

XENOGOGIC

XENOGOGIC is a TTT Publication, edited by Larry Peery (816 24th St. San Diego, California, 92102, 714-233-9321) who also produces a variety of other Diplomacy, PMW, and general interest publications.

TTT Publications is a member of the N3FGB Diplomacy Division (Tony Pandin, Division Chief) and the editor is West Coast Membership Chairman of The Diplomacy Association (John Beshara, Chairman of the Board of Directors). TTT Publications supports the establishment of a democratic organization for all Diplomacy players.

Subscription rates and gamefees are listed inside.

MAURICE CHEVALIER: THE BOWER OF LAUGHTER

It was appropriate that only a few weeks before his death Maurice Chevalier's best movie, Gigi, was shown on national television in this country. Known the world over as France's singing, smiling and dancing ambassador Chevalier brought joy and happiness to millions throughout his long career. There will never be another like him, unfortunately.

GIANT ISSUE GREET'S NEW YEAR!!!

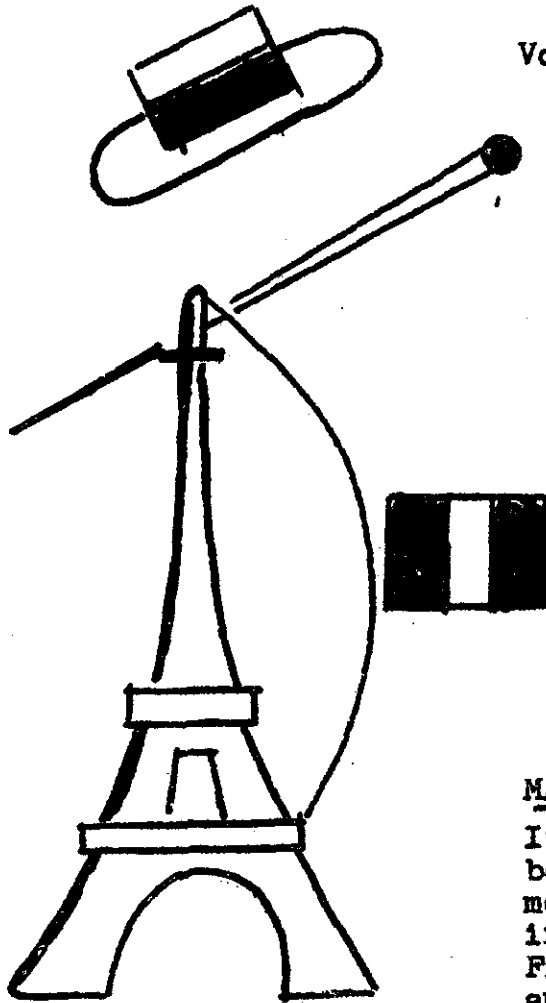
This special issue contains no moves but is brought to you with the best wishes of TTT Publications for a most happy and prosperous New Year and success in all your ventures in the coming year.

Featured in this issue are:

- 1) 1971 Annual Report from TTT Publications,
- 2) How to Publish A Diplomacy Magazine,
- 3) A Press Release Fantasy on Beethoven's 200th!
- 4) News About TDA and the Buchanan Purge!!
- 5) More news and features about almost anything!!

MAURICE
CHEVALIER

1888 1972



TTT PUBLICATIONS ANNOUNCEMENTS

1. About This Issue: Because of the size and type of material in this issue it is being sent Third Class to most TTT Publications readers, trading partners and subscribers. Since it will be mailed Third Class most of you will receive it about the same time as you receive the next regular issue of XENOCOGIC, etc. which will contain moves, etc. However, I felt most of the material in this issue needed to go out now and should be mailed as soon as possible even if the expense involved required it to go Third Class mail except where that was impossible. The information in this issue is intended to supplement other information you receive in your normal magazines.

