unregulated life of the hunter-gatherer was replaced by hierarchies and bureaucracies, by kings and priests, by all the trappings of the centralized state.

(over video of man and woman working with plow drawn by cow and donkey) Settling down quickened the pace of change. Animals were domesticated and pressed into the service of man. The invention of the plow greatly increased the efficiency with which people could sow and grow their crops. With domestic animals there was now a permanent supply of fresh meat and milk in one spot. The hunter became the full time farmer.

(over video of Leakey walking through Middle Eastern market place) People began to congregate in cities. They no longer had to go out and search for their own food. A specialist class grew up to provide it. The marketplace developed, and with it the growth of the cash economy. And everywhere in the world where people settled down we begin to see the appearance of new domesticated crops. (seen in video in marketplace) The cucumber was first cultivated in India, the eggplant in southeast Asia, carrots in Europe, green peppers in Peru, lemons in Asia. New methods of preparing food developed rapidly, with skilled workers specializing in one job. The bread oven was one of the first of these new technologies, helping to feed an ever increasing population. Settlement also meant the emergence of full time craftsmen. They had a ready market for their wares, for now that people had a permanent home they could acquire and keep an increasing number of possessions. With settling down there came a rapid growth in materialism. Another crucial step was the invention of metallurgy. (video of blacksmiths working) This couldn't have happened in a hunter-gatherer band constantly on the move. It provided even more efficient tools for the farmer, and the whole community. The changes that followed those first settlements some 12 thousand years ago marked the real beginning of the world that we know today.

(over video of Leakey walking in downtown Hiroshima, Japan) This new way of life undoubtedly brought great benefits. Most of us, especially in the better developed part of the world, lead more comfortable lives because of it. And few of us would wish to return to the life of the hunter-gatherer.

(on camera on a busy street) Since a pattern of settled life was first adopted there's been no going back. The change from the life of a hunter-gatherer to that of living in large communities in one place was a fundamental change. And over the last hundred centuries or so, what we have seen is a further elaboration on the basics that were first taken on when people began to live in these large groups. The changes represent a fundamental shift in gear, and the world that we know now---the world of art, technology, of science and culture---owes its roots to that beginning. Yet the settled way of life has brought not only benefits, but new and grave problems for our

species---overpopulation, overcrowding, pollution. And perhaps the greatest threat of all. With settling down came the beginning of that organized aggression that has continued to this day, aggression that is symbolized by what happened here some 35 years ago. This is Hiroshima. (video of ruins of Hiroshima after A-bomb was dropped)

I think about the end of my own life. I'm sure all of you do. I don't dwell on it, but I'd like to know that my children and those that are near and dear to me will be provided for. I think this is a natural concern that we all have. I would like to live to an old age. I would like to enjoy my own retirement. But I think increasingly one has to wonder whether this will be possible. The world is not a particularly nice place. There are many tensions and there are many problems. There are problems of environmental pollution that are really very severe, indeed. There's potential disaster through warfare---nuclear warfare---that could have dramatic consequences in terms of the survival of our species. These sort of questions worry me very greatly. It would be ironic, indeed, if our species were to become extinct simply as the result of the misuse of the very technology that in the first place gave us the success. It was technology, our cooperation, and all the things that are human, that brought us through to this point. And it's those same things that could ultimately lead to the extinction of our species.

(over music and scenes from the film "2001") The message of Stanley Kubrick's film "2001" is clear. We became human because we were the only ape that killed.

(to camera) What has concerned me most, and I think that continues to exercise me, is that many people all over the world have come to believe that the violence and aggression that we see so much of today is because our ancestors behaved in this way. They believe that the killer ape idea is basically correct, that there's an instinctual drive on our part to kill and kill again. This idea of the killer ape is a powerful, popular and compelling one. It's also an idea that springs in large part from my own discipline, the study of prehistory.

(over film of Professor Raymond Dart in South Africa) It began with the work of Professor Raymond Dart, the eminent South African prehistorian. He carried out a pioneering study of the vast quantities of fossilized animal bones excavated in this South African cave called Makapansgat. (seen in video) He concluded that the ape men that lived here nearly two million years ago were successful because they used bone weapons to kill.

PROF. RAYMOND DART: (holding a large bone) Here is a bone tool made out of the knuckle bone of a giraffe, and you can see how it's been cut to make an ax---a primitive ax---in order to give it its sharp. And it could be used as a remarkable dagger, and even as a more formidable club---like that. (he swings bone at camera) And even this primitive hyena jaw (he shows camera) could rip up a belly.

RICHARD LEAKEY: Dart's theories of the savage nature of our origins were very influential. No one before had attempted to analyze large numbers of bones in this way. And many of the techniques he pioneered...in the 50s are now standard practice. And his ideas matched the mood of widespread pessimism over the nature of humanity.

(over pictures of war carnage, and atrocities) He was developing his ideas against the backdrop of the horrors of the trenches, the concentration camps, and the casualties of two world wars. It's little wonder that Dart wrote about the loathesome cruelty of mankind. Given the savagery of this century it's difficult to be over optimistic about the future prospects of our species. The seemingly inevitable conflicts continue---in Africa, South America, Indochina, and here in the Middle East. (video of Middle East warfare)

Faced with man's inhumanity to man, it's perhaps not surprising that people have sought explanations based on a supposedly violent prehistoric

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past. There are many places that symbolize these conflicts, none perhaps more so than this city---Jerusalem. (seen in video panorama) From the sacking of this city by Nebuchadnezzar to the present day, it's been bitterly fought over. Yet, ironically, it's the religious center of three of the world's major faiths, which all preach peace and love.

(over video of Leakey in Jerusalem) The tragedy of this city struck me forcibly when I came to Israel to film some of the early evidence for man's origins that has been found here in the Middle East. In places like this emotions run deep on the questions that divide mankind---politics, religion, race, economics. I'm not an economist, nor am I a politician, and all I can do is look at this problem from the perspective of prehistory.

What I see is something that I believe brings hope. Our species has a very long history, and for most of our time we have existed on the basis of cooperation and close association. There's no evidence that this aggression, this division that now separates so many of us is in our genes. It's something that has surely come about only recently, perhaps merely in the last 10 thousand years. We have to get rid of the idea that we are a flawed species, that we are programmed to destruct.

...

RICHARD LEAKEY: Well, in the past, of course, tribes like the !Kung were very egalitarian. Decisions were made collectively. But no government in the world is going to be able to deal with a committee of 70 or 100 !Kung. There must be spokesmen, or spokespersons, so that inevitably a hierarchy is created. When these hierarchies do develop they're almost inevitably male, because that is the way most governments work, sadly, today. And so from a situation amongst the !Kung, where men and women participated in decision making, they're moving rapidly towards a situation where the decision making is more and more in the hands of the men.

(over video of the !Kung village) Similar changes to those we've seen here must have occurred whenever and wherever our ancestors first settled in permanent villages.

We can trace the historical effects of that change by looking at the archaeological record. This is the Casma Valley on the coast of Peru, some 200 miles north of Lima. (video, moving aerial view) Here is one of the least known monuments of prehistory, the great ruined ceremonial mound of Sechin Alto. Six million tons of mud, brick, and stone were used in its construction. It was built about three thousand years ago. A short while before that, the local people were still simple hunter-gatherers living rather like the !Kung of just 30 years ago.

(voice over Leakey climbing Sechin Alto mound) Population increase, technological breakthroughs, and the emergence of a ruling class to give orders and to command allegiance all combined to make this explosive social change possible.

(speaking as he walks on mound) A structure of this size must have taken a tremendous number of people to build it. Presumably these people came from the variety of valleys and agricultural complexes in this general region. I think you have to consider a monument of this size as the center or heart of a state---albeit a mini-state, but a state in which a central ruler controlled the allegiance of large numbers of people. That control of a people could be used in a number of different ways. It could be used to build structures such as this monument. But it could also be used to wage war.

(voice over video of aerial view of fortified hilltop overlooking valleys) The reasons for war are generally the same the world over---to gain or defend territory. And these fertile irrigated valleys surrounded by barren desert soon had their own protective force to guard the precious food-growing areas at their base.



(in front of murals of Cerro Sechin) In the past, groups of hunter-gatherers undoubtedly engaged in periodic battles. Individuals must have felt angry with one another. But there wasn't the same kind of massive destruction that you see in later times. With a hunter-gatherer band, if they felt threatened, or wished to threaten, there was always the option to move on. There was always the possibility of finding food sources in the next valley, as it were. With the more modern people, the settled people, they invested large amounts of effort and labor in planting fields, into harvesting those fields, into building structures that they lived in, or indeed some of the massive structures that have a religious connotation. With that sort of investment of labor, you can't simply move away if somebody threatens you. You have to stay and protect it. Indeed, you go further, and if you believe that somebody is threatening you, you actually...anticipate an attack and attack them first. In this way one really should think of war as something that is culturally based. It springs from a settled way of life, from religion in some instances. It's not deep-seated in our genes. It's not genetically-based, this desire to go out and kill. So it's not surprising that some of the earliest pictorial evidence for aggression is associated with the earliest evidence for the organized state. Mike Moseley of Chicago's Field Museum showed me the murals of Cerro Sechin.

(over video of Professor Moseley pointing out stone carvings on hillside) These are a pile of severed heads. They're trophies of war. They are amongst the oldest murals in the new world.

PROF. MIKE MOSELEY: (talking as he shows murals to Leakey) This is common in the Andes, this head hunting.

RICHARD LEAKEY: So is this the fella who cut them off?

PROF. MOSELEY: Yes, one can tell fairly clearly who the victors or the enforcers are in this, and who the vanquished are. This seems to be a large monolith composed of rows of eyeballs. (seen in video) and the various severed heads have their eyes closed. It may be that the eyes were deliberately removed...

RICHARD LEAKEY: Do you think they were eating them, or...

PROF. MOSELEY: No. We have no evidence of cannibalism per se, but this may be a ritual way of insuring that your defeated or your vanquished people do not go into heaven, because once the eyes are lost they cannot find their way. Here's a body severed in half (seen in video), and another warrior again carrying a club and a hatchet---and a series of three heads here. (see in video) These have blood lines flowing out of the mouth.

RICHARD LEAKEY: This seems to me as if it were some symbol, some indication to a populace to keep in line.

PROF. MOSELEY: Well, it's probably a means of enforcing social laws. Once you begin to deal with a heterogeneous population through conquest you need to maintain some sort of order. And certainly something very graphic like this gets the message across---that if you don't behave you get chopped in half.

RICHARD LEAKEY: Quite clear. Quite clear.

PROF. MOSELEY: Yes, I don't imagine there's too much room for social deviation in this society.

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RICHARD LEAKEY: (over video first of a male image cringing in fear in the Serro Sechin mural, then photos of prisoners in German concentration camps, the Berlin Wall, and a double barbed wire fence on the border between Botswana and Namibia) Nothing seems to have changed. Those atrocities reflect the power of the centralized state to persecute its citizens, and to create arbitrary divisions among people. Tragically, Richard Lee has experienced just this in today's Kalahari.

RICHARD LEE: (in Botswana, standing beside the border fence) This fence marks a very dramatic change in the life of the !Kung people. Until 15 years ago they moved freely back and forth. The people on both sides of the border formed a single society. Today all this has changed. The people on this side can no longer move as freely to their gathering and hunting areas to the west. But what has happened on the other side is far more serious. The South African Army has recruited hundreds of !Kung men into the army as trackers and soldiers in their fight to retain control over the territory of Namibia.

RICHARD LEAKEY: (over video and audio of !Kung inductees being trained in the South African Army. A !Kung man in fatigues laughs at his own mistakes while learning to march.) These gentle people are learning to live and practice a life of violence.

RICHARD LEE: The result has been that the homicide rate has gone up ten fold in the last two years. Of people we know ourselves, eight have died---not on the battlefield, but in the barracks because of fights between !Kung men. The !Kung, formerly relatively unaggressive people, have been brutalized by this military experience and encouraged to develop very aggressive behavior. I find this a very serious situation and I find it ironic that people like the !Kung, who have survived so successfully for so many thousands of years, now face the greatest threat to their survival through the modern politics of southern Africa.

(over video of !Kung women collecting mongongo nuts) We can never go back to being hunter-gatherers, of course. They lived at a population density one thousandth of what we live at today. But we do have something to learn from them, because our modern system of hierarchies---of aggression, more and more military expenditure---could lead us, and may well lead us, to oblivion. So in a sense not only can we learn something from the hunter-gatherers, but we must learn something from them. And the sharing way of life which they have, which they illustrate, is something that we can rediscover.

RICHARD LEAKEY: (over video of excavation underway at Koobi Fora, Kenya) Our excavations are showing that this sharing way of life is very ancient. We saw in one of the earlier programs in this series how this site being excavated near Koobi Fora in Kenya has provided evidence of how our ancestors lived. The stone tools and food remains found on these ancient sites suggest to archaeologists that this was a home base, a place to which our ancestors returned regularly. And the picture that emerges is a far cry from the image of the brutish, bloodthirsty killer ape.

If you could go back in time one and a half million years to this camp site, you'd probably see a scene like this (presented in video), a small group of men, women and children gathered beside a stream. Their food was largely fruit and other plants, but also would have included some meat. It's been assumed that we always killed to get our meat, and that the basis of our success was man the hunter. Yet our ancestors were amongst the slowest animals on the savannah, and had only the crudest of weapons.

(over video of two lions feeding on carcass of a kill) There were far more formidable hunters seeking meat then, as now. And it's probable that it was the leftovers from these kills that fed our ancestors. We know from the success of modern day scavengers in Africa that there is always plenty of

meat left over. It's a myth that it was hunting that made us human. (video of early man scavenging from a carcass)

(over video of men carrying meat back to camp) The most extraordinary feature of our ancestors' behavior is that they brought this food back to their campsite to share with others in the group. This cooperation and sharing was the basis of our success as a species. One of the more hopeful lessons of prehistory is that this kind of behavior has long been part of the human pattern. It was this rather than aggression or hunting that helped our species to expand beyond Africa to the rest of the world.

Another lesson of prehistory is that we all stem from a single common origin. We saw in earlier programs how the different races and the colors of the world are simply the consequence of our recent ancestors having adapted to different climates and environments. Race and color have nothing to do with superiority or inferiority. We are all of us the same single species.

(over video of a Buddhist monk tending a rock garden) Yet we are a species with dramatically different ways of life and cultures. The motives of this Buddhist monk carefully tending a Japanese rock garden will appear strange to anyone unfamiliar with his culture. Yet cultural differences need not be divisive. They should instead remind us of that remarkable inventiveness and flexibility of behavior that are among the hallmarks of our species. The great cultural richness of our world bears witness to the fact that the human animal is not rigidly programmed into a narrow range of actions or behaviors. We're an animal that can choose.

(over video of a Kung mother strapping her baby to herself for carrying) But that choice is not entirely free. We're all dependent on our mothers for far longer than any other animal, and during this long period many of our attitudes and beliefs are formed, sometimes for life. But we can still adapt. So, for example, if this Kung baby were raised in a totally different culture, it would surely adopt the manners, values and beliefs of that culture.

(over video of children in different nations playing with each other) We are an animal dependent not upon instinct, but above all upon learning. And one of the things we learn is our attitude to other races and cultures. Look at any city school primary yard and you'll notice that children don't instinctively dislike those with different colored skins: They play quite happily until they're taught differently. Race hatred is learned from others. It's not instinctive.

(over video of children waving toy weapons, playing at body searching prisoners) But some kinds of behavior do seem to be deep-rooted. It's been persuasively argued that aggression is one of the basic instinctive drives of our species. Is this where the violence of these children comes from? Is it why they love playing with toy guns? Do we, particularly males, inherit a predisposition towards violence---along with the color of our eyes and hair? (video of children playing soldier, wrestling and kicking with vengeance) The answer to this question has profound implications for the survival of our species. If aggression is innate, then our prospects are bleak.

(over video of helmeted British soldiers passing through a group of young boys) I am quite sure that the violence of these children is simply a reflection of the violence that they see all around them. For these are the children of Northern Ireland. They have lived their entire lives in the middle of a bloody sectarian conflict.

(over video of boys throwing stones at the British soldiers) Human behavior is extraordinarily sensitive to the nature of its environment, and so it's not surprising that children reared in a violent world should react in a violent manner.

(over video of boys throwing stones at the British armored troop carriers) So despite the behavior of these children, of the appalling violence of our modern world, I don't think there is much evidence that this aggression is somehow wired into our brains from birth.

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(over video and audio of mother in hospital delivery room, giving birth) When we're born we're the most helpless of animals. (the baby cries) We arrive with a few instinctive responses, like crying, smiling, or the suckling reflex that allows us to take our first food. Yet perhaps the most important thing we bring into the world is our potential to learn. Surely it should be easier to teach our young those patterns of behavior like sharing and cooperation, that lie deep in our past.

(over video of starving African children) As a species we haven't learned that lesson. We have failed our own kind. Too large a proportion of our planet is haunted by starvation and death. Yet can anyone really doubt that an animal with the intelligence, the resources, and technology to bring these pictures into your home from the other side of the world, couldn't, if the will was there, use those same resources and technology to ease the suffering that these pictures so vividly depict?

(over video of food distribution among children) Of course, the developed nations do provide some relief aid for the Third World, as here to the starving children of the Ogaden, in the Horn of Africa

(over video of a military parade in Somalia) But they are much better at providing military aid. As a Kenyan and part of the Third World community, I am deeply distressed by this preference for providing weapons and equipment, which all has to be paid for. This is one of Kenya's neighbors, Somalia, where first Russia and then America have shipped vast quantities of arms and military hardware---this to a country which is one of the poorest nations, and where today thousands of people are starving to death.

(over video of jet aircraft taking off) Every military jet represents the resources to build a hospital in the Third World, or to feed thousands of children. Sadly, for every pound, dollar, or ruble spent on development, twenty-two times that amount is spent on arms.

(over video of destroyed tank on African desert) And this is where those arms end up---rusting on an already forgotten battlefield. Yesterday the Ogaden, today El Salvador, tomorrow another Third World country manipulated by the major powers. A tank rotting in the desert has a price tag which could have fed thousands. And there are other more immediate casualties,

(over video of Africans burning dead livestock) The people trapped in between the fighting, suffering one of the worst droughts in living memory, see their hopes for the future going up in flames.

(over video of jet fighter plane streaking over landscape) Meanwhile, man's ingenuity is being channelled into ever more sophisticated weapons of destruction. The dreadful irony is that the very technological potential that helped insure the success of our species in the first place could well lead to its destruction.

There is, of course, another side to our nature. That same human potential expresses itself in creating things of beauty, like these gardens and temples in the Japanese city of Kyoto. (seen in video) To me Kyoto symbolizes those two extremes of the human potential---on the one hand our ability to control nature and to create works of lasting value, and on the other, our ability to destroy those things forever. Kyoto was the initial target for the first nuclear bomb to be dropped on a civilian population. Only after repeated attempts by Secretary of War Henry Stimson was the decision changed.

(over video of atom bomb explosion) The bomb fell instead on the industrial city of Hiroshima, with devastating effect.

(over paintings of Hiroshima survivors and ruins) These were painted by the survivors of Hiroshima, the ones who weren't killed immediately---though many later died of radiation sickness, to bring the total number of deaths to over two hundred thousand.

(over video of Hiroshima victims being treated) The Japanese were able to get medical help into the city after the explosion. But in a modern nuclear war, with most cities destroyed, there would be few doctors left alive, few undamaged hospitals, no transport system, no power to run the remaining institutions. The Hiroshima bomb was tiny by modern standards.

and the prospects for survivors in an all-out nuclear war fought with today's weapons are very poor.

Ironically, some people have looked at this awesome destruction and felt optimism. They see the modern, bustling, wealthy city that's been rebuilt on the ruins (video of downtown Hiroshima today) and think that if one city can be rebuilt, why not many. If it's been done once, why not again? But next time, if there is another next time, it will be very different.

(Leakey, sitting at the base of the Domed Tower at Hiroshima, a Japanese National Monument to the dropping of the atomic bomb) The great tragedy of Hiroshima must never be forgotten. It was a decision by a few people to drop an atomic bomb on a city, resulting in the killing of over two hundred thousand individuals---men, women, and children. This sort of action on the part of our species unfortunately has been all too common in this century. It has happened before--in the bombing of Dresden, recently the killings in Cambodia, the killings in Germany and the Soviet Union, the recent civil war in Africa. There have been many instances where man kills man. What is it about our species and our willingness to kill so many of our own kind?

I think probably one of the most significant aspects is that very often we don't really believe we are killing our own kind. We believe we're killing people that are slightly different. They're of a different culture, a different creed, a different ideology. And somehow under those circumstances one can justify it. This is so wrong. One of the most important lessons that we've learned this century is that the planet is all we have. It's a fragile system where all people and all nation states are really interdependent. I believe it's terribly important for us to put aside ideological barriers, and for governments to come to grips with the survival of the species.

(over video of Japanese school children visiting the Domed Tower at Hiroshima) I've tried in this series to show my belief that it is our potential for cooperating and working together that has been crucial to the success of our species. In today's world we have few other options if we are to survive. Otherwise the tragic events at Hiroshima will have taught us nothing. All of us live in a world of nation states divided by differing creeds, colors and beliefs. Yet the Domed Tower at Hiroshima should remind us that we are all one species with a common past, and perhaps a common future.

A lot of people will say that I'm extraordinarily naive to propose that prehistory can contribute anything to the resolution of today's complex problems. I don't think so. In the first place, I think the perspective that we have from our prehistoric past is relevant. But perhaps more importantly, it's also possible to look into our past and see why it was that we succeeded where other animals failed. Perhaps the most important lesson we can draw from this is (how) our success relates to our adaptability, our flexibility as a species---our large brain, intelligence, and the related technology and culture that sprang from that. It is those things that brought us through to the present time.

I think the other perhaps more somber lesson that one can learn is that in the prehistoric record there are many examples of species becoming extinct. Indeed, extinction has occurred within the human family. A very closely related species, a cousin, australopithecus, was highly successful at one time, but did become extinct about a million years ago. Presumably australopithecus became extinct because as a species it wasn't flexible or adaptable.

I'm quite sure that if we're going to succeed and avoid extinction we must draw upon those attributes, those assets, that have been so important to us thus far. Our prehistoric record goes back at least four million years. How much further can we take it? I think the one thing that's clear is that we, and only we, have the power to decide that.

/18/ 86/

ARMAGEDDON AS FOUGHT IN THE PAPERBACK BOOKS WARS

If you took a \$50 bill into a used paperback book store you could easily blow the whole thing on books devoted to Armageddon conflicts. And I'm just talking about future conflicts. And I'm not talking about science fiction, per se. I'm talking about timely, real world, fictional scenarios for somekind of WWII with exotic variations conflicts. The kind movies are made from. I've collected this kind of stuff for years and more then one plot bears a frightening resemblance to real world events or to made for RAND wargame scenarios. Here is just a sampling I pulled off the shelf:

The Hag Theory by Allan W. Eckert (New York: Popular Library, 1976).  
"The chilling novel of global disaster..."

Weather War by Leonard Leokum & Paul Posnick (Los Angeles: Pinnacle Books, 1978).

"We are at war, weather is the weapon, you are the victim..."

Submarines have always been popular subjects for this kind of literature and I never really understood why until I read SIOP. Submarines are the only component of the military's nuclear weapons structure that are capable of acting independently to launch their missiles (even if it takes 4 people cooperating to do it). That, plus the psychological fascination/loathing for the submarine itself, makes for powerful drama. Here are four:

The Gold Crew by Thomas N. Scortia and Frank M. Robinson (New York: Warner Books, 1980),

"Only these three men aboard the sub Alaska know the truth about the mission, but they too are cut off from reality. Who can stop the inevitable...now that the unthinkable is just a matter of time?"

North Star Crusade by William Katz (New York: HBJ, 1976),

"They have a hijacked submarine and a scorching masterplan for total nuclear war."

Poseidon's Shadow by A. P. Kobryn (New York: Dell, 1980)

"A hounds and hare chiller that exposes some of the teetering realities of today's global weapons race..."

The Zhukov Briefing by Antony Trew (New York: Popular Library, 1975)

Airplanes are always popular subjects also. You may have seen the movie Firefox which clearly shows that machine is superior to man, at least in the movie making business.

Firefox by Craig Thomas (New York: Bantam, 1977),

"Codename for the deadliest warplane ever built, the Soviet Mig-31. Its lethal weapons system is controlled by pilot thought-impulses. So invincible it would wipe America out of the skies. The explosive novel about the most daring hijack mission ever..."

Mig Pilot by John Barron (New York: Avon, 1980),

"The final escape of Lt. Belenko..." The fact that John Barron, the well known expert on Soviet espionage should tell the story of Belenko's escape from the USSR (He was the one that flew the Mig-25 to Japan.), is almost as interesting as Belenko's story. Perhaps they should have called this one Lenin Is My Co-Pilot.

The Brink by Rick Setlowe (New York: Pyramid, 1977),

"A lightning-paced, thrilling novel of the men who fly America's supersonic, nuclear-strike planes..."

Some authors like to look at the big picture, of course. Some do it very well, and continue to do it.

Thirty-four East by Alfred Coppel (He's Ted's brother.) (New York: Popular Library, 1974),

"A gripping novel of tension and terror---and of a world on the brink of global warfare...."

The Dragon by Alfred Coppel (New York: HBJ, 1977),

"A frightening, action-packed thriller about an international power struggle that brings the world to the brink of nuclear war...."

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The Hill of Summer by Allen Drury (New York: Pinnacle Books, 1981)  
"In Moscow and in Washington, D.C.---at the United Nations and in the capitals of Europe---everywhere the world watches horrified as these two immutable forces clash with nothing less than the survival of human life at stake...." I have been reading Allen Drury since he first wrote Advise and Consent back in the early 1960s. I am a big fan of his. It takes a lot of effort to read his stuff and keep the characters sorted out but it is worth the effort.

The Last Days of America by Paul E. Erdman (New York: Pocket Books, 1981), This one is a curious mixture of truth (the bribing of Prince Bernhart of the Netherlands by officials of Lockheed) and fiction. It's a good story.

The Fall of the Russian Empire by Donald James (New York: Signet, 1982). This is an interesting book. I would bet dollars to donuts that it is the product of the CIA. There is information in it which cannot be credited to any other source. The story stinks but the deep background and picture of Soviet society is excellent. Read it and see what you think.

And last but not least,

The Third World War: August 1985 by John Hackett and others (New York: Berkley, 1980). This best seller, and its sequel (clone), caused a furor when it was published in Europe. It is an interesting attempt to put real weapons use into real geographical positions, supported by a plausible scenario. I could find no technical flaws in it but it was either written by a computer or a committee (it was). Frankly, the computer would have done better.

By now you are either half-way to the bookstore to track down some of these titles (If you are really desperate, I'll consider lending my copies.) or you are sitting there wondering to yourself, "What does all this have to do with DIPLOMACY?"

I figure you can establish the Armageddon connection for yourself. Not bad, might make a good title. The Armageddon Connection.

The connection between these books, and others like them, and DIPLOMACY is, at best, a tenuous, if real, connection. Certainly you will learn nothing about the game's tactics and strategy from them. But, if you search and think a bit, you'll learn a great deal about diplomacy's tactics and strategies. More importantly you'll expand your mind bank's deposits of ideas which can be applied to DIPLOMACY, if you have a bit of imagination. Certainly there is a treasury of materials here for variant games, press release scenarios or, as in this case, articles for your zine.

I remind you, however, that dealing with fiction is one thing, dealing with reality is quite another. Some of these books are pure fiction. Some are mostly fact (if slightly edited and censored). Only a few deal with real people operating in real world situations. In DIPLOMACY we are dealing with both at the same time. Pure fiction, the gameboard and its events, and reality (as we perceive one-seventh of it), the events that go on around the gameboard. The connections, especially the emotional ones, between the two are often enough to brink us to our own Brink and face to face with some Armageddon of our own creation.

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GUERNICA, PICASSO'S VIEW OF ARMAGEDDON

I tried to find a decent black and white copy of Picasso's Guernica to use as a cover for this section. Couldn't find one that would copy. But I hope you'll take a moment to look at a reproduction of this work in an art book. It is, to my mind, the best visual arts portrayal of Armageddon. The bombing of the Spanish town of Guernica during the Spanish Civil War of the 1930s was, to that time, one of the great atrocities of our history. True, the same thing was already happening in China but that didn't seem so important. True, the Spanish Inquisition had killed thousands in the name of their Saviour, and Franco's Civil War was killing thousands more. But Guernica captured the imagination of man...and Picasso.

/20/88/

ARMAGEDDON AS SEEN FROM HOLLYWOOD AND PINEWOOD STUDIOS

Hollywood and the world's movie industry has been grappling with the challenge of picturing Armageddon ever since motion pictures began. As I watched the made for television motion picture The Day After recently my mind could not but help drifting back to earlier attempts to portray similar, if less catastrophic events, albeit at different times and in different fashions.

For instance, when you think of The Day After you automatically think of the missile launch and impact sequences, and the casualty scenes at the Lawrence, Kansas hospital, and that final rubble scene. Hollywood has done it all before, and done it better.

Consider the just shown again for the umpteenth time Gone With the Wind. The Atlanta burning, the wounded scene with 5,000 extras. Even the sounds of Tara's Theme vs. Virgil Thomson's Suite from "The River" seemed more appropriate. Even today these scenes and sounds from Gone With the Wind are much more powerful and dramatic than The Day After. And the same could be said for The Red Badge of Courage or All Quiet on the Western Front.

The reasons are two, I think. First, even after having lived under the shadow of the atomic bomb for almost two generations, we, as human beings cannot comprehend, the awesome power of The Bomb. It is so much easier to comprehend the impact of a bullet or a rain of napalm. It is not difficult to find veterans of World War II willing to talk about their wartime adventures, although even in that war memories are selective. I find that veterans from the European theater of operations are much more willing to talk about their experiences than those from the Pacific campaigns. And in spite of living in a Marine town all my life I have yet to find a Marine willing to talk about that terrible tragedy of Guadalcanal which was, I think, the greatest needless sacrifice of American blood ever---overseas.

Secondly, The Day After is critically weak in that it does not offer us an answer to the question of "Who was right and who was wrong?" in its story? Great sacrifices demand great causes. We are given none. I realize that that was deliberately done by the writers of the movie but it leaves us, as potential participants in that Battle, without a sense of justification for our sacrifice.

Today, finally, a few people are opening up and willing to talk about their experiences in Vietnam but I suspect this to will be a selectively told story. I would like to know, for instance, the true story behind the loss of so many American junior officers in Vietnam. How many of them were lost to the enemy (which one?) and how many were fragged by their own men? I suppose we'll never know but I bet, some day, an enterprising Ph.D. candidate will dig out of the Archives the records of what really happened or at least find some awfully interesting statistical breakdowns.

The number of movies devoted to Armageddon is almost legion. Without any effort I can think of at least 20 of them. I'm sure you can add more. So, if you are too lazy to read a book, try watching a movie. Many of the best ones of late have been made for television and many of the others are shown on television regularly.

Going back to the 1930s I think of two film classics, The Red Badge of Courage and Gone With the Wind, both epic portrayals of great battles for great causes.

Most of the so-called war movies from the 1940s were just so much propaganda and not very good at that. At least they seem so now.

But in the 1950s there were several very good studies of Armageddon: The Four Horsemen of the Apocalypse and Alas, Babylon. But again propaganda, this time Cold War propaganda, films were the rule: Fork Chop Hill and Flight of the Eagles, Hollywood's tribute to the Strategic Air Command with Rock Hudson and lots of "wild blue yonder." By the 1960s we had caught up with reality, especially after the Cuban Missile Crisis. Films like Fail Safe, Seven Days In May, Dr. Strangelove, The Bedford Incident,



and that classic, On the Beach gave people a sense of what Armageddon could be.

There were fewer movies of this type during the 1970s. We escaped to a fantasy view of Armageddon in Planet of the Apes which made monkeys out of all of us. But who will ever forget that scene of Chuck Heston riding around the hill to confront a half-buried Statue of Liberty? And what about Apocalypse Now. It left me confused. I spent most of my time trying to understand whatever it was Marlon Brando was supposed to be saying. Here again the gimmic of listening to Wagner's Ring as Choppers whirl by remains in the memory. Whatever message Coppola was trying to deliver is long ago forgotten.

The 1980s have been interesting so far. There was the made for television World War III in two parts, with equal parts of nice location shots, stock U.S. Defense Department footage, and poor acting. The Day After picked up where World War III left off, so to speak. Personally, I thought the lesser scope but more intense dramas of Das Boot and the television drama on J. Robert Oppenheimer were much more meaningful. Somehow they dealt with the big issues of man vs. technology and the inter vs. intra-man conflicts better. The urge for uncontrollable self-destruction vs. rational self-preservation was better explored when confined to smaller spaces.

So, there are obviously ever so many films to ponder. Perhaps the ACLU or one of the Peace Movement groups should organize an ARMAGEDDON FILM FESTIVAL and hold it in Washington and Moscow. Perhaps if our leaders had to sit through all this celluloid carnage they wouldn't be so eager to put their hand on the button.

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ARMAGEDDON AS SEEN FROM THE MET

The Metropolitan Opera of New York this year opened its 100th season with Berlioz's Les Troyens, perhaps the greatest of the grand epic operas. Watching or listening to Les Troyens is a bit like watching an entire World Series or an entire Football championship season at one sitting. It is long. 5 and 1/2 hours long, with cuts. It is violent. It is complicated. It is philosophically as well as physically exhausting. Just like XENO.

The story is loosely based on Virgil's Aeneid. It is the story of Dido and Aeneas and the Trojan War. But the characters and the setting is timeless. Troy's Wooden Horse would be, in today's world, an MX missile. Today's world leaders are not the larger than life heroes of the Greek epics but, in a hundred generations, perhaps their warts and five o'clock shadows to will have faded away; if anyone is still around to sing of their deeds.

Still, if you can, listen to Berlioz's Les Troyens. It is a masterpiece of operatic literature. And perhaps no composer in history has been better able to convey the feeling of Armageddon than Berlioz. His Requiem, the Symphonie Fantastique, as well as his operas are all "Armageddon" art.

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PINLEY'S THEORY

I wanted the input of an educated military mind for this issue so I called Jim Pinley to see what thoughts he might have on the subject of this issue. In our conversation he mentioned a point which I had overlooked and it bears repeating, especially in the middle of this survey of Armageddon as seen through the arts: Every generation, in every time and in every place, has believed that it was about to face some Armageddon experience. And many have. And we have survived. Thus far.

1/22/90/

*'People should  
not watch the  
film alone'*



ABC photo

Against the background of an H-bomb test blast, a scene from the upcoming TV film 'The Day After.'

THE  
THIRTEEN  
STATIONS  
OF THE  
ATOM



Nuclear attack survivors in a scene from 'The Day After.'

We turned the switch, we saw the flashes, we watched them for about ten minutes---and then we switched everything off and went home. That night I knew that the world was headed for sorrow.

(Describing an experiment in uranium fission made March 3, 1939.)

Lee Szilard  
December 3, 1945

Some recent work by E. Fermi and L. Szilard, which has been communicated to me in manuscript, leads me to expect that the element uranium may be turned into a new and important source of energy in the immediate future.

Albert Einstein  
Letter to Franklin D. Roosevelt,  
8/2/39

The Atomic Age began at exactly 5:30 Mountain War Time on the morning of July 16, 1945, on a stretch of semi-desert land about fifty airline miles from Alamogordo, New Mexico.

At that great moment in history, ranking with the moment in the long ago when man first put fire to work for him and started on his march to civilization the vast energy locked within the hearts of the atoms of matter was released for the first time in a burst of flame such as had never before been seen on this planet...

A great ball of fire about a mile in diameter, changing colors as it kept shooting upward, from deep purple to orange, expanding, growing bigger, rising as it was expanding, an elemental force freed from its bonds after being chained for billions of years.

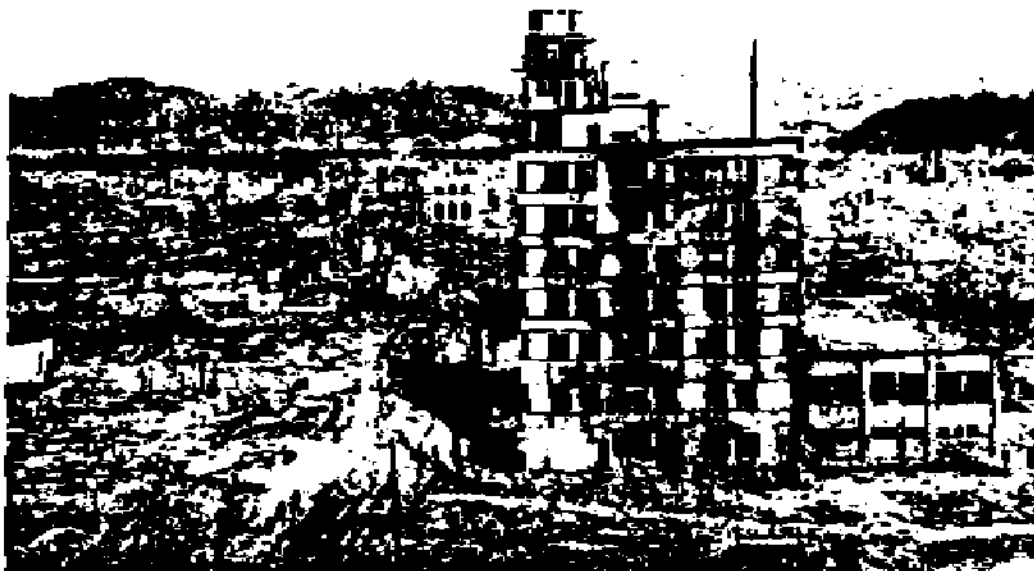
At first it was a giant column that soon took the shape of a supra-mundane mushroom. For a fleeting instant it took the form of the Statue of Liberty magnified many times.

William L. Laurence  
In the New York Times. 9/26/45

124/92/

A mushroom of boiling dust up to 20,000 feet.  
(Description of drop of atomic bomb on Hiroshima, August 5, 1945)

Paul W. Tibbet, Jr.  
Pilot of the B-29, Enola Gay



*Survivors walk past one of the few buildings still standing two days after an atomic bomb was dropped on Hiroshima, Japan, on August 6, 1945. (Wide World Photos)*

Sixteen hours ago an American airplane dropped one bomb on Hiroshima... It is a harnessing of the basic power of the universe. The force from which the sun draws its powers has been loosed against those who brought war to the Far East.

Harry S. Truman  
First announcement of the atomic bomb  
August 6, 1945

Since I do not foresee that atomic energy is to be a great boon for a long time, I have to say that for the present it is a menace. Perhaps it is well that it should be. It may intimidate the human race into bringing order into its international affairs, which, without the pressure of fear, would not do.

Albert Einstein  
On the Atomic Bomb  
Atlantic Monthly, November 1945

We need first of all to be thoroughly frightened.

Harold Clayton Urey  
Speech on the Atomic Bomb, December 3, 1945

It would be madness to let the purposes or the methods of private enterprise set the habits of the age of atomic energy.

Harold J. Laski  
Plan or Perish, 1945

We are not dealing simply with a military or scientific problem but with a problem in statescraft and the ways of human spirit.

7/25/93.

Report on the International Control  
of Atomic Energy, published 3/16/46

This is indeed  
The Year Atom Bomb One.  
It has opened  
most ominously.  
We must waste no time  
if we plan  
to be alive  
in A.B. 5 or A.B. 10.

-Harold C. Urey  
I'm a Frightened Man  
Collier's,  
January 5, 1946



A sight feared by all:  
A nuclear bomb goes off  
in TV's "The Day After."

The bomb that fell on Hiroshima fell on America too.  
It fell on no city, no munition plants, no docks.  
It erased no church, vaporized no public buildings,  
reduced no man to his atomic elements.  
But it fell, it fell.  
It burst. It shook the land.  
God, have mercy on our children.  
God have mercy on America.

Hermann Hagedorn  
The Bomb That Fell on America, 1946

Nothing could have been more obvious to the people of the early twentieth century than the rapidity with which war was becoming impossible. And as certainly they did not see it. They did not see it until the atomic bombs burst in their fumbling hands.

H. G. Wells  
The World Set Free, 1914

After an atomic war no good will and intelligence will be needed to bring a permanent peace to the survivors. They will get it in the jumbled stones of their cities.

One World or None.  
edited by Masters and Way.

/26/94/

AFTER THE DAY AFTER

I have now watched The Day After three times. The first time I was, like everyone else that watched it, a part of an "event" created by the television and news media. The second time I watched it with the eyes of a student of international political and military affairs; what there was to see. The third time I watched it alone, as a human being, and let my emotions go where they would. As an "event," The Day After was a success, I suppose. As a portrayal of international political and military affairs it was sound. Surprisingly the area where I felt most disappointed was emotionally. Perhaps it was because I had already seen the film twice already but it failed, in any viewing, to rouse great passion in me. There was no fear, no anger, no hate; only somekind of apathetic resignation.

But afterwards there was that discussion moderated by Ted Koppel and that was, for me, more interesting than the film.

I have read in many places that George Schultz, the Secretary of State and official White House spokesman on the program, is a skilled and able negotiator and a shrewd statesman. I would never have guessed it from what I saw of him on television. No wonder the Soviets are confused.

But the six member panel was an excellent one:

Henry Kissinger was, for once, at a loss for words, I think. Hard to believe it that this was the brilliant, witty, super intelligent secretary of state of just a few years ago. His two chief contributions to the discussion were: (1) "I've been writing about this problem for 30 years...", and (2) "Nuclear war is unacceptable." Why? Because Henry has been writing about it for 30 years?

Buckley is always Buckley. He always sounds so good and he's so good at letting air out of other peoples' balloons. Lots of cold air displacing lots of hot air. Better a frost bite than a slow burn, I suppose.

Brent Scowcroft was the light weight among the group, at least as far as his television presence. He's a hybrid, a product of both the McNamara and Kissinger schools of thought. A protege of Alexander Haig, himself a Kissinger product. Unfortunately, he didn't seem to have any ideas of his own to contribute to the discussion. I kept wondering what kind of grade Henry would have given him for his evening's work.

Robert McNamara, Secretary of Defense under Kennedy and Johnson who went on to serve as President of the World Bank, is at an age when most men are retired or coasting on their earlier laurels. But he's still as brilliant, eloquent, and analytical as ever. The man who bombed us through Southeast Asia is now advocating a reduction by half in the number of weapons in the USA-USSR arsenals. But he's still in there pitching, and pitching well.

Carl Sagan is apparently busy restructuring the Universe to fit some divine revelation given to him by God, Einstein, and Alistair Cook, and financed by PBS. Some of his predictions about the consequences and effects of a world-wide nuclear war are bizarre. But is your local six o'clock weatherman capable of explaining it all to you?

Elie Wisel I had never heard of but one always needs a Jewish philosopher as part of programs such as these. Whether it is because only Jewish philosophers think about such things, or because being Jewish gives them a certain advantage; as does the experiences of the Holocaust; in discussing them with rational emotion; I don't know.

What of DIPLOMACY? Well, I couldn't see a lot of it in the program. There was a lot of talk about house and home in the film and I realized how fragile the idea of English Common Law (A man's home is his castle as long as he is able to defend it...) is in reality. A step backwards to a planet for the apes is a real possibility. In fact that last scene in the film reminded me of the opening of 2001. I did like Virgil Thomson's music in the film. There was a mention of a Plus Sum Game by somebody on the panel but nobody picked up on that, thank God. The best line of all, I thought, came from Henry: "The requirement is that we do not scare ourselves to death!"

ARMAGEDDON: FROM THE OTHER SIDE

In some ways the Russians are better prepared for Armageddon than we are. Much of their population still lives close to the land and that makes survival more likely at a grass roots level. And they have had historical experiences with Armageddon like events: the invasion of Napoleon, the invasion of the Kaiser's armies, and, above all, the invasion of the Nazis. And, of course, their old people worry about how tough the young people would be in case of some new invasion. But the Russian peasant is and always will be tough. The danger lies in the probable destruction of Moscow, which represents some 10% of the Soviet GNP (a sort of New York, Washington, D.C., and Chicago rolled and roled into one...), and Leningrad/St. Petersburg, and a few other key cities which are modern Russia. Without these cities and the leadership they provide the Soviet Empire would probably disintegrate into ... well, how many tribes can you put on the tip of an ICBM?

The important thing to note is that the Soviets do believe that they can fight a nuclear war and, if not win, at least survive. They have to believe that. Lenin told them so.

# Russians also fear nuclear holocaust

By John F. Burns

New York Times News Service

MOSCOW — For nearly two hours last week, Marshal Nikolai V. Ogarkov pled a news conference here with familiar Soviet arguments about nuclear force levels.

It was a largely dispassionate session until a Western reporter asked whether he had seen the television film "The Day After," which depicts the effects of a nuclear strike on a Kansas town.

Ogarkov who, as the chief of the general staff, is the Soviet Union's highest-ranking professional officer, leaned forward into his microphone.

"I have seen the film and I believe that the danger it depicts is real," he said, his voice assuming an urgent edge.

So far, he is one of an elite minority of Russians who have seen the film, apparently in private screenings.

Even if the ABC production is never aired publicly in the Soviet Union, the marshal's comments, printed and broadcast throughout the country, seem likely to have pressed home a message that Russians have been hearing in recent times — that in nuclear war there can be no winner and that life amid the debris would be desperate for those who survived.

There seems little doubt that the fear among Soviet citizens is as great as, and possibly greater than, that of most Americans. The Soviet losses in World War II, replayed almost every night on television, have left a deep awareness of the costs of war, and this has been compounded by daily warnings that the United States is preparing for a pre-emptive strike.

But these anxieties have not always been so forthrightly expressed as in Ogarkov's presentation. Although the Soviet Union has urged a

ban on all nuclear weapons, policies at home have tended to play down the possible nuclear devastation.

"Judge for yourself," Ogarkov said in reply to the questioner. "The strategic nuclear forces of the United States can fire at a single launching 12,000 warheads with a total yield of 1,000 megatons. This is 170,000 times more than the yield of the first atomic bomb that the United States dropped on Hiroshima. 170,000 times just think of it."

"Moreover, this is only part of the story. If we add to this total the retaliatory capacity of the Soviet Union, which can hardly have fewer nuclear systems at its disposal, I think the matter speaks for itself. We have reached the point when it is time to put an end to nuclear madness. The situation, as it is, not only makes no sense, it is very, very dangerous."

Military writings have implied that a nuclear war could be won by the nation striking first, and a civil defense program has been based on the assurance that shelter, evacuation and medical arrangements could save the majority of the population.

By offering a more realistic appraisal, the Soviet leadership has had political ends to serve. Much of what is now being said and written is presented for the purpose of encouraging Western opposition to the United States' weapons programs, including the deployment of new missiles in Western Europe.

Western diplomats say they believe the new candor could also reflect something more basic, a sense of the highest levels that nuclear competition has reached such levels that a way has to be found for it to be halted and reversed.

It was in this context that diplomats saw Ogarkov's remarks about "The Day After."

That the Soviet attitude remains ambiguous is reflected by an apparent reluctance to show

the film to the Soviet public. Pravda, the party daily, applauded the film after its airing in the United States, saying that it had "opened the eyes" of Americans.

So far, however, most Russians have seen only brief excerpts on the television news, depicting the most shocking scenes of suffering. One reason may be that the film leaves ambiguous whether the nuclear exchange it chronicles was precipitated by the Soviet Union or the United States. Another could be a concern in the Kremlin that showing the film would risk undermining morale in the armed forces and in the population as a whole.

On the night before its U. S. showing Nov. 20, "The Day After" was previewed in Moscow by a small group of officials at the home of Robert Zelnick, the ABC News bureau chief. The showing was requested by Yevgeny P. Vellikov, a vice president of the Academy of Sciences, and was viewed by Foreign Ministry and press officials.

ABC did not attempt to have the film shown to the Soviet public at large. David Horowitz, an ABC spokesman in New York, said there had been no formal request. "If there had been a request, we would certainly have responded," he said. The film is scheduled to be seen in 22 countries.

The effect of the fear of nuclear war can be striking for Americans moving around the Soviet Union. They can expect a tap on the shoulder in a vegetable market, a movie theater foyer or a train, followed by the question: "Why does your president want to start a nuclear war? Why does he want to destroy us all?"

Anxieties have been heightened by the volume of articles, books and television programs in the last two years that have explored the civil and medical implications of nuclear war.

/28/96/

ON REAL WAR GAMES AND REAL WARS

From Newsweek (7 November 1983)

S.I.O.P., The Secret U.S. Plan for Nuclear War. By Peter Pringle and William Arkin. 287 pp. Norton. \$16.95

In March of 1982, the United States conducted an elaborate war game, code named "Ivy League." In the words of the Defense Department, it was intended to "exercise and evaluate plans and procedures associated with the Single Integrated Operational Plan (SIOP)." Since 1960, SIOP has been America's master plan for waging a nuclear war. SIOP is so secret that it has its own security classification: ESI, for "extremely sensitive information." But by combing through declassified documents and by conducting tours of bombers and missile command posts, Peter Pringle, a journalist for The Observer of London, and William Arkin, an arms analyst for the Institute for Policy Studies, have written an uncommonly absorbing book on America's preparations for nuclear war.

Ivy League simulated a worst-case scenario: the Soviets destroy America's orbiting communications satellites and launch a missile attack on the U.S. mainland. The White House disappears in a mushroom cloud, but the vice president, circling over Ohio in an airborne bunker, is able to use fallback systems to dispatch all of America's remaining land-based missiles. In the simulation, millions on both sides were left dead---but America's nuclear command and control structure survived admirably.

Pringle and Arkin offer a brisk history of how SIOP grew into the complex set of contingency plans tested in Ivy League. Gone are the days when a president with one press of a button, sent 4,000 bombs on their way. Today, SIOP presents multiple options for "selective destruction" and "limited conflict"---though, as the outcome of Ivy League suggests, any nuclear exchange is likely to escalate quickly into total war. After all, if the Soviets attacked from submarines, the president would have less than 10 minutes to measure his response. Like Paul Bracken in "The Command Control of Nuclear Forces" (252 pp. Yale. \$19.95), an excellent new scholarly work, Pringle and Arkin warn that the impressive number of options and the Star Wars gadgetry available today tend to mask the all-but-insoluble difficulties of rationally managing any nuclear conflict.

Continued from page 7.

Then there was the game that took the subject by the tail: WORLD WAR III. It was marketed by SPI and designed by Dunnigan and friends. It was a typical SPI product. I still have my copy of it. Since the cover bears the dates 1976-1984 I assume the game is about to be out of date. So much for gaming historical technological obsolescence. World War III survived, SPI did not. Actually it was an OK game, although I don't recall ever actually playing it. I bought it to see what the Rules looked like and how they handled some of the problems that had confronted me in my work with similar subjects.

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MORE FALLOUT FROM DAPCON III.

By Steve Langley

/Editor's Note: Those of you who are familiar with U.S. military operational procedures for dealing with crisis management and nuclear war will note the coincidence in the title: DAPCON III is only one letter away from DEFCON III, one of the five steps on the scale from peacetime to wartime that the U.S. military uses in its alert warning system. My memory drifts back to the 1965-1966 years when I attended a banquet at which the guest speaker was General Curtiss LeMay (USAF Ret.), the first commander of the U.S. Strategic Air Command. During his speech (LeMay was then the vice presidential candidate on some minority party ticket) LeMay said, in commenting on the Vietnam War in the making, that if the North Vietnamese interfered in the south we should "Nuke" them; and if the Red Chinese intervened on the side of the North Vietnamese we should "wipe them off the face of the earth;" and if the Soviet Communists helped the Red Chinese we should "blow them to bits." And the audience stood and cheered. Well, a few of us didn't. But not many. Another bit of Armageddon./

When Larry Peery left DAPCON III to return to sunny Southern California, he left behind one of his Christmas presents, a book, S.I.O.P., with the rather fatuous subtitle The Secret U.S. Plan for Nuclear War. I found the book during clean-up and asked Larry's permission to read it before returning it to him. His response was to ask me for a review of the book, from a computer professional's point of view. Here then is S.I.O.P., a book about the Single Integrated Operations Plan, it's history, it's function, it's military and political weight in the post nuclear world, and some conclusions by the authors about it's real significance.

In the late 1950s, nuclear war was potentially a reality. The potential has grown steadily from that date. There are some who feel that nuclear war is an inescapable conclusion. S.I.O.P. lends some rather chilling credence to that theory.

"In our time there is no more dangerous an illusion than the idea that thermonuclear war can still serve as an instrument of politics; that it is possible to achieve political aims through the use of nuclear power, and at the same time survive; and that it is possible to find acceptable forms of nuclear war."

This quote dates from the late 1950s. It is from a military general, not a civilian, not a peacenik. It is the evaluation of a man whose job was to create strategic plans based upon the option of using nuclear weapons.

In those days, the S.I.O.P. was simple. Destroy the enemy! Him him with everything we've got. The flaw was, that as soon as the enemy (Soviet Russia) developed its own nuclear potential there was a certainty that we could not destroy the enemy so totally that a retaliatory strike could not be made. Not that the U.S. was ever committed to a "first strike" nuclear war. That would not have been acceptable to the American people. Still, a "first strike" option was exactly what the Strategic Air Command under General Curtiss LeMay was developing.

As the years passed, our nuclear arsenal leaped from a few to hundreds to thousands of warheads. SAC developed a delivery system that would have assured immediate destruction of well over 50% of its selected targets. There was a point when a Navy admiral stated that the potential fallout damage to friendly forces was significant. Since that time, both the U.S.A. and U.S.S.R. potential to wreck thermonuclear havoc has grown considerably.

/30/98/

Both sides have the potential to deliver from 30 to 50 percent of their arsenals after being subjected to a preemptive nuclear strike from the other side.

Thirty to 50 percent is enough to generate sufficient fallout and secondary radiation to ensure that the cockroach will emerge as the dominant and most highly evolved life form on the planet Earth. (The cockroach is so simple and so hardy that it is virtually immune to harm or mutation through high energy radiation.) When you consider that the 30 to 50 percent is in retaliation to a strike that, militarily, should have been 90 to 100 percent of an arsenal, you have to question the cockroach's chances too.

There are three major legs upon which a nuclear deterrent stands: The nuclear arsenal, the delivery system, and the C<sup>3</sup>I (an acronym for Command, Communications, Control, and Intelligence). Of these three, the arsenal was the first priority of the designers of the S.I.O.P., followed, almost in tandem, by the delivery system. C<sup>3</sup>I was given some lip service, but the dollars went into the capability for destruction.

The arsenal grew in numbers and in destructiveness. The term "flexibility" was frequently used to justify the development of more and bigger, and then more and smaller, but always, more nuclear devices.

Delivery systems evolved from converted B-29 bombers to B-52 super-bombers and expanded to include land based missiles, nuclear submarines, MX and cruise missiles, along with a backup force of light bombers and sea based launch pads. Embarrassingly, the U.S.S.R. has kept up with the U.S.A. in the race to be able to destroy all life on the planet.

During the 1960s it became apparent that the C<sup>3</sup>I portion of the nuclear deterrent was lacking. We then developed a circle of radar stations around Russia, a system of satellites for over flight, a communications network that linked all of this information to computers that were designed to let us know the instant a potential nuclear attack was starting. By 1970, the Worldwide Military Command and Control System (WWMCCS, or WIMEX for short) was in its prime. Unfortunately, its prime was not all that good. Over an 18 month period there were an average of 200 failures per month. Messages lost, misrouted, delayed beyond usefulness, etc. The NORAD (North American Defense Command) computer, the central control for all incoming tracking data, suffered from occasional "ghost" reports. The men responsible for deciding whether or not the U.S.A. was under attack were kept alert by having to decipher these "ghost" attacks and determine that they were, indeed, ghosts, not actual attacks. What would have occurred should there have been a real attack during a "ghost" attack is conjectural.

By the early 1970s, WIMEX had proved to be totally inadequate and so, a proposal for its replacement was passed by Congress. The bid was let out to the lowest bidder, and ten years later, and at an estimated 111% cost over run, we have a system that's operationally equivalent to the original WIMEX. The communications and control portions of C<sup>3</sup>I are virtually non-existent. In a 1981 full scale test of the new system, the entire system was knocked out for over twelve hours through simple over-load.

Currently, the Reagan Administration is budgeting billions of dollars to upgrade and replace the existing systems. They are also discussing "limited nuclear" options. The latest philosophy is one of a winnable limited nuclear war. One in which both sides would have sufficient wisdom to not attack population centers nor political centers. One in which communications between the world leaders would continue, so that we could say to the Russians, "We are striking only at this, this, and this military target." And one in which they would naturally respond by striking only at similar "military" forces.

The assumptions that the U.S.S.R. will have sufficient communications to effect such a "limited" war may not be well taken. We don't have such communications, and despite the billions slated for them, it is technologically unlikely that we will develop such communications. Thermonuclear devices are not counters in a wargame. A single one megaton bomb, denotated at a height of 190 miles above ground zero over the U.S.A. would significantly

impair all existing ground line and radio communications in the continental United States, and much of Canada and Mexico. Thermonuclear devices cause an EMP (Electro-magnetic Force) pulse in conjunction with the earth's magnetic field that is sufficient to demagnetize polarized metals and disrupt or interfere with all but the lowest of radio waves. This includes all AM radio on up.

That's a single device. Two, ten, a hundred, or a thousand such devices would reduce the U.S.A. to radio silence, electrical outage, no telephones, no micro-wave television, no communications short of screams. We currently have two ELF (Extremely low frequency) transmitters that can survive the EMP pulse. They require huge ground antennas, huge in terms of hundreds of square miles, to operate. It is unlikely that they are not targeted. It is unlikely that they would survive a nuclear shock wave from distant missiles even if they were not targeted.

So, we can spend billions on improving our computer networks. We can buy all the sophisticated gadgetry we can devise. Just dip a bit deeper into the national deficit. We can eliminate the message loss and the overload limit of WIMEX, but we can not change the simple facts of physics. Once the first bomb is dropped all of our sophisticated gadgetry degrades to junk. We are reduced to operating blindly.

What does that mean to the S.I.O.P.? Well, there are three fleets of nuclear submarines as our "hardest" nuclear arsenal and delivery system. A single Trident sub carries 24 missiles with as many as 168 warheads that can be directed to distinct targets. Each such sub can, if all communications are lost with higher command, launch its missiles independently. Many of those missiles would fly blind and could easily hit empty missile silos or duplicate the attacks of other missiles. Even so, we are talking about over 1,200 warheads striking both military, and at the option of the sub captains, non-military targets. Moscow is within the range of a portion of some of these missiles. All of Russia is within range of some of these missiles. Perhaps as much as 70% destruction is a reasonable expectation. It would be foolish to believe that the submarine fleets of the U.S.S.R. do not have similar capability, and, that if they lose communications with their higher command, they would not be capable of reducing the U.S.A. to 70% radioactive rubble.

What it comes down to is, if they strike first, we have the capability of a retaliatory strike that would destroy them. When it comes to that, if we strike first, they have the capability of a retaliatory strike that would destroy us. There can be little question about the final result, no matter who strikes first.

And that is what S.I.O.P., the book is all about.

The opening quotation, attributed to a military general is from the papers of Soviet General N. A. Talenskii. I found General Talenskii to be the most rational military man mentioned in the book. I wouldn't want the import of his words to be colored by the fact that he is one of them.

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#### THE ULTIMATE WEAPON: A 100 MEGADIP BOMB

Would consist of: a Kathy Byrne Detonator, a TNT pre-charge charge, a Bob Howerton Homing Device, .....all wrapped in a cloud of Peeribleah!

/32/100/

BOOK REVIEWS

\*\*\*\*\*STRATEGY AND THE DEFENSE DILEMMA: Nuclear Policies and Alliance Politics  
Gerald Garvey. Lexington, Ma.: Lexington Books: 1984 (\$24.50), 136 pp.

Don't let the small size and large price of this book scare you. It has a big message to tell and it tells it well. To find a book dealing with the subject this one does, Grand Strategy and High Politics for Modern America, that is both informative about the basics and educational about the theories is a welcome relief from the usual mumbo-jumbo of military rhetoric. Once again we are faced with the classic dilemma: limited means and boundless ambitions.

\*\*NUCLEAR WEAPONS IN EUROPE: Council on Foreign Relations  
Andrew J. Pierre, Editor. 58 East 68th St., New York, NY 10021,  
1984 (\$5.95, pb.), 118 pp.

Part of the Project on European-American Relations series of the Council on Foreign Relations. Includes 4 essays on the Struggle for Europe; An American View, U.S. Nuclear Weapons in Europe, The Illusion of NATO's Nuclear Defense, and Nuclear Weapons in Europe with contributions from Britain, West Germany, and the U.S. This is the Establishment's view of things and the essays go well with the above book by Garvey. Nothing much new, however.

\*\*\*\*\*THE BUTTER BATTLE BOOK by Dr. Suess (Ted Geisel)  
New York: Random House: 1984 (\$6.95)

Is it a childrens' book for adults or an adults' book for kids? Hard to say. It's a modern day version of the Princess and the Tiger dilemma and it may well become a classic. I hope, and I am sure Dr. Suess would agree, that our children's grand-children will live to read it to their kids. Then we'll both be happy. It is regrettable that this book wasn't published at the same time as The Day After because it would have been an excellent introduction to the subject for kids.

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Continued from page 28.

Yes, I to designed a WWII game/simulation. It was a bit different then most commercial games of its type. I focused on one dimension of the subject: TIME. The novelty of my game POLARIS was that it only lasted about 40 minutes of game time, although the playing time could and did run much longer. One player controlled the US nuclear submarine missile fleet and the other controlled the Soviet's anti-submarine warfare forces. The mapboard represented the White Sea/Norwegian Sea areas. There were long target lists and the U.S. player won by wiping out a given percentage of the Soviet targets. It was, apparently, fairly accurate. At least that's what the Navy's people told me.

My other attempt at a WWII game/simulation was a bit different. It was called DOOMSDAY, and it used a variety of players for the USA, USSR, NATO, WTO, PRC, etc. Each player was given a stat book containing the latest up-to-date information on current world nuclear and conventional military systems. Then they were given a scenario to start the game. It could be almost anything. Then the clock was started. And they went at it under the guidance of a game director who controlled the development of the scenario. Players could join in conflict from the beginning or sit out the entire game without actively participating. There was no game board, no elaborate forms, no specified moves, etc. They (the players) told the GM what they wanted to do. He (the director) and his staff made the decisions as to what had happened, and advanced the scenario accordingly. And so it went...

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RAND stands for Research and Development and RAND is, or was, the official think tank of the U.S. Air Force. At least that's what it was when it was established back in the days of the Cold War. Over the years it has produced thousands and thousands of studies for the military. And, in the days of The Great Society, when money flowed out of HUD faster than it did out of the DOD, RAND produced a great volume of material for the civilian sector of the nation. But, always, RAND has been original and interesting. RAND spends a lot of effort making its publications available. It is one of the best sources of information on a wide variety of subjects there is. And much of its work can be sampled through its newsletter, RAND CHECKLIST (free) or through reading its many specialized by subject catalogs (also free). For info write: THE RAND CORPORATION, Publications Dept., 1700 Main St., Box 2138, Santa Monica, CA 90406-2138.

The February 1984 issue of RAND CHECKLIST included reports on a number of just published RAND publications which tie into this issue's theme nicely. First, STRATEGIC CONFLICT WITHOUT NUCLEAR WEAPONS by Carl H. Builder, written in April 1983 and just released, 64 pp., \$7.50, an analysis of the debate over a nuclear doctrine and strategy for the U.S. using nonnuclear weapons. There are three papers dealing with Soviet-Chinese (Sino-Soviet, Russo-Chinese, etc.) conflicts in the Far East, and a fascinating document of 17 pp. called THE KREMLIN AND THE POPE by Alex Alexiev (\$4.00) which sounds like a transcript of the recent 60 Minutes documentary on the assassination attempt on Pope John Paul II by a Turkish terrorist. And there is the ever so boring title, ACTIONS AGAINST NONNUCLEAR ENERGY FACILITIES: September 1981-September 1982, which covers some 99 attacks on nuclear power plant and other facilities world-wide, including the first recorded instance of a high-level standoff attack against a nuclear facility (five antitank rockets were fired against a nuclear breeder reactor being built at Creys-Malville, France), and the first attack against a nuclear installation during wartime when Iranian fighter-bombers attacked the Iraqi nuclear research center near Baghdad.

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The first POLARIS game killed off something like 137 million people in the first 26 minutes. We lost track after that because one of the players bombed the city where the game staff was located. So much for that.

It was well received by people in the field. Lincoln Bloomfield at MIT, Bob Noel at UC Santa Barbara, and Harold Guetzkow at Northwestern all like it. So did somebody named Ellsberg at RAND, although he said it was the most depressing simulation he'd ever played. Even the Pentagon liked it when it was played in Washington.

I ran one PBM section, using a "Yugoslavia After Tito" scenario. Unfortunately, my interests were going in other directions and I didn't follow through on the project.

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"We must find the means and the methods of working together not only in times of war and moral anguish but in times of peace with all its bewilderments and clamour and clatter of tongues. It is in the years of peace that wars are prevented and that those foundations are laid upon which the noble structures of the future can be built. But peace will not be preserved without the virtues that make victory possible in war. Peace will not be preserved by pious sentiments expressed in terms of platitudes or by official grimaces and diplomatic correctitude, however desirable this may be from time to time. It will not be preserved by casting aside in dangerous years the panoply of warlike strength. There must be earnest thought. There must also be faithful perseverance and foresight. Greatheart must have his sword and armour to guard the pilgrims on their way. Above all, among the English speaking peoples, there must be the union of hearts based upon conviction and common ideals. That is what I offer. That is what I seek."

Winston S. Churchill  
1946

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Churchill needs no apology from me. Still, in the above quote there is one phrase that bothers me. ... "among the English speaking peoples..."

It is not a question of whether one is English speaking or not. Many people who hold the values of the English speaking world are not English speaking. They can be found in Africa, in Asia, in South America, and around the world. On isolated islands in the Atlantic, in the Pacific, in the Indian Ocean, and in the Mediterranean.

Perhaps a better phrase would have been "in the civilized world." Not all English speaking people are civilized. Not all civilized people speak English. Still...

I think, perhaps by accident, the truth was pointed out in the film The Day After. There was much ado about the home, about the rights of property owners, etc. in that film. This is the basis of English common law. It is something Churchill would have understood and approved of.

An Englishman's home is his castle and a man's man for all that. Whether he be English or Irish.

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All wars have two sides and it is usually the victors that write the histories of wars. But things are not always as they seem. I suggest three books as a case study of this phenomeon. First, Admiral Kimmel's Story by Husband E. Kimmel (Chicago: 1955, Henry Regnery Co.), the commander of US naval forces at Pearl Harbor; then: Roosevelt and Churchill: Their Secret Wartime Correspondence by Francis Loewenheim, etc. (New York: 1975; E.P. Dutton); and last: Infamy: Pearl Harbor and Its Aftermath by John Toland (Garden City: 1982; Doubleday). See if you can find the real hero and the real villain. And let me know.

ARMAGEDDON: THE BUCK STOPS HERE

Look again at the mailing container for this issue, if you still have it. One of the stamps on it is the Harry Truman stamp, honoring the centennial of his birth in 1884. Many historians have, of late, come to realize that the fiesty piano player from Missouri was one of our most remarkable presidents. I happen to agree that he was one of the few American presidents that can be truly called "great." If you would like to know more about this fascinating man I suggest his own Memoirs which are available as a 2 volume set from Signet paperbacks. Volume I, Year of Decisions, deals with the United Nations, the Potsdam meeting, Hiroshima, and the end of World War II. It was Truman who made the decision to drop an atomic weapon on the Japanese during World War II. Dr. Leakey, in his program, talks about that event from one perspective. Let's see what Truman said about it:

"My own knowledge of these developments (the development of the atomic bomb) had come about only after I became President, when Secretary Stimson had given me the full story. He had told me at that time that the project was nearing completion and that a bomb could be expected within another four months. It was at his suggestion, too, that I had set up a committee of top men and had asked them to study with great care the implications the new weapon might have for us...

"The conclusions reached by these men, both in the advisory committee of scientists and in the larger committee... was that the bomb be used against the enemy as soon as it could be done. They recommended further that it should be used without any specific warning and against a target that would clearly show its devastating strength. I had realized, of course, that an atomic bomb explosion would inflict damage and casualties beyond imagination. On the other hand, the scientific advisers of the committee reported, "We can propose no technical demonstration likely to bring an end to the war; we see no acceptable alternative to direct military use." It was their conclusion that no technical demonstration would be likely to bring the war to an end. It had to be used against an enemy target.

"The final decision of where and when to use the atomic bomb was up to me. Let there be no mistake about it. I regarded the bomb as a military weapon and never had any doubt that it should be used. The top military advisers to the President recommended its use, and when I talked to Churchill he unhesitatingly told me he favored the use of the atomic bomb if it might aid to end the war.

"In deciding to use the bomb I wanted to make sure that it would be used as a weapon of war in the manner prescribed by the laws of war. That meant that I wanted it dropped on a military target. I had told Stimson that the bomb should be dropped as nearly as possible upon a war production center of prime military importance.

"Stimson's staff had prepared a list of cities in Japan that might serve as targets. Kyoto, though favored by General Arnold as a center of military activity, was eliminated when Secretary Stimson pointed out that it was a cultural and religious shrine of the Japanese."

Three things strike me about this episode which Truman covers in less than 2 pages but about which tens of books have been written about since. First, Truman was not informed prior to taking office of what was going on. When he was informed he got advice from qualified experts. He listened to what they had to say.

Second, he made the decision himself. No ifs or buts about it.

Third, he took full responsibility for the decision. And in doing so, he admitted that some latitude for compassion was still possible, even at a moment such as this. Even in moments of Armageddonian crisis it is still possible to act as a human being.

/36/104/

ARMAGEDDON: THE WORLD ABOUT US

When and where will Armageddon occur? That is a question that has plagued everyone from theologians to historians to military experts for some 2,000 years. Some don't know. Some do. I do. Believe it or not the answer to the question appeared in a cover story in Life magazine more than a generation ago. It was true. It is true. I know because Henry Luce told me so. He's dead now but it's still true. In fact it is more true now than it was then. A little known or remembered bit of prophecy, like the Tanaka Memorial; which historians will drag out of their archives a hundred years hence to quote from, and say, "See, I told you so!" If you want the specifics on the article you'll have to write me and ask. That's the only way I have of finding out who is actually reading this with any degree of curiosity.

Repeating Jim Pinley's thesis that Armageddon occurs in all times and in all places and is a constant threat to all peoples, we face the question of when and where will our Armageddon be. At any given moment we are offered a tempting array of possibilities.

The Middle East is always a good possibility and certainly there is no reason to doubt, as Israeli, Syrian, Lebanese and American Marines jockey around the plains of Megiddo; that the Bible's claim is as valid as any.

And the Fulda Gap is always a popular choice, especially with wargamers and wargame designers. The fact that some 25,000 tanks are located within a few hundred miles of rather interesting terrain is enough to give even Dunnigan and Simonsen inspiration.

I wrote a couple of potential scenarios for this issue dealing with the beginnings of a WWII Armageddon, but I deleted them for, of all reasons, national security. I don't think the FBI or CIA would have been upset but until the Navy quits disposing of its secret documents in public dumps, perhaps I'd better be quiet.

And what about the Khyber Pass? Or the Dzungarian Gate?

Anywhere along the Iron Curtain is a real possibility if you agree with Hackett's Third World War, and that is a thesis subscribed to by most wargamers.

But there are other possibilities. Some people actually believe that Armageddon will come as a result of conflict between the world's "have nots and haves." It will be the rich nations of the north vs. the poor nations of the south, they say. They point to Pakistan's bomb, India's bomb, the Iraqi's moves in the same direction, as harbingers of what is to come.

I'll offer you a couple of other possibilities.

First: the world's minority nations. I'm not talking about black population nations. Consider Cuban in the Caribbean, South Africa in Africa, Israel in the Mid East, Taiwan in Asia. They are minority nations. Cuba has a powerful protector, willing to subsidize her. But the other three are to some degree dependent on their own resources for their ultimate survival. And one must be fit to survive. Or smart. And both these nations are. Israel has a bomb, but no where to test it. South Africa has/had no bomb (until recently) but did have a place to test it. Taiwan offers a secure place for the manufacture of things best not seen by international visitors. Go back and trace the visits and agreements between officials of these countries. Look for the secret footnotes to common economic agreements. You might be surprised. So will the world, one day, if any of these nation's basic survival is at stake.

Or take the Tortilla Curtain that has slowly descended across Latin America from San Juan del Norte in Nicaragua on the Caribbean to Ocos in Guatemala on the Pacific. The average American (and that includes 98.9% of the population) located in the U.S.A. is unable to tell you where El Salvador, Nicaragua, or Honduras are; let alone what kind of governments they have, which ones we support, etc. Its Southeast Asia all over again.



When most of your circles are in Group 3, you tend to be a high "S" for "Steadiness" and "Sitability." Your emphasis is on cooperating with others to carry out the task. You function best when the demands of the hobby require steadiness in accomplishing results, patience, a systematic approach, concentrating on finishing assignments, deliberateness in approaching problem solving and fact gathering.

Security of the situation is important to you, as is your family time which you guard fervently. You like credit for the work accomplished, limited territories, and sincere appreciation.

You don't like unexpected changes or to be asked to be involved in more than one project at a time. And you are most effective when you receive guidelines for accomplishing tasks, encouragement of your creativity, and information on how your efforts are contributing to the total effort.

Finally, when most of your circles are found in Group 4, you are a high "C" which stands for "Compliance" and "Competence." High C's hobby expectations include conscientious efforts, precision, accuracy and logical analysis. Your emphasis is on working with existing circumstances to promote quality in product or service.

You enjoy a sheltered environment, reassurance that the job is being done well, personal attention and door openers who call attention to your accomplishments. You need others around you who can delegate important tasks, make quick decisions, use policies only as guidelines, compromise with the opposition and can state unpopular decisions. You are a quality control expert and love to go "by the book" for your direction.

Because it is difficult to typecast anyone into one of four behavioral styles, you are a unique combination of all of the above descriptors. To help you focus more on just what our best hobby setting might be, use the words above or add some of your own to describe your ideal hobby role description.

Once you know this, it is only a matter of adding which activities or services you are going to provide in your niche.

The importance of knowing this about yourself as a Diplomacy hobbyist is that the choice you make in your activity regarding the people you associate with can be determined by completing the team. All teams need the qualities of all four groups.

When we work alone we have to bring out all the qualities we have in ourselves. The nice thing about having a personal computer for hobby chores, for example, is that it can take up much of the detailed, time consuming chores, expanding what you can do by yourself. But, when you need to work with another person or persons on a hobby project, it is great to know that they will complement your behavioral style and you will get much more accomplished!

Also, the hobby project you choose to do should take into consideration what you are naturally best at. If you are a High I, you will need to provide a service that puts you in contact with other people and allows your motivational strengths to shine. High Cs make great programmers and can work alone with great satisfaction on technical and time consuming projects. Be creative, and most of all, be true to yourself. There is no point to taking on a hobby project if it isn't suitable for you. You probably won't do a good job and you certainly won't be happy.

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THE ONLY DIFFERENCE BETWEEN WORLD WAR III AND DIPLOMACY IS THAT WORLD WAR III WOULD BE SHORTER...

/40/108/

PECKING ORDER IN THE HOBBY --- WHERE DO YOU STAND?

/editor's note: the following article may be of interest to hobby members./

By Stephen G. Bloom

Everyone starts a career as a comer. Some go up the ladder and become stars quickly; others become deadwood in two or three years.

Dallas: Is your career going nowhere? Does your boss want to fire you? Do younger employees lurk behind your back, hoping you'll take early retirement---tomorrow?

If you can answer yes to these questions, chances are good you fit Dr. John Slocum's mold of a worker who has reached a plateau --- the final stage in career development. But it doesn't have to be a bad place, says Slocum, if you know how to make the most of it.

Slocum, a distinguished Southern Methodist University professor of business, makes his living classifying workers by category, as well as by studying how workers can be managed more efficiently.

He now is working on a study, to be published next year, on how to manage "plateaued" workers. Along with fellow SMU Professors William Cron and Richard Hansen, Slocum spent two years studying 500 workers in two corporations --- one in the Dallas area, the other in Iowa, (as part of the study agreement, the names of both remain confidential)

In his work, Slocum has defined four main career stages of employees:

\*COMERS: Those who have a high potential for advancement, but who work below their skill levels.

\*STARS: Those who perform outstanding work, and who possess the greatest opportunity for advancement.

\*SOLID CITIZENS: Those who perform satisfactorily, but who have reached their career peak.

\*DEADWOOD: Those who perform below their expected level, and who have no chance for further advancement.

Comers and stars haven't reached their plateaus, says Slocum; solid citizens and deadwood have.

Typically, workers are comers for the first five years they belong to an organization, says Slocum. Then they either move into the star category or, if they get passed over, they drift into solid citizenship.

"You can stay a solid citizen for a long time, but not necessarily for your entire career," he says. "It will be harder to get into the star category because you didn't get there first. You might want to say, "To hell with it," and then you end up in the deadwood classification."

There are numerous variations to this pattern, says Slocum. "Everyone starts a career as a comer. Some go up the ladder and become stars quickly; others become deadwood in two or three years."

Slocum has found that for comers and stars to continue advancing, they have to be willing to play what he terms the "tournament mobility game."

"That means working long hours, being very bright, willing to make any sacrifice for management, being able to perform under stress and handling diverse problems well," he says.

And to advance from comer to star, says Slocum, employees must always be ready to pursue more money and more responsibility. Additionally, they must be very mobile, and possess little patience for normal career advancement.

"To keep shining," he says, "stars must have an opportunity to move upward. Once their company denies them that, they move on to a competing organization --- or face becoming solid citizens."

Stars are real movers and shakers, Slocum says. "They manage their careers well and always land on their feet. They are able to pick up trends

Only this time it is Cuba as the support with China and Russia on the sidelines. I'm not too worried about the Banana Republics, myself. Contrary to what some think, the Panama Canal is not the be all and end all of American overseas trade. But I am concerned about events in Mexico. Mexico's population is about one quarter of that of the United States, yet her entire military force consists of less than 120,000 men. The amount of her GNP spent on her armed forces is less than 1% of her GNP, a sum that would not keep our (the USA) military machine operating for one hour, in peacetime. And yet the southern border provinces of Mexico are being placed under army general governors, refugee construction camps are being built to house thousands and thousands of refugees from Guatemala. The U.S. ambassador to Mexico, and the senior U.S. general in Latin America say that Mexico will be the next Vietnam. And the price of tortillas (bread) in Baja, California rises 17% in one day. Thousands, then tens of thousands, and now hundreds of thousands of illegal aliens from Mexico (and Guatemala, Honduras, etc.) attempt to cross the U.S.-Mexican border every month. The fight between the U.S. Border Patrol and the Mexican coyotes (illegal alien smugglers) and "wetbacks" has become an all out shooting war. Read Joseph Waumbaugh's latest. It is a tremendous problem and, potentially, a disastrous one.

So, the fires of Armageddon are burning brightly in Central America. Watch them closely.

I had planned to write an obituary for Yuri Andropov for this issue. Instead, I'll discuss him here. History will probably treat Yuri Andropov as they will treat Pope John Paul I, a footnote. I don't expect the present leader to last too much longer, although you never know. The points to be remembered are two: (1) The Soviets have no institutionalized method for transferring power and (2) The Party's geriatric leadership is not willing or able to yield power to a younger generation. Whether the Soviet Union will explode or implode as a result of economic, demographic, social or other pressures is a matter of conjecture. I can't say. Certainly the possibilities are there. The recent incident involving the U.S.S. Kitty Hawk and a Soviet Victor class sub in the Sea of Japan is interesting. What if...? The Soviets are paranoid, at best, with good reason. They will continue to be so and will probably become increasingly so. It was, I think, unfortunate that during the one period when the Soviets were led by a man with some, albeit small, sense of humanity, we were led by the last of our cold warriors. Norman Cousins wrote an article in Saturday Review years ago about Kennedy, Khrushchev, and Pope John XXIII. We had an opportunity then, he suggested. And it escaped. Time will tell if that was our last chance.

Whatever. There is always the possibility of something happening inside the USSR to provoke the Russian bear. It takes a lot to arouse a bear but when she is, I can't think of a safe hiding place.

I believe, according to the Stockholm Peace Research Institute, that there are currently some 160+ major military confrontations going on around the world. The kind where people shoot at and get shot at. People die. No big deal. That has always gone on. But the danger of an Armageddonian detonating event is always around us and likely to grow ever more common.

The world scene is a gloomy one if you are, by nature, a pessimist. Not so, if you are an optimist. So it has always been. So it will always be.

There are some bright spots. The 1984 Winter Olympics in Sarajevo went off without a hitch. The world's terrorists need Yugoslavian support and Yugoslavia has been good to them. Los Angeles may be another matter. Not since Munich in 1936 has the world waited with such bated breath. This year's main event will be the Race for Survival of the Olympics.

So we muddle on.

I've written, here and there, about The Day After. I haven't written much about War Games. It would be interesting to have copies of both and be able to edit them in such a way as to combine them (certainly I think a big screen view of The Day After and eliminating the childish nonsense from War Games would be an improvement). On the other hand, if you read SIOP you'll see reality is not very far away from Hollywood.

/38/106/

WHAT IS YOUR BEHAVIOR STYLE?

/Editor's Note: Although not written specifically about DIPLOMACY I think Carol Dysart's article has many applications for both the hobby and game. See how and where you fit into her scheme of things and how about others in the hobby you know?/

What Is Your Behavioral Style?

Let's see if you can identify which two of the following list of four groups of words best describes you. Circle the words in each group that best describes you.

Group 1

getting immediate results  
causing action  
accepting challenges  
making quick decisions  
questioning the status quo  
taking authority  
causing trouble (i.e. finding  
new ways to do things)  
solving problems

Group 2

contacting people  
making a favorable impression  
verbalizing with articulateness  
creating a motivational environment  
generating enthusiasm  
entertaining people  
desiring to help others  
participating in a group

Group 3

performing in accepted work  
patterns  
sitting or staying in one place  
demonstrating patience  
developing specialized skills  
concentrating on the task  
showing loyalty  
being a good listener  
calming excited people

Group 4

following directives and standards  
concentrating on detail  
working under controlled circumstances  
being diplomatic with people  
checking for accuracy  
criticizing performance  
critical thinking  
complying with authority

When most of your circles are in Group 1, you are very competitive and you shape your hobby environment by overcoming opposition to accomplish your results. You are a high "D" which means "Dominance" and "Directive."

You can be counted on to be a leader, are quick in making decisions, you like prestige and challenge in your work and tend to have a demanding attitude. An original thinker, you enjoy a wide scope of operation, direct answers, freedom from controls, and supervision and opportunity for advancement.

When you are a high D, you need others around you who weigh the pros and cons, calculate risks, use caution, research facts and recognize the needs of others. You do best when given difficult assignments, when others give advice based on practical experience and when you pace yourself and relax more.

If more circles are in Group 2, you are a high "I" person, meaning "Influencing others." Your emphasis is on shaping your hobby environment by bringing others into alliance to accomplish results. You like social recognition and interaction as well as optimistic attitudes.

Because you inspire others through your words, you can sell yourself and other's ideas. You are easy to work around because you are very open to the ideas of others and tend to have good counseling skills. Your desire to help others motivates others to excel.

As a high "I", you need others who can concentrate on the task, seek out facts, speak directly and develop systematic approaches. Your follow-up may be lacking, so you need someone else who enjoys and is good at that to make your activities successful.

in their company and in the industry, and make their moves before anyone else."

A plateau is not a dreaded stage --- as long as you remain a solid citizen, says Slocum. "Every company needs solid citizens," he says. "They form the backbone of most organizations."

In fact, becoming a solid citizen is a natural career evolution for most workers, Slocum says. "Stars, by nature, burn out. They can only sustain their stellar ascension for so long and then they fall. You can be a star for maybe 20 years, but eventually your commitment to advance diminishes."

Reasons for the fall, he says, include health limitations, family concerns, changing priorities or even boredom. The only way off a plateau and back to stardom, he says, is to change jobs and resurrect ambitions.

How does a manager identify prospective employees who might turn out to become deadwood?

Slocum says that candid performance appraisals with the employee --- as well as corrective action if necessary --- can keep workers from turning into deadwood.

The SMU professor predicts deadwood employees will increasingly have a harder time holding on to their jobs.

"The rewards for trying to resurrect deadwood are just too chancy," he says. "It's too risky, especially when other managers are relying on comers and stars to make them look good --- and to make you look bad."

For those companies that want to compete internationally and become world leaders, though, he says, "you can't afford to have people hanging on. You just have to get rid of them."

But if the company is satisfied with its niche and has no plans for growth in a stable market, then, Slocum says, "there's likely to be a lot of deadwood."

The only time that deadwoods are moved out, he says, is when a substantial change occurs in the organization --- a merger, a corporate shakeup, or when the supervisors protecting the deadwood and deadweight depart.

And what does Slocum consider himself --- a comer, star, solid citizen, or deadweight?

"Oh, of course, a star," he says. "We had to do this study or we wouldn't be stars any longer."

From the Independent Press Service  
Dallas Morning News

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Continued from page 43.

Now, however, you have an opportunity to vicariously participate in a new PBM Diplomacy variant called FINAL CONFLICT III which was designed by Tom Swider.

It is a global nuclear variant of DIPLOMACY with 7 players. In addition to the two regular types of Dippy units, armies and fleets, FINAL CONFLICT uses a "plane" and a "nuke" unit. The players are: Australia, Brazil, China, Pan-Arabs, Soviet Union, South Africa, and the USA.

A copy of the rules and map for the game, as well as the initial players list is in DIPLOMACY WORLD # 37 (Spring 1984). If you are interested in this kind of gaming, or just want to see how Diplomacy players would go about blowing up the world, I suggest you subscribe to DW and follow the end from the beginning.

Now, let me tell you about my Papal election game/simulation.  
Remember, blessed are the peacemakers....

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-FINI

/42/110/

## BURNOUT: THE DISEASE NOBODY WANTS TO TALK ABOUT

Burnout is something that few people in the hobby want to talk about, especially those who have been affected by it. But it isn't unique to DIPLOMACY. It strikes in many different ways. The following article was adapted from USA TODAY. See if it applies to you...

### WHEN YOUR GET-UP-AND-GO IS GONE

John was known as a novice go-getter who was going to the top of the hobby and would surely be a mover and doer before long. After several years as a small time player and publisher, he was chosen to be a custodian of a major hobby service organization, and was a member of several major hobby committees. His zine was continuously among the hobby's top 10 in all the major polls. His gamesmastering constantly received acclaim from his players and his own playing resulted in several FBM wins. He even managed to win a DIPCON tournament. He wrote many articles, analyzed the work of others, took risks and won.

Then the applause stopped. "The same projects that would have taken me a day now took me three days, and then a week," he says, "I wasn't executing properly. I doubted my own judgment, I wasn't taking chances any more.

"Nothing mattered. I'd look at the word processor and see coat hangers--- or see nothing at all. Sex bored me, although I thought about it all the time. I was drinking heavily, and more than once I'd bash my head on the low ceiling overhang in my basement archives and find myself sobbing on the floor."

John was burned out.

"Burnout is a perfectly reasonable response to the pressures and changes in the hobby environment," says Dennis Jaffe, a lecturer at the UCLA School of Medicine and author of a new book, From Burnout to Balance. "Burnout is a complex response to life in which a person becomes apathetic, things become meaningless, energy is depleted, he does things to avoid or escape hobby responsibilities. He becomes dysfunctional."