2. Changes of Address: In general it can be safely assumed that everyone who was home for the Christmas holidays is now back at school or wherever they belong. Reports indicate that David Scott is now in Austria seeking to break both legs, Sid Jolly is still aboard the King which is chasing the Enterprise which was last seen depth-charging an Indian submarine near the Maldiva Islands. Keith Polan was reported seen wandering the rounds of Seoul's bars New Year's Eve. Dennis Brackman's reported heading for Melbourne in his greenbomb accompanied by a pretty red-head.

3. Game Openings:

A. Regular Games:

1. TTT Publications has openings for regular Diplomacy games for novices in which experienced players are provided as consultants (Gamefee \$5.00), openings in a seven game, seven man series in which each player plays a different major power in each of the seven games (Gamefee \$10.00), and openings in regular games for experienced and novice players (Gamefee \$5.00). Almost all of these games are filled so if you want to play you'd better get in touch with me at once. Stand-by players are also needed. The fee, which includes the magazine for the duration of the game, is \$5.00.

2. Other Publications:

a. A new zine of regular Diplomacy and variant games. It will feature four new games, now has 31 game openings. The games: 1) a game of regular Diplomacy with 2 week deadlines. 2) A game of regular Diplomacy with 4 week deadlines. 3) A game of regular Diplomacy open to Canadians only. 4) A Youngstown Variant game. The gamefee is \$4.00, \$3.50 after the first game entered. Subscriptions are 10/\$15.00. It has two exciting contests running, free games and fun. For a free copy of this zine (not named as of yet), write Mark Weismark, 528 Park Crescent, Pickering, Ontario, CANADA. /Publisher Notes: We are always pleased to see a new zine started by one of our players and I suspect Mark will put out a good one. I strongly suggest that players living in the southern and western United States stick with his four-week deadline games. I suggest the name Trudeau's Follies or Libre Ontario for your zine, Mark...smirk./

b. Others in General. I have a stack of zines almost a foot high which I've yet to file. Most of them are new zines and the titles are almost endless. Since the mortality rate among new zines is traditionally high (one out of two will fold within four months) I suggest you write first and inquire about details of any zine. Among those now being published: BCAST Herb Barents, 157 State St. Zeeland, Michigan 49464; SMUP Pete Weber, 417 E. Hatcher, Apt. 2, Phoenix, Az. 85020, ANGORLUSS Joe Antosiak, 3637 Arden Ave. Brookfield, Ill. 60513 (Origins), Autares, Burt Labelle, 146 Elm St. Saco, Maine 04072

Continued

THE DIPLOMACY ASSOCIATION: ANOTHER PURGE FROM THE NEW YORK KREMLIN

By now most of you are aware of the latest issue of Wazir which was published less than three months late and about one week ago. As expected I have not received a copy and, frankly, don't expect to get one although I am entitled to one. Rod Walker is also entitled to one and hasn't received it. It is to be expected that the Beshara-Boardman-Miller Clique now controlling TDA's affairs from New York would not send copies to any of their critics as if this petty form of irritation could have any affect on their critics.

Most of you are aware that the current Wazir informs the members of Jerry Model's and Brent Ver Ploeg's resignations from the Board of Directors and the purge of Walt Buchanan from the same Board for supporting my criticism of Beshara in Veritas Vincit. Claims from Beshara that Model and Ver Ploeg's resignations had nothing to do with his incompetent leadership are inane considering their responses to Veritas Vincit and its charges. Still, letting those fables pass the purge of Walt Buchanan, the only remaining non-New York member of the Board, by the three New York tyrants, is another matter. This latest demonstration of power politics coupled with Beshara's announcement of my being fired as West Coast Membership Chairman (which I refuse to accept) has accomplished just the opposite of what Beshara intended: it has reunited the reform movement into a new coalition determined to make a democratic player organization a reality, whether it calls itself a TDA or not. Even prior to the Buchanan Purge Walt, Rod Walker, and I agreed that we would support a new organization as several gamesmasters/publishers have been urging for some time. I expect that within a month a definite proposal for such an organization will be sent to all active postal players.