There are mild stages and extreme stages, adds Jaffe, a clinical psychologist. "Almost anybody will experience burnout at some time or another. It's a stage of hobby participation. How do you know you're burned out? You know it. What can you do about it? You need to ask yourself some questions, about why you're in a certain position. And you may have to make a choice: Either make changes within your hobby role or the relationship, or get out, because it will be destructive to stay."

John decided to get out. "I quit. I gave up everything: organizational duties, publishing, gamesmastering, playing, etc. I lost a lot of 'friends' but I found my real friends stayed with me. Few of them were Dippy players. But after a few years I landed on my feet, and I feel healthy again."

"Burnout is unrelieved stress," says Herbert J. Freudenberger, a New York psychologist credited with coining the phrase "burnout" in the late 1960s. "The person who is susceptible to burnout is a high achiever, an individual who is success-motivated, a compulsive person who has a hard time delegating authority, who wants to do it all himself."

Mike was active in the hobby in the early 1970s when he became a member of the IDA, a hobby service organization devoted to providing services for the hobby.

"I got hooked on novice players and their needs," he says. One temporary typing assignment led to others, to editorial and publishing jobs, and finally to a role as organizational pubber and chief editor, and then to small, then larger, projects within the hobby. In 1973 he was elected president of the IDA. But after nearly a decade of exciting activities, he began to experience burnout.

"I spent a lot of time wondering what was going wrong. There was the feeling there was no more newness, that everything was repetition, going for one hobby record after another," he says. "I was no longer stimulated as in the early years."

Then a personal factor entered into the equation: the prolonged illness of his wife. Totalling it all up, Mike made a decision: "I had the feeling I needed to pursue some personal goals."

In November 1979, Mike reluctantly handed in his resignation in the last of his PBM Dippy games. He was burned out.

He put his energies into renovating an old house he and his wife had purchased. The change was definitely therapeutic, and after a year without any outside involvement at all, he was ready for new challenges, a pattern that many authorities say is common for people who experience temporary burnout.

Burnout doesn't have to be a disaster. It can, in fact, be the turning point that helps people make needed changes in their lives.

Bill, and his wife, Joanna, decided that they were going to go out for dinner once a week when they thought she might be burning out from trying to be the hobby's first woman Superplayer.

"I'd take the kids to school, then work on the Koning Numbers, then go to a local Diplomacy Club meeting, then to a IDA luncheon, then pick them up and take Nancy to piano lessons and Jason to soccer practice, then pick them both up again and go home in time to cook dinner, and we entertain a lot," Joanna says. "I had letters to write, zines to read, stats to work on, cons to plan, articles to write, etc, etc. It got to the point where we'd be in bed and we'd unplug the phone for fear someone would interrupt us."

When Joanna and Bill realized she was burning out, they put some simple rules into affect---the once-a-week dinner out together, Bill doing the cooking on Tuesday and Thursday, Nancy taking up soccer, and Jason learning to play the piano, and answering the phone only during certain hours.

"I used to think I had to devote myself exclusively to the hobby to be a good Diplomacy player and hobbyist. That was burning me out. Now I know I've got to love myself just as much as I love them."

### Breaking the Stress Pattern

To cope with burnout, New York psychologist Herbert J. Freudenberger suggests these steps:

- \* Keep a detailed record of when you feel most stressed for two weeks.
- \* Record your honest feelings.
- \* Look for a pattern---the time of day, the person or event associated with the stress.
- \* Set reasonable goals for change after you've identified the pattern.
- \* Change your behavior slowly.

### How to See It, What to Do?

Are you a candidate for burnout? You might be, says Dr. David Charney, an Alexandria, Va., psychiatrist, if:

- \* You have difficulty saying "no."
- \* You take on much more than you can comfortably accomplish in a reasonable day's work.
- \* You need to feel indispensable.
- \* You live for your hobby, neglecting outside interests and relationships.

"We are seeing a great deal of this," Charney says, "people who burn out in the hobby after having too limited a work life, who spend too much time in Dippy, and for whom Dippy is a substitute for work or family life."

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What should you do if you feel yourself burning out?

First, says Herbert J. Freudenberger, a New York psychologist: "listen to your own body, talk to yourself."

"A major step is convincing yourself that there is a problem---the head will say go, the body will say no. Look at the rash that doesn't go away, the constant allergies, the hives, the acne. Then when you recognize there is a problem, you can deal with it.

"Since a lifestyle change would be an extreme response," he says, "you need to go with the little stuff."

When you feel those burnout sensations coming on, he advises:

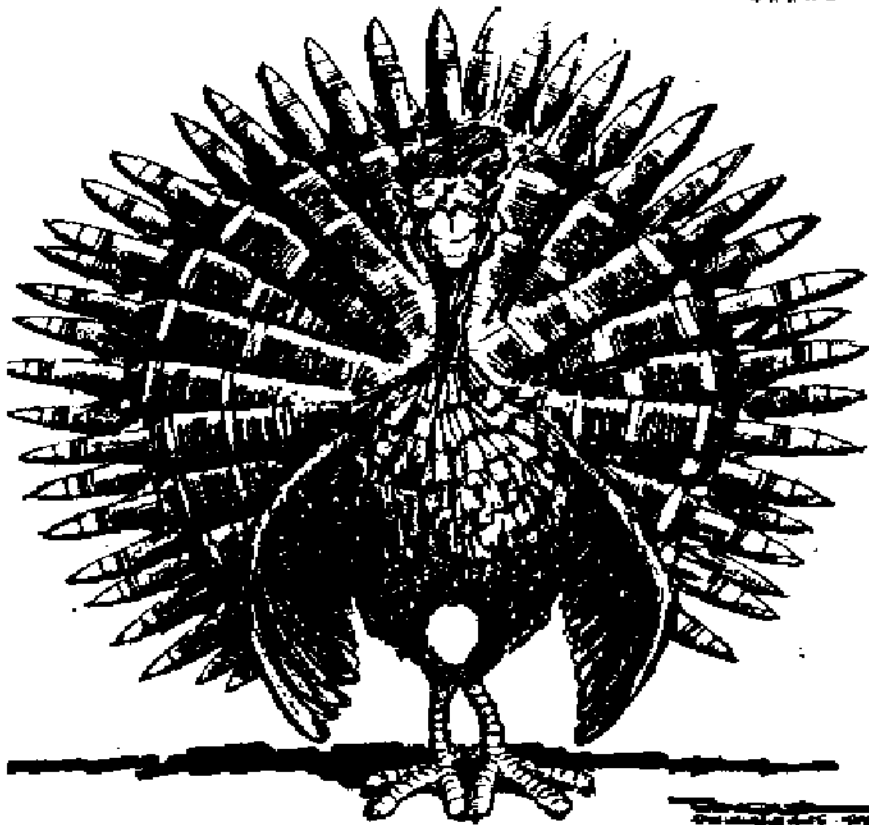
"Get up from your desk and take a walk or 'go get lost in the john."

"Make time after hobby activities to get more exercise."

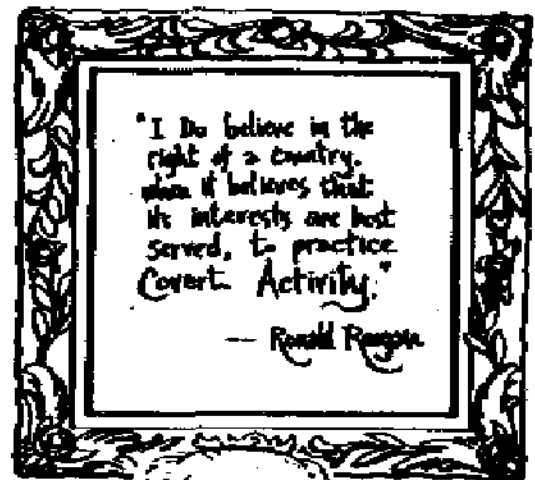
"Ask for help on hobby projects when you need it. Realize you don't have to do everything yourself."

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DR. JEKELL



MR. HYDE





## A CURE FOR BURNOUT: BURN OUT CONTROL CENTER

/45/113,

If you live in a large city you probably have a local hospital which is designated as a *Burn Center*. Burn Centers are designed to handle the victims of major burns from any cause. This is a highly specialized medical field and unless you are a medical professional you probably wouldn't be interested in the "ins and outs" of such an operation. Also, if you aren't a medical professional, a description of what they do would probably only make you angry or sick. Sometimes the causes of the burns are even more sickening than the injuries themselves.

The bottom line is simple. Burn Centers are necessary if life is to be protected and preserved at whatever the odds and sometimes the odds are pretty slim. Anyone in a Burn Center is probably 80% through the journey to the local morgue anyway. Burn Centers require huge investments, a great amount of resources, dedicated personnel, specialized equipment, elaborate communications facilities, sophisticated transportation vehicles, etc. etc. It's all very expensive. All for what? Sometimes they go unused, even for days or weeks. Then something happens and suddenly they make the difference between life and death for one person or for a dozen. A major traffic accident, a fire, a chemical spill, a plane crash, etc. can make demands that only a Burn Center can handle.

The costs can run into the millions of dollars a year. The lives saved may be counted on one hand, if the hand is still there to function. And that is the function of a Burn Center. To do what cannot be done by a normal hospital's means.

And what of Dippy? The stats tell us that our turn over rate is almost one third each year. In a three year period we experience well over 100% turn over in the hobby. Less than 3% of our publishers have survived ten years. You ask how that is possible when people like Boardman, Walker, and myself have been around for almost a generation? Ask the motel manager how he can have 140% occupancy in a single night. I know from my experience that in a typical PBM Dippy game two out of the seven players will drop out before the game ends, and that only one or two of the seven players will go on in the hobby for any length of time. Why?

Is that a problem? For whom? You may not think so, especially if you are a pubber who has no trouble filling new games with New Blood. Or if the player who NMRs out of a game is an enemy of yours and you reap the benefits of his dropping out. If you are riding high in the saddle and everything is going well for you then you don't see any problem. But for some people it isn't so. They aren't so lucky. They have a problem. Sometimes it is a personal problem. Sometimes it is a hobby related problem. Sometimes it is game related problem. Sometimes it's just a problem.

Sometimes people in the hobby know who to go to for help. They are the lucky ones. They're the old timers in the hobby. They've got friends. But what about the new people? Sure they can write an ombudsman but that will take time and sometimes time is a luxury they don't have. Sometimes they need the help, now. Sometimes, hobby or no hobby, it is critical that they have someone to talk to. Someone will listen. Someone who will understand. Someone who will care. And maybe someone who will help.

Have you ever gotten such a call from a fellow Dippy Player? I

/46/114/

have, many of them in the past eighteen years. I recall one from a player who came home from work one afternoon to find that his wife and three kids were gone! His wife had up and left him because she was tired of being a Dippy Widow. Not unique to be sure. The hobby's history is full of it.

Or have you ever made such a call? The time someone or something had driven you to the point where you just couldn't cope with it any more? Sure you have. I have. We all have.

Too often, I hear, people don't have anyone to turn to when they need someone to listen to their problem. And I don't think that it need be so.

I can't cure all our problems. You can't cure all our problems. We can't cure all our problems. But even if we can't do anything tangible we can still share the experience and provide that proverbial shoulder to cry on. And tell each other that we do care, outside the game, outside the hobby, maybe just enough to make the difference. And if it saves a family or prevents a greater loss than just a Dippy game it would be worth it.

I have a simple proposal to deal with this problem.

I would like to set up an information and call referral system for people in the hobby who are suffering from burn out, or any other problem that is hobby related--or even personal if no other source of help is available. I'm not talking about things like, "Can Army Sweden support Fleet North Sea to Denmark?" or "Who's a good gamesmaster for beginners?" I'm not talking about jokes, games, feuds, personalities, or any of that. I'm talking about serious problems. The kind we don't often want to talk about but sometimes we have to.

I'm talking about things like Mike Barno's letter of a few months ago and the events that led up to it. There have been others, I'm sure. These are people who needed our help. They were ours. Now they are not. They needed our help and pretty obviously we didn't provide it. I'm not suggesting somekind of surrogate feuding service for our perennial bad-mouthers. I'm suggesting that sometimes people are down and need somebody to talk to. Maybe that's all they need: somebody to talk to.

Obviously, it won't be simple or inexpensive. I only wish it could be. Wouldn't it be nice to have an 1-800-DIP-HELP number? Well, maybe not. Our first call would probably be from Khadafi.

What we need, I think, is a pool of perhaps 10 knowledgeable and experienced players and pubbers from all areas of the hobby who are willing to provide some kind of Dippy Hot Line. Providing good advice means providing disinterested advice. If you've got a problem with a local FTF player or group, or the pubber down the block, or you don't want the players in the next area code knowing that you've got a problem; then you need to be able to talk to someone who isn't across the street. So some kind of call screening is needed to match person with problem with person to listen. I would guess a pool of perhaps 10 counselors scattered around North America would be big enough to eliminate the "But he's my problem!" syndrome. Perhaps 3-4 call screeners available during certain hours or on certain days, one for each time zone, could screen calls and refer them to one of the ten counselors, as circumstances and their judgement warrants.

Perhaps simpler, just a list, published somewhere in the hobby, of ten or so individuals in the hobby who care enough about the people in the hobby to volunteer to provide shoulders to cry on when its needed, would be enough.

For now I'd like to have some feedback on this idea. If you think there is a problem; if you think a solution such as I proposed is a good idea; if you would like to be a part of the solution instead of the problem; let me know.

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WARNING

This has been a test of the Peeribleah Warning System. Had this been an actual attack of the Peeribleahs you would have been informed of where to turn for further information (Probably DIPLOMACY WORLD, EUROPA EXPRESS, MAGUS, or PRAVDA). This is only a test. This concludes this test of the Peeribleah Warning System.

The above article was written and revised (four times) on our Commodore 64 and printed on the Gemini 10X. It pretty much reflects what XENOGOGIC will be looking like in the future as we begin to use the computer's word processing capabilities and the printer to prepare copies for our printer. This test is designed to see how well the copy prints and reduces.

Using the computer should give us a lot more flexibility in how we handle XENOGOGIC and, in years to come, articles will be retained on disk so that they can be easily retrieved.

Anyone who has any suggestions on ways to take advantage of this system for printing XENOGOGIC or dealing with Dippy materials should send them to Mike Maston, Box 8416, San Diego, CA 92102.

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THE LIGHTER SIDE OF BURNOUT

by Ed Wrobel

The man sat at his typewriter. Although he concentrated intently on his writing, he did not fail to notice his wife emit a deep sigh. The sound was full of meaning. The man thought of the many hours of discussion, the numerous conflicts and his periods of deep depression. He opened the top drawer of his desk. The revolver was not heavy but he held it with two hands in front of him, his arms stiff, and killed his wife. He then shot himself. His writing was left unfinished.

From the accompanying note:

"I know this is rather slight and a little overdramatic but I find it difficult to write about tragedy. Please be sure to print the letter I sent re: DIPCON. I'd like others to see it."

# Readers Reply: Would an all-out nuclear war seriously affect your plans for a summer vacation?



**HN. Pat McBride**  
Security

"I'd probably not go anywhere and just break out a cold six-pack and lay out those bags of popcorn you use in the microwave on my front yard and watch them pop by themselves."



**Rocky Stone**  
Aspiring student

"I doubt that I'll be going anywhere anyhow unless there's an opening in the NSHS "A" School, which is something I always wanted to do."



**Bird**  
Hospital visitor

"Who cares? But let me tell you that the Dry Dock makes the best bird cage liner of any newspaper. It's terrific. Especially those articles by that egotist Lt. Speece. Really absorbent."



**Beth Poolay**  
Hospital visitor

"Like, you're talking totally awesome. Totally tubular. Does radiation go with fascia?"



**HM2 JoAnne Muldowney**  
Lab

"I'll be taking my leave in the middle of a granite mountain in North Dakota. Forget Club Med."

## A CONTEST

Is there humor before, during or after nuclear war? That is the question.

Think about it.

Then, write an answer to the question at the left and send it in. We'll publish the funniest and best ones. And maybe there will be a prize for the best one.

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## CREDITS

Many people contributed to this special theme issue of XENOGGIC. My thanks to all of them and especially to Steve Langley for his contributions.

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DIPLOMACY LAURELS  
Spring 1984

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If you thought the 1984 Oscar Awards were something you should have been around here on that weekend for the preliminaries for the DMMA. No, I'm not going to tell all about what happened. Maybe, someday, if I live as long as Betty Davis and I'm still rational. But, for now, no. I'm not going to.... So, relax.

A ballot is enclosed in this mailing. It will also appear in DIPLOMACY WORLD and VOICE OF DOOM about this time. I encourage others of you to reprint it until a few weeks before the 2 June deadline. I'd like to double the number of participants over last year's election. Not that we did too badly last year. But this year it's a real contest. The nominees are: Ron "Snafu" Brown, Gary Coughlan, Roy Henricks, Lee Kendter, Sr., and Mike Mills. Like I said, I'm glad all I have to do is count the ballots. So, have at it. Vote yourself and encourage others to vote.

There is another award vote going on, in case you haven't noticed. It is for the Rod Walker Award, an award for outstanding literary achievement. A ballot is also enclosed for that one. There are seven nominees for the first RWA: Lew Pulsipher, Mark Berch (nominated twice in two cats!), Scott Marley, Kevin Tighe, Fred Davis, Jr., and Bob Olsen. The Award is new and not very well known but I'm sure it will be after this year. In the meantime, elsewhere in this issue are some comments from Rex Martin, the editor of Avalon Hill's GENERAL and an old Dippy player himself. Read them, and read them again, before you vote. I think what he says makes a lot of sense.

But, one and all, I urge you, don't complain about who did get nominated if you think someone else should have gotten the nod. Instead, get out and campaign for your choice. Next year. Oh yea, and while your complaining be sure to drop me a line and volunteer to serve on one of the awards committees and send a check, a nice check, to Fred Davis, Jr. to help support this effort.

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COMMITTEE MEMBER VOLUNTEERS NEEDED

We need some volunteer members to serve on the various Awards committees for the IDHOP, the DMMA, and the RWA. I'm particularly looking for people from Europe, Canada, the Mid West, and Far West of the USA. There are no specified qualifications per se but you need some background knowledge of the hobby and a fairly good collection of Dippy literature to participate.

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THE DOT HAPPY AWARD COMES INTO ITS OWN

A year, two years ago, I suggested we have a DOT HAPPY AWARD for zines that folded and left the hobby in a professional and sportsmanlike manner. So far three awards have been given: Allen Wells: DOT HAPPY; Eric Ozog: DIPLOMACY BY MOONLIGHT; and Randolph Smyth: POL SI FIE (or was it John Leeder? And if so, why? And why not both??)

THE 1984 DON MILLER MEMORIAL AWARD NOMINEES

Each year the Diplomacy hobby selects a recipient for its outstanding service award, the Don Miller Memorial Award; named for the late hobby pioneer, Miller Numbers founder, and outstanding publisher. A distinguished committee of Kathy Byrne, John Kador, Brux Linsey, and Fred Davis, Jr., screened the list of those names nominated this year: Ron "Snafu" Brown, Kathy Byrne, Gary Coughlan, Roy Henricks, Lee Kendter, Sr., Mike Mills, and Bill Quinn. The committee selected five of the seven as official nominees for this year's Award. Nominated for outstanding service to the Diplomacy community during 1983 are:

**RONALD "SNAFU" BROWN:** For maintaining the operation of the Canadian Diplomacy Organization almost single-handed when several publishers dropped out; for drafting most of the text of the amended CDO constitution and getting it approved by the membership; and for publication of SNAFU, the premier Canadian Diplomacy zine.

**GARY COUGHLAN:** For tireless, selfless dedication to excellence as a publisher, writer, and gamesmaster; and for his role in promoting communication among Diplomacy fans all over the world.

**ROY HENRICKS:** For publication & services associated with the ZINE REGISTER, the guide to Diplomacy publications.

**LEE KENDTER, SR.:** For taking over the Miller Number Custodianship in late 1982, at which time there had been no official publication of the MNC journal for nearly a year---and things were in somewhat of a disarray. He published the first issue of the new MNC journal, ALPHA & OMEGA, in May 1983. By the time the next issue came out, he had caught up on the backlog of games to report, and all known games in North America had been issued Miller Numbers.

**MIKE MILLS:** For providing the Peoples' Diplomacy Organization, a refreshing bit of humor in the hobby, and the idea and accomplishment of a fund raising auction to benefit the hobby's custodians.

Any of these five individuals would be a worthy recipient of the second Don Miller Memorial Award and each has provided an invaluable service to the hobby in the past year. Fortunately, you, not I, have to decide which is the most deserving by voting on the attached ballot. The hobby's publishers are encouraged to reprint this information in their own zines. The recipient of the 1984 DMMA will be announced at DIPCON in Dallas in June at the Diplomacy Society meeting. He will be presented with custody of the perpetual DMMA plaque and a personal award.

Donations to the DMMA trophy fund are encouraged and should be sent to Fred Davis, Jr., 1427 Clairidge Rd., Baltimore, MD 21207

Volunteers to serve on the DMMA Nominations Committee are also needed; particularly from Canada, West, Coast, Mid West, and South. For information on that contact: LARRY PEERY, Box 8416, San Diego, CA 92102. My thanks to the members of the Nominations Committee for their help this year. I know it was a difficult job narrowing the seven down to five.

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## 1984 DON MILLER MEMORIAL AWARD BALLOT

Return by 2 June, 1984 to: DMMA, c/o Larry Peery, Administrative Secretary, Box 8416, San Diego, CA 92102. Ballot, or facsimile, must be signed (write it so I can read it, please!) and return address provided. Vote for one:

\_\_\_\_\_ RONALD SNAFU BROWN

\_\_\_\_\_ GARY COUGHLAN

\_\_\_\_\_ ROY HENRICKS

\_\_\_\_\_ LEE KENDTER, SR.

\_\_\_\_\_ MIKE MILLS

THOUGHTS ON THE ROD WALKER AWARD

I confess, the Rod Walker Award was my idea. Two reasons: first, I felt Rod deserved the kind of recognition such an award would mean and I felt the hobby needed an award to recognize and encourage literary excellence. My feelings were shared by Avalon Hill and Rex Martin, the editor of *The GENERAL* expresses his ideas:

"It seems to me that, in the realm of popularizing the game of DIPLOMACY, two aspects outweigh all others when selecting nominees for a writing award. First must be simply ability with the written word; if one is not a competent wordsmith then the whole exercise is pointless. Luckily, the world of DIPLOMACY (as with the entire wargaming hobby) abounds with well-educated, able writers who like seeing their names in print. Second matter, no less important, must be ---for me---the scope of the audience for the material. In essence, the larger the readership of any piece, the better it serves in spreading the ranks of the DIPLOMACY player-fraternity. If one accepts that the goal of any writing on the hobby is two-fold (to encourage more folk to try the game, and to make better players of those currently engaged by the game), then the second point is vital. This obviously gives greater "weight" in my mind to those works that appear in large-distribution periodicals. This does not discount the lesser periodicals but does mean that a piece must be exceptional before I'll consider it.

One last point. It seems to me that the award-nominations must be influenced by the authors' past efforts. I certainly cannot divorce myself from the fact that Mr. Pulsipher and Mr. Davis are well-known gamers in the DIPLOMACY hobby, and so carry a respect in my mind that I cannot yet apply to other, newer writers. It is inevitable that, unless given a truly striking piece from a novice, my nominations---present and future---will be so colored by past performance as well as current production by the authors concerned.

-Rex Martin  
The GENERAL"

DAGUELLO

Spring 1984

This may be the smallest sub-zine ever published. Don't know. It's an update on The Daguello Project, the translation of the Rules of Diplomacy into Spanish. This has been a time consuming process because neither of the translators is a real Dippy player although both have seen the game played and tried to play it a few times. However, I can report that Gustavo's original translation into Spanish was translated back into English successfully and that it made sense. So the translation is a valid one. At the moment the translation is being typed up (in Mexicali, B.C.) and when it is done I will probably journey there to put out a special issue of DAGUELLO, from Mexico. Perhaps by Cinco de Mayo. Perhaps.....

THE 1984 ROD WALKER AWARD

Last year, to celebrate the 25th anniversary of DIPLOMACY The Avalon Hill Game Company and the Institute for Diplomatic Studies, jointly established The Rod Walker Award, with a perpetual Award, donated by AH, and an annual award, donated by the IDS. This Award is for literary achievement and excellence in hobby writing and its purpose is to recognize and encourage outstanding literary accomplishment among Diplomacy players. The Award is named for Rod Walker, one of the hobby's outstanding literary figures.

A committee, consisting of Rex Martin, from Avalon Hill's GENERAL; Rod Walker, DIPLOMACY WORLD; Gary Coughlan, EUROPA EXPRESS; and myself screened the hobby's literature from 1983 and came up with the following nominees:

Diplomacy Strategy and Tactics

LEW PULSIPHER: "Strategic Diplomacy," in GAMEPLAY, June 1983.

MARK BERCH: "Must a Stab Be Fatal?," in DIPLOMACY WORLD, Winter 1984.

Diplomacy Fiction

MARK BERCH: "The SLEAZIEST Player of All Time: Shep Rose," in DIPLOMACY WORLD, Spring 1983.

SCOTT MARLEY: "Sonnet," in DIPLOMACY WORLD, Fall 1983.

KEVIN TIGHE: "In Very Dubious Battle," in DIPLOMACY WORLD, Fall 1983.

Hobby Oriented

FRED DAVIS, Jr.: "A Diplomacy Chronology," in DIPLOMACY WORLD, Fall 1983.

Special

BOB OLSEN: "For unspecified press published throughout the hobby."

This year's nominees come almost entirely from DIPLOMACY WORLD, and since it is DW's stated purpose to publish the best original material on Diplomacy; perhaps that is not surprising. However, in future years, as the Rod Walker Award becomes better known and established, I expect a more diversified balance of nominees. Still, selecting three from the above list will be difficult. I encourage hobby publishers to reprint this information in their zines. The recipient of the 1984 Rod Walker Award will be announced at DIPCON in Dallas in June. He will be presented with custody of the perpetual RWA award and an individual plaque. In addition, if possible, his winning article will be published in Avalon Hill's GENERAL.

Additional members of the RWA screening committee are welcome and inquiries to: LARRY PEERY, Box 8416, San Diego, CA 92102. The more people who participate in this program the more truly it will represent all of us.

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## 1984 ROD WALKER AWARD BALLOT

Return by 2 June, 1984; to RWA, c/o Larry Peery, Box 8416, San Diego, CA 92102. Ballot, or facsimile, must be signed (write it so I can read it, please!) and return address provided. Vote for three:

- LEW PULSIPHER, "Strategic Diplomacy."  
 MARK BERCH, "Must a Stab be Fatal?"  
 MARK BERCH, "The SLEAZIEST Player of All Time: Shep Rose."  
 SCOTT MARLEY, "Sonnet."  
 KEVIN TIGHE, "In Very Dubious Battle."  
 FRED DAVIS, JR. "A Diplomacy Chronology."  
 BOB OLSEN, "unspecified press..."



THE DON MILLER COLLECTION

There is something very personal about going through a Diplomacy player's personal archives; especially knowing that that person will never again have an opportunity to do so. You learn alot about a person that way, both as a human being and as a Diplomacy hobbyist.

When I learned of the death of Don Miller some time ago I wrote Stella Miller and asked if his Diplomacy archives could be preserved for the future use of the hobby by the IDHOP Archives. Stella agreed, and with the help of Stephen Miller and Fred Davis, Jr., Don's Diplomacy materials have been transferred to the Archives and will be made available to hobby members.

The total Collection includes some 500+ magazines and other items, including some 200 zines and articles by Don himself, and some 300+ issues of more then 50 Dippy zines published from the hobby's earliest days through the 1970s.

The first, and most important, part of the Collection is Don's own publications. During his career Don published five major zines and many sub-zines, including sub-zines of his own publications. The most important zines were:

- DIPLOPHOBIA: #1 (7/17/66) - #114 (7/31/73), a complete set of 114 issues. This was the Gamesletter Diplomacy supplement.
- DIPLOMANIA: #1 (no date) - #33 (8/3/73), a complete set of 33 issues. This was the WSFA Journal Diplomacy supplement.
- FANTASIA: #1 (7/10/66) - #99 (3/31/71), an incomplete set of c. 30 issues. This was a supplement to DIPLOMANIA.
- GAMESMAN: 1, 2, 3

A separate game zine devoted to games & gaming.

SUPERCALIFRAGILISTICEXPIALIDOCIOUS: #1 (8/13/66) - #15 (2/9/68), a complete set of 15 issues.

3 unpublished essays: Chess Problems: An Introduction, Journeys to Fairland, and The Alliance Amateur.

The sheer bulk of the material is impressive, a stack of it stands some 18 inches high and must include well over 2,000 sheets of paper (4,000 pages). What is remarkable about it is its consistency and detail. Of the 114 issues of DIPLOPHOBIA (All were produced on 8 $\frac{1}{2}$  by 11 inch paper, mimeographed, black on white, back to back, with very little white space.), only one stands out from the rest. It was the one issue produced for Don by John Koning back in the mid-1960s and that issue looks exactly like one of John's issues of STAB. Everything else was almost identical in physical appearance.

During his career as a hobbyist, which spanned the period from 1966 until 1973, Don produced some 200 issues of various Dippy zines and they were not small issues. The average size was 12/24 pages. Don pioneered the idea of a double-sized issue. The number of games he produced, as a gamesmaster, as a designer, etc. was incredible. It must have run into the scores.

Each of Don's zines was much like the others, in physical appearance, and yet each was different. It was common at that time to have a single publisher producing a half dozen or more different publications and new zines were constantly appearing, merging, dying, reviving, etc. It was and is a cataloguer's nightmare. Neither time nor space permits an exhaustive study of Don's work but I am sure that will happen.

In the meantime DIPLOPHOBIA, DIPLOMANIA, FANTASIA, GAMESMAN, and SUPER... will stand as the permanent record of Don's achievements as a publisher and Gamesmaster.

During his publishing career Don was a much sought after trading partner and a willing one. I know, I traded XENOCOGIC and other publications with him from its beginning right through to the end of his publishing career (which, ironically came about the same time as XENO's first publishing break).

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Obviously during his career Don culled through his archives many times, disposing of zines. He had to. Even his attic wouldn't have held them all. Still, he did keep some 300 or so copies of some 50 different titles. They constitute, I assume, what he felt was worth keeping in the hobby's literature as he saw it. It is interesting, I think, that he included in his collection many of the same zines that have appeared time after time on various peoples' lists of the "best" or "most important" hobby zines of the past 25 years.

Some of Don's choices were dictated by his organizational and personal affiliations. The MENSA connection, the National Games Bureau group, etc. were all important to his Diplomacy hobby activities. Many of them were kept for special reasons. His long participation in Ansoff's HYPERECONOMIC DIPLOMACY and his sub-zine for that game, the ARSONIST, were indicative of his interest in variant games.

What zines did Don keep? And how many? Perhaps that will tell us what he thought was most important in the hobby, or best, or which pubbers' kept sending him things that he was too softhearted to throw away.

Some of the choicest items in Don's collection include his issues of ALBION, Don Turnbull's Dippy and other games zine from England. Don kept some 32 copies of various issues, second only to his number of GRAUSTARKs. And, on glancing through some of them, I can see why. ALBION was a fine, fine zine.

The SIBERIAN, and its many sub-zines, represented Don's commitment to the HYPERECONOMIC DIPLOMACY game that almost everyone in the hobby was involved in at one time or another during the mid-1960s and early 1970s and that included me, I was playing Brazil. Don was a player in the game and a collector of its many sub-zines (more than a dozen). They are all carefully preserved.

The collection includes some 46 issues of GRAUSTARK starting with issue number 100 and going through 427. Also included are copies of issues number 200, and 300. His interest in variants was reflected in his collection of Lew Pulsipher's BLOOD & IRON, an early variant and other gaming zine; Fred Davis, Jr.'s BUSHWACKER; and the amount of space he devoted in his own zines to designing and running variant games.

Don also had an eye for hobby history. Filed carefully away was one copy of BARAD DUR #1 from 1965, published by Jack Chalker and carrying game 1965 A. Don also had taste. He had many copies of COSTAGUANA, HOOSIER ARCHIVES, LONELY MOUNTAIN, MIXUMAXU GAZETTE, and SERENDIP; all fine examples of the hobby's early zines.

And there were lesser numbers of many other zines, and a few choice single copies of games from here and there and way back when.

A abbreviated bibliography is included at the end of this article.

I believe Don would have wanted his Collection to be used and I have given careful thought to how best that may be done. The single copies of various publications that are not now in the IDHOF Archives will be incorporated into existing sets. The sets of Don's own publications will be kept as a separate Collection. And duplicate copies of zines will be kept as a folio which may be borrowed by anyone wishing to examine original documents or copy them. A complete listing of all the zines in this Collection will be part of the IDHOF Archives Bibliography.

Don will be remembered by the hobby in many ways: The Miller Numbers, the Don Miller Memorial Award, his Hall of Fame membership, etc. But it is his publications that tell us the most about him. Fine they are. Fine he was.

THE DON MILLER COLLECTION: An Abbreviated Bibliography

## I. Publications by Don Miller

- DIPLOPHOBIA: 1 (7/17/66) - 114 (7/31/73) Complete set, 114 issues.  
 DIPLOMANIA: 1 (No Date) - 33 (8/3/73) Complete set, 33 issues.  
 FANTASIA: 1 (7/10/66) - 59 (3/31/71) Incomplete set, c. 30 issues.  
 GAMESMAN: 1, 2, 3  
 SUPERCALIFRAGILISTICEXPIALIDOCIOUS: 1 (8/13/66) - 15 (2/9/68) Complete set,  
 15 issues.  
 Unpublished Essays.

## II. Publications collected by Don Miller

- ALBION (Don Turnbull, UK): 10 (12/69) - 50 (1/75), 22 issues  
 ANTARES (Burt Labelle, Me): 2 issues  
 AQUARIUS (John Boyer, Pa): 1 issue  
 ATLANTIS (Chris Schleicher, Il): 5 issues  
 BARAD DUR (Jack Chalker, Md): 1 issue  
 BLOOD & IRON (Lew Pulsipher, Mi): 14 issues  
 BOAST (Herb Barents, Mi): 5 issues  
 BRODINGNAG (John McCallum, CA): 3 issues  
 BUSHWACKER (Fred Davis, Jr., Md): 15 issues  
 CLAW & PANG (Don Horton, Ca): 9 issues  
 COSTAGUANA (Conrad von Metzke, Ca): 13 issues  
 DECK OF MANY THINGS (MDG, Mi): 4 issues  
 DIPLOMACY DIGEST (Mark Berch, Va): 1 issue  
 DIPLOMACY REVIEW (John Boyer, Pa): 1 issue  
 EL DORADO (Dick Vedder, Ca): 5 issues  
 EREHWON (Rod Walker, Ca): 4 issues  
 FREDONIA (John Boardman, NY): 2 issues  
 GRAFETI (Brian Yare, Scot): 1 issue  
 GRAND FENDWICK GAZETTE (C. Wells, Md./Rod Walker, Ca): 2 issues  
 GRAUSTARK (John Boardman, NY): 100 (8/13/66) - 427 (12/27/80), 46 issues  
 HOOSTER ARCHIVES (Walt Buchanan, In): 15 (5/1/71) - 124 (10/23/71), 10  
 IMPASSABLE (John Boyer, Pa): 2 issues  
 INDEX TO POSTAL DIPLOMACY LITERATURE (Rod Walker, Ca): 4 issues  
 LA GUERRE (Buddy Tretick, Md): 1 issue  
 LAISONS DANGERUSES (Len Lakofka, Il): 8 issues  
 LOMOKOME (Rod Walker, Ca): 3 issues  
 LONELY MOUNTAIN (Charles Wells, Md): 9 issues  
 MASTER MACHIAVELLIAN (Peter Homeier, Ca): 1 issue  
 MIXUMAXU GAZETTE (Robert Lipton, NY): 14 issues  
 NUMENOR (Rod Walker, Ca): 2 issues  
 PACIFIC DIPLODEUR (Ted Holcombe, Ca): 2 issues  
 PELLUCIDAR (Burt Labelle, Me): 1 issue  
 PFENNIG-HALBPENNIG (John McCallum, CA): 1 issue  
 POCKET ARMENIAN (Scott Rosenberg, NY): 1 issue  
 RENAME (Conrad von Metzke, Ca): 2 issues  
 SAGUENAY (Conrad von Metzke, Ca): 2 issues  
 SANDWIP ISLAND (Rod Walker, Ca): 1 issue  
 SERENDIP (John McCallum, CA): 10 (8/9/69) - 5 (10/5/70), 11 issues  
 SIBERIAN (Peter Ansoff, Tn): 1 (1/1/71) - 43 (2/1/77), 30 issues -  
 + sub-zines: Asian Elab, Arsonist, Eastern Star, Imperial Outlook,  
 Perspectiva Imperial, World Press International.  
 SILMARELLI (Chik Hilliker, In): 1 issue  
 STAB (John Koning): #26 (1/28/67), 1 issue  
 SUPERNOVA (Lew Pulsipher, Mi): 1 issue  
 TANGELO EXPRESS (Richard Hull, Ca): 1 issue  
 VALINDOR (M. Muchnik, NY): 5 issues  
 WAZIR (John Beshara, NY): 4 issues

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WARLORD (Dan Gallagher, Va): 2 issues  
WILD 'n WOOLY (Steve Cartier, Ca): 1 issue  
XENOLOGIC (Larry Peery, Ca): 2 issues  
YGGDRASILL CHRONICLE (John van de Graff): 3 issues

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THE DON MILLER MEMORIAL AWARD 1984

The DMMA is supported by donations from the hobby. They may be sent to the Award's financial custodian, Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore, MD 21207. In addition, monies raised from sales of copies of some of Don's old publications and the STABBING GOURMET COOKBOOK are given to the fund. For details on available publications write: DMMA, Box 8416, San Diego, CA 92102.

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I would like to thank Stella and Stephen Miller for providing the picture of Don for the Archives. The picture of Fred Davis, Jr. was provided by the HAL 9000 at Social Security Headquarters in Sun City, California....

DON MILLER



FRED DAVIS, JR.



SOK: EVERYMAN'S DIPLOMACY GAME

1982 AY, the SOK Game, was no different then any other PBM Dippy game. Well, maybe it was. It was shorter than most, it ended in 1909. And it produced an out right win, by France. But those are the main differences. Otherwise, it was pretty typical as PBM Dippy games go.

It has its share of procedural problems, but those too were worked out and the game went on.

Some of the players had their problems, but those too were worked out and the game went on.

And then there were the tactical and strategic problems. But those too were worked out and the game went on.

No PBM Dippy game is ever perfect although some pubbers/gamesmasters offer and some players expect/demand such. It has never been so and it will never be so. At best we can have a good time, learn a bit about human nature, and get some good mental exercise. The rest is all window dressing. At worst, God only knows the worst things that can happen in and to a Dippy game and He isn't talking. And neither are the players. Although whether they are silent because of fear, disgust, anger, or shame I don't know.

But we were lucky. Mostly.

The game went well. Because of my attempt to get maximum feedback on this part of the zine (see the Introduction) I don't want to do any game analysis or commentary. Besides, if the truth were known I'm not very good at it because I've not written a game analysis in the last 15 years or so. But I have reached the stage where I can cheerfully admit that it is impossible to teach an old dog, or hobby fart, new tricks; although I surely enjoy a new trick once in a while. So, instead, I'll let all of you S&T experts have at it.

I enjoyed this game although I always hate seeing anyone suffer or lose in one of these games. That's one reason I always liked one of Rod Walker's variant games. Whenever a player in that particular game was eliminated as a Great Power he got a chance to continue as a player and press writer by being assigned to one of a variety of small powers (e.g. the Balearic Islands) with a single unit. Ah, we were such civilized players in those days. Still, there were elements of suffering in this game. But not to dwell on them.

Instead, now that the game is over I feel it is just starting to grow. In front of me is a stack of correspondence Provided By the Players in this game, some 500 letters in all. They provide a unique insight into this game and by extension into any PBM Dippy game. All the major players and most of the minor players are represented in this collection. They cover the game from the beginning to the end. Nothing I am aware of is equal to this collection in the hobby's literature.

But, sigh, what to do with it?

First, I want as much and the best commentary on the game itself as I can get. And that won't come from me because I am just as much a participant in the game as the players. I hope to go outside of the game to find it.

Second, the correspondence must be analyzed and digested as nothing before (Except, perhaps, the VERITAS VINCIT papers back in the early 1970s and even that only attempted to analyze the correspondence of one person and contained less than 200 letters.). That will take time. I know some of the players in this game are chaffing at the bit to see what the other players wrote about them. Still, it would be, I think, a big mistake to rush this project. We have, it seems to me, an opportunity to do something historical here. It will take alot of time and work to do it right. But I believe it should and must be done right or it shouldn't be done at all. And when it is done I believe the results will be worth it.

But, for now, look over the moves and the players' comments and give me your commentary and analysis. If you'd been Germany or Turkey could you have Stopped France? What would have happened if England had stayed the course? And what about Austria? Was there a chance for Austria to break the bonds around it? Let me know.

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THE WAR IN BRIEF: HEADLINES FROM 1982 AY

Spring 1901

EVERYBODY GETS WHAT THEY WANTED!  
NOBODY GETS WHAT THEY DESERVE!!

AUSTRIANS HEDGE, ENGLISH MOVE NORTH, FRENCH TURN TO THE EAST, GERMANS MOVE WEST,  
ITALIANS FUDGE, RUSSIANS MOVE SOUTH, AND TURKS TAKE THE BLACK SEA!

Fall 1901

GREAT BATTLE OVER BULGARIA!!  
PRICE OF BULGAR CAVIAR SKY ROCKETS!! VODKA DOWNED!  
FROGS AND OTHER A'PHIRIANS DELIGHTED!

...AND MICHAEL LIVINGSTON STEAGULL DROPS ONE IN PIEDMONT...

Spring 1902

CHANGE OF GOVERNMENT IN GERMANY...  
NAVAL STALEMATE IN AEGEAN,  
RUSSIA GOES TO THE FLANKS, ITALY VOTRE FACE AGAINST AUSTRIA,  
ENGLAND GOES NORTH, FRENCH INTENTIONS UNCLEAR, AUSTRIA SQUEEZED...

Fall 1902

FRENCH INVADE ITALY, ITALIANS INVADE AUSTRIA, AUSTRIANS ATTACK TURKS,  
TURKS INVADED BY RUSSIANS, ENGLISH RUN IN CIRCLES AND SCREAM AND  
SHOUT!...AND THE BIG WINNER IS GERMANY.

Spring 1903

ENGLISH GOVERNMENT COLLAPSES, AUSTRIANS DRIVE WOPS OUT BUT  
LOSE GREECE TO THE TURKS, WHO LOSE SMYRNA TO THE RUSSIANS, GERMANS  
TURN EAST...FRENCH GOVERNMENT'S CONQUEST OF ITALY QUICKENS....  
DOES ANYBODY KNOW HOW MANY DOUBLE CROSSES THERE HAVE BEEN IN THIS GAME?

Fall 1903

FRENCH CONQUEST OF ITALY CONTINUES, GRAND STALEMATE IN BALKANS,  
RUSSIANS BATTER CONSTANTINOPLE, STALEMATE IN BLACK SEA BATTLE,  
GERMANS INVADE ENGLAND AND RUSSIA, MUNICH SURVIVES BATTLE ROYAL!

Spring 1904

ANOTHER GOVERNMENT FALLS, BATTLE FOR VENICE A STAND OFF,  
FRENCH MARCH INTO RUHR, RUSSIANS MARCH ON BERLIN,  
GERMANS ENTER RUSSIAN CAPITAL, RUSSIANS TAKE SWEDEN. TURKEY??

Fall 1904

FRENCH ADVANCE IN ITALY HALTS AT GATES OF VENICE,  
TURKEY MAKES A COMEBACK, SORT OF!! GERMANS DRIVEN FROM MUNICH!!  
AND YET ANOTHER STAB!!! THE SLAUGHTER GOES ON AND ON....

Spring 1905

CHANGE OF GOVERNMENT IN AUSTRIA, FRENCH COMPLETE CONQUEST OF ITALY  
GERMANS RETAKE MUNICH, LOSE KIEL, RUSSIAN FLEET SUNK IN ARMENIA!!  
TURKS ROUTED FROM SERBIA....THE SLAUGHTER CONTINUES

Fall 1905

FRENCH-GERMAN CONFLICT IN DENMARK STALLS FRENCH ADVANCE,  
FRENCH ADVANCE IN THE SOUTH CONTINUES, AUSTRIAN COMEBACK, SORT OF....  
RUSSIA OUT LIKE A LIGHT!! IS THIS THE BEGINNING OF THE END?

Spring 1906

FRENCH DRIVEN FROM KIEL, RECAPTURE MUNICH...ANNIHILATE A TURK FLEET  
GERMANS LAND IN BELGIUM, THIS MUST BE TUESDAY...  
TURKS EXPANDING OUTWARD AS FLEET ALBANIA BITES THE DUST??

Fall 1906

THE PACE SLOWS. IS THIS THE BEGINNING OF A SITZKRIEG?  
AUSTRIAN FLEET SAILS INTO ADRIATIC, A NEW FRENCH-GERMAN DETENTE?  
GERMANS LEAVE BELGIUM JUST AS FAST AS THEY ENTERED IT...  
AND ONLY ONE SUPPLY CENTER CHANGES HANDS! MERCE!!

Spring 1907

AUSTRIANS ANNIHILATED IN VIENNA, FRENCH SAIL INTO TRIESTE,  
GERMANS TAKE EDINBURGH, STALEMATE IN ST. PETERSBURG,  
TURKS OUSTED FROM GALICIA...

Fall 1907

AUSTRIAN GOVERNMENT COLLAPSES, AGAIN...STRANGE EVENTS IN YORK...  
TURKS DRIVEN FROM THE UKRAINE...AND THE WAR GOES ON

Spring 1908

NEWEST FRENCH DANCE CRAZE "THE GERMAN TWO STEP"---IN DOUBLE TIME.  
FRENCH ARMIES POUR INTO GERMANY, AGAIN...TURKS ANNIHILATE AUSTRIAN  
AND GERMAN ARMIES...ANOTHER VOTRE FACE!

Fall 1908

LAST AUSTRIANS VANQUISHED, GERMANS SUFFER FROM LACK OF NO DOZE,  
TURKS TAKE LAST AUSTRIAN CENTERS, FRANCE RETAKES MUCH OF GERMANY

Spring 1909

GERMAN ARMY ANNIHILATED IN GALICIA, GERMANS PULLING BACK INTO  
SCANDINAVIAN FORTRESS, FRENCH REPULSED IN DENMARK, TAKE BOHEMIA,  
TURKS ATTACK ON MOSCOW FAILS, A STRANGE PEACE IN THE MEDITERRANEAN...

Fall 1909

FRENCH COMPLETE OCCUPATION OF GERMAN CENTERS, ADVANCE TO EDINBURGH,  
GERMAN-TURKISH FRONT STALEMATED...  
AND THIS IS THE WAY THE WAR ENDS....

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*Throwing  
bull, and  
vice versa*

FRANCE (Ed Menders):

The players list arrived and my nervous heart filled with fear and panic. I quickly and easily plotted the route of my own destruction as surely everyone was coming after me. So the game started with two primary objectives: to survive long enough so as not to embarrass myself and, hopefully, make some friends.

I was sure that my inexperience would show through so I quickly wrote everyone suggesting possible alliances, but certainly peace.

When my responses came back I felt that some of the other players were as paranoid as I was and felt quite a bit more at ease.

By 1903 I had established alliances with England and Turkey, friendships with Russia and Austria, and hostilities with Germany and Italy. The short term plan at that time was to create mistrust between Italy and Austria, and hopefully entice them to do battle. With Turkey's help, Italy turned away from me and attacked Austria. England and I worked on Germany and Russia became strong in the north.

Within a period of 2-3 game years Italy had entered civil disorder as did my English ally. Also, Germany bowed out and a new German player, James Woodson, took over the command of those forces.

With the eastern powers at war with each other, I welcomed the German alliance. James headed for Russia and I continued in the south. When, as a couple of years passed; I was denied any of the English spoils by James and that my growth would have to be exclusively in the south; I decided that the price of a German alliance was too high.

I contacted my Russian friend and we made plans to apply pressure on Germany. With James in Warsaw and heading east it wasn't hard to get Russia's help. So I attacked Germany; Germany and Italy attacked Russia; and Bob Howerton (Russia) had to remove a bunch of pieces. He, Bob, choose to maintain his southern area and removed in the north, giving Germany only one front to worry about---me.

So the French-German trenches were built and my only hope was from Turkey as Russia had been eliminated.

Another government change in Austria who never answered a letter. Hector (Turkey) felt that should he war on German the shift of the game would fall in my hands. I had been abandoned and stood alone against Germany, Austria, and Turkey.

Knowing that I had too many holes in my line to stop the combined forces I approached Germany in an effort to renew the alliance. This was actually done at PEERICON III, July 28th, in San Diego where I met James face-to-face. It was also at PEERICON III that James as Austria and I as France were allies until I was stabbed and James won the game with 18 armies and no fleets!

James agreed and headed east again and I plugged up some of the holes I had. James and I had agreed on a two way draw, 17-17, with him getting most of, if not all, Turkey. It worked like a charm for about three months when Hector, not answering any of my letters, gave me a phone call. Again, Hector with his unexplicable persuasiveness convinced me to re-attack Germany and to help him with the remains of Austria.

In the meantime I had told James that I would refuse additional builds as a gesture of my good faith in our alliance, and suggested he do the same. Well, he did refuse additional builds but I did not and my attack was easier and faster as James was sorely out of position.

Special thanks to James for his tactical insight that I learned and special thanks to Hector for his high display of communications and diplomacy. At some point in this game Hector managed to have every player act in his behalf. Quite a tribute for a Diplomacy player.

Congratulations are in order for Larry Peery in gamesmastering and delivery of XENOGOGIC.

So my objectives were met as I didn't embarrass myself. But more importantly, I made some good friends. Thanks to everyone.



GERMANY (second player, James Woodson):

I entered this game in rather good shape. I had a non-aggressive Russia, a fence-sitting England, and a hostile France. I patched things up with France and we decided we'd attack England.

At this time my mailbox was screaming with pleas from Hector in Turkey. He needed me to attack Russia or he would die. Within a few turns, I did just that. On that crucial turn, when I attacked both England and Russia, Russia helped me vs. England, who obligingly NMRed. As France and I began to destroy the Civil Disorder England, I advanced on Russia, and Turkey survived.

On the following winter turn, when Russia had to remove four units, he took them all off from the north! Thus I would have no more problems with him. At the same time Ed (France) and I were having an argument about the division of the English spoils. I must admit that I pushed for a split that would favor me but I was willing to bend. Ed must not have thought the same way, and he stabbed me.

Actually, I half-expected it, but gambled that it wouldn't come that soon. Fortunately, Howerton's pro-German removals allowed me to pull back and keep my losses to a minimum. I could hold out until Turkey could come to my rescue in the south.

Much to my chagrin, Hector made several tactical errors in this endeavor and I was getting upset. So, when Ed offered to kiss and make up, I gave it serious consideration. I made my deal with Ed to get a two way draw, but really hadn't made up my mind. At that point, I received a letter from Hector that may have decided the game. He and I were just starting another game as Italy and Austria. In this letter he said: "Please consider the repercussions on the game we are playing in Pestungg Hof. We can carry the alliance over to that game, too!" That made up my mind for me! I don't like cross-gaming at all, so I went against Hector and with Ed.

As you know, Ed stabbed me again, and won. "Fool me once, shame on you. Fool me twice, shame on me."

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TURKEY (Hector Roybal):

Well, the game is finally over. That is great!! I, for one, am glad this very frustrating game is OVER. In any case my analysis of the game follows.

As Turkey I was in a very good defensive position, and had it not been for that I surely would not have lasted as long as I did. I cannot say that finishing second isn't good, because under the circumstances it turned out to be fantastic. My congratulations to Ed. However, I would have liked to have won. But that is the way these things go.

First of all the bad. There must always be, I suppose, those players that do not take their positions seriously. In this case it turned out to be the English player. I can't remember his name any more. It was really his lack of interest and involvement that set the stage for everyone and everything that happened subsequently. First of all, England and Turkey had an alliance to attack Russia. It would have worked had he been paying attention to the game. It would have been the perfect counterbalance to the attack that Austria (Jim Pinley) and Russia (Bob Howerton) mounted against me. Unsuccessfully for them both; even though I had to fight them alone for a few years. Secondly, it provided France (Ed Menders) the weakness in the West to develop unhindered. Italy, who was having some personal problems, decided to kamikaze early on into Austria and mounted Austria's attack on me; which stalemated Russia's attack on me as well. The bottom line of all this is that neither of us was able to do anything at all and with England basically out of the picture (he too finally NMRed), Germany got into a compromising situation with and by France. James trusted France too much.

The second phase of the game began when German and I finished Russia off. Russia had eight centers and in one move lost four. Bob removed all of his units in the north and tried to fight it out against me in the south. He eventually lost those too. So England was out, Italy was out, Russia was out, and Austria had changed players and was now friendly to Turkey. At this point Germany made the error of trusting France. James had to come over Scandinavia and through Russia to attack me and he tried to do just that. France had a short hop across the Rhine to hit at Germany. It wasn't too hard to persuade Ed to go for Germany. I was being attacked by Ed at this point too. James and I could still have won the game if James had wanted to, but I had trouble reaching James as he was moving around the country at this point.

My plan at the end was to ally with Germany against France. I felt we could easily beat France. But that isn't the way things worked out. I am glad to have survived as long as I did and eventually end up in second position.

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SPRING 1901

AUSTRIA (Jim Finley): Army Vienna-Trieste, Army Budapest-Serbia.  
Fleet Trieste-Albania.

ENGLAND (Jim Daugherty): Army Liverpool-Edinburgh, Fleet Edinburgh-Norwegian Sea, Fleet London-North Sea.

FRANCE (Ed Menders): Army Paris-Burgundy, Army Marseilles-Supports Paris-Burgundy, Fleet Brest-Mid Atlantic Ocean.

GERMANY (Roy Dalrymple): Army Munich-Ruhr, Army Kiel-Holland, Fleet Berlin-Kiel.

ITALY (Mike Steagall): Army Venice-Hold, Army Rome-Tuscany, Fleet Naples-Ionian Sea.

RUSSIA (Bob Howerton): Fleet St. Petersburg south coast-Gulf of Bothnia, Army Moscow-Sevastapol, Army Warsaw-Ukraine, Fleet Sevastapol-Rumania.

TURKEY (Hector Roybal): Army Constantinople-Bulgaria, Army Smyrna-Constantinople, Fleet Ankara-Black Sea.

FALL 1901

AUSTRIA (Jim Finley): Army Trieste-Serbia, Army Serbia-Bulgaria, Fleet Albania-Greece.

ENGLAND (Jim Daugherty): Army Edinburgh-Denmark, Fleet Norwegian Sea-Norway, Fleet North Sea-Convoys Edinburgh-Denmark.

FRANCE (Ed Menders): Army Burgundy-Munich, Army Marseilles-Spain, Fleet Mid Atlantic Ocean-Portugal.

GERMANY (Roy Dalrymple): Army Ruhr-Munich, Army Kiel-Denmark, Fleet Holland-Belgium.

ITALY (Mike Steagall): Army Venice-Hold, Army Tuscany-Piedmont, Fleet Ionian-Tunis.

RUSSIA (Bob Howerton): Fleet Gulf of Bothnia-Sweden, Army Sevastapol-Holds, Army Ukraine-Supports Sevastapol, Fleet Rumania Supports AUSTRIAN Army Serbia-Bulgaria.

TURKEY (Hector Roybal): Army Bulgaria-Hold, Army Constantinople-Supports Bulgaria, Fleet Black Sea-Supports Bulgaria.

WINTER 1901

AUSTRIA: Home, Serbia, Greece 3/5; builds 2: Army Vienna, Army Budapest.

ENGLAND: Home, Norway 3/4; builds 1; Fleet London.

FRANCE: Home, Spain, Portugal 3/5; builds 2: Army Paris, Fleet Marseilles.

GERMANY: Home, Belgium 3/4; builds 1; Army Munich.

ITALY: Home, Tunis 3/4; builds 1; Army Rome.

RUSSIA: Home, Sweden, Rumania 4/6; builds 2: Fleet St. Petersburg north coast, Army Moscow.

TURKEY: Home, Bulgaria 3/4 Builds 1; Fleet Smyrna.

## SPRING 1902

- AUSTRIA (Jim Finley): Army Serbia-Greece, Army Budapest-Serbia, Army Trieste-Supports Budapest-Serbia, Fleet Greece-Aegean, Army Vienna-Holds.
- ENGLAND (Jim Daugherty): Army Edinburgh-Holds, Fleet North Sea-Skaggerat, Fleet London-North Sea, Fleet Norway-St. Petersburg north coast /DISLODGED: Norwegian, Barents, OTB/.
- FRANCE (Ed Menders): Army Paris-Picardy, Army Burgundy-Supports Paris-Picardy, Army Spain-Marseilles, Fleet Marseilles-Gulf of Lyon, Fleet Portugal Mid Atlantic-Ocean.
- GERMANY (Roy Dalrymple resigns and is replaced by James Woodson. Woodson's moves are made by a substitute.): Army Munich-Ruhr, Army Ruhr-Belgium, Army Kiel-Denmark, Fleet Belgium-Holland.
- ITALY (Mike Steagall): Army Piedmont-Tyrolia, Army Venice Supports Piedmont-Tyrolia, Army Rome-Apulia, Fleet Tunis-Ionian.
- RUSSIA (Bob Howerton): Fleet St. Petersburg north coast-Norway, Fleet Sweden-Supports St. Petersburg-Norway, Army Moscow-St. Petersburg, Army Sevastapol-Holds, Army Ukraine-Rumania, Fleet Rumania-Black Sea.
- TURKEY (Hector Roybal): Fleet Smyrna-Aegean, Army Bulgaria-Serbia, Army Constantinople-Bulgaria, Fleet Black Sea-Supports Constantinople-Bulgaria.

## FALL 1902

- AUSTRIA (Jim Finley): Army Serbia-Supports Greece-Bulgaria, Army Budapest-Supports Trieste, Army Trieste-Supports Vienna-Tyrolia, Fleet Greece-Bulgaria south coast, Army Vienna-Tyrolia.
- ENGLAND (Jim Daugherty): NO MOVES RECEIVED!! Army Edinburgh, Fleet Skaggerat, Fleet North Sea stand. Fleet dislodged from Norway in Spring 1902 is disbanded.
- FRANCE (Ed Menders): Army Picardy-Supports Burgundy, Army Burgundy-Supports Picardy, Army Marseilles-Piedmont, Fleet Gulf of Lyon-Tyrrhenian, Fleet Mid Atlantic Ocean-West Mediterranean.
- GERMANY (James Woodson): Army Ruhr-Munich, Army Belgium Supports Holland, Army Denmark-Holds, Fleet Holland-Supports Army Belgium.
- ITALY (Mike Steagall): Army Tyrolia-Vienna, Army Venice-Trieste, Army Apulia-Albania, Fleet Ionian Convoy Apulia-Albania.
- RUSSIA (Bob Howerton): Fleet Norway-Hold, Army St. Petersburg Supports Norway, Fleet Sweden Supports Norway, Army Sevastapol-Armenia, Army Ukraine-Galicia, Fleet Rumania Supports AUSTRIAN Army Serbia-Bulgaria /NSO/.
- TURKEY (Hector Roybal): Fleet Smyrna-Aegean, Army Bulgaria-Greece, Army Constantinople-Bulgaria, Fleet Black Sea-Supports Constantinople-Bulgaria.

## WINTER 1902

- AUSTRIA: Home, Serbia, Greece 5/5; constant.
- ENGLAND: Home, ~~Norway~~ 3/3; constant.
- FRANCE: Home, Spain, Portugal 5/5; constant.
- GERMANY: Home, Belgium, Holland, Denmark 4/6; builds 2; Fleet Kiel & Army Berlin.
- ITALY: Home, Tunis 4/4; constant.
- RUSSIA: Home, Sweden, Rumania, Norway 6/7; builds 1; Fleet Sevastapol.
- TURKEY: Home, Bulgaria 4/4; constant.

SPRING 1903

- AUSTRIA (Jim Finley): Army Vienna-Supports Trieste-Tyrolia, Army Trieste-Tyrolia, Army Budapest-Trieste, Army Serbia Supports Budapest-Trieste, Fleet Greece-Holds /DISLODGED: ANNIHILATED/.
- ENGLAND (~~Jim Finley~~) NO MOVES RECEIVED!!! Army Edinburgh, Fleet Skaggerat stand, Fleet North Sea stands, is dislodged and annihilated.
- FRANCE (Ed Menders): Fleet West Mediterranean-Tunis, Fleet Tyrrhenian-Naples, Army Piedmont-Tuscany, Army Burgundy-Marseilles, Army Picardy-Burgundy.
- GERMANY (James Woodson): Army Berlin-Prussia, Army Munich-Silesia, Fleet Kiel-Baltic, Army Denmark-Sweden, Fleet Holland-North Sea, Army Belgium-Ruhr.
- ITALY (Mike Steagall): Army Tyrolia-Vienna /DISLODGED: Piedmont, or Annihilation Army Venice-Trieste, Army Albania-Supports TURKISH Army Bulgaria-Serbia/NSO/, Fleet Ionian Supports TURKISH Army Constantinople-Greece.
- RUSSIA (Bob Howerton): Fleet Norway-Supports GERMAN Fleet Holland-North Sea, Fleet Sweden-Supports Norway, Army St.Petersburg-Finland, Army Galicia-Bohemia, Fleet Sevastapol-Black Sea, Fleet Rumania-Supports Fleet Sevastapol-Black Sea, Army Armenia-Smyrna.
- TURKEY (Hector Roybal): Army Constantinople-Greece, Fleet Aegean-Convoy Constantinople-Greece, Fleet Black Sea-Sevastapol, Army Bulgaria-Rumania.

FALL 1903

- AUSTRIA (Jim Finley): Army Vienna-Trieste, Army Tyrolia-Supports RUSSIAN Army Bohemia-Munich, Army Trieste-Albania, Army Serbia-Supports Army Trieste-Albania.
- ENGLAND (CIVIL DISORDER): Army Edinburgh, Fleet Skaggerat stand.
- FRANCE (Ed Menders): Fleet Tunis Holds, Fleet Naples Supports Tuscany-Rome, Army Tuscany-Rome, Army Marseilles-Piedmont, Army Burgundy-Supports GERMAN Army Ruhr-Munich.
- GERMANY (James Woodson): Army Prussia-Livonia, Army Silesia-Warsaw, Fleet Baltic-Sweden, Army Denmark-London, Fleet North Sea Convoys Denmark-London, Army Ruhr-Munich.
- ITALY (Mike Steagall): /Army dislodged from Tyrolia was annihilated./ Army Venice-Trieste, Army Albania Supports TURKISH Army Greece-Serbia, Fleet Ionian-East Mediterranean.
- RUSSIA (Bob Howerton): Fleet Norway-North Sea, Fleet Sweden-Denmark, Army Finland-Sweden, Army Bohemia-Munich, Fleet Sevastapol-Supports Fleet Rumania-Black Sea, Fleet Rumania-Black Sea, Army Smyrna-Constantinople.
- TURKEY (Hector Roybal): Army Greece-Serbia, Fleet Aegean-Greece, Fleet Black Sea-Rumania, Army Bulgaria Supports Fleet Black Sea-Rumania.

WINTER 1903

- AUSTRIA: Home, Serbia, ~~France~~ 4/4; constant (1 annihilated).
- ENGLAND: (CIVIL DISORDER): Edinburgh, Liverpool, ~~London~~ 2/2; constant.
- FRANCE: Home, Spain, Portugal, Rome, Naples, Tunis 5/8; builds 3; Fleet Brest, Army Paris, Army Marseilles.
- GERMANY: Home, Belgium, Holland, ~~Denmark~~, London, Warsaw 6/7; builds 1; Fleet Kiel.

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ITALY: Venice, ~~Naples~~, ~~Rome~~, ~~Tunis~~ 3/1; remove 2: Fleet East Mediterranean,  
Army Albania.

RUSSIA: St. Petersburg, Moscow, Sevastapol, Sweden, Rumania, Norway, ~~Norway~~,  
Denmark, Constantinople 7/8; builds 1; Army Moscow.

TURKEY: Ankara, Smyrna, Bulgaria, ~~Constantinople~~, Greece 4/4 Constant.

SPRING 1904

AUSTRIA (Jim Finley): Army Vienna-Tyrolia; Army Tyrolia-Venice; Army Trieste-Supports Tyrolia-Venice, Army Serbia-Holds.

ENGLAND (CIVIL DISORDER): Army Edinburgh, Fleet Skaggerat stand.

FRANCE (Ed Menders): Fleet Tunis-West Mediterranean, Fleet Naples-Apulia, Army Rome-Venice, Army Piedmont-Supports Rome-Venice, Army Burgundy-Ruhr, Fleet Brest-English Channel, Army Paris-Picardy, Army Marseilles-Burgundy.

GERMANY (James Woodson): Army Livonia-St. Petersburg, Army Warsaw-Moscow, Fleet Baltic-Sweden, Army London-Yorkshire, Fleet North Sea-Holds, Army Ruhr-Munich, Fleet Kiel-Denmark.

ITALY (Mike Steagall resigns and is not replaced: CIVIL DISORDER): Army Venice stands.

RUSSIA (Bob Howerton): Fleet Norway-Sweden, Fleet Denmark-Kiel, Army Finland-Supports Norway-Sweden, Army Bohemia-Silesia, Fleet Sevastapol-Armenia, Fleet Rumania-Sevastapol, Army Constantinople-Rumania, Army Moscow-Warsaw.

TURKEY (Hector Roybal): Army Greece Supports Bulgaria, Army Bulgaria Supports Greece, Fleet Aegean-Ionian, Fleet Black Sea Convoys RUSSIAN Army Constantinople-Rumania.

FALL 1904

AUSTRIA (Jim Finley): Army Vienna-Bohemia, Army Tyrolia Supports ITALIAN Army Venice, Army Trieste Supports ITALIAN Army Venice, Army Serbia-Budapest.

ENGLAND (CIVIL DISORDER): Army Edinburgh, Fleet Skaggerat stand.

FRANCE (Ed Menders): Fleet West Mediterranean-Tyrrhenian, Fleet Apulia Supports Rome-Venice, Army Piedmont Supports Rome-Venice, Army Rome-Venice, Army Ruhr-Supports Burgundy-Munich, Army Burgundy-Munich, Fleet English Channel-London, Army Picardy-Belgium.

GERMANY (James Woodson): Army St. Petersburg Supports Warsaw-Moscow, Army Warsaw-Moscow, Fleet Baltic-Sweden, Army Yorkshire-Liverpool, Fleet North Sea-Supports Kiel-Denmark, Fleet Kiel-Denmark, Army Munich-Berlin, /DISLODGED: Retreats to Kiel/.

ITALY (CIVIL DISORDER): Army Venice stands.

RUSSIA (Bob Howerton): Fleet Sweden-Norway, Fleet Denmark-Helgoland Bight, Army Finland-St. Petersburg, Army Silesia-Berlin, Fleet Armenia-Ankara, Fleet Sevastapol-Black Sea, Army Rumania-Galicia, Army Moscow-Warsaw.

TURKEY (Hector Roybal): Army Greece-Serbia, Army Bulgaria-Rumania, Fleet Ionian-Albania, Fleet Black Sea-Ankara.

WINTER 1904

AUSTRIA: Home, ~~Serbia~~ 4/3; removes 1; Army Bohemia.

ENGLAND (CIVIL DISORDER): Edinburgh, ~~Viktor~~ 2/1 GM removes Fleet Skaggerat.

FRANCE: Home, Spain, Portugal, Rome, Naples, Tunis, Belgium, London, Munich 8/11; builds 3; Army Paris, Fleet Brest, Fleet Marseilles.

GERMANY: Berlin, Kiel, Holland, Warsaw, ~~London~~, ~~Munich~~, ~~Baltic~~, Liverpool, Denmark, Sweden, St. Petersburg 7/8; builds 1; Army Berlin.

ITALY (CIVIL DISORDER): Venice 1/1; constant.

RUSSIA: Moscow, Sevastapol, Constantinople, Norway, ~~St. Petersburg~~, ~~Russia~~, ~~Denmark~~, ~~Sweden~~ 8/4; removes 4; Fleet Norway, Fleet Helgoland Bight, Army Finland, Army Silesia.

TURKEY: Ankara, Smyrna, Bulgaria, Greece, Rumania, Serbia 5/6; builds 2; Army Ankara, Army Smyrna.

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SPRING 1905

AUSTRIA (Jim Finley): Army Trieste-Serbia, Army Budapest-Supports Trieste-Serbia, Army Tyrolia-Trieste.  
ENGLAND (CIVIL DISORDER): Army Edinburgh stand.  
FRANCE (Ed Menders): Army Paris-Burgundy, Fleet Brest-English Channel, Fleet Marseilles-Spain south coast, Fleet Tyrrhenian-Ionian Sea, Fleet Apulia-Supports Rome-Venice, Army Piedmont-Supports Rome-Venice, Army Rome-Venice, Army Ruhr-Supports Munich-Kiel, Army Munich-Kiel, Fleet London-North Sea, Army Belgium-Holland.  
GERMANY (James Woodson): Army Berlin-Munich, Army St.Petersburg-Moscow, Army Warsaw-Silesia, Fleet Sweden-Norway, Army Liverpool-Yorkshire, Fleet North Sea Supports Liverpool-Yorkshire, Fleet Denmark-Helgoland Bight, Army Kiel-Supports Berlin-Munich /DISLODGED: Denmark, OTB/.  
ITALY (CIVIL DISORDER): Army Venice stands /ANNIHILATED/.  
RUSSIA (Bob Howerton): Army Moscow-Ukraine, Army Galicia-Rumania, Fleet Sevastapol-Black Sea, Fleet Armenia Supports Sevastapol-Black Sea /ANNIHILATED/.  
TURKEY (Hector Roybal): Army Ankara-Supports Sevastapol-Black Sea, Army Smyrna-Armenia, Army Serbia-Supports Albania-Trieste /DISLODGED: Bulgaria Greece, OTB/. Army Rumania-Supports Black Sea-Sevastapol, Fleet Albania-Trieste, Fleet Black Sea-Sevastapol

FALL 1905

AUSTRIA (Jim Finley resigns and is replaced by Ken Wisniewski): Army Budapest-Supports TURKISH Army Rumania, Army Serbia-Trieste, Army Trieste-Tyrolia /NSU/, Army Tyrolia Stands /Not Ordered, ANNIHILATED/.  
ENGLAND (CIVIL DISORDER): Army Edinburgh stands.  
FRANCE (Ed Menders): Army Kiel-Denmark, Army Holland-Kiel, Army Ruhr-Munich, Fleet London-North Sea, Fleet English Channel-Belgium, Army Burgundy-Supports Ruhr-Munich, Fleet Spain south coast-Mid Atlantic Ocean, Fleet Apulia-Adriatic, Fleet Ionian Supports Apulia-Adriatic, Army Piedmont-Tyrolia, Army Venice Supports Piedmont-Tyrolia.  
GERMANY (James Woodson): /Army Kiel retreated to Berlin./ Fleet Helgoland Bight-Denmark, Army Berlin-Kiel, Army Munich Supports Berlin-Kiel, Army Silesia-Supports Munich, Army Yorkshire-Belgium, Fleet North Sea-Convoy Yorkshire-Belgium, Fleet Norway Supports North Sea, Army Moscow-Supports TURKISH Army Armenia-Sevastapol.  
RUSSIA (Bob Howerton): NO MOVES RECEIVED !! Army Ukraine, Army Galicia stand, Fleet Sevastapol stands /ANNIHILATED/.  
TURKEY (Hector Roybal): /Army Serbia retreated to Greece./ Army Armenia-Sevastapol, Fleet Black Sea Supports Armenia-Sevastapol, Army Rumania-Supports Armenia-Sevastapol, Army Ankara-Constantinople, Army Greece Holds, Fleet Albania-Trieste.

WINTER 1905

AUSTRIA: Home, Serbia, 2/4; builds 2; Fleet Trieste, Army Vienna.  
ENGLAND: Edinburgh 1/1; constant.  
FRANCE: Home, Spain, Portugal, Rome, Naples, Tunis, Belgium, London, ~~Munich~~, Kiel, Venice, Holland 11/13; builds 2; Fleet Brest, Army Marseilles.  
GERMANY: Berlin, Warsaw, Liverpool, Denmark, Sweden, St.Petersburg, ~~Kiel~~, ~~Munich~~, ~~Norway~~, Moscow 8/9; build 1; No room to build.  
ITALY (CIVIL DISORDER): Venice 0/0; out.  
RUSSIA: ~~Moscow~~, ~~Sevastapol~~, ~~Norway~~, ~~Constantinople~~ 2/0; remove 2; out.  
TURKEY: Ankara, Smyrna, Bulgaria, Greece, Rumania, ~~Serbia~~, Constantinople, Sevastapol 6/7; builds 1; Fleet Smyrna.



SPRING 1906

AUSTRIA (Ken Wisniewski): Fleet Trieste-Hold, Army Vienna Supports Trieste, Army Budapest Supports Trieste, Army Serbia Supports Trieste.  
 ENGLAND (CIVIL DISORDER): Army Edinburgh stands.  
 FRANCE (Ed Menders): Fleet Brest-Picardy, Army Marseilles-Piedmont, Army Kiel-Denmark /DISLODGED: Ruhr, Off the board/, Army Holland-Kiel, Army Ruhr-Munich, Army Burgundy Supports Ruhr-Munich, Fleet London-North Sea, Fleet English Channel-Supports London-North Sea, Fleet Mid Atlantic Ocean-North Atlantic-Ocean, Fleet Adriatic-Albania, Fleet Ionian Supports Adriatic-Albania, Army Tyrolia Supports Ruhr-Munich, Army Venice-Trieste.  
 GERMANY (James Woodson): /Playing one unit short in 1906/. Fleet Helgoland Bight-Denmark, Army Munich-Kiel, Army Berlin Supports Munich-Kiel, Army Silesia-Munich, Army Yorkshire-Belgium, Fleet North Sea Convoys Yorkshire-Belgium, Fleet Norway Supports North Sea, Army Moscow-Warsaw.  
 TURKEY (Hector Roybal): Army Sevastapol-Ukraine, Fleet Black Sea-Constantinople Fleet Smyrna-Aegean, Fleet Albania Supports AUSTRIAN Fleet Trieste-Adriatic /ANNIHILATED/, Army Constantinople-Bulgaria, Army Greece-Supports Constantinople-Bulgaria, Army Rumania Supports Sevastapol-Ukraine.

FALL 1906

AUSTRIA (Ken Wisniewski): Fleet Trieste-Adriatic, Army Vienna-Supports Budapest-Trieste, Army Budapest-Trieste, Army Serbia-Albania.  
 ENGLAND (CIVIL DISORDER): Army Edinburgh stands.  
 FRANCE (Ed Menders): Fleet Picardy-Supports Holland-Belgium, Army Burgundy-Supports Holland-Belgium, Army Holland-Belgium, /ARMY KIEL retreated off the board/, Army Munich-Bohemia, Army Piedmont-Tuscany, Fleet London-Locates Tons of Darjeering Tea, Fleet English Channel Loads Up on Darjeering Tea, Fleet North Atlantic Ocean-Mid Atlantic Ocean, Army Venice-Trieste, Army Tyrolia-Supports Venice-Trieste, Fleet Albania-Supports Venice-Trieste, Fleet Ionian-Supports Albania.  
 GERMANY (James Woodson): Fleet Helgoland Bight Stands/ Not Ordered/, Fleet Denmark Supports North Sea /No Such Unit/, Army Kiel-Munich, Army Berlin-Prussia, Army Silesia Supports FRENCH Army Munich-Bohemia, Army Belgium-Norway, Fleet North Sea Convoys Belgium-Norway, Fleet Norway-Norwegian, Army Warsaw-Holds.  
 TURKEY (Hector Roybal): Army Ukraine-Moscow, Fleet Constantinople-Bulgaria, south coast, Fleet Aegean Supports Greece, Army Bulgaria-Rumania, Army Greece Supports AUSTRIAN Army Serbia-Albania, Army Rumania-Galicia.

WINTER 1906

AUSTRIA (Wisniewski): Home, Serbia 4/4; constant.  
 ENGLAND (CIVIL DISORDER): Edinburgh 1/1; constant.  
 FRANCE: Home, Spain, Portugal, Rome, Naples, Tunis, Belgium, London, Kiel, Venice, Holland, 12/13 (one annihilated); builds 1: Fleet Marseilles.  
 GERMANY: Berlin, Warsaw, Munich, Liverpool, Denmark, Norway, Sweden, St. Petersburg, ~~Moscow~~ 8/8 (was one short); constant.  
 TURKEY: Home, Bulgaria, Greece, Rumania, Sevastapol, Moscow 6/8 (was one short); builds 2; Fleet Smyrna, Army Constantinople.

SPRING 1907

- AUSTRIA (Ken Wisniewski): Army Vienna-Tyrolia /ANNIHILATED/, Army Budapest-Vienna, Army Serbia Supports TURKISH Army Greece-Albania, Fleet Adriatic-Venice.
- ENGLAND (CIVIL DISORDER): Army Edinburgh Stands /ANNIHILATED/.
- FRANCE (Ed Menders): Fleet Mid Atlantic Ocean-West Mediterranean, Fleet English Channel-Mid Atlantic Ocean, Fleet Picardy-English Channel, Fleet London-Yorkshire, Army Burgundy-Support Belgium, Army Belgium Support Burgundy, Fleet Marseilles-Gulf of Lyon, Army Bohemia-Vienna, Army Tuscany-Rome, Fleet Albania-Trieste, Army Venice-Supports Albania-Trieste, Army Tyrolia Supports Bohemia-Vienna, Fleet Ionian-Adriatic.
- GERMANY (James Woodson): Fleet Helgoland Bight-Kiel, Army Munich-Silesia, Army Prussia-Livonia, Army Silesia-Galicia, Army Norway-St. Petersburg, Fleet North Sea Supports Norwegian Sea-Edinburgh, Fleet Norwegian Sea-Edinburgh, Army Warsaw-Supports Silesia-Galicia.
- TURKEY (Hector Roybal): Army Moscow-St. Petersburg, Fleet Bulgaria south coast-Greece, Fleet Aegean-Ionian, Army Rumania-Ukraine, Army Greece-Albania, Army Galicia-S-AUSTRIAN Army Vienna /DISLODGED: Rumania, Off the board/, Army Constantinople-Bulgaria, Fleet Smyrna-East Mediterranean.

FALL 1907

- AUSTRIA (Ken Wisniewski resigns and is not replaced, CIVIL DISORDER): Army Budapest, Army Serbia stands. Fleet Adriatic is annihilated.
- FRANCE (Ed Menders): Fleet West Mediterranean-Tunis, Fleet Mid Atlantic Ocean-West Mediterranean, Fleet English Channel-Hold, Fleet Yorkshire-Hold /DISLODGED: London, Off the board/, Army Burgundy Supports Belgium, Army Belgium Supports Burgundy, Fleet Gulf of Lyon-Tyrrhenian, Army Vienna-Supports Trieste, Army Venice Supports Trieste, Army Tyrolia Supports Trieste, Fleet Trieste Supports Ionian-Adriatic, Fleet Ionian-Adriatic, Army Rome-Apulia.
- GERMANY (James Woodson): Fleet Kiel-Holds, Army Silesia-Warsaw, Army Livonia-Moscow, Army Galicia Supports Warsaw-Ukraine, Army Norway-St. Petersburg, Fleet North Sea-Yorkshire, Fleet Edinburgh Supports North-Yorkshire, Army Warsaw-Ukraine.
- TURKEY (Hector Roybal): Army Galicia retreated to Rumania /Army Moscow Supports Ukraine, Army Ukraine Supports Moscow /DISLODGED: Sevastapol, Off the board/, Fleet Greece-Ionian, Fleet Aegean Supports Greece-Ionian, Fleet East Mediterranean Supports Greece-Ionian, Army Albania Supports AUSTRIAN Army Serbia-Trieste/NO SUCH ORDER/, Army Bulgaria-Greece, Army Rumania Supports Budapest.

WINTER 1907

- AUSTRIA (CIVIL DISORDER): Budapest, Serbia, Trieste/Vienna, 2/2; constant.
- ENGLAND (CIVIL DISORDER): Edinburgh 0/0; out.
- FRANCE: Home, Spain, Portugal, Rome, Naples, Tunis, Belgium, London, Kiel, Venice, Holland, Vienna, Trieste, 12 (or 13); builds 1 or 2; Fleet Yorkshire retreated off the board, builds Army Brest, Army Paris.
- GERMANY: Berlin, Munich, Warsaw, St. Petersburg, Sweden, Norway, Denmark, Liverpool, Edinburgh, Kiel 8/10; builds 2; declines 2 builds, will be 2 units short.
- TURKEY: Home, Bulgaria, Greece, Rumania, Sevastapol, Moscow, 7/8 or 8/8; constant or builds 1; Army Ukraine retreats to Sevastapol, constant.

SPRING 1908

**AUSTRIA (CIVIL DISORDER):** Army Budapest stands, Army Serbia stands, is dislodged, and is annihilated.

**FRANCE (Ed Menders):** Fleet Tunis Supports Adriatic-Ionian, Fleet Adriatic-Ionian, Fleet West Mediterranean-Mid Atlantic Ocean, Fleet English Channel Convoy Brest-Wales, Fleet Tyrrhenian-Naples, Fleet Trieste-Adriatic, Army Paris-Burgundy, Army Burgundy-Ruhr, Army Belgium-Holland, Army Vienna Bohemia, Army Venice-Trieste, Army Tyrolia-Munich, Army Apulia-Naples, Army Brest-Wales.

**GERMANY (Woodson):** Fleet Kiel-Berlin, Fleet Yorkshire-North Sea, Fleet Edinburgh-Norwegian Sea, Army Warsaw-Supports St. Petersburg-Moscow, Army Livonia-Supports St. Petersburg-Moscow, Army Ukraine Supports St. Petersburg-Moscow /ANNIHILATED/, Army Galicia Supports FRENCH Army Vienna-Budapest /No Such Order/, Army St. Petersburg-Moscow.

**TURKEY (Hector Roybal):**

FALL 1908

**AUSTRIA (CIVIL DISORDER):** Army Budapest stands, is dislodged, and is annihilated.

**FRANCE (Ed Menders):** Fleet Tunis-West Mediterranean, Fleet Ionian-Holds, Fleet Mid Atlantic Ocean-North Atlantic Ocean, Fleet English Channel-Belgium, Fleet Tyrrhenian Supports Ionian, Fleet Adriatic Convoys Apulia-Trieste, Army Burgundy-Munich, Army Ruhr-Supports Munich-Kiel, Army Munich-Kiel, Army Holland-Belgium, Army Bohemia-Silesia, Army Trieste-Vienna, Army Apulia-Trieste, Army Wales-London.

**GERMANY (James Woodson):** NO MOVES RECEIVED !! Fleets Berlin, North Sea, Norwegian Sea, Army Warsaw, Livonia, Galicia, Moscow stand.

**TURKEY (Hector Roybal):** Army Ukraine-Galicia, Army Sevastapol Supports Ukraine-Galicia /IMPOSSIBLE/, Army Serbia-Budapest, Army Greece-Serbia, Army Rumania Supports Serbia-Budapest, Fleet Constantinople-Black Sea, Fleet East Mediterranean-Aegean, Fleet Aegean-Greece.

WINTER 1908

**AUSTRIA (CIVIL DISORDER):** Budapest, Serbia 0/0; out.

**FRANCE:** Home, Spain, Portugal, Rome, Naples, Tunis, Belgium, London, Kiel, Venice, Holland, Vienna, Trieste, Munich, Kiel 14/16; build 2; Fleet Brest, declines second build, will play 1 short in 1909.

**GERMANY:** Berlin, Warsaw, St. Petersburg, Sweden, Norway, Denmark, Liverpool, Edinburgh, Moscow 7/9; build 2; No place to build, is 2 short in 1909.

**TURKEY:** Home, Bulgaria, Greece, Rumania, Sevastapol, Moscow, Budapest, Serbia, 8/9; build 1; Army Constantinople.

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SPRING 1909

FRANCE (Menders): Army London-Yorkshire, Fleet English Channel-Belgium, Army Holland Support English Channel-Belgium, Fleet Brest-English Channel, Fleet West Mediterranean-Mid Atlantic Ocean, Fleet North Atlantic-Clyde, Fleet Ionian Sea-Hold, Fleet Tyrrhenian Support Ionian, Fleet Adriatic Support Army Trieste, Army Trieste Support Army Vienna, Army Vienna Support Munich-Bohemia, Army Munich-Bohemia, Army Silesia-Support Munich-Bohemia, Army Kiel-Denmark, Army Ruhr-Kiel.

GERMANY (James Woodson): Fleet Norwegian Sea-Edinburgh, Fleet North Sea-Denmark, Fleet Berlin-Baltic, Army Prussia-Livonia, Army Galicia--Ukraine /DISLODGED: ANNIHILATED/, Army Warsaw-Support Army Moscow, Army Moscow Support Army Warsaw

TURKEY (Hector Roybal): Army Ukraine-Moscow, Army Sevastapol-Support Ukraine-Moscow, Army Budapest Support Rumania-Galicia, Army Serbia Support Buapest, Army Rumania-Galicia, Fleet Black Sea Convoys, Army Constantinople-Rumania, Army Constantinople-Rumania, Fleet Greece Supports Aegean, Fleet Aegean Supports Greece.

FALL 1909

FRANCE (Ed Menders): Army Yorkshire-Edinburgh, Fleet Belgium-North Sea, Army Holland Doesnt Have a Thing To Do!, Fleet English Channel-London, Fleet Mid Atlantic-English Channel, Fleet Clyde Support Yorkshire-Edinburgh, Fleet Ionian-Holds, Fleet Tyrrhenian Supports Ionian, Fleet Adriatic Supports Trieste, Army Trieste Supports Vienna, Army Vienna Supports Trieste, Army Bohemia Supports Vienna, Army Silesia-Berlin, Army Kiel Supports Silesia-Berlin, Army Ruhr-Munich.

GERMANY (James Woodson): Fleet Edinburgh Holds /DISLODGED/, Fleet North Sea-Denmark, Fleet Baltic-Berlin, Army Livonia Supports Moscow, Army Moscow Supports Warsaw, Army Warsaw Supports Warsaw.

TURKEY (Hector Roybal): Army Ukraine Supports Galicia, Army Sevastapol Supports Ukraine, Army Budapest-Vienna, Army Serbia-Trieste, Army Galicia-Support Budapest-Vienna, Fleet Black Sea-Constantinople, Army Rumania-Budapest, Fleet Greece-Albania, Fleet Aegean-Greece.

WINTER 1909

FRANCE: Home, Spain, Portugal, Rome, Naples, Tunis, Belgium, London, Venice, Holland, Vienna, Trieste, Munich, Kiel, Edinburgh, Berlin 15/18; build 3 (was playing one short in 1908).