I am currently compiling a master mailing list which Walt Buchanan will use to contact all active players and seek their support for a player controlled group. Bob Johnson has drafted an interim constitution for such a group and the Constitution Drafting Committee which was set up last year has, apparently, approved his draft. Thus, the framework has been set up for a new organization.

Rod Walker has resigned from TDA, joining Ver Ploeg, Model, Birsan (who quit the Board of Directors) and Von Metzke, Reinsel and Van Andel who quit the organization entirely.

My personal decision has been to remain a member (albeit surely a persona non grata one to the New York clique) of TDA and to participate as best I can in its activities. I am particularly eager to see the announcement of an election for a new Board since I intend to see that the Beshara Clan is opposed when it stands the test of democracy. I have no illusions about my winning any such election. Beshara will never agree to have one unless he is sure he can win it but I do intend to offer an alternative to the policy of the New York Tyrants. In the meanwhile I will continue to urge people to join TDA in an effort to reform the group from within. I will, also, support the establishment of a new organization which the players will control and in which the members will know who is running the group and who is in it. If nothing else any organization that can carry out Mr. Beshara's promises for TDA will be a welcome sight.

In his latest Wazir (and God knows we must give John credit where credit is due) Beshara attacks Rod Walker in a particularly vicious and snide manner. But then, what's new about that?

Beshara also implies that legal action can be brought against anyone who accepts membership fees on behalf of TDA. Well, I have news for him, if anyone is open to legal action it is him. Beshara has continued to spread his malicious gossip and attempted to turn various friends and associates of mine against me. He claims that he made efforts to resolve the dispute but that he got no response. The record will show, for one example, that both Walker and I agreed to a mediation attempt by the Phoenix TDA members who offered to arbitrate between us and Beshara-Miller-etc. No response was forthcoming from New York although we both accepted promptly. So much for Beshara's peace-making efforts.

I suppose if something had to happen it was best that the Buchanan purge occur as it did because now we can get on with the work at hand and get busy with a new group.

Anyone who is interested in participating in the preliminary work should contact myself, Walt Buchanan, (R.R. 3 Lebanon, Indiana, 46052), or any of the other people who are involved with the reform movement or new organization.

As far as I am concerned the entire question of TDA is now a dead issue. It is quite obvious that Beshara has no intention of listening to reason or anyone but those who agree with him entirely. Therefore, the only course of action open is to move in a new direction--toward a new organization.

For more information on TDA see Red Walker's latest article in Fontevredra #9 or Lethyan#62. Write Red Walker: 4719 Felton, San Diego, Ca. 92115.7

SEE PUBLICATIONS ANNOUNCEMENTS CONTINUED:

B. Jastrzab Reports: Stan Wrobel, 7 Poland Village Blvd., Poland, Ohio 44514. Regular games: A. Platypus Sig. Brent Van Albee, 510 Parker Ave. #202, San Francisco, Ca. 94118. Regular, \$5.50 (winners of previous postal games only!) Kanady, Charles Welsh, Box 3197 Brown University, Providence, R.I. 02912. Regular \$4.50. Note: A complete listing of all postal Diplomacy magazines appeared in XENOCOCIO several issues ago and is still considered current. That listing was reprinted in a recent issue of In Passant by Greg Warden (Rpt. 106, 4300 Walnut St. Philadelphia, Pa. 19139) and is available from him.

B. Variant Games:

1. Origins of World War II is currently being offered by Aeneolus (see above), Blood and Iron, Lew Pulsipher, 321A Twin Towers, Albion Mich. 49224. Gamefee \$2.00, and myself in a yet untitled game. My gamefee will be \$3.00. I have definitely decided to run a single postal game of Origins but only limited openings are available. Those who expressed an interest should reconfirm their desire to play.

2. Politico-Military Wargames published by IIF Publications for the Institute for Diplomatic Studies is currently offering:

a. The Cold War Game (Suez 1956) in which players take on a team country assignment and assume the role of the participants in the 1956 Suez crisis. More than 20 players are enrolled representing ten different countries. The game has started but players may still join. Gamefee is \$5.00, Rules are \$2.00.

b. Inter-National Simulation offers players a decision-making role in a mythical country as they study international relations. Widely played in colleges and universities. Gamefee is \$5.00, Rules are \$2.00, reservations being accepted.