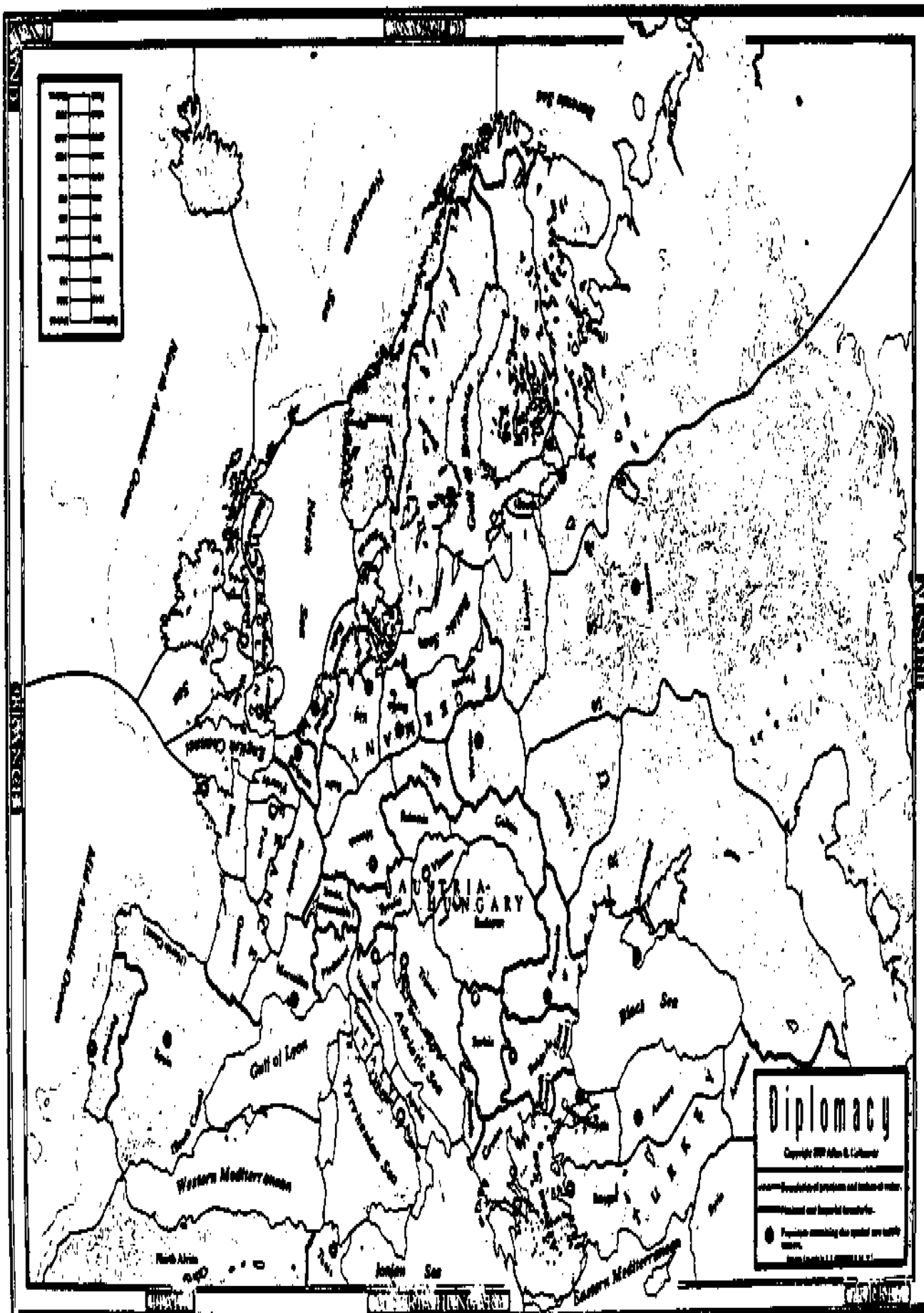
GERMANY: Warsaw, St. Petersburg, Sweden, Norway, Denmark, Liverpool, Moscow, Edinburgh, Berlin 6/7; build 1 (was playing 2 units short in 1908).

TURKEY: Home, Bulgaria, Greece, Rumania, Sevastapol, Budapest, Serbia, 9/9; constant.

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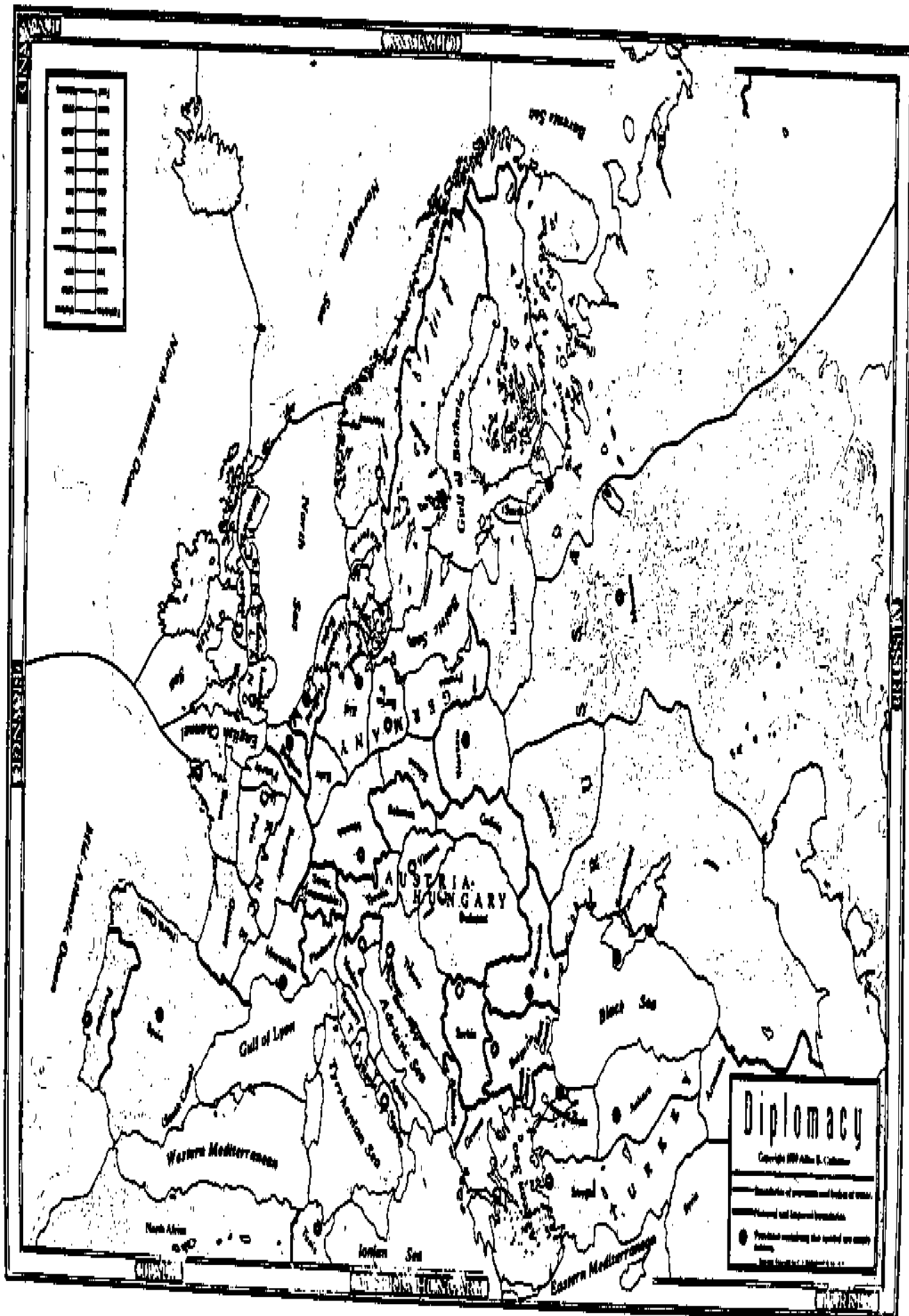
THE ULTIMATE FILLER

Not one but two perfectly blank maps for you to use in playing out this game. Actually, what I hope you'll do with them is record what you believe to be the critical move and the critical season of this game. Use these for doodling and then write it up as part of your analysis and send it along to me. If you had to pick the single most important move in this game what would it be? And, if you had to pick the single most critical season what would it be? And why? Have you ever considered such a question?



CONFERENCE MAP

12/2/81



CONFERENCE MAP

IMPORTANT NOTE

19/143

This mailing is numbered in two sequences: (1) A continuous numbering from page 1 to around page 200; and (2) Each sub-zine or section is numbered independently. Hopefully that will help you find things and me when I go to do the yearly Index.

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COMING IN JULY

I have about 40 pages of left over material from this issue. I was going to offer it to other pubbers to see if any of them were interested in pubbing it in their zines. Most of it is devoted to the ARMAGEDDON section of the zine.

If I make it to Dallas in June I assume I'll have something to say about that in July's issue. I'll have the final info on this year's PEBRICON and, I hope, lots of feedback on this issue.

If it is up to me July will be a small issue. I'm going to spend the next several months working on becoming proficient with our new computer system and I hope (but don't promise) that by July/October XENO will have made the transition to a word processor generated format. So, July's issue will certainly look different.

Content wise, I have two things in mind. Rather unusual. First, an article that didn't make it in time for this one. It is an article/essay by a Russian naval officer who was assigned the task of designing an attack on San Diego as part of a senior war college assignment. It's rather interesting, to say the least. Second, I'm working on a special anniversary item (1984 marks the 20th anniversary of XENOGOGIC's birth, as a high school newspaper column!) for July. It will be a variant game featuring a professionally done, large size map of San Diego. Instead of countries or geographical units, the players will play people. People like Rod Walker, Conrad von Metake, Hal Naus; you know the usual boxes of San Diego. And wait till you read about the order writing requirements! Something different. Something special.

Other than that, I'll go through the back files and look for goodies I may have missed. I know they're there and I better start digging now or I'll never find them. I've got some materials left from 2 years ago that I never got around to pubbing.

But, mainly I hope I'll get lots of feedback from you. Gary Coughlan has asked for input on THE DAY AFTER for EE. Send such materials to him. But if you want to write about burn out or feuding in the abstract send it to me. No, on the other hand, I think not. Don't send it to me. Send Burn Out material to John Caruso and Feuding material to Dan Wilson. Send me something good! If you've got something good to say about somebody in the hobby send it to me. I'll stick it in DIPLOMACY LAURELS along with the results of the DMMA and RWA.

**YOU HAVE NEVER SEEN HIM  
LESS GUARDED, MORE DIRECT  
OR MORE OUTSPOKEN.**

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A READER'S GUIDE TO THE PEERIODICAL LITERATURE

First off, I want to apologize to Brux Linsey for the size of this issue. Honestly, Brux, I did cut things to try and keep the size down below your old record. But you know how it goes. If you'd have agreed to what I proposed I could have sent 48 pages of this issue to you to put into VOD. Anyway, I'm sorry it was so big.

Secondly, I want to apologize to the players in SOX. The analysis of their game is not included in this mailing, although the actual moves for the entire game are. I just didn't have the time to do the kind of job they deserved and rather than do it half-assed I decided to delay it. Besides, I'm still waiting on Jim Finley's letter folio so I can include those in my analysis.

If you think this issue is big and that the printing and postage bills were high you should see the telephone bills that this issue generated. I would conservatively estimate that my total long distance bills for this issue will run over \$300. And Ma Bell says she's losing money! HA!!!

I also want to thank the many of you who contributed to this issue in ever so many ways. Some of you sent articles, letters (Oh the letters I had that I wanted to print!), illustrations, background materials, etc. I hope I got a comp issue to everyone who contributed. I may have over-looked some, however. My mailing list is a shambles at the moment. A fifty percent increase in circulation in one mailing? Sigh....

So much for all that. What justifies a 200 page issue? Anything? I am sure that Mark Berch or Fred Davis, Jr. could have covered the same material I did in only 12 or 24 pages. But it wouldn't have been quite the same.

This issue should be considered as a collection of materials which need not be read all at once. In fact, I suggest you don't attempt it. If you do, don't bitch at me.

XENO proper, as contrasted to XENO improper, is pretty standard fare. I actually published a couple of letters this time, after explaining I wouldn't do that. There's a tip of the hat to Fred Davis, Jr. in a report on the time study PROJECT UNICORN; some views on Mozart and Diplomacy; a whole mess of quotations related to Dippy; the next part of our report on our archives and a computer generated list of the materials in my archives; the CON HANDBOOK; and a report on the Maggie Gemignani Invitational Memorial Dippy Classic. Finally, Trial Balloons gives you an over-view of what's happening around here and in the hobby at large.

The DIPLOMACY IN THE AGE OF ARMAGEDDON sub-section of XENO is almost as large as the zine proper and I eliminated some 40 pages of materials I had planned to use. I've put it all into a folder and if anyone wants to borrow it to read, let me know. There's much in there about the subject of Armageddon and the hobby, especially in terms of feuding and burn out. I hope you'll find it stimulating and thought-provoking. It may not entertain you but it should get your juices flowing.

SON OF SOX contains the reprise of the 1982 AY Demo Game with all the moves reprinted. And MINDING YOUR Ps & Qs contains the beginnings of our two new games, 1984 P and 1984 Q, along with some rather interesting by play within the game.

DIPLOMACY'S LAURELS contains some information on the Don Miller Memorial Award and the Rod Walker Award, along with a report on the Don Miller Collection which is now part of the IDHOF Archives. I'd also like to thank Mark Berch for his donation of some 1,000 Dippy zines to the IDHOF Archives. When they're catalogued I'll publish the results.

Much, much more, of course. But to start off, turn immediately to John Schuler's CORN OFF THE COBB and start with that. It contains one of the finest pieces of fiction I've ever seen in the Dippy press. And a perfect way to start your look at DIPLOMACY IN THE AGE OF ARMAGEDDON.



**MINDING YOUR Ps & Qs!**  
 The Journal of 1984 P & 1984 Q



*No fooling,  
 it's that  
 time again*

**A SNEAK PREVIEW**

1984 P. CALIFORNIOS

/AKA/ CHOPPERS

Have more than thou showest,  
 Speak less than thou knowest,  
 Lend less than thou owest,  
 Ride more than thou goest,  
 Learn more than thou trowest,  
 Set less than thou throwest;  
 Leave thy drink and thy whore,  
 And keep in-a-door,  
 And thou shalt have more  
 Than two tens to a score.

-Lear, I, iv  
 (from Ed Wrobel)  
 from The Fools' Game

**A SNEAK PREVIEW**

1984 Q, ALTA CALIFORNIA

Spring has sprung...again.

YOU AND XENOGOGIC

For all I know some of you may not be as old as the zine you are playing in. Sigh...anyway, XENOGOGIC is the name of the zine although the month to month moves will be carried in a sub-zine. Periodic reports on the game and the end of the game write up will be in XENOGOGIC and each of you will receive XENO for the duration of the game, unless you drop out. I GM PBM Dippy games because I like DIPLOMACY. I publish XENOGOGIC because I like to publish and write. XENO is one of the oldest zines in the PBM hobby. It is also highly thought of by most of the hobby's major figures. It is big, and verbose, and sometimes rather dull, but no other zine in the hobby in the last year has sold out every issue or been forced into a second printing. You are now a part of that family of people who make up the XENO tribe.

It includes, I think, the best of the crop in the hobby, certainly the best players in California. One of the reasons XENO exists is to encourage new people in the hobby to participate in it. You can do that in many ways. Attending FTP cons, helping out on hobby projects, donating financial support when and where you can, teaching the game to new people, etc. As far as XENO goes it is as much your zine as it is mine. I hope you will take advantage of it and contribute to it. Press releases, articles on strategy, tactics, diplomacy, etc. personal accounts of FTP or tournament games, etc. are welcome. If you have a special talent: such as cartooning or other art work, computer skills, etc. you can find a task to keep you busy and help the zine and/or the hobby. I encourage ach of you to do more then just be a player in this or that game. Too often beginners sit back and either assume the hobby old fogeys are running things and don't give a hoot about them, or don't think they could possibly have anything to contribute to the hobby. Not so. Most of the hobby's old fogeys are really just prima donas looking for a last curtain call before they plunge to the bottom of the rating charts. New Blood is the secret to growth and improvement in this hobby. And you are new blood!!

Most new game announcements cover a quarter or a half of a page in a Dippy zine. Devoting a dozen pages to a new game or two is typically Peericratic. As you spread your wings in the hobby you will find that being Peericratic is not popular in some quarters, especially east of the Mississippi. However, it seems to work rather well out here in the west. The fact is that the most dynamic areas of growth in the hobby are in the Sun Belt and that means Florida, Texas, and California! The traditional centers of the hobby: New York, the Mid West, etc. are stagnating. Why is something you will have to discover for yourself.

You may not be interested in any of this. My experience as a GM and pubber tells me that during a typical Dippy game two players will NMR out, and drop out of the hobby, two or three will return for another game and go on to a limited PBM Dippy career. One, perhaps two of you will stay the course and go on to a successful future hobby career. I can live with those stats. I don't expect any of you to devote 15 or 20 years of your life to this game. Some of you are smart enough. Some of you are crazy enough. Some of you may be good enough. What I do hope is that this game will give you some hours of pleasure during the two or three years it goes on and that the lessons you learn in this game will provide you with some insights that will make your entire life better. That is reason enough for our efforts.

## CALIFORNIOS

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The title for this game is taken from the Louis L'amour novel by the same name published in 1974. The novel is set in the Santa Barbara region of California just over 100 years ago. Micheltoarena was the governor of California at the time and one of the heroes of the novel. And, of course, Micheltoarena is the name of the street on which Ed Menders lives. And, as Ed knows, the Battle of Micheltoarena was quite a little conflict involving him, Hector Roybal, myself, and the US Post Office during the 1982 AY SUN OF XENOGOGIC game. But that's another story.

In the meantime we have the CALIFORNIOS game, a combination of the California Championship Game and the Pubbers' Game, combining two of the State's best FTP players and five of the State's best pubbers. Well, sort of...anyhow, here is the line up:

AUSTRIA: Mark Keller: 9536 Shumway Dr., Orangevale, CA 95662 (916-988-5038).

Mark is the publisher of Hail Jakall and a devotee of the computer-assisted hobby. I first met Mark at New Year's DAPCON in Sacramento when he impressed me with his infamous response to a Peericommand to speak: "Who? Me!!?!!" Mark is one of my two favorites in this game if only because he is one of the two players in the game who is shorter than I.

ENGLAND: Mark Twitty: 6123 Mariposa, Citrus Heights, CA 95610 (916-XXX-XXXX).

Everyone I met at DAPCON told me that Mark Twitty was the best FTP player in northern California. Everyone. Including Mark Twitty. When I finally got to meet him I understood why. Mark looks like Tom Selleck, sort of. But it is his eyes. He's got Rasputin's eyes. And he's tall, well over six foot. He's also very deadly in FTP play. In PBM? We'll have to see.

FRANCE: Dave Grabar: 1583 Truman St., Chowchilla, CA 93610 (209-665-5038).

Dave wears three piece suits and a cowboy hat. Some people look on him as a cross between a Dallas extra and Luciano Pavarotti. I met him at the very first PEERICON. He's wicked and he speaks with a New York accent but in his classes (he's a teacher) in Chowchilla that is considered urbane. He's nasty and he has a wicked smile. He publishes Italiano Pribe. He says.

GERMANY: Pete Gaughan: 509 Sandpiper Dr., #130, Arlington, TX 76013

(817-460-3253): Home: 12024 Penford Dr., La Mirada, CA 90638 (213-947-2766). P.J. is tall, probably a result of trying to outgrow the southern California smog layer in which he was raised. He is Diplomacy's roving ambassador, and resident intellectual. He publishes Perelandra, the only Dippy zine published by a PBK key ring. In fact, you could probably slip P.J. through a key ring and never rattle a key. He also has an elfish smile and green eyes. Don't trust him. He uses big words and knows what they mean.

ITALY: James Woodson: Box 18645, Corpus Christi, TX 78418 (512-937-2004):

Home: 5680 Dorothy Way, San Diego, CA 92115 (619-287-0291). James is a Navy Ensign, lowest of the low, but you have to start somewhere. He is also a chopper pilot trainee. But don't confuse him with Jan Michael Vincent and that new TV series. No, that's impossible. James is nothing like Jan Michael Vincent. Sigh...No, picture a pogo stick upside down, growing, with braces. That's James Woodson. With another wicked smile. James publishes Ragin' Main, sort of a pseudo-intellectual TV Guide. He did win a game at PEERICON III, playing Austria, with 18 units (all armies). That tells you he has a great career ahead in the Navy.

RUSSIA: James Meinel: Box 832, Anchorage, ALASKA 99510 (907-349-8371):

James (Jim to his friends, but don't call Ensign James Woodson Jim or he'll get mad; he's a James Type!) comes to us courtesy of Terry Tallman. I think he's from Washington but he now lives in Anchorage where he is a CPA.

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I met him at last December's BEETHOVENCON and he made some nasty comments about the San Diego people, San Diego weather, San Diego food, San Diego magazines, etc. He is obviously a pseudo-northern Californian. So I stuck him in this game anyway. Besides, he is also shorter than I am. He is my second favorite. He is playing in this game representing all the people who play Dippy who don't live in Sacramento, Los Angeles, Orange County, or San Diego. Death Valley is a good place to find him on a winter morning.... He publishes The Prince, an over-rated but arty zine devoted to finding the right mix of illegible print and fancy paper. He also got higher ratings than I in the last Runestone Poll. He paid the judges more.

TURKEY: Ed Menders: 817 Micheltorena, #C, Santa Barbara, California 93101 (805-963-5397). What can I say about Ed? He came out of nowhere to win the Ma'Con tournament last year, playing France. Then he came back to win the BEETHOVENCON tournament, playing Russia. He won his first PBM Dippy game, playing France, in the 1982 AY SOX game. And talk about wicked smiles! You wouldn't believe...He's got the Dippy bug so bad he is planning on co-hosting his own DippyCon next October in Santa Barbara. Based on what I've seen he is the best FTF Dippy player in southern California.

That's the line up. A good one, I think. Based on what I've seen of the players (Remember, I've actually met them all; that may be a first.) we should have called this the Choppers Game. In fact, that's a good idea for the first contest of the game. Each of us was born with 32 teeth. That should give us a total of 256 (eight times 32) teeth. Just for starters, I'm lost one of my wisdom teeth. So we are down to 255. How many teeth do we actually have??? A heady question, I'm sure. So, when you send me your Spring 1901 orders please be sure to tell me how many of your original teeth you still have. And guess how many you think the eight of us have. The winner will receive an appropriate prize.

This will be a Demonstration Game, of sorts. I've asked Ed Wrobel, the publisher of Politesse, and one of the funniest people in the hobby, to provide us with a commentary on the game. I've asked John Schuler who understands the ins and outs of gaming to provide some additional input. The moves will appear in XENOGOGIC, along with all the commentary. I also encourage you to submit press as the spirit moves you. If you on't, I have this superb story about Father Junopeeri Serra who opened the first chain of Diplomacy a-go-go joints in California some 200 years ago...but, I've learned that good press games don't just happen, they have to be carefully cultivated. On the other hand, they can't be artificially inseminated, they have to be spontaneous. Figure that one out. I hope you'll all send me a brief bio, both Dippy and personal, to include in the next mailing.

#### FINANCES:

This may be a first. I've not collected a dime off of any of you to play in this game. Keller, Twitty, Woodson, and Menders all earned the right to play in it based on their FTF performances last year. I also trade with Keller, Gaughan, Woodson, and ~~Meinal~~ so there's no point in sending them another copy of XENO. I would like a \$5 NMR deposit from each of you and the \$1 DIPTAX if you feel like contributing. ~~What I would like to do is start a collection to purchase somekind of plaque or trophy for a California's cup for the hobby in California. Donations welcome.~~ What I

Check elsewhere in this mess for the deadline.

CALIFORNIOS  
/aka/ CHOPPERS

1984 P 5/149/  
Spring 1901

AUSTRIANS MARCH INTO GALICIA. CHANGE OF GOVERNMENT IN ENGLAND.  
FRENCH & GERMANS MOVE TOWARD BELGIUM. ITALIANS ENTER AUSTRIA,  
RUSSIANS MOVE SOUTH AND TAKE TURKS BY SURPRISE...

Inspite of his promise to play in this game I never received any orders from Mark Twitty. However, we are very lucky to have a fine replacement for him. Ron Brown, the editor of MURD'RING MINISTERS, a former DIPCOM Tourney champ, and winner of various sorted PEM Dippy games, is the new (original) player for ENGLAND. Welcome aboard.

AUSTRIA (Mark Keller): Fleet Trieste-Albania, Army Vienna-Galicia, Army Budapest-Serbia.  
ENGLAND (Ron Brown did not have a chance to get any Spring 1901 orders in so I used standard substitute opening orders.): Fleet London-North Sea, Fleet Edinburgh-Norwegian Sea, Army Liverpool-Edinburgh.  
FRANCE (Dave Grabar): Army Paris-Picardy, Army Marseilles-Spain, Fleet Brest-Mid Atlantic-Ocean.  
GERMANY (Pete Gaughan): Army Berlin-Kiel, Army Munich-Ruhr, Fleet Kiel-Holland.  
ITALY (James Woodson): Army Rome-Venice, Army Venice-Tyrolia, Fleet Naples-Ionian Sea.  
RUSSIA (Jim Meinel): Fleet St. Petersburg south coast-Bothnia, Army Moscow-Sevastapol, Army Warsaw-Ukraine, Fleet Sevastapol-Black Sea.  
TURKEY (Ed Menders): Army Constantinople-Bulgaria, Army Smyrna-Hold, Fleet Ankara-Constantinople.

#### PRESS

Moscow-Ankara: That's 'Turkish piece,' not 'Turkish peace.'

Turkey-World: The Turkish Government wishes to welcome everyone to this game and hopes to make friends with everyone before you all take me out of the game. Paranoid? Me?

DEADLINE FOR FALL 1901 IS MAY 2, MONDAY.

#### HOUSEKEEPING CHORES

I'll give you a complete up to date list of names, addresses, phone numbers for Ron's sake. There are a couple of changes. Also, for me, please note my days off have been changed from Sun/Mon to Mon/Tues so I won't be able to take calls on Sunday after 1300 or so. Future deadlines will be on Monday when I pick up the mail. I suggest you mail your orders by/on the previous Thursday at the latest.

MARK KELLER: 9536 Shunway Dr., Orangevale, CA 95662 (916-988-5038)  
RON BROWN: 1528 El Sereno Pl., Bakersfield, CA 93304 (805-834-8409)  
DAVE GRABAR: 1583 Truman St., Chowchilla, CA 93610 (209-665-5038)  
PETE GAUGHAN: 509 Sandpiper Dr., #130, Arlington, TX 76013 (817-460-3253)  
JAMES WOODSON: Box 18645, Corpus Christi, TX 78418 (512-937-2004)  
JAMES MEINEL: Box 832, Anchorage, ALASKA 99510 (907-274-8775)  
ED MENDERS: 817 W. Micheltorena, No. C, Santa Barbara, CA 93101 (805-963-5397)  
LARRY PEERY: Box 8416, San Diego, CA 92102, (619-280-2239)

A complete reprise of the first mailing and this one will be in XENO which should be in the mail within the week. You'll recognize it when you hear your mailbox groan....

THIS IS THE WAY THE GAME STARTS:NOT WITH A WHIMPER BUT WITH A BANG!!

I am probably cutting my own throat when it comes to any votes I may get in this year's RUNESTONE POLL (If you don't know what I'm writing about, look it up elsewhere in this issue) but one of the purposes of running a Demo Game is to demonstrate the bad points and the how not tos, as well as the good points of both gamesmastering/publishing and playing Dippy. Too often, I suspect, gamesmasters and pubbers gloss over their errors to make themselves look good to their readers and others in the hobby. Since this is nominally a Demo Game and since the Spring 1901 moves provide an excellent example of what I'm talking about I thought I would share this particular experience with you as a case study of how not to handle an all too common situation in the hobby, e.g. missing moves in Spring/Fall 1901.

What happened is laid out in detail in the following pages and I'll not repeat it here. But the lessons I've noted as a result of this experience I will share with you. Perhaps you'll learn from my mistake. But don't be too harsh on me. I'm sure, in time, you'll make others of your own.

1) Never, never try to persuade somebody to play in a PBM game---Dippy or otherwise---if they really aren't interested in playing. No matter how good they are, no matter how much you'd like to have that particular person play in your zine, and no matter how much you might need the seventh player. Don't worry, sooner or later somebody who really wants to play will come along.

2) If you publish a game start list and you don't hear from all the players reasonably soon thereafter, start checking to make sure that all the players to be really do intend to play. The gap between "Sure I want to play..." and "But not now..." is real and long.

3) There are a variety of ways to handle this problem when it does happen. Frankly, I never thought it would happen to me (ego, vanity, or pride...) and particularly not in a game like this one. So there was no provision for it happening in my Houserules (which are printed herein for your perusal). So when it did happen I had to improvise and at least one player felt my actions were incorrect. I don't happen to agree with his interpretation of what I did but I have no desire to gamesmaster a game in which one player starts off with a chip on his shoulder.

4) So, be sure to make some adequate provisions in your Houserules for this particular problem and make sure that the players understand in advance what you will do if such a problem does occur.

5) And, of course, when such a problem happens act quickly to correct it. Nothing is more repugnant to me than having to delay a game and force players to go back and start from scratch. Still, there are worse things that can happen. So, sometimes one has to choose the lesser of the two evils.

I am not a rules fanatic, as are some players and gamesmasters. One thing I have noted (to give all this a bit of historical perspective) is that players today are much more concerned about how their games are run and the mechanics by which they are managed. In the "Good Old Days" we were happy just to survive (as a player, as a game, & as a zine) and we were too busy fighting over what the Rulebook meant to worry about houserules details. Things today are more nerve-wracking but the quality of performance is probably higher (although the caliber of play may not be much better). There does seem to be two different schools of thought about all this. First, there are the perfectionists. Second, there are those in the "Diplomacy Is Just a God Damn Game!" school. I recall John Schuler the other day commenting that "People take this damn hobby too seriously. It's not a matter of life and death!" A few hours later I saw a report in VOD which mentioned that Glenn Taylor, who used to pub DIJAGDG (or something like that), had recently committed suicide. One wonders.

April 6, 1984

Larry Peery

P. O. Box 8416

San Diego, California 92102

Re: Californios 1984 P

Spring 1901 Adjudication

Dear Larry,

I know the game has just barely started but I have a protest to lodge concerning how you handled Mark Twitty's drop from the game.

Your houserules as published in the February 16, 1984 game opening announcement do not specifically address what would happen should there be a Spring 1901 NMR. Normally, according to houserule (hereinafter referred to as 'HR') #13, it takes two consecutive missed moves by a player to have him replaced. If this were to be applied to the situation under question then the English units should have all been ordered to hold for Spring 1901 and a standby named to assume the position. This did not occur.

However, HR #13 also states, "At his discretion, if the position is a *major* (italics mine) one, the gamemaster may halt the game until a new player can be found." There are two conditions of which each separately constitute valid enough reason for you to have used this power. First, Mark Twitty probably did not send in any required fees due from him by the Spring 1901 deadline and would be barred from participating in the game any further per HR #2. Secondly, there can be little argument that the Spring 1901 position of any power is not a "major" one, and thus would create a condition upon which the gamemaster should halt the game and appoint a new player to play the position.

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Again, this was not done.

Instead, a set of "standard substitute orders" were used. Nowhere in the houserules is this indicated that this particular procedure will be used. Houserules provide a method of allowing players to plan how possible situations will be handled and from the houserules that you chose to employ for this game the understanding I gathered was that the game would be halted until a substitute player could be found ( a relatively common convention among postal gamemasters). So the sudden imposition of "standard" orders injected an uncalculated and arbitrary factor into the game.

Furthermore, I contend your standard orders are neither "standard" nor neutral - as these types of gamemaster-imposed Spring 1901 orders are supposed to be. The English opening of F Lon-Nth, F Edi-Nrg and A Liv-Edi (the so-called "Churchill Opening") is widely viewed as anti-Russian and definately not a neutral set of orders. The intrusion of the gamemaster into a game is anathema and even those gamemasters who use neutral Spring 1901 orders in the event of an NMR realize this and, in the case of England, use the opening F Lon-Nth, F Edi-Nrg and A Liv-Yor. As the Russian player in this game I quite rightfully feel that the game has been balanced against me by forces totally beyond my diplomatic control.

The heart of the problem I feel, though, is the failure by you to halt the game, call a new player for the English position and allowed the Spring 1901 moves to be the result of outside forces and not the whim of the gamemaster ('whim' being used since I cannot find the use of standard orders in the houserules). I therefore request that you modify/rescind your Spring 1901 adjudication for 1984P and rectify the error in any one of the following three acceptable ways:

1. Rule that all English units 'hold' for Spring 1901.
2. Replay Spring 1901 with the new English player.
3. Replay Spring 1901 but new countries, as you may feel  
diplomacy will be irrevocably compromised if the sea-



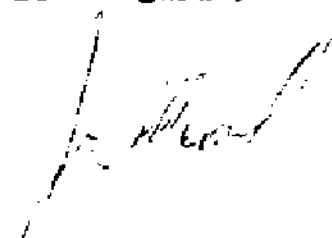
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son is replayed.

To sum it up, Larry, I feel that you had a duty to follow your houserules as published in conducting this game as gamemaster; that this duty was broken when you erroneously used the previously unmentioned "standard" orders instead of following your houserules and stopping the game for a new player; that I was adversely affected by that failure to follow your houserules; and that there is an available and reasonable means for you to correct the situation.

I usually do not pursue minor gamemastering errors since being a gamemaster myself I can readily appreciate the effort involved in running a game. But the beginning of a game in is many respects the most critical for a player and this ruling really threw me for a loop. I do intend to pursue this matter to its utmost conclusion and hope we can find a solution to this situation as soon as possible and get on with playing the game.

Best Regards,



Jim Meinel

1303 W. 23rd #19

Anchorage, Alaska 99503

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11 April 1984

To: Participants in 1984 P, CALIFORNIOS

Re: Spring 1901 Adjudication

1. Read the enclosed letter from Jim Meinel.
2. I concur with the substance of what he says, although I don't agree with all his reasoning.
3. Therefore, I am exercising option #3 and below you will find a new players' list of country assignments and a new Spring 1901 deadline.
4. Sorry for the delay but in the interests of fairness to both England and Russia (or Meinel and Brown), I feel this is the best possible choice of several poor alternatives.

REVISED 1984 P COUNTRY ASSIGNMENTS

AUSTRIA: James Woodson

ENGLAND: Jim Meinel

FRANCE: Ed Menders

GERMANY: Pete Gaughan

ITALY: Dave Grabar

RUSSIA: Mark Keller

TURKEY: Ron Brown

Sigh. I can hear the groans from PJ and Ed already. Sorry guys.

The new Spring 1901 deadline is MONDAY, May 14th.

/s/

LARRY PERRY



ALTA CALIFORNIA

During the days when Spain & Mexico ruled the west coast of America, the area we know as California, from about San Diego to just above San Francisco, was known as Alta (Upper) California, and the area we call Baja California was called Baja (Lower). Bank of America claims that California, by itself, would be the sixth or seventh largest (e.g. richest) nation in the world. Others claim that there really is no such thing as "California." Instead there are many Californias. What is certain, however, is that nowhere else in the Dippy hobby would it be possible to put together a PBM Dippy game so fast with a group of people drawn from such a small area who don't even know each other. For all I know, none of you were actually born in California.

For some of you this will be your first PBM Dippy game. That's why I've enclosed a list of what I hope will be helpful hints. Look them over. For some of you this represents but the latest in a series of games you have started recently. You are all, except for Hector, relative newcomers to the PBM Dippy hobby. PBM Dippy, as you'll discover, is a lot different from PTF or tournament play.

Geographically, you come from all over the southern part of California. Three of you are from the greater San Diego area. Three of you are from the greater Los Angeles area. And one of you is from up the coast a bit. As far as I know none of you actually know each other. It will be interesting to see how the geographical distribution affects the balance of power in the game. If past games are any indication it won't mean a thing. So, have at it.

AUSTRIA: Hector Roybal: 217 South 54th Ave., #17, Los Angeles, California. 90042 (213-258-6500). Hector is a veteran of the last XENO Demo Game in which he played Turkey and came in second. I've talked to him and his answering machine several times but I've never actually met him. He's a fine player and a very talented diplomat.

ENGLAND: Roger McAulay: 10515 Rancho Rd., La Mesa, CA 92041 (619-460-9495). I first met Roger at last year's STRATEGICON when he and I ended up in the play off game in our tournament. He also was at last December's BEETHOVENCON. He's new but he's good. He's also big!

FRANCE: Ken Hager: 412 Alderdale Circle, Anaheim, CA 92807 (714-974-7529). Ken attended last year's PEERICON and Ma'Con and he's a very serious Diplomacy player. He's also getting his feet wet in other PBM Dippy games. He'll also be guest gamesmaster of our next regular PBM Dippy game.

GERMANY: Ron Galicia: 6672 Plaza Ridge Rd., San Diego, CA 92114-7065 (619-267-8072). Would you play Diplomacy with somebody named Galicia? I didn't believe it when I got his first note. After four letters I'm still not sure I believe it. I've not met him PTF or talked to him. Yet. I'll let you know. Ron's a wargamer turned/turning Dippy player. He things we're more blood thirsty.

ITALY: Ken Gestiehr: Box 302, El Cajon, California 92022 (619-579-8176). Ken is a veteran of the last BEETHOVENCON and another new recruit to PBM Dippy who is already in several new games. He's read my book on Dippy so watch out for him.

RUSSIA: Dave Villadsen: 178 Placer Dr., Goleta, California 93117 (805-685-1686). Dave was at STRATEGICON and BEETHOVENCON last year and he will be one of the co-hosts of this fall's CON THE BARBARIAN in Santa Barbara. You should all plan to attend that one. He's good. He's probably the most skillful player in this game and he even plays a wicked game of MONOPOLY.

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TURKEY: Greg Parr: 7007 Ethel Ave., North Hollywood, California 91605 (818-XXX-XXXX). Need your phone number Greg. Greg was one of the people at STRATEGICON who expressed an interest in trying a PBM Dippy game. I don't know much about him but anybody who lives in North Hollywood can't be all bad.

So we have a mixed bag here. Some new players and some relatively experienced ones. But the important thing is that none of you have played a game to a conclusion in PBM play. So, by the time you get that far you will all be relatively experienced. I decided it was better to mix in a couple of experienced players with you novices to give you a better taste of what a real game is like. I think you'll learn more this way.

FINANCES:

You've all paid your \$21.00 fee except for Hector, and Ken Gestiehr who still owes a \$1 for the DIPTAX.

STAND BYS:

John Schuler, Mike Bohanon.

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COMING UP THIS SUMMER

DIPCON XVIII will be held in Dallas, Texas, on 21-24 June, in conjunction with ORIGINS. They've finally got that much decided. DIPCON is the annual hobby get together. Being in Dallas means it will not attract large numbers of people from the east or west coast. However, it is at Dallas that the site for the 1985 DIPCON (on the west coast presumably) will be chosen. So, it should be interesting. I plan to attend and if anyone is interested in going let me know.

MASTONDONCON II will be held in either Los Angeles (if we can find a site and a surrogate host) or San Diego either the first or second weekend of July. I have that week off (since it was supposed to be the date of DIPCON) and I don't want to waste it. It will be a strictly casual event and serve as a warm up for the big one:

PEERICON IV will be in San Diego on 28-30 July, beginning the same day as the 1984 Summer Olympics. It should be an interesting time and I hope you'll all plan to attend.

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THE SPRING 1901 DEADLINE FOR BOTH GAMES IS 1 APRIL 1984.

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THIRD GAME:

Since I promised Ken Hager he could GM a game for me, and since John Schuler and Mike Bohanon both want to play: I will open a third section to anyone who is interested in playing. Fees are the same. This will be the last game I open.

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ALTA CALIFORNIA

1984 Q  
Spring 1901

AUSTRIANS & RUSSIANS AT WAR IN GALICIA, GALICIA DOES JUST FINE,  
ENGLAND GOES NORTH, GERMANY GOES WEST, ITALY NMRS!!!!  
RUSSIA GOES NORTH AND WEST, TURKEY FUDGES...

Despite my searches I couldn't find a set of orders from Ken Gestiehr, Italy. I know he's playing and either he just forgot or, more likely, he figured he'd give me the orders in person this past Sunday. Unfortunately, I wasn't at home (change of schedule and I had to work my first Sunday in 4 years. Make a note of that. My days are Mon/Tue now, not Sun/Mon.). Anyway, no orders. So I used standard opening orders.

- AUSTRIA (Hector Roybal): Fleet Trieste-Albania, Army Vienna-Galicia, Army Budapest-Serbia.
- ENGLAND (Roger McAulay): Fleet Edinburgh-Norwegian, Fleet London-North Sea, Army Liverpool-Edinburgh.
- FRANCE (Ken Hager): Army Paris-Burgundy, Army Marseilles-Supports Paris-Burgundy, Fleet Brest-Mid Atlantic Ocean.
- GERMANY (Ron Galicia): Fleet Kiel-Holland, Army Munich-Ruhr, Army Berlin-Kiel.
- ITALY (Ken Gestiehr/NMR): Fleet Naples-Ionian, Army Venice-Hold, Army Rome-Support Army Venice.
- RUSSIA (Dave Villadsen): Fleet St.Petersburg south coast-Gulf of Bothnia, Army Moscow-St.Petersburg, Army Warsaw-Galicia, Fleet Sevastapol-Rumania.
- TURKEY (Greg Parr): Army Constantinople-Bulgaria, Army Smyrna-Ankara, Fleet Ankara-Constantinople.

PRESS

Vienna-World: Perhaps the complaints of no correspondence should be taken with a grain of salt. I have responded to everyone's letter, except Germany's (!), so don't get too critical

Vienna-German Post Office: We are sending a train to pick up all of today's correspondence. We would send a supertanker but they don't exist yet. (Just kidding, Ron, you are to be commended for writing so much. We frequently complain of too little in PFM Diplomacy. You're a natural.

St. Peerigrad-Hectorville: Don't forget you still owe the sub fee, NMR deposit, and (optional) DIPTAX!

DEADLINE FOR FALL 1901 IS MAY 7. MONDAY.

HOUSEKEEPING CHORES

Here's an encore of the players' list.

- HECTOR ROYBAL: 217 South 54th Ave., #17, Los Angeles, CA 90042, 213-258-6500.
- ROGER MCAULAY: 10515 Rancho Rd., La Mesa, CA 92041, 619-460-9495.
- KEN HAGER: 412 Alderdale Cr., Anaheim, CA 92807, 714-974-7529.
- RON GALICIA: 6672 Plaza Ridge Rd, San Diego, CA 92114-7065, 619-267-8072.
- KEN GESTIEHR: Box 302, El Cajon, CA 92022, 619-579-8176.
- DAVE VILLADSEN: 178 Placer Dr., Goleta, CA 93117, 805-685-1686.
- GREG FARR: 7007 Ethel Ave., North Hollywood, CA 91605, 818-764-3932.

A complete reprise of the first mailing will be in XENO, which should be mailed within a week. You'll recognize it by the groaning sound your mailbox makes.

Don't forget the upcoming CON THE BARBARIAN IN SANTA BARBARA. I expect you all to go. Think how fast we can end this PFM game if we do.

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### HINTS FOR NOVICES

Here are some suggestions to help you enjoy your PBM DIPLOMACY game and help it run smoothly:

- 1) Keep your address, telephone number, etc. current with the games-master. If you are going to be travelling let him know in advance.
- 2) Ask questions early on in the game. If you don't understand something in the Rules of Diplomacy or the House Rules, ask.
- 3) Keep a separate file for each game you play in. In it keep your game results, copies of your correspondence, duplicate copies of your orders, etc.
- 4) Keep your orders separate from other communications with the games-master. Use one side of the paper only and try to keep it 8½ by 11 inches.
- 5) Keep copies of all correspondence, incoming and out-going.
- 6) Write first. Write often. Don't wait for the other players to write you. And keep writing, even if they don't respond right away. Remember, the name of the game is diplomacy. More games are won because of good diplomatic skills than because of good strategy or tactics.
- 7) Be neat when you write someone in the game. Type or print if possible. First impressions count for a lot.
- 8) Date everything you mail to another player or the gamesmaster. And put a return address on it just to be sure.
- 9) Check your orders twice for any mechanical or technical errors you might have made.
- 10) Mail your orders early. Allow at least 3 working days for mail to reach its destination; a week if you expect a response.
- 11) Plan and act for the long haul. This game is going to last from two to three years, perhaps longer. You are, if you are a novice, in what is probably a unique experience for you: a long term, intimate relationship with 7 strangers. Next to your family and closest friends by the end of this game you will know these people better than anyone else you've ever known. So, take your time and think about what you are going to do.
- 12) Take time to get to know the other players in the game as people and not just as opponents in a PBM game. They are all interesting if you get to know them.
- 13) Don't over-load on entering new games. One every six months or so is about right for the average player.
- 14) Remember, it's only a game. Don't take its ups and downs personally.
- 15) Finally, remember it is possible to win your first PBM Dippy game. I did it back in 1966. Ed Menders just did it. So, it is possible. All it takes is a bit of hard work and a lot of luck. But if you put in the work I'll guarantee you'll have a good time: win, draw, or lose.

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### GETTING A HOLD OF THE GM

Getting a hold of me is either difficult or easy, depending on how you play the game. Writing is easy: Box 8416, San Diego, CA 92102 and I usually have the box checked every day. Calling is difficult: You may get me if you call between 1000 and 1400 on Tuesday to Saturday, or any time on Sunday or Monday. Or you may be answered by the answering machine but that is a novelty and may or may not last. Or you may get Mike Maston. He can take orders if must be but don't depend on it. Better to mail them early.

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### THE JANUARY ISSUE OF XENOLOGIC

You should all have received the January issue of XENOLOGIC. If you didn't, let me know and I'll send one along.

THE ESSENTIAL DIPLOMACY LIBRARY

The following publications are recommended to novice players and those wishing to expand their DIPLOMACY library. While "book learnin'" cannot replace the "give and take" of face to face or postal Dippy experience it can certainly take the edges off some of the blows of the "School of Hard Knocks" and speed up the learning process.

DIPLOMACY WORLD: Rod Walker, 1273 Crest Dr., Encinitas, CA 92024 (\$8.00 per year). Now in its eighth year, DW is the hobby's flagship publication and includes info on PBM, PTF, con Dippy and has articles on all phases of the game: strategy, tactics, diplomacy. Back issues are available, inquire.

DIPLOMACY DIGEST: Mark Berch, 492 Naylor Pl., Alexandria, VA 22304 carries reprints from old hobby zines on many subjects. Copies are \$4 for 10 issues. Back issues are available.

ZINE REGISTER: Roy Herricks, 128 Deerfield Dr., Pittsburgh, PA 15235 publishes the annual listing of hobby zines. \$2 for the 1983 edition. A useful guide to most of the hobby's major publications, including European zines.

SUPERNOVA: Brux Linsey, 73 Ashuelot St., #3, Dalton, MA 01226 publishes a special guide for novices in the hobby. Only \$1 and well worth it for the info it contains.

PONTEVEDRIA: Rod Walker, address above, provides constantly updated info on zines with game openings, regular and variants. Free for a SASE.

GAMER'S GUIDE TO DIPLOMACY: By Rod Walker, published by Avalon Hill Game Co. \$4.50, I think. This is the official guide to playing Dippy by one of the oldest pros in the hobby.

INTRODUCTION TO THE STRATEGY AND TACTICS OF POSTAL DIPLOMACY: Larry Peery wrote this in 1977, the largest single study of the game's basics ever done. Contains some 376 pages which along with the 130 page workbook teaches you more than you would ever want to know about the game. Inquire as to availability.

At any given moment there are some 75 or so PBM Dippy zines being published in North America and new ones start up at the rate of about one a month. Some last only a few months. Some go on seemingly forever. Some run only games. Some run no games. Some are totally devoted to Dippy. Some carry it only along with other games. Some are totally serious. Some are hysterically funny, or at least hysterical. They cover every aspect of human intellect and feeling. One thing is certain: no two are like. Oh, and one other thing, there is bound to be at least one of them that you'll like. But to find it may take a bit of searching. With the publications above you can find your way into a whole new world of PBM Dippy.

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THE BLACK AND BLUE BOOK: I almost forgot. The BBB is the listing of California Dippy players: PBM, PTF, and tournament players. Copies of the first and second editions (1982, 1983) are available. The 1984 edition will be published prior to PEERICON in July. This year's edition will include well over 300 names of Dippy players from all over California, broken down into PBM, and PTF groups, as well as news about the State's dozen or more Dippy zines; info on state tournaments and cons, etc. Details will be in DW, XENOGOGIC, etc.

A NEW DIPPY BABY FROM THE STARS

I have always been fascinated by Astrology. It is a subject that I have spent some time studying and I have consulted a professional Astrologer (whose rates are just about double what a good dentist or medical doctor charges), just to see what it was like. I am a Leo Sun sign, a Leo Rising sign, and a Moon in Sagittarius; if that means anything to you. I kept a few Astrological records on the last XENO Demo Game and they'll be discussed in the April issue of XENO. I'm not alone in my studies, of course. Jack Masters published in BLACK FRDG #29 an Astrological Guide to Diplomacy which Ron Brown is republishing in his Murd'ring Ministers. It was very funny and very revealing.

Contrary to what you might think anything or anybody can have an astrological chart done as long as the time, date, and place of birth are known. I consulted two astrologers and they prepared the following comments for our two new games which were, appropriately, born at High Noon on 14 February, 1984. That's right, St. Valentine's Day.

Since Mike Maston drew the country assignments by lot I guess you can all consider him your Papa. And you all know who your ma'ma is. I don't know if that's a set of twins or whatever you would call a fourteen sided figure. What do you call a fourteen sided figure? Hager do you know?

Anyway, consult your birthdate and look at the following. And, if you will, send your date, time, and place of birth to me and I'll do a bit of comparison to see how things will go for you vis-a-vis the game. Course, I won't tell you until the game's over.

Californias Birth Chart by Leo Allen for 14 February, 1984 at 1200, in San Diego, California.

ARIES (March 21-April 19): You'll have more playing room---plans will be implemented, necessary contacts will be made, security will be ensured to a greater degree. Focus on long-range concepts, basic values, issues and decisions. Cancer, Capricorn natives play key roles.

TAURUS (April 20-May 20): Check Aries message for valuable hint. Details unravel, green light flashes for genuine progress. Be ready for interrogation concerning plans to revise, review and possibly to rebuild on a more suitable base. Scorpio figures prominently.

GEMINI (May 21-June 20): Be ready for change, travel, variety, important contacts and chance to recoup loss. Spotlight also on payments, collections, and income potential. Gain indicated through written word---clarify policies, make requests, be sure intentions are crystal-clear.

CANCER (June 21-July 22): Family member will acquiesce in connection with major domestic change, adjustment. Gain indicated through diplomacy---avoid attempting to force issues. Judgment, intuition and timing will be on target---circumstances take sudden turn in your favor.

LEO (July 23-August 22): Discretion is necessary; you'll have access to confidential material. Much that occurs is behind scenes, could include degree of drama, acting and the media. Line will be drawn between illusion and actuality. Be aware of which side you are on.

VIRGO (August 23-September 22): Highlight responsibility, realize that you will perform well during crisis. Your views, opinions will be sought by those in positions of authority. Popularity increases, major wish will be fulfilled and romance be activated.

LIBRA (September 23-October 22): Long-range concepts come into focus.

Status quo is shaken in connection with career, business activity. Audience increases, more persons are captivated with what you say, do, and sell. Aries and another Libran figure prominently.

SCORPIO (October 23-November 21): Stress creativity, independence, willingness to become familiar with different customs, laws. Focus on new start, adventure, pioneering concepts. You'll get to heart of matters, unique relationship will be clarified, spiritual values emphasized.



SAGITTARIUS (November 22-December 21): Follow through on hunch---sense of direction will be clarified. Do some personal detective work, gain greater grasp of financial picture. Be sure one who makes claims actually has fiscal responsibility. Aquarian plays important role.

CAPRICORN (December 22-January 19): It may be necessary to get promises in writing. Moon position highlights legal agreement, publicity, popularity, and long-term commitments. Be a careful, shrewd observer---give full rein to intellectual curiosity. Sagittarian plays significant role.

AQUARIUS (January 20-February 18): Focus on basic issues, employment, general health, and willingness to take a stand for beliefs. Your position is stronger than originally anticipated. Know it, be confident, realize you are on the brink of gaining greater acceptance, additional allies.

PISCES (February 19-March 20): Cash flow resumes, agreement is made, which allows you greater creative freedom. Relationship grows stronger, you imprint your own style and you will have reason to celebrate. Funds become available for special purchases, production and travel.

Lots of good news in there for a new Dippy game and its players. What do you think of what it had to say about you?

Alta California Birth Chart by Louis Wronger for 14 February, 1984 at 1300, in San Diego, California.

ARIES (March 21-April 19): Make sure that all is operating harmoniously at home. Handle gaming affairs wisely. Not a good day for entertaining.

TAURUS (April 20-May 20): Exercise greater care in writing and also in conversations. Make sure that any statements made are accurate.

GEMINI (May 21-June 21): Be careful in handling monetary affairs or you could lose a good deal. You may get some advice that is not good, so forget it.

MOON CHILDREN (June 22-July 21): A situation that does not concern you can get you upset if you permit. Not a good day to be social.

LEO (July 22-August 21): There is an annoyance that you can do little about, so forget it. Don't take up any debatable points with a loved one.

VIRGO (August 22-September 22): Don't permit a high strung friend to take your time. Analyze your personal aims better. Use care and tact.

LIBRA (September 23-October 22): A higher-up could be in an irate mood and is looking for a scapegoat, so be sure it isn't you. Don't be nervous.

SCORPIO (October 23-November 21): Get that annoying matter solved in an adroit fashion instead of trying to work dangerous angles. Not a good day to plan a trip. Relax.

SAGITTARIUS (November 22-December 21): You feel you may have more to do that you can handle, but you will be surprised at how much you can do now. Avoid quarreling.

CAPRICORN (December 22-January 20): Steer clear of an outsider who is not thinking clearly. Avoid trouble. Not a good day for making contracts.

AQUARIUS (January 21-February 19): You may be using the wrong system and find it hard to get work done. Avoid a fellow worker who is itching for a fight.

PISCES (February 20-March 20): Don't run off to some expensive pleasure out of frustration or anger. Your mate could have a legitimate complaint.

IF YOUR CHILD IS BORN TODAY:.... it will be something which will have a positive affect on your life and be very independent. Be sure to allow it to teach you the facts of life. This is one which will always follow a plan and then carry it through. Find the plan and you have it made.

So much for the Astrological predictions for our two St. Valentine's Day Massacre games. If they follow in the footsteps of their ancestor, the SOX Game, they'll be bloody and fickle. But I guarantee they won't be boring. Remember, how you stand in the final stats for these games depends on how you perform beginning now.

INSTITUTE FOR DIPLOMATIC STUDIES    HOUSERULES FOR POSTAL DIPLOMACY  
 (6th edition, 1984, c 1984, IUS)

Introduction

On no less than five different occasions we have struggled with the challenge of producing a set of useable houserules for regular postal Diplomacy games. For the 1981 edition we decided to try something different. We solicited copies of houserules from some of the best active postal Diplomacy gamesmasters/publishers in the hobby. After looking through all of them, reviewing our own past efforts (our first houserules were published in 1967), and considering the way we wanted to run Dippy games in the 1980s, we decided to make a few changes, mostly procedural, in the houserules of Fred Davis, Jr., publisher of BUSHWACKER, and then use his. We did that because we thought his were the best then available and after nine years of experimenting with them there couldn't be too many bugs left. Additionally, we hoped that our adoption of Fred's rules would lead to further standardization of Dippy houserules in the hobby. During the last three years we have had an opportunity to review other houserules published by others in the hobby, including those of Gary Coughlan, Don Del Grande, Brux Linsey, and Rod Walker. We find nothing in them that causes any change in ours. More importantly, the use of the 1981 edition of our houserules in the Sun of XENOGOGIC game demonstrated that they work very well. Why tamper with success?

1. The latest edition of the published Rules of Diplomacy will be followed in all cases in regular games. Decisions of the Gamesmaster are final, unless there has been an obvious and demonstrable error. Errors which are not detected by either the GM or a player prior to the adjudication of the next season's orders will be allowed to stand unless, in the opinion of the GM, a correction can be made without unduly disrupting the game.
2. Game fees (Subscription fee, NMR Deposit, and optional DIPTAX) must be paid in advance, or forwarded with the first move of the game if a registration fee has been paid. Anyone failing to submit his game fee by the deadline for the first move will not be permitted to participate in that game. Each player is entitled to receive all issues of XENOGOGIC, and/or the game's sub-zine, carrying his or her game from the time it begins to the time it ends, providing he does not drop out of the game without notice. The GM reserves the right to send all issues subsequent to a player's elimination from the game by third class mail, if he finds this necessary or expedient.
3. REGISTRATION in a game creates a contract between the player and GM. The GM agrees to manage the game in a reasonably accurate and prompt manner, or to insure the transfer of the game to a new GM if he is unable to continue. The players agree to observe the Rules of Diplomacy and these Houserules, and to play in the game throughout its length or until their elimination. Players agree to furnish the GM with any changes of address, temporary or permanent, and to notify the GM in writing if he must resign. Failure of one party to comply with these terms will result in the forfeiture of all rights.
4. Only one person may play a given country in a given game at any one time. A player may assign temporary or permanent control of his country to another player not then in the game, with the GM's permission. A player must play UNDER HIS OWN NAME.
5. Countries normally will be assigned by lot, except where otherwise specified.

6. There are 5 game seasons. In regular games, these will be called Spring moves, Summer retreats, Fall moves, Autumn retreats, and Winter builds & removals (adjustments). Usually Summer and Fall moves will be combined, as well as Autumn and Winter.

7. ORDERS: Orders must be typed or printed, and must be on one side of the paper only. A separate sheet of paper must be used for each game, if you are in more than one game. Please put letters or separate comments on separate sheets of paper. Each set of orders must indicate the game number, country, season, and game year. Orders must be signed. Players may submit amended orders any time prior to the stated deadline. In changing orders, it is suggested that an entire new set be submitted, with changes marked or under-scored. If this is not done, the GM is not responsible for failure to note the changes correctly.

JOINT ORDERS: may be submitted if signed by all parties, but any signatory may subsequently unilaterally change his orders. Orders to Support or Convoy a unit belonging to another Power must indicate the name of the other Power. Names of provinces must either be spelled out completely or written in such a way as to avoid a mistake (e.g. It is preferable to spell out Norway and Norwegian Sea and areas containing the words North and South).

8. CONDITIONAL ORDERS: If two seasons are handled together, players may write conditional orders, making orders for the later season conditional upon the results of the earlier one. Each result which is possible should be listed, such as failure to retreat, or alternate possibilities for retreat, and the orders dependent upon it listed.

9. TELEPHONE CALLS: The GM will not make any telephone calls soliciting missed moves. Players are expected to be mature enough to get their moves in on time. A player may phone the GM at his own expense between 1000 and 1400 Pacific Time at any time up to the day before the deadline to send in his orders, but the GM will not guarantee that someone will always be home to answer the phone. No phone calls will be accepted on deadline day, as the phone deadline is specified as 1400 of the day prior to the mail deadline.

No telephone calls will be accepted on Sundays and the following holidays: Bastille Day, July 29th, July 31st, Garibaldi Day, Beethoven's Birthday, or Halloween. Nor on any day in which it rains in San Diego.

Evening and late night calls are almost useless, except on Sundays and Mondays, since I work a 1500-0000 schedule, Tuesdays through Saturdays.

Any player phoning the GM between 0000 and 0900 Pacific Time will be expelled from the game, without refund of game fee. (Exceptions will be made for Overseas calls, but please check your time zones carefully).

10. DEADLINES: for orders will be when the mail is picked up at the Post Office Box on the stated day. If for some reason the GM is unavoidably unable to make the pick up, or adjudicate the moves at that time, a written order received the next day may be accepted, but players should not expect this as a matter of course. Please note that Special Delivery mail is handled as regular mail when delivered to Post Office boxes. No orders mailed to our residential address will be accepted.

11. TELEGRAMS & MAILGRAMS: These will be accepted, providing the player includes his private Code Number, which has been previously authorized by player and gamesmaster. Since telegrams are now all "delivered" by phone, caution should be exercised to see that Western Union does not call the GM prior to 0900.

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12. DECEPTION of the GM will not be permitted. Playing under a false name, sending a false report on the game to the other players, submitting orders for another player without his consent, or any other acts of deception of the GM will result in expulsion from the game. The GM will not be party to any attempts by a player to conceal his age, sex, job, etc. from the other players.

13. REMOVAL AND REPLACEMENT OF PLAYERS: A player will have been determined to have left the game if he misses two consecutive moves. After the second missed move, the GM will call for orders from the Stand By player who is at the top of the list. At this point, the only way the original player can retain his position is if he submits orders for the next season, and the requested stand-by fails to do so. If the original player misses a third consecutive move, he is automatically dropped from the game, whether or not he is replaced, and said player will forfeit the remainder of his game fee. If there is no replacement player, the position goes into Civil Disorder. (At his discretion, if the position is a major one, the GM may halt the game until a new player can be found.)

On occasion, the GM may call for "Back-up moves" from a stand-by after a player has missed only one season's moves. If both the original player and the back-up player then submit orders, the original player's orders are used.

14. REPLACEMENT PLAYERS: The GM will maintain a list of stand-by players for each game, carried in order of receipt of the names by the GM. If an active player leaves the game, the first stand-by will take over that country, provided that no replacement will be ade without at least two weeks' advance notice to all other players in the game. Stand-by players must be receiving the zine either as players, stand-bys, subscribers, or by trade agreement. If a stand-by player requests to be excused or fails to submit orders, the position will be offered to the next player on the stand-by list. A stand-by requesting to be excused will be dropped to the bottom of the list. A stand-by failing to submit orders will be dropped from the list, unless there are extenuating circumstances. If no stand-by player can be found, the country goes into Civil Disorder.

As a general rule, the GM will not call for replacement players if a country is reduced to only one or two units and Supply Centers.

A player finding it necessary to resign from a game may introduce his own replacement player if he so wishes.

15. PROPAGANDA (Press Releases): The Editor reserves the right to edit or condense such material in the interest of impact, grammar, good taste, or space. No black propoganda will be permitted. The Editor is not obliged to print all items submitted. Announcements, such as declarations of war, treaties of alliance, resignations, or requests for peace, will take priority in printing. For other press, we will give precedence to humorous items and those of 50 words or less. Press should be relevant to the game at hand. Releases must be datelined from territory or sea spaces owned or occupied by the writer. Anonymous releases will not be accepted. Dateline "Peerijavo" may only be used by the Editor. The Maldiv Islands are considered virgin territory and should be accorded due respect.

16. IMPOSSIBLE ORDERS: A unit ordered to a location not on the playing board or to take some action other than a legal order (e.g. Army London whistling Dixie) will be considered as having been ordered to Hold, and may receive support in place. A unit given an impossible but otherwise legal order (e.g. Army Paris to Rome) will not be eligible to receive support, although it will not move.

17. **BADLY-WRITTEN ORDERS:** Badly-written orders which, however, are legal and unequivocal, will be followed, regardless of the individual's intent. Badly-written orders which cannot be followed will be printed exactly as received, and will result in the unit holding, without being eligible to receive support.
18. **RETREATS:** If no order to retreat is received, and a retreat is possible, the GM will retreat the unit according to Just's Right-Hand Rule. If a country is in Civil Disorder, all dislodged units will be disbanded instead of retreated.
19. **NOTATION:** Underscored orders fail. Normally the results of all adjudication are written out completely. However, the following abbreviations may be used: A = Army; F = Fleet; C = Convoys; S = Supports; H = Holds; - = to (attacks); U = Unordered (i.e. Holds); /d/ = Dislodged, must retreat (with a list of spaces available for retreat); R = Retreats (with the actual move); B = Build (in Home Supply Centers); D = Disband (removed); /A/ = Annihilated (no retreat open after being dislodged); MS = Mutual Support (each named unit supporting the other); CD = Civil Disorder; NSO = No Such Order or Not So Ordered; NSU = No Such Unit; IMP = Impossible Order; NMR = No Move Received; NRR = No Retreat(s) Received; NDR = No Disbandment(s) Received.
20. **ABBREVIATIONS:** The names of regular game provinces will be spelled out in full in all Reports, except for extremely long names (e.g. Constantinople) which may be abbreviated (e.g. Con.).
21. **SUPPLY CENTER LIST:** At the end of each Fall season, the GM will list the supply centers held by each country and indicate adjustments which need to be made. Supply centers held by each country will be CAPITALIZED; those lost this year will be in Caps and slashed out; those gained will be in Caps and underlined. Centers are listed with Home Centers first, No Change Centers next (if a Power controls all the home supply centers of another Power it may be listed by Country), in logical sequence (or in progressive order), and with gains and losses at the end. NC = No change (no adjustment required); NB = Not Built at previous Build period; SC = Supply Center; A = Annihilation, or Annihilated.
22. **MAPS:** On occasion maps may be published showing the state of the game at the end of a season. Although every effort will be made to make the maps accurate, the players are responsible for the correctness of the positions shown on the map. In cases of conflict, the written text should be consulted.
23. **ALTERNATE VICTORY CONDITIONS:** In addition to the Victory Criteria in the Rulebook, a player may win by concession with any number of Centers in his possession. If a concession is proposed, the GM will take a vote on the issue from all players still having units on the Board. A concession can be declared only if all major players agree to it. (A major player will be defined as a player with at least 3 units on the board.)
24. **DRAWS:** All surviving players may agree to a draw at any time, by unanimous consent. A draw does not have to include every player in the game. (e.g. A draw could consist of a 3-way draw for three surviving large Powers, and "survival" for a fourth very weak country.)
25. Note that the "merry go round" and the "exchange of positions by convoy" moves are both incorporated into Rule XIV.5, second and third paragraphs. However, "changing of the guard" (exchange of positions overland by two units) is strictly prohibited.

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26. PRECEDENTS: In situations not covered by the Rulebook nor these Houserules, the Gamesmaster will make the most reasonable equitable ruling possible consonant with the nature of the game and precedents set by other GM's. Any such decisions constitute a precedent for the game in question, and may also be added to the House Rules for all games, if warranted.

27. CODED CONTINGENT ORDERS: will not be accepted, except for Build, Removal, and/or Retreat orders. If Fall and Winter orders are combined, there will obviously have to be contingent Build and Removal orders based on what happened in the Fall. "Coded" orders are those wherein a player submits two sets of orders, and tells the GM to use the set designated by another player by a Codeword. Players may also submit orders contingent upon the retreat of another player's unit(s).

28. The GM reserves the right to refuse to permit certain persons to play in his game. This list may change from time to time.

29. CHANGES: The GM will give careful consideration to all requests and suggestions for changes and additions to these House Rules, provided they are not in violation of the letter or spirit of the Official Rulebook. Major changes will be submitted to the players concerned for a vote.

30. Upon distribution of these House Rules, the GM will assume that all players have read them and are familiar with them. The GM is not responsible for any player's failure to read and understand them.

#### THE IDS DIPPY PHILOSOPHY

The proceeding Houserules govern the mechanics of playing postal Dippy in IDS publications. Beyond that, however, we want to briefly explain our philosophy of postal Dippy. This is a subject we have often written about elsewhere but for those of you who are new to postal Dippy a brief review may help you decide whether this is the right zine for you or not.

1) First, we believe postal Dippy should be fun. Anyone who is playing Dippy postally for any other reason except to have fun is a fool. Anyone who takes the hobby, or their place in it, too seriously, is an even greater fool.

2) Second, we believe the people involved in postal Dippy are its most important component. With experience we believe you will find, as we have, that in the long run it is the people you have met in postal Dippy that will make it worthwhile, not whether you have won, lost or tied a given number of games.

3) Third, we believe in a professional approach to postal Dippy. As we use it the word professional has nothing to do with making money from Dippy, but it does have a great deal to do with how a person involved in the hobby---be they gamesmaster, publisher, or player---approaches the game and the hobby. A professional approach need not contradict our first principle, instead it should make it easier to achieve.



# FOOT IN MOUTH

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ISSUE #1

March 15, 1984

Greetings and welcome to America's newest subzine, Foot In Mouth. This new roving subzine product is put out by none other than John Caruso 160-02 43Ave Flushing, NY. 11358. If you care to waste your money, you can try to call me at 212 353-9695.

Yep, a whole new concept has been started by the forerunners, Phyllis' Pyramid, the 1st roving subzine that rarely comes out, and Mos Easley Spaceport. The trend of the future- roving subzines is here now. Catch a glimpse of the future.

To locate where all these subzines will be, you can drop me a line, and I'll try to fill you in. #2 will be in Festivals Hof put out by Bob Howerton, and #3 will be in Diplomacy Digest, put out by Mark Berch.

Why is this one here in Kenogogic? It's not that I felt sorry for Larry or anything, God knows there is enough of that going around. But I figured that he and I have been having some misunderstandings at present and what better way to try to smooth things over than to just write something for him for print. Rather than writing a letter, I figured a roving subzine would be better. Then, anytime I want to send someone a letter for print, I'll just make it an issue of FIM. Clever, no?

Back to Larry, I'm sure he is taking personally, some of the things I have been saying about him. Larry, they are not meant that way. I am only trying to make fun of you, that's all. I can't help it, its this urge I get to do it to you. Sort of like eating and sleeping. I feel I have to do it. But, just to show you that there is no hard feelings, I thought I'd give you a try with a subzine.

So what to discuss? What else- the DIPTAX. Now don't say- oh no. I don't intend to make a big push for it, nor do I intend to castrate Larry for it, the Diptax "trial balloon". What I want to do 1st, is to commend Larry. Why? Well, even tho I may not agree with or like his Diptax idea, he showed guts in presenting it, and moreover, he showed insight into the fact that the hobby services are in need of some kind of increased revenue. The PDORA (uction) was a success a few months ago and netted over \$300 which has already been donated to some of the Dipdom services. And there is another auction in the making right now, with info on the items, due to Mike Mills by April 1. The Dipdom-wide, open auction will begin shortly thereafter and will run approx 2 months. So hurry and get those bids in and help your services.

There are other ways to help out some of the services that don't otherwise have any source of income. When writing for a Miller Number from Lee Kendter, you could enclose a \$1 donation, like the one which is graciously contributed to the BNC. GEMs who have their game openings listed in one of the 2 listings, could send a \$1 donation to that service, and those requesting a copy of either opening could send a SASE or a stamp or 2 to help offset some of the costs these services must endure. Of course, you can always donate directly to the service of your choice, just by mailing your donation to that custodian. These are just a few of the other options available to us in lieu of a Diptax.

If anyone wishes me to write more on the alternatives to the Diptax, write to me, and tell me where you'd like to discuss it, including here, Larry willing, and I will proceed further.

Until such time, happy stabbing. Take care.....

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SOMETHING DIFFERENT

The following letter came from John Caruso, of WHITESTONIA:

"Dear Larry,

Enclosed you'll find a subzine for you. It's number one of my new roving sub-zine, FOOT IN MOUTH. Except for the obvious puns---I am serious--- with what I said to you in it. I really didn't want to hurt your feelings. After all, I am compassionate, or is it passionate? Whichever. I have feelings too, and I know what it's like. Maybe you'll see this (PIM) and the note as a way to try to understand each other. That or you'll say, Fuck You John. Whatever, but I'll at least know I tried.

Well, take care. /s/ John

P.S. Could you send my original back when you're done with it. For my archives!

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The following letter was printed in MES (John Michalski's zine) #54 which appeared in ANDUIN #30/31 and was written by John Caruso:

"Did you hear that Larry Peery is supposed to be fat? I think he should go on a diet. And I have just the thing. I found a box of these over at Woody's house during my ~~Best Spring Mission~~ visit to WoodyCon. They work for Woody, they should work for Larry. Enclosed is the end of the box I tore off: AYDS diet candy."

\*\*\*\*\*

"Dear John:

Apparently you want to have your fat and pinch it to. I appreciate the piece offer you made in sending me your new subzine FOOT IN MOUTH. Unfortunately, I am not into foot fetishes /Please excuse me if I misspell some of these esoteric erotic exotic words, I don't usually use them very often,/. I am glad you don't want to hurt my feelings. Obviously you want to hurt my fat. I don't know if you are compassionate or passionate. I doubt if there is much difference. Some authorities tell me that people in New York eat hush puppies for the same reason that some people eat asparagus. I am sorry that you need to use an aphrodisiac at your young age. Perhaps it is the water? I know people in California who do drink bottled water from the City of New York. It makes them very potent.

Believe me, I am trying to understand you. I have spent a lot of time and money on attempting to understand many of the New York Dippy community of late. So far the only good reference work I have found on the subject was by Dr. Margaret Mead. Perhaps you can suggest others. The thought of a field trip for first hand research is frightening but in the name of the Science of Diplomacy even that is possible, although not probable.

No, sorry John, I would never say Fuck You John.

I'm glad you tried. I am taking care. I don't want to catch anything that might hurt me or you or the Dippy community at large.

As for the matter of my fat. I don't know how you can "hear" that someone is fat. I suppose you could see it, if need be. Certainly one could feel it. But hear it? Unless you are plotting an auto de fe with me as the menu I don't see how you could hear it. I think I should go on a diet to. So do lots of people. You need one as well, from the pictures I've seen. I'll make you a deal. For every pound, up to fifty, that you gain, I'll lose one. I'm glad Woody lost some weight. Fortunately, he didn't lose his sense of humor. When I diet I become mean, nasty, and irritable. If I were dieting now I probably would have written a mean, nasty, and irritable letter to you directly. Instead I am writing a mean, nasty, and irritable letter to the entire hobby so that they will know what you are up to.



One of the problems of people who suffer from FOOT IN MOUTH is that they never bother to define their terms. You call me fat, yet you don't define the term: consider the following questions:

- 1) Are you talking about my size, my dimensions, my proportions, my magnitude, my bulk, my volume, my largeness, my greatness, my expanse, my amplitude, my mass, my capacity, my tonnage, my cordage, my caliber?
- 2) Or are you talking about me as a lump, as a block, as a clod, as a mountain, as a mound, or as a heap?
- 3) Or perhaps you are referring to my corpulence, obesity, plumpness?
- 4) Or is it my immensity, hugeness, monstrosity, enormity?
- 5) Do you consider me to be large, big, great, considerable, bulky, voluminous, ample, massive, capacious, comprehensive, spacious, mighty, towering, stout, corpulent, fat, plump, chubby, portly, burly, brawny, fleshy, unwieldy, hulky, hulking, lumpish, overgrown, puffy, swollen, or bloated?
- 6) Or perhaps you think of me as huge, immense, enormous, titanic, mighty, vast, stupendous, monstrous, gigantic, elephantine /Now there's a thought: THE ELEPHANTINE PEERY!/, mammoth, giant, colossal, cyclopean, or even Gargantuan?

Well, I can certainly see where some of these words would describe me: great, comprehensive, mighty, titanic, towering, etc. etc.

But you would probably pick others.

Anyway, my point is that you should, when you use simple words, ordinary words, like FAT define what you mean. I mean, after all, how would you have reacted if I had called you SKINNY?!?! Oh, the words I could have used. But you would have said I was trying to ride you out of Brooklyn on a rail. And I would have said you are as skinny as a rail, so what better way to ride? You do see (not hear!) my point, don't you? We have to be careful about the words we use in describing people in the hobby; especially people we don't know. I mean, how would you feel if I show up at the next BYRNECON and I look like Tom Selleck, or even Lassie? Shame on you.

But don't worry. I refuse to judge you by what you hear, or what you see. Now, I may judge you by what you write or say, but I'll try to be generous. I know you suffer from a dietary handicap and aren't eating right. Still, I remember that picture Gary Coughlan showed me of you trying to cook hush puppies for him. I figure anytime an Italian offers to cook hush puppies for a wayward southerner who is brave enough to travel to New York, he can't be all bad.

But there was one line in your letter that made you a saint, as far as I am concerned. You referred to puns. So you must be a punster. If not, at least you appreciate a good pun. I prefer a more sophisticated form of pastry myself, and I prefer a dough that gets more of a rise, but I realize that some people prefer croquettes. After all, they are a better form of exercise and the balls and sticks are ever so much more fun. So, as I told another New Yorker recently, I will not take offense at all the bad things you say and do. Instead, I will remember that you are trying, very trying.

It is difficult for me to write you and not to refer to Kathy. Although Kathy says that what you write in WHITESTONIA (and I suppose FOOT IN MOUTH) is your doing and what she writes in KATHY'S KORNER is her affair, it is still difficult for me to separate the two of you; especially after seeing some of the fotos from DIPCON. Still, I am sure there are differences. I only hope we can continue to talk about this sort of thing and write about it and avoid dragging it into the hobby. We must be careful how we use such small words. I mean if we can come to the brink of open warfare over a simple three letter word; what would we do over a complex four letter word?

Can you get that through your PAT head, Caruso?

Anyway, as long as I love the Mets (both the Opera and the baseball team) I will have a soft spot in my lower aorta wall for you both. And please remember, always, that all this is just in good fun and a joke. Oh, well, I suppose I will send your original back after the Statute of Limitations expires in California. Forty-nine years, I think.

Best regards, /s/ Larry.

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EPILOGUE

After writing the above I showed it to two members of my Kitchen Cabinet and both suggested I not publish it. Their reasons? One said that he didn't think John would see the humor in it and would probably take offense. The other said it appeared that John was trying to make peace with me and that I was insisting on getting the last word in. To the first I can only say, I don't know. To the second I can only say, perhaps.

Based on what I've read in John's writing I am giving him credit for being able to understand that the above is meant to be humorous but that it also has a bit of bite and a message behind it, just as his FOOT IN MOUTH did.

Contrary to what some people in the hobby (and especially in New York) think I have no quarrel with the New York hobby's members. I've probably spent close to \$75 in the last few weeks on phone calls to people in the hobby in New York and I've finally had an opportunity to talk with several people in the hobby that I've never spoken to before. It has been an interesting and a stimulating experience, albeit a nerve-wracking one. I have tried not to judge them by my standards or my code of ethics (remember that discussion?) and I hope they won't judge me by theirs. While we did not agree on everything we discussed I like to think that, in the long run, the hobby will benefit from our discussions. I do not intend to get involved in the feuding within the New York hobby. I do not intend to take any side in any of their disputes. If I can do anything as a peacemaker I will. In the meantime I will do what I can to improve things in the hobby.

I am sure the members of the hobby in New York are tired of having me preach at them. After all, I don't know them well. I can only judge by what I read in the hobby press, in letters, etc. But I can also judge by what they do and, so far, what they've done has been much more positive and beneficial than what they've said. So, perhaps the best advice I can give is what I told one New York hobby member, e.g. keep your mouth shut and work!

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# CORN OFF THE COBB

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John Schuler  
Box 571  
Cobb, CA 95426

INTRODUCTION TO THE SUB-ZINE (how about Cheeseburgers America, larRy?)

## INTRODUCTION

This is one of those rare times when I find myself in possession of too much material to ramble on about. So what I've done is pare down. That way larRy should have enough room to exercise his own literary muscles and still be able to keep the spring issue something under 100 pages. This seems only fair. Afterall, what would XENOGOGIC be like without a few hours worth of reading from him?

I am, however, in lack of one ingredient to make this quarter's effort well-rounded. Letters. Dynamic, thought-provoking letters. Written to me. Since last issue I've received one postcard with fairly large handwriting on it, and one letter (which for all practical purposes was a casual note) with equally fairly large handwriting on it. Period. You have to admit that's not much of a response, and consequently all of the counter-responses I'd planned for this time will have to wait until next...or next...or....

What I do have for you is a report on my current PBM chess game with Mike Maston, which I've taken the liberty of entitling "I Dealt Your Knight a Mortal Blow, Did I," part of a manuscript dealing with warfare in World War I, which is loosely based on the recently published diary of an American infantryman who served in France, 1918, and last but not least a summary of my initial impressions of Game Designers Workshop's FIRE IN THE EAST, the reissue of their venerable DNO, taken from the first of two playtests being conducted in Oakland, California, as well as an overview of and, for the uninitiated, introduction to the EUROPA system.

The short story, if we may call it that, deals with particular aspects of warfare not often addressed. There are reasons for this. For one, the people who have this first-hand experience are usually listed among the casualties, and are seldom able to write of their experience. For another, it's been the traditional thing to glorify war, or at least its heroes. There aren't many governments that will openly suggest that war is an ugly thing. Who could glorify something like that? War has, instead, been portrayed as high adventure, like Sinbad, and a citizen's duty, like paying taxes, or voting. Above all else, all wars are always fought under the popular notion that "This time we'll finish the job, and then there won't be any more wars."

In the main this story is anti-war, and examines some of the inner conflicts, the dualities, that every soldier must attempt to deal with, which all too often end up destroying him for the effort: personal survival vs. obedience to higher command; loyalty to personal ethics vs. a willingness to subjugate that loyalty for the common cause; testing one's mettle under fire (in the sense of heroism/cowardice) vs. one's natural disinclination to needlessly sacrifice oneself in a situation which appears hopeless, etc.

As a footnote, the subject of this story, Jeremy Stone, went on to conquer his "fears," and fulfill his obligations as a soldier, if not with great distinction then certainly with honor. I could have included more of the existing manuscript, but, besides space limitations, there is a special reason for its publication here, and for that purpose I considered

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the little before you to be sufficient. My thesis is this: that the great majority of wargamers have never served under arms, and therefore they look at war strictly in the abstract, failing to consider that the multi-colored pieces which they push around so easily in their games represent, at some level, individual people who are experiencing untold misery. A good example of this sort of unconsciousness would be our game DIPLOMACY, where the players order their armies and fleets to one part of the board or another, and write letters to the other players asking outrageous demands and promising anything and everything. And it all tends to come out as good clean fun. Which is fine as far as it goes. But that attitude leaves the DIPLOMACY experience short of what we could call a real simulation. True simulations require participants to enter play in a different frame of mind. These "new breed" (old school?) simulationists are conscious of their actions. They know, for example, that ordering their armies to fight for possession of a province like Picardy places the terrible burden of sacrifice on the un-named soldiers those blocks of wood represent. This consciousness comes close to embracing utter reality, and generates the kinds of "crisis feelings" that war for real is all about, and tempers their decisions in ways the unconscious gamer cannot know.

When I was a kid I read this Superman story where Jimmy Olsen was trapped inside of a miniature city that Superman kept in a bottle in his Fortress of Solitude. Jimmy was sitting in a theater wearing this headphone-like sensory device which permitted him to actually feel and smell the action on the screen. I think he was watching a love scene between himself and Lana Lang (the people of the bottle city used to "tune in" to what was happening on earth for entertainment, and Clark Kent and his friends were all familiar heroes to them), and it about drove him nuts it was so real. He ran out of the theater crying it was so real. For one reason or another he was doomed to live the rest of his life in this bottle, forever separated from his friends and loved ones, able only to mutually experience with these strangers, and vicariously at that, the life that had once been his. It was all just too sad.

Of course Superman found a cure for whatever was ailing him, and Jimmy eventually returned to Metropolis and the DAILY PLANET and had lots of other adventures. But what if Jimmy hadn't been able to return? What if he had to live out his life in the bottle city, surrounded by advanced technology which permitted him voyeur's rights, yet he was never able to actually reach out and touch anything for himself? What if poor Jimmy was doomed to an existence where every day was a tease, where every memory haunted him, and served to punctuate only too vividly the hopelessness of his position? Can you imagine the overriding frustrations, the frustrations which must, one day, consume him?

In a manner of speaking, men in the service, and especially at war, face this diabolical test. They're trapped in a bottle city, with all their thoughts and memories and hopes and regrets intact, distinct, and very very haunting. They can no more influence their situation than Jimmy could influence his. These men can't simply walk away from it and go home. They must find a way to endure their frustrations. They must pray that they're one of the lucky ones. Or go mad.

War is full of Jeremy Stones. And all those Jeremys must deal with the horror of war in their own ways. Some of them are consumed. Some are merely damaged. A few survive intact, to tell tales of their experiences, to write their diaries. None of the survivors come back quite the same. For if it is nothing else, war is a crucible of change.

So read the story about Jeremy Stone. Perhaps you'll come away with a little insight. If you do, maybe next time before you succumb to those feelings of greed for an extra center or two, you'll take into consideration the suffering your action will cause. For somewhere on the board there is a Jeremy Stone, and he'd be ever so grateful if you would strive just that much harder in your next round of diplomacy.

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LETTERS TO THE EDITOR

From Ed Wrobel, Editor, Politesse, Box 3463, Arlington, VA 22203 (2/16/84)

"Dear John,

...  
Rather than pull any punches, beat around the bush or indulge in further cliched (sic) activity, I will speak plainly, get right to the point and call a Peery clone a Peery clone; you appear to me to be a mere cover for another manifestation of Larry Peery upon an unsuspecting hobby. There---I've spoken my peace (sic). Now I'll pretend you are an independent entity. To your questions:"

(ED'S NOTE: Ed goes on to tell me that he has attained middle age at 30 and is currently living in a bedroom (or was it "bedroom community"?) near Washington, D.C. that is named after Roy Rogers' sweetheart. He works as a "mid-level bureaucrat" for the Social Security Office of Hearings and Appeals, and claims to be leading a "reasonably conventional, middle class existence." I had written to him that I used to work in newspapers, and he replied that he had once been into high school "underground" papers, telling me about chess match reports he used to write and op-ed pieces he did attacking his school administration's opinion periodical, THE VOICE.)

"Tell me more about Barrymore Simpson and Peery and yourself. How did you come to know his writing (B.S.'s)? (Really?) Tell me about your newspaper experiences and your DIPLOMACY play and your writing."

Sorry about correcting you all the time like that, Ed. ROD walker's been doing that to me, and it must be catching. Hope it isn't fatal.

Barrymore Simpson is, as I've already noted, deceased. He is survived by his wife Janice and their two children. His work is a matter of public record, and has been published around the country in various journals and newspapers. I just stumbled across one of his pieces one day and liked it. Then I read another and decided to look into it further. Barrymore was a man who took an interest in other people, who took delight in his very existence. Though I didn't know him for long, and only through our mail correspondence, I found him a pleasure to "be around," and I shall miss him. Depending on whatever response the two articles of his that were published here last issue generate, it might be possible to, in the future, publish other things that he wrote. There is a copyright problem involving his estate, presently in probate, which Janice has told me is close to being resolved, and then again his stories have little to do with our hobby. But we'll see. As far as I know, Barrymore's wife is in possession of what amounts to a book manuscript of stories dealing with his experiences as a boy in Wisconsin. I've only seen a few of them myself. His other work deals with similar subject material, and I find it equally good. As I suggested to you in my letter, you might want to browse around a good library one afternoon and see if you can find anything else written by him.

I agree with you that Larry is probably a manifestation, but of what I'm not yet certain. I'll keep you posted. As far as this "clone" business goes, for what it's worth, I'm my own man. I know few people within the DIPLOMACY community, and from what I've been reading in the hobby press lately this might not be such a bad thing. Is the hobby "unsuspecting" too? And all along I've been thinking it was merely unwashed. Well, if they can't take a joke... My "DIPLOMACY play" is non-extant, nor do I ever plan on writing one. Larry tells me, though, that he's planning one for this issue, so maybe that will satiate you. If not forward it to New York City. My newspaper experiences are like little horror stories. I don't do that anymore. Nowadays I'm struggling along as the sports editor of Sports/News Service and slowly going broke. Lately it's been faster than "slowly," but I'm expecting big things out of this summer. If it doesn't work out you can expect to see me in the outer chambers of your office. I've lots of complaints

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in general.

As you say, "Piece," and let us hear again from you. Soon.

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### I DEALT HIS KNIGHT A MORTAL BLOW. DID I

The reasons behind this game go back to when I first met Mike at DAFCON in January of this year. He and Larry and Janet and I went out to eat at this Mongolian restaurant in Sacramento. As we were sitting around the table chatting (well, Mike and I were chatting; Janet sat in the corner listening while Larry kept talking and talking and talking...) I discovered that, on top of having a quaint command of 106 different languages, including some 75 subdialects, Mike didn't seem to know Park Place from Water Works when it came to MONOPOLY. But despite all that, and the company he chooses to keep, he seemed like a nice enough fellow, and then along about the time we were getting ready to leave he mentioned that he played chess.