A PRESS RELEASE FANTASY

PARTY OF THE CENTURY HONORS BEETHOVEN'S 200th!!

St. Peerigrad (18 December 1971): The Supreme Peericraft, Lorenzo Peericelli, sicon of one of the world's most profligatious families, threw a State Ball last night in honor of Ludwig van Beethoven's 200th birthday anniversary. As usual the Ball was a bit late, actually being held on Beethoven's 201st birthdate anniversary. The Chateau de Peeriguex glittered with the bejeweled elite of international society and the creme de la creme of Peerijavo's glider set. The display was topped by actress Lizabet Les Belles, in diamonds worth an estimated \$3 million.

The Chateau, on the outskirts of St. Peerigrad's famed Torrey Pines Cliffs, above the blue-green Adriatic and below the University of St. Peerigrad's La Jolla campus, was completed earlier this year at a cost of more than \$30 million. The Chateau covers 150,000 square feet on a terraced site of something over sixty acres. The main building is constructed of lava stone and copper sheeting covered in precious stones. The entire site was tightly guarded by secret policemen and the guest list was a closely guarded secret.

However, word filtered out that the Duc and Duchess de Greene of Hillsborough, and Princess Lille St. Cyr of Amherst Manor, the former leading stripper Lille St. Cyr de Cloud, would be among those attending.

The Chateau had been decorated by Peeris's leading designer, Jean Francois Daigrelli, in early 1900's style with lashings of the royal colours of Peerijavo, black and white, and those of the guest of honor, HHH Esmerlada IV of Tasmania, hot pink, lime green and lavender. Coloured lights of the same colours were placed throughout the Chateau grounds and below on the cliff's edges. The pool in the center of the Chateau and over which a single-span bridge led from the entrance foyer to the main ballroom (the Chateau has six--one for each day of the week, except Sunday) was filled with tons of dry ice and Prestone antifreeze imported from the Colonies in America which filled the Chateau with clouds of colored smoke and carbon monoxide flavored with Galenzowski Brothers Brandy.

Society hairdresser Alexandre's salon was jammed during the day with ladies having their hair styled in turn-of-the-century fashions, with bird of paradise plumes to match their dresses.

A qualified source (Miss Les Belles' current par amour) put the value of her jewelry at about \$3 million. Around her neck on a black ribbon hung the \$1 million "Burton Diamond", a cumquat shaped stone which her husband, Burton Les Belles, bought for her in the Grosse Point Salvation Army Discount Store last year.

Her coiffure was covered by a net stuffed with 1,000 diamonds of a total of 300 carats, edged with 25 larger, watermelon shaped diamonds.

At the back of her head she wore a spray of lime green silk and black fabric flowers, held with a 20 carat emerald pin. She wore a black taffeta dress by Valentino of Fire Island with black lace ruffles.

The Duchess de Greene of Hillsborough was reported to be wearing a blue Givency gown with blue plumes and canary-colored diamonds surrounding a live bald-headed eagle carried in her coiffure.

Princess St. Cyr's jewels were said to be a matched set of art nouveau style bracelet and brooch in gold, diamonds, and onyx.

The guest of honor, HHH Esmeralda IV of Tasmania, wore a green, pink and lavender Yves St. Laurent dress with diamonds and pearls. In her hair were camellias and the famed "Rose of Tasmania" tiara, of 200 carats of emeralds. In her naval Esmeralda wore the 69 carat emerald known as "Brackman's Naval", a large orange shaped stone found in Florida last year by a construction worker working on Disneyworld.

Before the dinner the guests danced to the music provided by the Peerijaven National Symphony Orchestra under Maestro Conrad von Metzke.