Chess! Music to my ears. I hadn't played a postal game since my college days, and as soon as I got home I wrote to Mike with my opening move:  
1. e2-e4.

And then I waited. Hoping for the best. And waited. Mike is a little slow, and then I figure it took him awhile to digest the rules.

Finally...e7-e5 was his reply.

So, I thought. He's willing to challenge me to a straight king pawn opening. I wondered if he were an expert in the Ruy Lopez. Did he have some special variation planned for me, one he'd been saving all these years to spring on someone like me? I called his bluff, and boldly moved my knight out.

2. g1-f3 was my response.

...b8-c6 came his reply, reinforcing my original suspicion. So he is going for the Lopez. Well, let's see what he does with this. Instead of sending my king's bishop out to pin his knight, I placed it on the fourth rank instead, where it bore menacingly on Mike's position.

3. f1-c4 was my move.

This would foil what I thought were his intentions to get into the Ruy Lopez. This opening is called the Giuoco Piano, but that's something of a misnomer, for both white and black have excellent opportunities to mix it up wildly.

I expected that Mike would now follow suit, moving his king's bishop out to his fourth rank, opposite mine, exerting equal pressure on the important center squares. But he surprised me by bringing out his king's knight instead.

...g8-f6.

A Two Knight's Defence of all things! Was he bluffing? Did he know how to play it? If he did know how to play it, and if I became too reckless, I knew Mike would swamp me. Still, I remembered how fuzzy he was about MONOPOLY, and I figured anyone that fuzzy wouldn't know beans about being subtle, let alone chess, so...

4. f3-g5.

This move was a terrible gamble on my part. It immediately attacks a black position which in no way has been weakened. In chess such things are bound to rebound badly with precise play by the defence, but then I kept thinking about how confused Mike was about the MONOPOLY board...

I waited for his response on pins and needles. If it turned out that Mike really did understand what he was doing, my goose was as good as cooked. Then his move arrived. I was flabbergasted.

...d8-e7.

I couldn't believe it! d7-d5, advancing his king's pawn and blocking the bishop, is called for. The move Mike sent me was unbelievably weak.

Now I had two choices. Take his pawn with my knight, threatening the capture of his rook, or move down with my bishop and capture the pawn, putting

him in check. Both moves prevent black from castling kingside, but the second move prevents him from castling queenside as well, for it obliges his king to move immediately, and is therefore more accurate. Also, psychologically a check can be devastating, especially so early in a game and against a player who is not yet sure of his ground.

5. c4-f7.

Check!

The most feared word in chess, save for "mate."

...e8-d8.

The only move for black, other than sacrificing his queen, and that would be too feeble even for Mike.

6. f7-c4.

Retreating the bishop, and threatening to fork his king and rook with a knight check.

I'd love to show you more, but like I said Mike is a little slow about some things, and after three months of play this is as far as he's been able to get. Next issue we'll pick the game up here, and see if Mike has been able to improve his game any.

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### ON FIRE IN THE EAST

I'd like to fill you in on an activity which has been consuming much of my spare time for the past three months.

In 1973, Game Designers' Workshop published its inaugural entry into the board wargaming sweepstakes, DRANG NACH OSTEN, a division-level study of the German invasion of Russia in 1941-1942. It was an instant success. GDW, knowing a good thing when it sees it, followed up with a series of simulations dealing with WWII in Europe, based on the same system, which they called EUROPA. Each simulation within EUROPA comes with hexagonal maps that are mutually matable, and rules which interlock and generally plug into the whole. Currently there are seven titles available, including (in chronological order of their appearance) NARVIK (Norway, 1940, and since updated itself), MARITA-MERKUR (Balkans/Crete, 1940), CASE WHITE (Poland, 1939), FALL OF FRANCE (1940), THEIR FINEST HOUR (Battle of Britain, 1940), WESTERN DESERT (North Africa/The Levant, 1940-1943) and THE NEAR EAST, which isn't a game itself, but a three-map module that expands the action from WD to include operations in Iraq and Iran, with most of Turkey and its entire military Order of Battle thrown in for good measure.

And now, after years of false starts and untold frustration, GDW is in the final stages of reissuing DNO, and upgrading it with the latest EUROPA system mechanics, which have been subjected to constant change through evolution, and, in some respects, hardly resemble the original. FIRE IN THE EAST is due for release sometime in April.

If this sounds suspiciously like an ad for GDW, you must pardon me. EUROPA nuts often gush when they start talking about their favorite subject. Did I say subject? In extreme cases the system has been known to become almost a surrogate lifestyle. Conversations take on a mystic quality when devotees of EUROPA band together. Indeed, an entire sub-society of dedicated wargamers, some interested almost exclusively in the EUROPA series, can be said to exist. These EUROPA GROGNARDS, as they are known affectionately, are a hard-boiled lot, too.

Anyway, based on my first playtest of FIRE IN THE EAST, including input from the other five tests being conducted around the country, as well as the official errata that are being accumulated and distributed to the various tests by the game's designer/developer, John Astell, I can tell you that the game is bitching.

Now anyone that knows me very well, or has at least read anything critical that I've written, can verify one fact. I do not run around handing

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out laurels indiscriminately. Neither do I worship regularly at my local EUROPA shrine. The plain truth is that FIRE IN THE EAST, for all its quirks (they always rear their head after publication, no matter how much fine tuning has gone into a game) is a superior simulation and an awful fun game to play.

Let's take the last first. Fun to play. To me this is everything. I've been spending spare hours playing wargames (often into the early morning hours) for the past 23 years, and I haven't been paid a red cent for my effort. I play because I'm looking for enjoyment; or another way to say it is I don't play games unless I enjoy them. If that seems all too obvious, consider this. Out of all the wargame titles I've either purchased or have been exposed to over the years, fully three-quarters of them are, in my opinion, turkeys, and why I bother to keep them at all is anyone's guess. Designing good wargames is not an easy thing. On the other hand, I own some games that I go back to regularly, to play and to re-examine, to ferret out new wrinkles, nuances to the systems heretofore undiscovered. And within this elite category I include the entire EUROPA line. These games not only reflect military history in an abstract sense, but they are, again, fun to play.

Quite naturally, this sort of appreciation for the EUROPA games is helped along immensely if you're a WWII buff. I can't imagine anyone else taking the time to unravel their secrets, for the system is demanding of both time and concentration. And space. The final map of Europe, at 16 miles per hex, will run something like 9 feet by 12 on its sides. Of course no one would be able to reach the center of something this large, and so the maps have been conceived in such a way that the final "game" will set up as three different physical areas, dividing Europe proper into East and West, with the third map area dealing with North Africa.

So what is this Europa beast like? I said it was a division-level simulation, and it is. But a plethora of battalion-sized units can be found in each country's OB, and breakdown counters (usually three regiments per division) are an integral part of the system. To give you an example, PoF comes complete with some 2,400 counters, some of which are not used in the game, but are included to be incorporated later into the EUROPA system, per se. FIRE IN THE EAST, I imagine, will sport a similarly impressive counter mix. And we're not just talking lead soldiers here. Oh no. EUROPA includes every aspect of WWII. So GDW provides navies and air forces for you to play with, too, as well as the sub-systems that go with these toys and make them run. From Murmansk to Casablanca, from Ireland to the Persian Gulf, EUROPA has something for everyone. There are NKVD units to buck up the morale of regular Russian infantry divisions, SS and Luftwaffe units for the Germans, Guards for the British and, coming soon to a hobby store near you, a Special Forces counter for the Americans. There are static divisions and border regiments, British commandos and Italian CCNAs and Finnish ski troops and the Arab legion, specially equipped and trained mountain divisions, Dutch bicycle battalions and Belgian cavalry, motorised combat engineers and regular construction engineers, heavy artillery regiments and machine gun battalions, French fortress brigades to stock the Maginot Line, paratroopers that drop out of the sky and air-landing units that require gliders, anti-aircraft emplacements at airfields and German 88s which can take a terrible toll of enemy armor, ancient biplane fighters being slaughtered by Me-109s and long-range modern bombers like the B-17, dive bombers and assault bombers and transports, repair of damaged air units, the construction of airfields and railroads, the demolition of bridges, special effects for flampanzers and assault engineers attacking into cities and fortresses, the Slovakian Brigade, militia and Brandenburgers and the French Foreign Legion, capital ships with their batteries rated individually for effectiveness, aircraft carriers with their own planes, destroyer flotillas and submarines and coastal shipping and landing craft. The list goes on and on and on.... eventually to include, I suspect, separate treatises on such finery as



political considerations and individual national production schedules for all that panoply of war. And everything is conducted on multi-colored maps representing woods and forests and swamps and intermitten lakes and glaciers and rivers and mountains and deserts and wadis. And there's a weather system, too, with different weather zones that will effect the operations conducted therein, from the bitter cold of that first Russian winter to the blazing sands of the Sahara. Some day it should all be worthy of a large book or two.

That, in a nutshell, is the EUROPA system. But I promised to tell you about the game.

FIRE IN THE EAST embraces the German plan to invade and conquer Russia, in 1941. The game ends in March of 1942. The objective for the Germans is to occupy certain strategic cities within Russia, for which Victory Points are awarded. Strategically this is all pretty straightforward, and veteran gamers new to the system should have no problems at all. Strategically, that is. Having an expert appreciation for the mechanics of the game, which make everything go, is another question altogether.

It's an oversimplification, but basically EUROPA games can be played at two levels of awareness. At the entry level to the system, the gamer will read the rules to one of the games and then begin pushing the counters (remember, there are thousands and thousands of them!) around the maps. At first he'll simply be having the time of his life. Fun in its purest sense. But then, if he's been gaming for long, and if he's at all observant, he'll eventually notice a couple of things about the system, say after two or three plays, which set it apart from the vast majority of games being sold on the market. One, the system is smooth and the play, as complicated and inter-related as the rules are, seems to flow logically from one phase into the next. Two, whatever else he has to say for the system (i.e., whether he likes it or not), it is not something which one can master overnight. Because of the unheard of wealth of counters, the complexity of the rules and the given scale of the maps, variations in play from one EUROPA "session" to another seem endless. It's rare, at any level of play, to find two games where the course of play more than resemble each other in the vaguest way. This is because the rules are designed to encourage tactical and strategic exploration. With thousands of counters to keep track of and millions of numbers to crunch, the scope of play is restricted only by the individual imagination. Almost literally, anything and everything is a possibility within EUROPA.

It would be folly to make critical comments here on the rules, or give some half-baked examples of play. I'm perfectly qualified to do so, but I lack the time and space to be comprehensive, and anything less would be an injustice. There's another reason. A unique aspect of the system is that it is constantly changing. Not just from game to game, where different problems of historical context are addressed within each game's given parameters, but the system as a whole is forever metamorphosing, if ever so gradually. The air rules are overhauled here and the supply for German panzer formations is modified there. Any description of this that I chose to belabor you with would not only be at best representative, but probably out-of-date as well by the time you read it. The proper, no, the only way to understand what EUROPA is all about is to sit down and play with it. For a few years. The gamers who are still interested after this initial immersion will have found, at the operational end of the scale, their road to nirvana.

If there's one overriding problem with Europa, I think it is that the project, because of the state of its incompleteness, tends to impose too many rigid constraints on the gamers. For example, in FIRE IN THE EAST the Germans are required to withdraw specific units which, historically, were withdrawn for various reasons. Again, in WESTERN DESERT the Germans and the British must make do with the resources that were available to them historically. There are options available, of course, and gamers are provided opportunities to explore many "what ifs." But until the "whole" is put together, it remains something of a tease, and the gamer will not be able to avail himself of the system's true potential, which, by any standard, is mind boggling.

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FIRE IN THE EAST specifically has folds and creases which require ironing. Changes from the original design are many, both in the mechanics and the maps, which are now crowded with colorful terrain where once there was but blank space. The refining process is still underway, in the form of continuing playtests, and my gut feeling is that the projected April release will be put back to mid-summer at the earliest, perhaps for ORIGINS in Dallas this July. As for play, the Germans are faced (assuming a competent Russian command) with a well-nigh impossible task. The Russians have oodles of units to stick in swamps and forests to slow the German advance, and their ability to generate new formations outstrips anything the Germans can throw into the fray. Yet still it's a battle, for the Germans are superior, at least initially, in the quality of their troops. By utilizing their greater mobility they can force the Russian commander to run around like a wet hen plugging one gap after another as they are blasted in his lines. With correct play on both sides, the Germans will probably achieve two things: one, inflict enormous losses on the Russians, but then they are uniquely well-suited to absorb these losses; two, while Moscow appears to be out of their reach, the Germans should be able to reach a stop line the first year, before bad weather brings their advance to a halt, that will afford them at least decent prospects for pursuing the campaign into 1942.

The price? The latest word from GDW is \$60, up from the \$50 advertised earlier. Exorbitant? Well, it depends. The company is certainly looking to make a profit. That's why they're in business, after all. And then FIRE IN THE EAST isn't your average wargame. It is part of a one-of-a-kind project that has been ongoing these past 11 years. A lot of time and effort has gone into the reissue of DNO, a lot of expense. The relative high cost for this latest system component should be thought of as more of a subsidy to the whole. You either pay it or you don't. True, for the same money you can go out and buy two or three games from someone else. They might even be good games---though the quality of GDW's products, both physically and in their design values, is first rate and seldom approached, let alone surpassed. The choice is yours.

My recommendation to anyone interested, but not willing to spend this kind of money for an unknown product, is to pick up one of the less expensive EUROPA games and see if you like it. The best-rounded offering here might be MARITA-MERKUR. For an asking price of \$15.00 it's a steal. The game begins slowly with the Italian invasion of Greece, and then quickly escalates into the German reaction to the Yugoslavian coup, and finally ends with the Germans fighting the British garrison on Crete. Another good choice would be CASE WHITE (\$18.00). This game offers broad open plains for the panzers to roam across, as the hopelessly equipped Poles retreat upon their capitol. The action is swift and bloody, and provides the EUROPA novice a chance to get his feet wet learning the rudiments of mobile warfare.

Several other EUROPA titles are in the works. SCORCHED EARTH will be the new edition of UNENTSCHIEDEN, the original expansion to DNO, and will provide the necessary counters and maps and rules to expand the Russian campaign through the end of 1944. I would expect to see its release follow closely on the heels of FIRE IN THE EAST, but this is only another gut feeling. GDW may prefer to go slowly with this, and conduct further playtests by plugging this module into its mother game. My opinion is this latter course would be a good idea. We'll have to see.

TORCH will encompass the Tunisian campaign. It will be a separate game that hooks up to WESTERN DESERT. Now the Germans may continue their retreat past El Aghella to meet their fate at the hands of the combined American-British forces. SECOND FRONT will deal with the "campaign in the west," (i.e. the invasions of Sicily, Italy and France by the Allies). Whether this is ultimately presented as one Super Monster game, or broken up into two or more smaller ones, is problematical. GDW has stated in the past that it wasn't sure how it would deal with this, and exact information regarding their plans is sketchy at best. Look for several smaller games, for I can't imagine the Super Monster coming in anything less than a very

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large box chock full of ten thousand counters (No, I'm not kidding), four or five maps and 75 pages of rules or so. The cost of this game would be prohibitive, probably over \$100.

More information on EUROPA can be obtained by writing John Astell, GDW, Box 1646, Bloomington, IL 61702, or Jeffrey Tibbetts at THE GRENADEER, Box 23651, Oakland, CA 94623. THE GRENADEER is a general-interest wargaming magazine which has traditionally served as the "official" EUROPA forum. Each issue contains "EUROPA NOTES," a column dealing with news and errata, and rules and OBs for various scenarios dealing with the system. The magazine is a slick, and professionally done. It covers the entire gamut of board wargaming, and features articles written by veteran hobbyists from across the country. A subscription to the magazine not only gives you a quality product, but an added incentive is its "buying service." The company will mail to its subscribers most any game he wants, including many titles that are out of print, for 10% off the retail price---and that includes tax and shipping. It is, I think, the best deal of its kind around.

Well, that's what I've been up to on my weekends since the New Year. What have you been doing?

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Then Satan turned and waved his swarthy hand,  
Which stirred with its electric qualities  
Clouds farther off than we can understand,  
Although we find him sometimes in our skies;  
Infernal thunder shook both sea and land  
In all the planets, and hell's batteries  
Let off the artillery, which Milton mentions  
As one of Satan's most sublime inventions.

This was a signal unto such damned souls  
As have the privilege of their damnation  
Extended far beyond the mere controls  
Of worlds past, present, or to come; no station  
Is theirs particularly in the rolls  
Of Hell assigned; but where their inclination  
Or business carries them in search of game,  
They may range freely---being damned the same.

LORD BYRON

The Vision of Judgement

### Prologue

In a manner of speaking it all started with him. Not that Emanuel Nobel's oldest boy was totally responsible for the catastrophe that inevitably ensued. In fact to hear him tell it, to begin with he had been merely searching for an economically efficient means of furthering the science of civil engineering. So Alfred went out and figured a way to absorb three parts of nitroglycerin into one part calcined and sifted kieselguhr. He called his concoction dynamite---appropriately after the Greek dynamis, meaning "power."

And dynamite became the rage overnight. It was twenty-five per cent less effective than pure nitro, but then again it was entirely more stable, not a small point if you were the one handling the stuff. The civil engineering people were all mad after it, though the same could not be said for Alfred's neighbors, who were forever waking up to the sounds of mighty BrrRhumpfs in the night as the genius sought to perfect his new product. One of those late night BrrRhumpfs blew Alfred's brother into the four corners of the universe. He had, it seems, made a slight miscalculation as to how stable this dynamite really was. It was still touchy work.

Undaunted, Alfred pressed on with his research, and before long he discovered that a colloidal solution of nitrocellulose (guncotton) in nitroglycerin produced even bigger BrrRhumpfs in the night. Much bigger and much better than pure nitro itself! Also, his newest labor of love was insensitive to shock, strongly resilient to moisture (those navy types will be licking their chops early on, thought Alfred), and its production costs were very low. No less a contemporary authority than the chemist Frederick Abel pronounced gelignite, as Alfred dubbed it, "...in every respect the most perfect explosive known."

When, in the 1880s, the European community started looking around for something with a little more zest than the venerable black powder that they had been pursuing their wars with for the last five hundred years, it was only natural that these men should turn to Alfred. Black powder had many drawbacks. Not only did it produce a choking cloud that obscured battlefield vision, but when compared to this new-fangled gelignite, the roar from the mouth of one of their old-fashioned powder-fed cannons sounded ridiculously like white caps being set off on a playground. That point had been driven home during the Franco-Prussian War of 1870-71, when the French generals observed, to their great consternation, that the Germans were employing dynamite (which the French had previously scorned as being too "untraditional") to blow to smithereens French villages, bridges and forts. This was no fun at all, the generals thought. Something needed to be done if they were to maintain parity with their foe. So, with no further ado about traditions and the like, they convinced their own government to procure the same explosives for their army. Soon the balance of power had been redressed. Now both sides could blow villages and bridges and forts to smithereens, and thus enjoy the same fun.

And mind you, that was just ordinary dynamite. Gelignite made dynamite seem like an afterthought. Who could tell, thought the generals, what Alfred's fertile little mind might be induced to devise next? Especially if he were made to understand that a ready market not only existed, but awaited his next invention with bated breath. And a blank check.

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But Alfred was way ahead of them. When he was younger his father had sent him on a world-wide sojourn for "broadening." One of his stops had been America, where he observed with keen interest Henry DuPont's flourishing gunpowder industry. That the way to stupendous wealth might lie along the munitions trail was an idea that had intrigued Alfred ever since, and by 1887 he had just the thing. A smokeless gunpowder. And such a gunpowder the world had never seen. There could be no denials or pretensions this time. This new item had but one use: to form the cornerstone of an entirely new munitions industry.

Alfred, never at a loss for a catchy name, called the new powder: ballistite. Comprised of equal parts of nitroglycerin and guncotton, with a ten percent camphor, usually celluloid, it was virtually smokeless and far more powerful than its predecessor, it left no deposit in the breach of the gun, it could be stored indefinitely, it was cheap to manufacture, and it was, in addition, available in a plastic form which could be easily molded into strings, tubes and any other shape you could imagine. It was the ideal implement for general destruction, and it would not be overstating his role to say that overnight Alfred had made possible the horrors of modern warfare.

Yet he was still capable of writing. "My factories may well put an end to war sooner than your congresses.... When two army corps can annihilate one another in one second, all civilized nations, it is to be hoped, will recoil from war and discharge their troops."

Eager to begin waging his war on warfare, Alfred lost no time in approaching the French with his wonder explosives, presumably mouthing his theory of "world peace through annihilation." But much to his surprise, the French turned him down. Not that they weren't interested in being well-armed. Quite to the contrary, they had already gone out and enlisted one P.M.E. Vieille to work out his own peace theories along lines parallel to Alfred's, and the French were committed to upgrading their diplomatic portfolio with his brainchild, Poudre B.

Taking this rejection in stride, Alfred shrugged and took his wares to the Italians, who were only too eager to get an early leg up in this latest race to World Peace. To this action the French public reacted violently, accusing Alfred of something near to treason. He was Swedish, it was true, but he had been doing his research in France! Then again, not everyone subscribed to his theory that a lot of Big Sticks would necessarily make for widespread harmony throughout Europe. There were many who felt it would be far wiser to have just one Big Stick, and not surprisingly the French were all in favor of keeping that stick to themselves.

Eventually, inevitably, England and America joined the arms race, following France's lead in purchasing an interest in Vieille's Big Stick, while Germany, Norway, Sweden, and the Austro-Hungarian Empire each proceeded to stock their own war closets with one of Alfred's Big Sticks. Just in case.

\* \* \* \* \*

By the beginning of May, 1918, the Big Sticks had been swinging for nearly four years, and a silence as ominous as it was near-total hung over the ravaged Picardy sector in war-torn France. The celebrated German push that had started so brilliantly on March 21 had gradually worn itself out for lack of mobile forces with which to exploit its initial gains. The Kaiserschlacht, so imaginative in its conception, turned out to be nothing more than a desperate and terrible gamble on the part of the leaders of the

outnumbered German Army. And with this final death rattle there could also be heard the first crib sounds of the infant American Expeditionary Force, a raw, mean assemblage of large-boned youth from across the sea that would eventually number twenty-four divisions and over a million fighting men by the afternoon of the Armistice; a force that would, ultimately, earn the respect of both German and Allied troops, and prove itself the final weight needed to tip the delicate scales of war in favor of the Allies.

The German March offensive, or "Peace Offensive" as some called it, was the final throw of the dice, the stakes being nothing less than the outcome of a war which few doubted must determine the future course of European politics for generations to come. Failing to make her point, Germany was to find herself beaten and humiliated in November, when she was forced to repay her longstanding debt to the world through the harsh terms of the Treaty of Versailles. But before the final reckoning, before the terrible carnage would end, the German commanders determined to thoroughly test the mettle of America's upstart contingent. They felt the game for them was worth the candle, for who could say these Yanks were any more proficient at war than the Italians, any more interested than the Russians? They sensed that if the Yanks could be handed a good drubbing, the French might finally lose heart and sue for peace. The British, always stubborn, would then be forced to follow suit, for they were in no position to match the Germans in a straight fight. Yes, something worthwhile might yet be salvaged from this mess, but first those Yanks needed dealing with.

So, in the beginning of May, their divisions exhausted but with cunning undimmed, the German high command unleashed its feared and hated feldgrau juggernaut once again, and directed it into that sickening spiral of death-wielding motion that they had, over the years, come to perfect.

### SEEING THE ELEPHANT

The night held a fair wind that seemed to promise good things with the break of day for the Doughboys assigned to Major General Vandenberg's corps. The world a hundred yards out beyond their lines was dark and silent with its shadows, and the guards who were stationed by twos every few yards in the damp, leaky trenches conversed about small things to while away the hours until the sun rose to spill its warm golden promise over the gently rolling countryside that was Picardy.

They were mostly at ease and confident were these new soldiers, much in the manner of an infant, who, sleeping before his baptism, is at ease with his world and confident that all is right and orderly around him. For the infant is sure that his mother and father are watching over him, and so he lies securely within their snug and protective bosoms.

The Doughboys were confident and felt snug because they were positioned between two veteran groups of French campaigners. These poilus were recently victorious over the Hun legions, who were positioned defensively along the modest ridge just to the east of the American lines in and around the village of Cantigny. Should there be any fighting, which for the time being seemed unlikely, the Americans had been assured that their strategic flanks would be covered by fighters who knew their business. In any event the grapevine had it that the main action would be north of their positions. The Germans, it was felt, would be none too eager to suffer another bloody nose along this sector of the front. Indeed, they were being extremely hard-pressed by the British from the north and the French from the south to maintain even the modest salient they now occupied---all that they could show for their massive attack a month and a half earlier. If Gerry showed his head it would be to see who was chasing him this week---the French, the British, or

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those Johnny-come-lately Yanks. Armed as they were with these considerations, the green but eager Americans felt reassured the way conscripts will, and fully capable of demonstrating that warfare was nothing new for folks on their side of the Atlantic.

Thus they waited. Some slept curled up in their woolen field blankets, hunched close to their buddies on planks to elevate them above the water that still collected in the bottoms of the trenches, otherwise easily weathering the slight chill of the mid-spring evening. A few of the men (in fact most of them were hardly more than boys in age and temperament, but then they hadn't been under fire yet, either) sat around hooded lanterns inside of crude shelters they had constructed within the trenches, and in small, amiable clusters played gin rummy and penny ante poker, or shot dice as though this were another Friday night in La Porte, Indiana.

Others sat around chatting with friends they had made on the trip over, and eventually the conversations would come round to speculations of what it would be like for them in battle, what it would be like to be the target of someone who was shooting at you in earnest. With real bullets. A man could get wounded. Even killed. This kind of talk--especially the part about being killed--was not yet considered taboo. No one had yet turned up shot to hell, for his buddies to see and get sick over and turn away from in horror and disgust. The soldier's superstition attached to discussing such things before battle held no relation to their experience. Yet. That singular phenomenon was still before them. For now everything was still strange and exciting, like a boy's first camporee. The concensus held that all of them were probably charmed, and would live to see their homes again. Bill Richardson, just 20, would return to his father's dry goods store in Fondulac, Wisconsin, and marry that girl he was always talking about. Dave Winkleman was going to learn how to fly after this was over. It was the coming rage he kept telling to everyone who would listen, much to his buddies' amusement. Randy Harp was a damned fine guitar player and wanted to be a professional musician. He said there was a good living to be made in some of the Minneapolis clubs doing that. Wilbur Hatcher was older than the rest. Almost 28, he sold shoes in New York and planned on selling a lot more. Erv Bromfield, the baby of the bunch at 18, was going to be a pharmacist like his older brother Steve. The rest all had their dreams for the future, their individual thoughts of sweethearts and families, memories of farms when they were twelve and last nights with wives they had loved and cried to have to leave and all the things that men everywhere, despite their circumstances, remember, hope and yearn for with that quiet desperation unique to the species. Amid all this it was simply too fantastic to imagine that someone sitting next to you one second might be blown into oblivion by an enemy artillery shell the next, with his head, shoulders and arms going one way, and the lower trunk and legs of his shredded body the other. Such things had not been described in detail to them in their training. But soon enough they would all know plainly of such horrors. And more.

The others, the ones who found no pleasure in dice and cards, or had no wish to become embroiled in a lively session of trench philosophy, had slipped off to be alone. Within the awful quiet of the dark night cocoon they drew a little closer to their souls and kept their own intimate counsels. Individually they wrote to loved ones and family back in the States; in polite silence they rlected inwardly on this great adventure that found them thousands of miles over the Atlantic Ocean, under arms and under observation, clinging all too tenuously, it seemed to them, to their lives in a strange land, gearing themselves to fight for a people and culture they knew little about, and desperately seeking to rationalize this game of Kill they had been asked to play with an enemy with whom they could find no real quarrel. All they knew was that which they had been told: simply that those



German soldiers out there---somewhere---were the enemy, and a threat to free-thinking people everywhere. And it was a soldier's duty to kill his enemy. Just as long as the war continued. Besides, it was widely known that the Germans were so despicable it was probably all right to kill them on general principles alone. That was the soldier's duty. To kill. To rid the land of its varmints. It was necessary and fundamental. Nothing more. All other considerations were to be ignored, for they fell within the province of politics, and politics, the soldiers had been told, were best left to politicians, that mystic bunch who did their business in high, secretive places, and understood such matters. It was enough, the soldiers had been told, to know and trust in the fact that America would not ask its brave young sons to fight in an unjust war. America would not make war on a people who did not truly deserve such attentions. And if you were a loyal American, a true American, that should be enough to convince you that your duty as a soldier was a noble, even sacred, one.

Gradually, as the hours wore on, the dice were pocketed and the card players disbanded their games and the letter writers folded their papers and sheathed their pens. The intimate conversations between friends and comrades died away into the night, like surf fading with the tide. And the Thinkers put aside their troubled thoughts, and rested their weary heads under the uncertain mantel of their country's cause. Their cause, and it was somehow universally just. Or at least it was more just than the cause of the dirty son-of-a-bitch who lived on the far side of the pock-marked landscape of no-man's-land.

But the idea that God was on their side bothered the Thinkers, and made it difficult for them to sleep. Yet they were young, so very young, and naive enough to trust in their leaders, to trust that their leaders were good men and wise in matters of world ethics and war. They trusted that their leaders would safely guide them and their friends through the terrible perils of this trial of fire called war. This war to end all wars, The Great War.

They prayed long and hard for this. It was the most solemn wish of the Thinkers to be able one day soon to go home and take up the old and familiar ways, to embrace once again the uncomplicated thoughts of civilian life, ones which were innocent of nagging guilt and with which they could feel at ease, and put down forever the turmoil that had been growing within them ever since they had seen, firsthand, the bloody and unprejudiced slaughter that this thing called world war really was. The Thinkers, you see, had discovered soon enough the true horror of it. Once you were up close and could hold everything in sharper focus, once this war object was viewed in living color just an arm's reach away, when you once stood but a down-wind whiff of nauseating, smouldering flesh removed from the insane waste of its blind carnage, once you were right smack dab in front of this grisly demonstration of man's inhumanity to man, then it was not such an easy thing to blithely say that God was necessarily on your side.

Indeed, the implacable truth was that when you got close enough to the stench of it, when you sniffed for yourself the finely drawn distinction between the popular illusion and the hard reality of war, then the question of which side one was on became a topic of almost theological nicety. For on the battlefield, inside the guts of war, there was, quite simply, no reasonable way to determine exactly where your side left off and the other man's began. The essential truth about war was that it was a mean and serious business in which efficiency was often the only difference between living and dying. There was no time for discussions about proper conduct, no consideration for ethics. There was only the horribly real spectacle of the whole, that grim summation of the utter ruin and folly that man had, for nearly four years, and with unprecedented vigor and enthusiasm, persistently subjected himself to.

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And the cost had been huge. The butcher's bill for this particular war was well into the millions and still it continued, with no predictable end in sight. And all of it was being done in the name of all that was good and just. To the Thinkers this bordered on sheer insanity, and imposed them with the impossible paradox of having to devote themselves to a sense of company loyalty which was ultimately designed to ensure their eventual replacement. But they were there, and Over There there was nothing better than to continue one day to the next as best one might, and hope that you were one lucky sonofabitch. For Over There when the company replaced you it was an act of finality. You were dead.

On this gloomy note the Thinkers fell, one by one, into a restless sleep; and they continued their silent prayers that they would be going home soon; and they hoped above all else that they would one day be able to escape this business of war, this nightmare they seemed to be dreaming.

\* \* \* \* \*

In the early hours of the morning they were all asleep. All except for the sentries, who quietly shared their thoughts and cigarettes with one another in the darkness.

All except for Private Jeremy Stone.

He was one of the Thinkers, but it was not his thoughts that were keeping Jeremy awake. They merely nagged him. Pulled at him around the edges. Worried him. They itched and made him squirm, like a place that needed scratching but he couldn't get to. Jeremy's thoughts bothered him some, for sure. More than a little. But they were insufficient to deprive him of his soldier's sleep.

It was that special feeling he sometimes had that was doing that. And that special feeling he was getting just now told him that he was directly in line with something that he had no desire to be directly in line with. Like a raging storm of hellfire. All around. Blinding, ripping, searing hellfire. As in High Explosives. TNT. The kind that went kaboom! in a big way. And if you happened to be just a little unlucky that day, if you happened to be just a little too close when the world decided to go kaboom!, you were as good as listed Dead on tomorrow's roster. Unless you happened to be very unlucky. Unless you were a little too close. Then the stars and the heavens and everything else nearby went KABOOOOOOOMMMMM!!! In that case you likely as not would be listed Missing in Action, because then there wouldn't be diddly squat left for anyone to identify.

Jeremy propped himself up on one arm and reached for his canteen, taking a swig of the lukewarm water and grimacing at its brackish taste. He wiped the back of his hand across his mouth and spat into the dirt wall of the trench facing him. His saliva hitting the earth made a dull splatting sound, and he couldn't help wondering if that was what a bullet plowing through human flesh sounded like. He had hunted some when he was a boy-- deer and rabbits and such--but he had never given much thought to how much damage a bullet inflicted when it found its target. Since landing in France Jeremy had been giving it a lot of thought, and his conclusion was that it wouldn't be at all the same thing, shooting another man, no matter how reassuring his drill sergeant had been on the practice range. 'Don't go worrying yourself none about that kid,' the sergeant had reassured him, 'When the time comes, and the bullets start flying this way and that around your head, you'll know what to do alright. Every soldier has his first time, and yours will be no different.'

Only Jeremy still had his doubts. He doubted he would know exactly what to do. He doubted he would be able to simply take aim at a man's head and send an ounce of lead through it like it was a ripe melon. He doubted this was his time. He doubted that sergeant knew apples from walnuts.

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This war he was in the middle of was for real. Not anything at all like the shooting range. These targets weren't made of paper, but flesh. Men, not mellons, were getting shot all to hell, and they were all too often staying put right where they fell. Just as dead as you please. For sure. Blood-soaked soil sure. He hadn't actually seen it yet, but that didn't mean it was any less real. Not by a long shot. Jeremy could sense when danger was near, and at the moment it was all around him. Creeping through night. Inching closer and closer. As though it were getting ready to pounce. Maybe on him.

Jeremy was quick to see the irony, and he couldn't help wondering how Alfred Nobel would feel about someone casually dropping an idle ton or two of his "gift to mankind" on one Jeremy Stone, PVT, U.S. Army, MIA. Alfred had willed that so much money be awarded each year to those individuals who had contributed most to the fields of chemistry, literature, medicine, physics, and to the promotion of world peace. That last category was the real knee slapper, only Jeremy didn't feel like laughing all that much. Not when there was even a small possibility that one of Alfred's big flaming sticks would come down out of the sky and land appropriately on him.

Maybe, though, just maybe, there wasn't going to be any shooting. Maybe the Germans didn't know where these green Americans were holding the line. Maybe, Jeremy thought, if worse came to worst, if the earth should open up and belch fire, one of those Nobelists might come along afterwards and, like a man of magic, employ some improved method of putting all those shattered pieces of the men back together again.

Like Humpty Dumpty.

Maybe.

But Jeremy doubted it. For his special feeling was getting stronger. More urgent. Like a silent alarm, it was making muted sounds in the pit of his stomach, the way a nervous hand punching deeply into a feather pillow might. And that punched-pillow sensation told Jeremy that in all likelihood there wouldn't be anything like real pieces for the magician to work with. The Flaming Sticks would leave nothing behind but scattered ashes and singed flesh, and perhaps a heap of jumbled soil sodden red with whatever blood hadn't fried right off from the incalculable heat of the explosion.

In any case, Jeremy had no intention of staying in his present position long enough to have to worry about these things. That Nobelist would just have to ponder his impossible problem over the body of some other poor victim. For Jeremy had one cardinal rule regarding his special feelings. When he got one of his hunches---and the one he had now was as certain as any he'd ever had---he didn't waste time arguing with it. The hunch he had right now was that in a few minutes everyone and everything within a few thousand yards of where he was presently sitting was going to be blown sky high, and when everyone and everything came tumbling back to earth nothing was going to look the same anymore.

It was almost as though a voice was speaking to him, telling him not to dawdle.

You'd better get out of here, Jeremy. Get out of here quick, or you'll be sorry.

All in all, Jeremy felt this was an excellent time to be moving on.

It was not exactly a question of cowardice. Not exactly. Jeremy figured he could stand up to any man in a fair fight, and may the best shot win. But his bones told him unmistakably that the thing creeping around out there in the dark was a dirty fighter, and the upcoming confrontation with it wouldn't be anything like an exercise in personal bravery or individual marksmanship. His special feeling told him it was going to be more like cattle being felled in a slaughterhouse. Except with this difference. In place of a strong-armed fellow manhandling a sledgehammer to cave-in the skulls of the dumb brutes as they came moping along, there would be a large machine that would triphammer the deadly blows so fast that a strictly accurate accounting would be out of the question. Instead, a rough tally would be

kept by a smallish, insensitive-looking man, who would carefully make a precise mark in his book for every, say, truckload of animals that were carted away. And when the day's work was done the little accountant would look around and remark indifferently, 'Not bad, not bad at all. Passed through a hundred and thirty-seven truckloads today, and not a skinny critter in the bunch. A fair day's work I'd say.'

Jeremy looked down at his hands. In the dim light they didn't seem very large. And his fingers were thin. You could almost say boney. He scrutinized them more closely. Yes, he told himself, they were certainly very boney fingers. And he noticed for the first time how lean his wrists were. Almost delicate. Hardly any flesh there at all. Yes, he nodded critically, you have extremely lean wrists. And your arms are a little on the skinny side as well. Yes, you have skinny arms, Jeremy.

Jeremy's senses were now on full alert, and that voice was fairly screaming at him.

GET OUT OF HERE, JEREMY!!!

His stomach muscles were knotting up into little tennis balls of frenzy, and he quickly nodded his head once as if in affirmation, the way a man does when he has finally decided an important question.

Yes, he told himself with relief. You're hardly what that man's looking for. You're much too skinny to be slaughtered today. Better to go fatten up some and make it worth his while.

With that Jeremy unceremoniously shouldered his rifle and pack, checked to see that his belt was fastened securely over his greatcoat, and then ever so quietly he climbed out of his company's trench and began marching toward the rear.

\* \* \* \* \*

Before the first golden rays of dawn stole in from the east, the still air that hung over the sleeping American soldiers was shocked into a maelstrom, charged mightily by all the concentrated fury the German artillery could bring to bear. No fewer than ninety batteries, concealed in the woods around the towns of Montidier and Cantigny, coughed flaming death for hours on end, subjecting the surprised Yanks to all the various brands of hell contained within the Kaiser's vast war arsenal. The physical devastation to the land wrought by these inhuman machines was nearly total. Thousands of rounds of high explosives and toxic shells inundated the American lines, tearing great jagged holes where a moment before there had been relative peace and order. When the terrible barrage lifted, all too many of the young men lay dead, and a like number were only marginally better off.

For those who died from the rounds of high explosives, the hell of that morning on May 3 came and went quickly. But for the others...the lucky ones, their suffering had yet to begin.

The bombardment had opened like the roar from a great dragon's mouth. It had crept unimpeded across the desolation of no-man's land, across the crazy twist of maimed landscape where once the wheat had grown. It had marched step by step down the narrow, earth-bed roads that led like deadly beacons to the American positions. It had jumped like a flaming death into the communication trenches, where it shattered men's nerves and sent them flying into the air like so much wheat chaff before the wind. Then it continued on to the machinegun emplacements and the field artillery parks, where it mangled the bodies of the gunners as they slept next to their pieces, leaving the barrels of the guns twisted like pretzels, the metal too hot to touch. It came like a hellish wave and methodically stalked, with precision and sure death, the men who would soon be wearing the big red 1 on the brown shoulder tabards.

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The Americans huddled together like lambs for the slaughter in the semi-dark of the false dawn, and they experienced for the first time that initial trembling of spine-weakening fear that renders the bravest of soldiers ignorant of everything save their horrible fate.

When the bombardment ceased a quiet came over the lines, and a few men could be seen going through the trenches to give aid wherever they could. There wasn't much to be done. The men who had been close enough to the blasts were past helping, and the ones who were still alive were too shell-shocked to care.

Then, through the smoke and smell of cordite, came the call. It was passed along the shaken ranks of New Englanders and Texans like a strange death knell. No man wanted to utter the word, for it was like a blasphemy. But somehow they were all intrigued by its sound, much as a moth will be drawn by the undefined romance of a flame. And so the word spread. Slowly at first, like a tired messenger making its appointed rounds. Then faster, fast as a fire below decks. Almost as fast as the panic it caused.

"Gas!" was the cry to the soft ker-plut of the green cross shells landing.

"G-gaasss!!" came the strangled warning through the gossamer clouds of death.

But many of the men had been left deaf from the explosions and so they did not hear the warning. Others had been left so senseless by the sight of a world gone mad that they were beyond reason. In their misery, all they could do was crouch close to the ground, rigid with their fear. Some of the men ignored the warning cry because they were past caring about such things. Past caring because they were bleeding to death on the ground. Past caring because they had seen men on either side of them turned into red goo, or because their own limbs were twisted around them like bent coat-hangers. Still others ignored the warning because they already knew for themselves that Gerry was lobbing more than monster grenades this morning. They knew because their breathing was already labored. They knew because their armpits and scrotums were swelling painfully. They knew because their private parts were turning a pink color, like boiled lobster. They knew because their eyes were sticking shut from the mucus tears that worked about as well as glue to wash away the noxious, clinging drool that was the poisonous gas.

"GAS!" the men yelled to friends they could no longer see through the green and yellow haze.

"GAAASSSSSS!!!" they screamed, in the vain hope that a world gone insane might be listening, and would help them in their agony. But hardly anyone heard, though there were few now who could say they did not understand.

War offers nothing like a really good death---though in the coming days there were those who would pray for just that--anymore than there was a gas that could be called humane. And dichloroethyl sulphide was the worst.

Mustard gas.

The green venom of the phosgene was horrible enough, but its fumes dissipated rather quickly, like chlorine, chlopicrin, and yperite, diphenyl-chloroarsine and ethyldichloroarsine. They all irritated the skin or paralyzed the lungs. They could all be deadly enough if a soldier drank too much.

But the men feared mustard gas above all other possibilities.

It lingered on the longest, an unwelcome and dreaded guest that would spill over into the depressions in the ground, and lie there menacingly for days on end, forming treacherous eddies of yellow soup. There it would swirl. Waiting. In the shell craters and the trenches. Even in boot prints left in the mud. It was very lethal stuff, this mustard gas, and just begged to be touched by bare skin. Or even worse, inhaled. The vegetation in an area hit by mustard gas would hang heavy with the stuff, and it wasn't until the gas officers came by with their clean-up squads, and covered the leaves and the ground with a lime solution, that it was safe once again for the soldiers to return.

And with mustard gas you could never be sure if you had been infected or not. At least not right away. For its effects might not evidence themselves for two or three days. Two or three days of guessing. Of waiting and wondering. If you had it. Or not. Sometimes it would take that long for the initial corrosion of the flesh to begin. First the arm would become sore, accompanied by itching...the terrible itching. And then the swelling would begin, followed by the open, pussy blisters that nothing could close. Finally the man would beg for someone, anyone, to stop the pain. But it was infinitely worse for those who breathed in some of it. Bad enough to have to watch men choking to death in front of you, their faces turning a mottled grey, their tongues deep purple before they gasp away their lives. Worse yet for those unfortunate enough to live a bit longer. Until their bronchial tubes became encrusted with yellow scales. Then the pneumonia would set in. And then the men would slowly drown in a pool of their own blood-specked phlegm.

So when the hellstorm of raging fire subsided and the battle had taken its initial toll, the survivors began their retreat to the rear areas, much resembling in their panic and confusion the long lines of miserable refugees that they were. Veteran French soldiers, sent up to fill the gap in the lines, looked on with a mixture of awe and horror at the pitiful procession as it streamed past them. Men beated and cowed, their tails drooping and eyes rolling madly like so many terrified beasts, who wondered if this was really the worst, or if there wasn't something even more hellish waiting for them down the road.

Their dead comrades had been left where they fell. The most seriously wounded were loaded onto carts and lorries to be shipped back to the overflowing hospitals in rear areas. The ambulatories had to struggle along as well as they could under their own power, using their rifles for crutches as they limped down the choked roads with the rest of the bruised flotsam of war. But the most appalling spectacle of all were the soldiers who had taken the worst of the gas. They were the ones who hadn't been wearing their masks, and as they could no longer see, had aligned themselves as if they were blind mice on parade, with the blind man in front literally leading his blind comrade behind. Groping hands were outstretched to touch the shoulder of the next man in front, and so forth, until long lines of the casualties were strung out along the paths like so many useless beads.

They bore their suffering as soldiers, bravely, in silence. But the silence only haunted the Frenchmen who witnessed the awful scene, and gave them good reason to wonder what it must have been like for those who hadn't survived. They watched as a regiment of battered, scarecrow soldiers marched by with their bloody bandages stiffening in the cool morning air of spring. And the only sound they heard from the wounded was the rhythmic shuffling of feet. That and the asthmatic breathing, which struck strident chords to accompany the unbuffered pain. And it was a rare Frenchman who didn't feel at least a small shiver of fear. For they were being ordered to go where these poor creatures were coming from. And these were the lucky ones.

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A little over an hour after it began hailing hot death from the sky, Jeremy was still watching. He stood atop a gentle knoll like a statue chiseled in awe, and as the light show unfolded in the eastern sky, his face was lighted intermittently by uneven flashes of yellow and red and flaming orange, cast by explosions so intense they could be viewed for fifty miles. His face never changed its expression from a mask of dumb fever. Only his mouth seemed to be working, forming silent Oooos and Aaahhs as though he were watching a fireworks display at the end of a summer picnic. This particular display was breathtaking.

Finally Jeremy turned, and headed once again to the west, to continue his solitary retreat. Death had never held any great fascination for him, and what was taking place over his shoulder had come much too close for comfort. But the dawn was brilliant, and for the moment Jeremy considered it enough just to be alive.

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AT THE PEACE TABLE

Edgar A. Guest

Who shall sit at the table, then, when the terms  
of peace are made---  
The wisest men of the troubled lands in their  
silver and gold brocade?  
Yes, they shall gather in solemn state to speak  
for each living race,  
But who shall speak for the unseen dead that shall  
come to the council place?

Though you see them not and you hear them not,  
they shall sit at the table, too;  
They shall throng the room where the peace is  
made and know what it is you do;  
The innocent dead from the sea shall rise to stand  
at the wise man's side,  
And over his shoulder a boy shall look---a boy  
that was crucified.

You may guard the doors of that council hall with  
barriers strong and stout,  
But the dead unbidden shall enter there, and never  
you'll shut them out.  
And the man that died in the open boat, and the  
babes that suffered worse,  
Shall sit at the table when peace is made by the  
side of a martyred nurse.

You may see them not, but they'll all be there;  
when they speak you may fail to hear;  
You may think that you're making your pacts  
alone, but their spirits will hover near;  
And whatever the terms of the peace you make  
with the tyrant whose hands are red,  
You must please not only the living here, but must  
satisfy your dead.





MARK BERCH'S LAST SUPPER, c. 1997

By Michangelo Mastrolleo

Michangelo Mastrolleo, court painter to the House of Peerijavo during its greatest period of artistic decline painted this magnificent mural for the banquet room of the St. Peerijavaen Hilton. It was a product of the artist's Late Pseudo-Neo Classical Period and represents the first use of paints made from all natural ingredients in a Cuisinart. The mural, some 40 feet long and 12 feet high, was painted on a base of Play Dough.

DIPLOMACY: FOR THE SAKE OF ART AT PEERICON IV

**REMEMBER**

**PEERIJAVO**

**PEERICON IV**

24/194



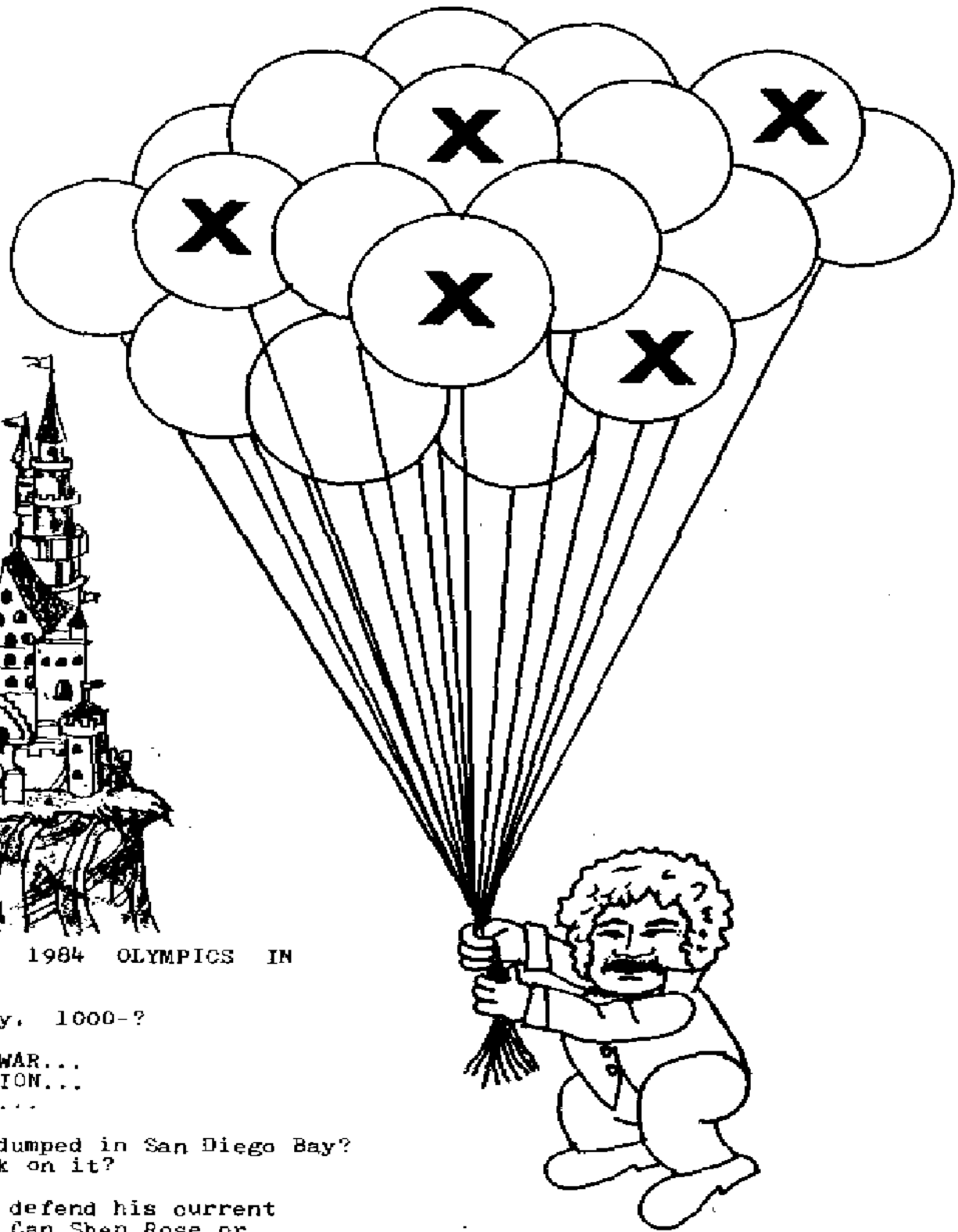
CELEBRATE THE 1984 OLYMPICS IN  
SAN DIEGO

28 & 29 July, 1000-?

NUCLEAR WAR...  
CIVILIZATION...  
DIPLOMACY...

Will Peeri be dumped in San Diego Bay?  
Or will he walk on it?

Can Ed Menders defend his current  
championship? Can Shep Rose or  
Judy Winsome take it away from him?



I tried several approaches to writing up this issue of PINK TRIANGLE including a spoof on AIDS (acquired immune diplomacy syndrome) with Barbara Wa-wa, and a satire on Gov. Deukmejian with John Michalski as the governor out to wipe out gays, etc. But I couldn't find anything really funny to write about. It just isn't that funny. So, instead I'm going to let a few articles speak for themselves. Whether this sort of thing belongs in a Dippy zine or not, I'm not sure. Perhaps in most zines it does not. But, XENO is mine and I believe there is a place here for it. Whether you read it or not is up to you, of course. I hope you do.

\*\*\*\*\*

The first issue of PINK TRIANGLE appeared almost a year and a half ago. Hard to believe. In that first issue I published a quotation from the Rev. Martin Niemöller. This issue we publish an editorial obituary that appeared recently for Niemöller. The message remains the same.

## Niemöller's warning

The passing of the Rev. Martin Niemöller allows us to reflect on the life of one of the most complex and vigorous opponents of Adolph Hitler.

Pastor Niemöller's original vocation was as a naval officer. His exploits as a U-boat commander during World War I earned him the nickname "the scourge of Malta." After the war, he resigned his commission rather than surrender his submarine to the Allies. He became a farmer, but Germany's post-war hyper-inflation wrecked havoc with his finances. He then turned to the ministry.

During the 1920s, Pastor Niemöller viewed the National Socialists (the Nazis) as the only political party capable of getting Germany back on its feet. But his support gradually turned to fierce opposition. He spoke out forcefully against Nazi anti-Semitism, Nazi paganism, and Hitler's increasing interference in church affairs.

In 1937, when his opposition became intolerable to the Nazis, he

was given a term of "honorary imprisonment" that led eventually to internment at Dachau.

Although he would later call on Germans to confess their collective guilt for World War II, Pastor Niemöller volunteered for military service when the war broke out in 1939. He explained later that "my sons were fighting and I think a father should die for his sons." One of his sons was killed in action. Two others disappeared in Soviet prison camps.

After American soldiers liberated Pastor Niemöller from Dachau in 1945, his views took a strangely heterodox turn. It was obvious that the war had left lasting scars and that suffering had clouded his vision. Even as he denounced "the threat of Bolshevism" as "a hundred times more dangerous than that of Nazism," he argued against NATO, against German rearmament, and against nuclear weapons. And his anti-communism started to show cracks. He became convinced that Christianity was thriving behind the Iron Curtain, despite communist attempts to crush it.

He began to worry that Western anti-communism would provoke further Soviet cruelty. And he finally fell in with the trendy, radical-chic anti-war movement during the Vietnam War.

Nevertheless, his early courage as an opponent of Hitler and his lasting contribution to our understanding of the horrors of totalitarianism, overshadow his later contradictions. His words haunt us still:

*"In Germany, they came first for the communists, and I didn't speak up because I wasn't a communist. Then they came for the Jews, and I didn't speak up because I wasn't a Jew. Then they came for the trade unionists, and I didn't speak up because I wasn't a trade unionist. Then they came for the Catholics, and I didn't speak up because I was Protestant. Then they came for me, and by that time no one was left to speak up."*

In a world still struggling against an expansive totalitarian state, Pastor Niemöller's warning speaks to us all.

2/196

BATTLE FOR GAY RIGHTS IN CALIFORNIA

After years of trying the California Legislature recently passed AB 1, a bill designed to protect the state's estimated 2.7 million gays and lesbians against job discrimination. The bill passed easily in the State Assembly where it had powerful liberal backing from the Bay Area and Los Angeles. In the State Senate, however, the bill passed with only one vote to spare. Now, all eyes are on Sacramento, where Gov. George Deukmejian, himself a victim of racial discrimination against his Armenian ancestors in the Soviet Union, faces the toughest decision of his career: whether to veto the bill and improve his standing with the state's Republican conservatives (and potential heavy financial backers in any Deukmejian national campaign for higher office); or to let the bill become law without his signature, thus pacifying the state's vocal liberal community. Analysts agree there is no chance The Duke (as he is known) will sign the bill into law.

Leading newspapers up and down the State, including the Los Angeles Times and the ultra-conservative San Diego Union and Tribune, have urged passage and signing of the law, indication of growing respect for gays' political clout.

Deukmejian has only one day left before he must veto the bill, if that is what he intends to do. And there is every indication that he will, mostly because of a vast letter and phone campaign against the measure which has been generated by the state's conservative right wing and Moral Majority elements. At the moment over 400,000 letters and calls have been received by the Governor and they are running 2:1 against the measure.

Whatever the Duke does, he's feeling the heat right now. And what did the Governor do?



AP photo

GOV. DEUKMEJIAN EXPLAINS HIS VETO  
No "special protected class"

\*\*\*\*\*  
Deukmejian's motives

Why?

Veto of gay job rights bill  
brings criticism, praise

## Reassessing Policy on Gays

The time has come for the federal government to reassess its out-of-date policy against granting security clearances to homosexuals. The case that could have been made in the past that homosexuals might be more easily blackmailed into betraying government secrets to avoid being publicly identified has been undermined by the openness of many homosexuals and the tolerance developing in the society around them.

The injustice in the government policy was never more apparent than in the case of John W. Green, who says that he never hid his sexual preference and yet held a special clearance while managing a top-secret project at TRW Inc. until 1981. He lost

the clearance after 10 years when government investigators discovered his homosexuality during a background check on another TRW employee.

The federal government banned homosexual from many jobs in the early 1950s. Policies have been changed—or tossed out by courts—in most areas except the military and national security. Green's case illustrates the problem with any assumptions about a person's vulnerability because of his or her sex life, no matter its orientation. It is time for the government to drop a prohibition that is no longer valid, and to evaluate potential security risks on an individual basis rather than on a stereotype that is now outdated.

**AIDS: THE BATTLE GOES ON**

As the accompanying story shows the battle against AIDS goes on. Some hundreds have gays have already died from the disease and the number of victims will surely go into the thousands. The number of cases continues to mount. The papers are filled with scare articles, like this one, and stories of people contacting or possibly contacting AIDS through blood transfusions, etc. And, on a local level, discrimination and bigotry go on...see the second story.

Fortunately, for the first time, there appears to be some hope. Doctors are working on a drug which will counter-act the problems caused by AIDS, although not cure the condition. Those using it, if it works, will be required to take the drug daily, just as diabetics are required to use insulin. Still, better than nothing. So there is hope. I hope.

\*\*\*\*\*

## Potential doubling of AIDS cases in S.F. a 'nightmare'

SAN FRANCISCO (AP) — An AIDS researcher warned of a "medical nightmare" developing in San Francisco that threatens to overwhelm treatment facilities and cost California taxpayers tens of millions of dollars.

Dr. Marcus Conant, chairman of the state task force for acquired immune deficiency syndrome, said yesterday that the problem would develop from a projected doubling by year's end of the city's estimated 500 AIDS cases.

"Everybody is going to have to pay for the staggering medical bills that are coming down the road," Conant said.

"Even with just the AIDS cases already in the pipeline, we're looking at a crisis that will strain every hospital in San Francisco," said Conant, a researcher for the University of California here.

Calling the situation a "medical nightmare," Conant said, "Even the conservative figures are frightening."

Dr. Andrew Moss, of San Francisco's AIDS clinic, predicted the city's caseload could reach 1,000 by the end of 1984. There are about 1,000 known cases statewide, experts say.

The typical AIDS patient requires long-term care costing between \$70,000 and \$100,000, according to state and federal figures. The cost of 1,000 cases could add up to \$200 million.

"We're looking at a crisis which is in the proportions of the disaster you'd have with an earthquake," Conant said.

"An earthquake is a dramatic situation which happens in an hour," he said. "This is an unfolding situation where you'll see the problems one or two years down the line, but the numbers are already there."

The situation "will only get worse if this continues to increase in 1985 and 1986," he said. "Then, we could be talking about billions of dollars."

"We need contingency planning now to take care of these people, in outlying areas if necessary," he said.

## AIDS Project evicted

By Rex Dalton  
Staff Writer

The San Diego AIDS Project has lost its Hillcrest home, just two months after the facility opened to help patients with the deadly acquired immune deficiency syndrome (AIDS).

There is no direct evidence that the property owner moved to oust the AIDS Project because of concern over the syndrome, which primarily strikes homosexual men.

But Hal Frank, director of the AIDS Project, said he was suspicious that the landlord would terminate the lease for the cottage shortly after the support group started using the small bungalow at 4891 Front St.

UCSD Medical Center has leased the bungalow from Donald C. Sanders of Claremont for several years, university officials said. It was used by the Hillcrest hospital's pulmonary division before the AIDS project moved in Feb. 1.

Dr. Robert G. Peterdorf, dean of the UCSD School of Medicine and chairman of Mayor Hedgecock's task force on AIDS, made the bungalow available to the AIDS Project, with the university paying the monthly rent.

Sanders, a salesman at First American Title Insurance, could not be reached for comment. His wife, Emma L. Sanders, said her husband plans to convert the bungalow back to residential use, possibly for their son.

Mrs. Sanders said their termination of the lease had nothing to do with the AIDS Project's use of the building.

A story about the AIDS Project's use of the Front Street bungalow was published in the March 12 edition of *The San Diego Union*.

University officials said they were given a 30-day notice about April 1. The university had a month-to-month lease.

The bungalow, of wooden clapboard construction with paint peeling off, is among five on the Front Street lot. Property records show the Sanders also own another multiunit complex in the same block.

Frank said the AIDS Project had gotten a phone system installed, printed brochures with the information hotline number and address and was holding evening sessions at the bungalow to provide support for AIDS patients, their friends and families.

Now the group, which operates under a small state grant, must get another location by May 1, Frank said.

4/198

NOT ALL DISCRIMINATION IS ECONOMIC OR MEDICAL

Another battle rages over and around gays. That is the one for their souls. Almost every major church group in the nation has in the recent past found itself divided over the question of how to handle gays within and without its church organization. Some churches have adopted relatively liberal, caring, and, if you will, Christian attitudes toward gays. It is no secret that gays comprise a large part of many church groups and provide a disproportionate amount of the nation's clergy; ministers, choir masters, and church organists! Other churches, including most of the conservative protestant ones, have fought the gay issue tooth and stake. One of the most interesting battles is the one going on within the Roman Catholic Church where the situation varies from diocese to diocese. In some gays are treated as human beings and Christians. In others as AIDS victims and heretics. The article below gives one view of the struggle. Another is provided by the World Council of Churches which took a typically Diplomatic approach to the problem when the Metropolitan Community Church (a heavily gay oriented group) applied for membership in the international organization (WCC has some 50,000 members in 300 or more congregations world-wide) and the WCC's conservative wing (headed by the Russian Orthodox Church (85% of the Russian Orthodox Church's clergy are active KGB agents, all are paid by the Soviet government) with 7,000,000 members threatened to quit the group--the referred the problem to a committee!!

Bless the beasts and the organizationalists!

Still, things are looking up. After 10 years of delay and thousands of requests Batam Books finally reprinted the biography of the Rev. Troy Perry, Founder of the Metropolitan Community Church. The book, The Lord Is My Shepherd and He Knows I'm Gay, is a classic. By the way, every copy of the new edition was sold in a few weeks.

\*\*\*\*\*

Los Angeles Times

## New Canon Law Challenged

### Nun, Priest Fight Order to Stop Gay Ministry

By FRANK SOMERVILLE, *the Baltimore Sun*

MOUNT RAINIER, Md.—What began as a Catholic archbishop's disapproval of a ministry to homosexuals here and disciplining of the priest and nun who ran it may turn into a major test of liberalizing provisions in the church's new canon law.

Already shaping up is a power struggle between the archbishop of Washington and the independently administered religious orders to which the priest and nun belong. It pits a male hierarchy against female leadership of the sister's community.

The priest and nun, co-founders of the controversial support group for homosexuals known as New Ways Ministry, say Archbishop James A. Hickey forced their resignation out of the Washington area without a fair hearing. Now, they say, they are being denied an appeal.

Father Robert Nugent and Sister Jeannine Gramick contend that Hickey has curtailed academic freedoms as well by preventing open discussion of their books and by blocking favorable comment on them in the archdiocesan newspaper.

In appearances across the nation, the priest and nun and their many supporters have vowed to test appeal processes implied in the church's new regulations. Gramick said methods of "arbitration" were being explored by their advisers.

disapproval of the archbishop. The priest, a member of the Salvatorian order, is currently working in Georgia and the sister is on a sabbatical at Harvard.

Sister Patricia Flynn, who is Gramick's superior at the Baltimore headquarters of the School Sisters of Notre Dame, said the General Council of that order "supports Sister Jeannine as a person and as their sister."

The council is "very committed to and concerned about ministry to homosexual people," Flynn said, although "it is important that the church's teaching be stated clearly and unambiguously."

While the Notre Dame order "has always respected the position of bishops and the role of the Sacred Congregation," the Vatican agency through which Hickey's most recent request for the resignations was forwarded, "the commitment to dialogue remains strong as a special responsibility" of the nuns' leadership, Flynn said. "For this reason, we expect a mutual concern for this process regarding Sister Jeannine's ministry as well as other matters."

The superior said that "the newly revised canon law seems to place a greater value on subsidiarity (the functioning of subordinates) than in times past."

(In San Francisco, Nugent and Gramick were

CONSPIRACY TO GET PEERI UNVEILED

This is Barbara Wa-Wa, reporting live from Mission San Diego de Junopeeri Serra where tonight a giant battle is being waged that may affect the entire future of Dippydom.

The fight is between man and all his mechanical and scientific skills and a simple moth. So far the moth seems to be winning. This battle has received world-wide coverage from the media but I've uncovered a secret Dippy connection that shows this to be one of the most insidious plots ever designed by one Dippy player to get another. Here's the story.

Read the story as printed in the local paper.

Here's the truth.

The gypsy moth is really not a gypsy moth at all, according to studies conducted in secret by PNT. Instead the moth is nothing more than the earliest stages of the dreaded Abominable DippyMan, technically known as Michalski per anushomobiscus---a creature which hitherto has never been found west of the Cuyamaca Mtns. See the foto/drawing of the gypsy moth. See the foto of Michalski per anushomobiscus. Note the strong resemblances.

How this pest got into San Diego and especially around the Mission San Diego de Junopeeri Serra area is not known. It is believed that the source laid its original eggs during last summer's PEERICON or possibly last winter's BEETHOVENCON.

In the meantime every effort is being made to wipe out the pest before it establishes itself in this area. A special team of choppers equipped with spraying devices has been imported from Florida. Volunteer chopper pilots from the U.S. Navy are being recruited for suicide missions to be flown against gypsy moth egg laying areas. It is rumored that already the first fatality in this war has occurred. Details are unknown at press time.

Every effort will be made to eliminate this pest before this summer's PEERICON according to local officials. If all else fails...

Well, don't worry. It won't.

This has been Barbara Wa-Wa, live from Mission San Diego de Junopeeri Serra. Cough, wheeze, choak.....

*Those who live in the quarantined area agree that the gypsy moth should be eradicated -- but, they wonder, at what price?*



**The gypsy moth**

# Chemical warfare on gypsy moth: Some feel cure worse than disease

By Patricia Dilake

Times Staff Writer

**W**HEN THE Gypsy moth attacks and multiplies here, the middle-class neighborhood now used in the heart of Mission Valley east of San Diego Stadium is not unlike the transport parade of suburban drivers on countless TV networks.

For one thing, there are no hyper-covered collages — like in county fairs. And, besides the occasional seat neighbor against neighbor, there's the kind that And all because of a hidden enemy, a creature that's the pest of the neighborhood's way of life.

The object of all the confusion, anger and resentment is a poisonous black-belted caterpillar — the Gypsy moth. The insect itself could wipe out the area's already troubled life by destroying hundreds of trees. However, the object of the great debate that's raging here isn't the Gypsy moth, per se, but just how to get rid of the ugly pest and prevent its spread throughout San Diego County.

The problem is that a search-and-destroy mission won't work. The Gypsy moths that swarmed into the neighborhood in the shadow of the historic Mission San Diego de Alcalá layed their eggs on just about everything in sight last summer: trees, bushes, ferns, lawns, auto-washes, trailers, campers, etc. Also now the eggs are hatching.

The moths, according to county officials with the Department of Food and Agriculture, have been localized to this location and are in a stage which is nearly uncontrollable. But there's a catch — the department says it must search all-out chemical warfare.

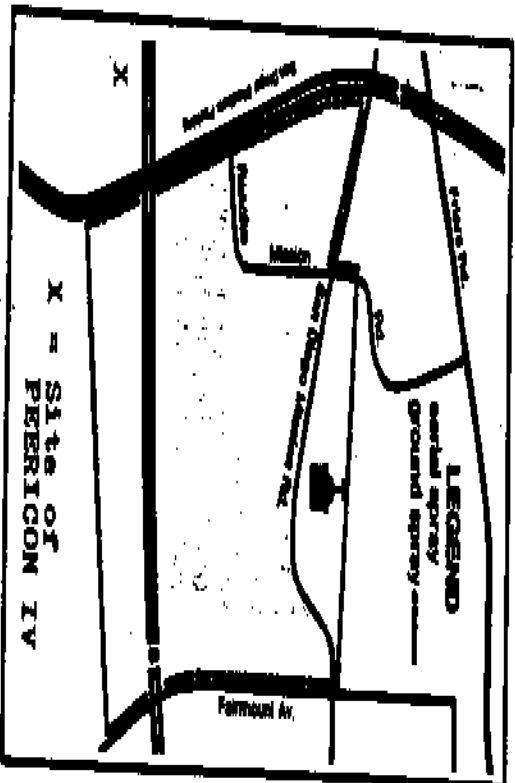
That has outraged some residents who contend that the cure is worse than the disease. The county leader, however, that a massive spraying operation is the only one effective way to stop the Gypsy moth here and now.

They still remain aren't easy to find. Often, they're located in out-of-the-way places that stump even the experts who come looking for them. So everything must be sprayed — from the air by helicopter and on

the ground by crews using hydraulic equipment, according to county experts.

It's the fear over the spraying and the kind of chemicals to be used which has polarized the community.

Residents of Mission Playmore can be seen standing in driveway, arguing the pros and cons of the spraying. Others have taken to their telephones, demanding information from community officials. Still others are holding meetings with county officials and those are SPEAK, C-1



Spray area

## Opponents of carbaryl cite studies

Those who oppose the county's plan to stamp out a Gypsy moth infestation in Mission Valley — an operation that will begin this weekend with a chemical air strike from a helicopter — point to studies to back up their argument.

The helicopter will drop B-4, or Bacillus thuringiensis, an antibody spraying. Then, on Monday, a ground crew will follow up with a toxic known as carbaryl. It's the use of the carbaryl that is at the center of the dispute.

An environmental group called Citizens for a Better Environment had a bid by San Francisco Department of County Agency to back the state's use of carbaryl. The suit contended that the state had not gathered adequate information about carbaryl's environmental effects.

The county's opponents are in favor of using a combination of various non-toxic techniques in the war against the Gypsy moth. They say the pest could be controlled with tree banding, with trapping, egg mass destruction, B-4 and public education. The key word here is "control."

Photos are CALBERT, C-1

Picture of nature  
MICHALSKI PER ANUSHOMOBISCUS

(Courtesy of James Woodson, U.S.N. choppers.)





# Copter to join battle against gypsy moth in Mission Valley today

The battle against the gypsy moth was to take to the air today as County Department of Agriculture officials ordered up a helicopter to spray 60 acres of river bottom in Mission Valley.

The 20-minute sortie was scheduled to be launched at 6:30 a.m. A biological agent called *Bacillus thuringiensis* (B-t) will be used in the aerial phase of the war to eradicate the gypsy moth, which in its caterpillar stage deprives trees of oxygen, literally suffocating them by devouring all of their leaves.

Ray Rinder, assistant county agriculture commissioner, said six to eight applications of B-t, aerially sprayed once a week on Saturdays, are planned.

Rinder said, too, that a court in San Francisco has denied a request for an injunction against use of the pesticide carbaryl for on-the-ground spraying.

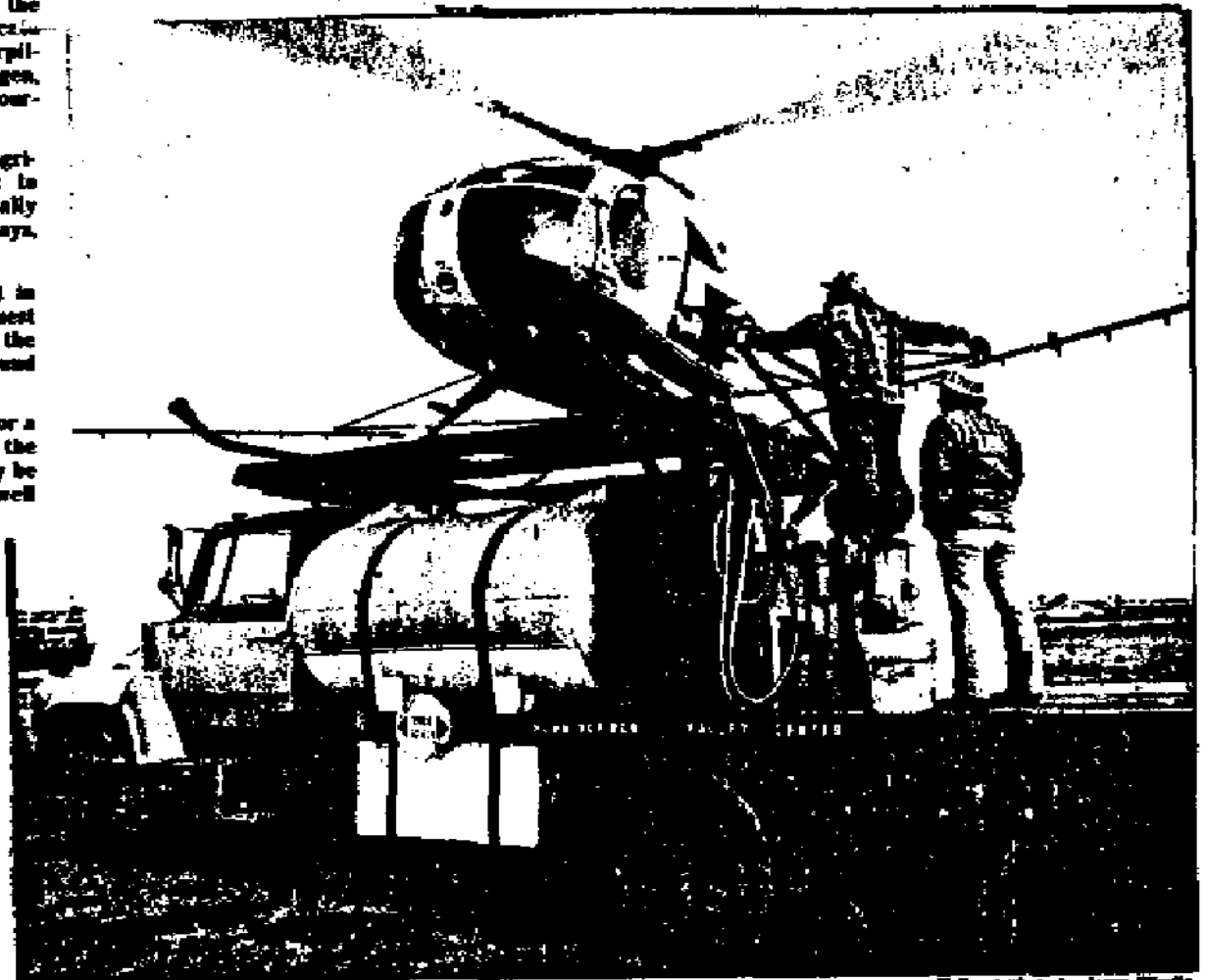
A group identified as Citizens for a Better Environment had sought the injunction claiming carbaryl may be harmful and that it kills bees as well as moths.

Carbaryl, prohibited for use over bodies of water, will be used in ground spraying over a 100-acre area near the San Diego River beginning Monday. Ground spraying will be conducted every 10 to 14 days.

Eleven suspected gypsy-moth caterpillars have hatched from a single trap since Feb. 27.

What is the connection between Hummingbirds Helicopters, Inc., the USN, and the East Coast Conspiracy?

Who are these two men and what are they putting in those spray tanks?



Tribune photo by Jerry Winkle

## SETTING UP FOR THE SPRAY

Workers from Hummingbirds Helicopter Inc. load up for spraying of Mission Valley.

## SPEEDY OPERATION

# Copter bombards moth targets

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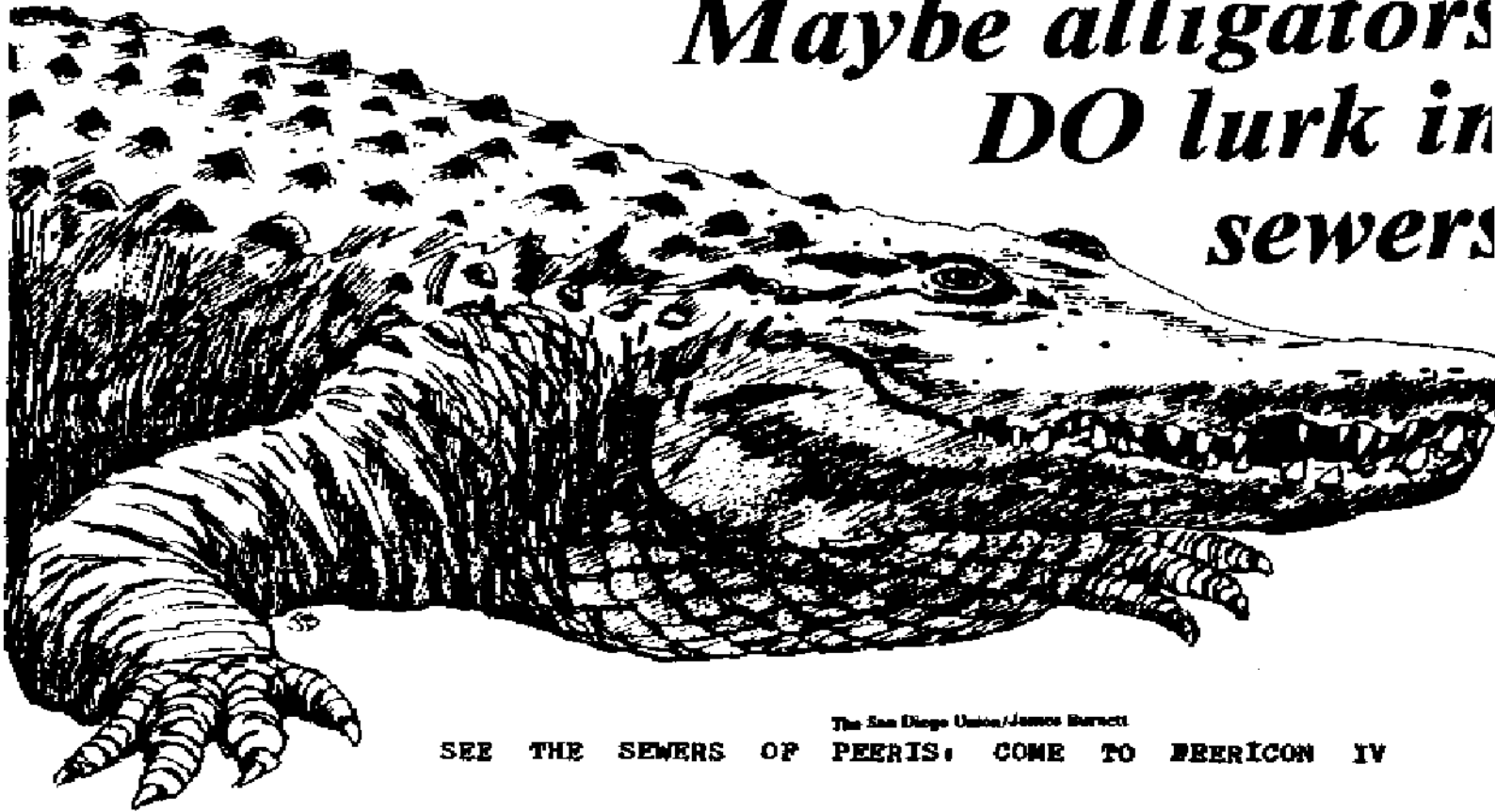
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IN ADDITION

Various inserts, special mailings & newsletters, etc. may be included in this issue's mailing. But cheer up, July is bound to be better. Let's see we have the complete recordings of SONNETS FROM THE FISCANIAN by Mike Maston, Rod Walker's CONVERSATIONS WITH A ROCKING CHAIR NAMED JOHN, THINGS I NEVER TOLD MY TAX MAN by Terry Tallman & John Michalski, and A COMPLETE HISTORY OF DIPLOMACY IN SAN DIEGO by Junopeeri Serra. See in July if we told the truth in April.

# *Maybe alligators DO lurk in sewers*



The San Diego Union/James Barnett

SEE THE SEWERS OF PEERIS: COME TO PEERICON IV

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## Attention All Diplomacy Players:

This issue was finished and published on April 16, 1984. If you have not yet mailed your DIPTAX forms for 1983 you are in default. Since only one member of the hobby has submitted a completed DIPTAX form that includes most of you.

**WARNING:** If you do not submit your DIPTAX forms by 4 July 1984 you will be declared IN ERROR and subjected to all sorts of punishments as only Brux Linsey, Robert Sacks, and Ruth Glaspey could design. If that doesn't work we'll think of something else.

In the meantime we have the following message from Roscoe down at the IRS. There are only two versions to the DIPTAX form, the short form and the long form. Either way you get what you deserve.

THE 1984 DON MILLER MEMORIAL AWARD NOMINEES

Each year the Diplomacy hobby selects a recipient for its outstanding service award, the Don Miller Memorial Award; named for the late hobby pioneer, Miller Numbers founder, and outstanding publisher. A distinguished committee of Kathy Byrne, John Kador, Brux Linsey, and Fred Davis, Jr., screened the list of those names nominated this year: Ron "Snafu" Brown, Kathy Byrne, Gary Coughlan, Roy Henricks, Lee Kendter, Sr., Mike Mills, and Bill Quinn. The committee selected five of the seven as official nominees for this year's Award. Nominated for outstanding service to the Diplomacy community during 1983 are:

RONALD "SNAFU" BROWN: For maintaining the operation of the Canadian Diplomacy Organization almost single-handed when several publishers dropped out; for drafting most of the text of the amended CDO constitution and getting it approved by the membership; and for publication of SNAFU, the premier Canadian Diplomacy zine.

GARY COUGHLAN: For tireless, selfless dedication to excellence as a publisher, writer, and gamesmaster; and for his role in promoting communication among Diplomacy fans all over the world.

ROY HENRICKS: For publication & services associated with the ZINE REGISTER, the guide to Diplomacy publications.

LEE KENDTER, SR.: For taking over the Miller Number Custodianship in late 1982, at which time there had been no official publication of the MNC journal for nearly a year---and things were in somewhat of a disarray. He published the first issue of the new MNC journal, ALPHA & OMEGA, in May 1983. By the time the next issue came out, he had caught up on the backlog of games to report, and all known games in North America had been issued Miller Numbers.

MIKE MILLS: For providing the Peoples' Diplomacy Organization, a refreshing bit of humor in the hobby, and the idea and accomplishment of a fund raising auction to benefit the hobby's custodians.

Any of these five individuals would be a worthy recipient of the second Don Miller Memorial Award and each has provided an invaluable service to the hobby in the past year. Fortunately; you, not I, have to decide which is the most deserving by voting on the attached ballot. The hobby's publishers are encouraged to reprint this information in their own zines. The recipient of the 1984 DMMA will be announced at DIPCON in Dallas in June at the Diplomacy Society meeting. He will be presented with custody of the perpetual DMMA plaque and a personal award.

Donations to the DMMA trophy fund are encouraged and should be sent to Fred Davis, Jr., 1427 Clairidge Rd., Baltimore, MD 21207

Volunteers to serve on the DMMA Nominations Committee are also needed; particularly from Canada, West, Coast, Mid West, and South. For information on that contact: LARRY PEERY, Box 8416, San Diego, CA 92102. My thanx to the members of the Nominations Committee for their help this year. I know it was a difficult job narrowing the seven down to five.

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1984 DON MILLER MEMORIAL AWARD BALLOT

Return by 2 June, 1984 to: DMMA, c/o Larry Peery, Administrative Secretary, Box 8416, San Diego, CA 92102. Ballot, or facsimile, must be signed (write it so I can read it, please!) and return address provided. Vote for one:

\_\_\_\_\_ RONALD SNAFU BROWN      \_\_\_\_\_ GARY COUGHLAN      \_\_\_\_\_ ROY HENRICKS  
\_\_\_\_\_ LEE KENDTER, SR.      \_\_\_\_\_ MIKE MILLS

## THE 1984 ROD WALKER AWARD

Last year, to celebrate the 25th anniversary of DIPLOMACY The Avalon Hill Game Company and the Institute for Diplomatic Studies, jointly established The Rod Walker Award, with a perpetual Award, donated by AH, and an annual award, donated by the IDS. This Award is for literary achievement and excellence in hobby writing and its purpose is to recognize and encourage outstanding literary accomplishment among Diplomacy players. The Award is named for Rod Walker, one of the hobby's outstanding literary figures.

A committee, consisting of Rex Martin, from Avalon Hill's GENERAL; Rod Walker, DIPLOMACY WORLD; Gary Coughlan, EUROPA EXPRESS; and myself screened the hobby's literature from 1983 and came up with the following nominees:

### Diplomacy Strategy and Tactics

LEW PULSIPHER: "Strategic Diplomacy," in GAMEPLAY, June 1983.

MARK BERCH: "Must a Stab Be Fatal?," in DIPLOMACY WORLD, Winter 1984.

### Diplomacy Fiction

MARK BERCH: "The SLEAZIEST Player of ALL Time: Shep Rose," in DIPLOMACY WORLD, Spring 1983.

SCOTT MARLEY: "Sonnet," in DIPLOMACY WORLD, Fall 1983.

KEVIN TIGHE: "In Very Dubious Battle," in DIPLOMACY WORLD, Fall 1983.

### Hobby Oriented

FRED DAVIS, Jr.: "A Diplomacy Chronology," in DIPLOMACY WORLD, Fall 1983.

### Special

BOB OLSEN: "For unspecified press published throughout the hobby."

This year's nominees come almost entirely from DIPLOMACY WORLD, and since it is DW's stated purpose to publish the best original material on Diplomacy; perhaps that is not surprising. However, in future years, as the Rod Walker Award becomes better known and established, I expect a more diversified balance of nominees. Still, selecting three from the above list will be difficult. I encourage hobby publishers to reprint this information in their zines. The recipient of the 1984 Rod Walker Award will be announced at DIPCON in Dallas in June. He will be presented with custody of the perpetual RWA award and an individual plaque. In addition, if possible, his winning article will be published in Avalon Hill's GENERAL.

Additional members of the RWA screening committee are welcome and inquiries to: LARRY PEERY, Box 8416, San Diego, CA 92102. The more people who participate in this program the more truly it will represent all of us.

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## 1984 ROD WALKER AWARD BALLOT

Return by 2 June, 1984: to RWA, c/o Larry Peery, Box 8416, San Diego, CA 92102. Ballot, or facsimile, must be signed (write it so I can read it, please!) and return address provided. Vote for three:

- \_\_\_\_\_ LEW PULSIPHER, "Strategic Diplomacy."
- \_\_\_\_\_ MARK BERCH, "Must a Stab be Fatal?"
- \_\_\_\_\_ MARK BERCH, "The SLEAZIEST Player of All Time: Shep Rose."
- \_\_\_\_\_ SCOTT MARLEY, "Sonnet."
- \_\_\_\_\_ KEVIN TIGHE, "In Very Dubious Battle."
- \_\_\_\_\_ FRED DAVIS, JR. "A Diplomacy Chronology."
- \_\_\_\_\_ BOB OLSEN, "unspecified press..."