Dinner was served in the smaller ballrooms and the main dining room where guests sat at round tables of eight adorned with floral centerpieces of white mums, black orchids, pink glads, lilacs, and greens. The fifteen course meal featured the works of Chief Chef Julia Birsani and the main courses included: Pheasant Swensonoff, Sturgeon Galenzowski, Cooked Goose a la Beshara, Stuffed King Penguin, and Rocked Corney Gamed Graustark. Wines included from the Chateau's own cellars a Zinfandel '54 (1854, you fools!), a Gamay Bellebeayquoet, and a Sparkling Picardy.

Following dinner the 700 guests were entertained by a performance of a hitherto unknown Beethoven operato (a combination opera, oratorio, and burlesque) spectacle: "Jesus Bar-Shara Superstar!" Members of the Peerijaven National Opera Company under Maestro Herbert von Barentski performed including: Counter-tenor Richard Miller (as Jesus Bar-Shara), Tenor Eric Blake (as the Superstar!), Basso John MacBoardman (as Pontus Pilate), Ida Phillopinio (Mary Magdalene), Marilyn Gully (as Mary the Mother of Jesus), Beverly Paine (the other Mary), Rudolf Bong (as God!), and Francesco Peericelli (as Judas).

After the performance some guests returned to their dancing while others boarded the royal cruiser Imperium in Imperia for a sail. The yacht sailed up and down the coast surrounded by a fleet of escorts and a barge filled with singers who serenaded those aboard with a performance of Beethoven's "Konigliche Feuerwerke und Hseiseswasser Musik" (Royal Fireworks and Hotwater Music--dolts!).

When the yacht returned those aboard told of two strange happenings on the voyage. First, while far asea a fast jet aircraft painted white and carrying the legend on its side, The Underground White House, buzzed the ship. As it sped off a shrill voice was heard to cry "An Armadillo By Any Other Name Is Still A Texan!" Only moments later a great light was seen in the east and a cloud descended in front of the ship's path. As they watched and listened those aboard saw a giant figure appear in the center of the cloud, saying "Lo, I am with you always, even unto the end of the TDA!" The cloud and vision then disappeared.

Among others attending the affair were: The Primate of Peerijavo, Jose Cardinal Peericelli; The Empress of America, Lucrezia Borgia, dressed in a topless and bottomless gown of cheesecloth flavored with garlic; Queen Lurleen IXth of Frenciana in a gown of saranwrap and two baggies as well as the Frencian family jewels (two nut-sized diamonds and a banana shaped ruby); the official wizard of Peerijavo (John MacCulump) whose sole comment of the evening was: "I wish Peeri would roll himself up in a tiny ball and be swallowed by a horny-toad." Admiral Baileyoff, Commander of the Imperial Admiralty Staff who received

the Order of Gulliver's Travels (Economy Class) with an Oak Leaf Cluster, C. Turner Minimus, Prime Minister.

The nobility was represented by Count Swensonsoff, Count Rackula, Sir Ian Flankton, Duchess Maggie Gemignani (dressed in three pieces of scotchguard tape at vital points), Lord Lawrence, Lord Douglas of Beyerland, and Lord Wee Willie Linden Lump-lump.

Chief Justice Just, Court Jester Jolly, and Bailiff Warden were also in attendance.

Among special guests were: The Coop---only prize fighter in the world to defeat both the Kentucky Colonel, Chicken Little, and Big Bird; The Duchess of Passenheim, wearing a lime green pair of hotpants, and topped with a hopped-up hot pink serape. Her hair was filled with chiffon birds covered with star sapphires and cookie crumbs.

Brenton ver Plug, Curator of the Royal Museum of Unnatural History and discover of the Platipus Pie (St. Peerigrad's only real diamonds).

Representing the foreign embassies were: Fu-Y-On-u Chan, Chinese Ambassador; Dimitri Proujanski, the Polish Ambassador, and Wee Willie Lump-lump, Sr. representing the lockjaw indian tribe.

TTT PUBLICATIONS ANNOUNCEMENTS CONTINUED:

c. Doomsday, deals with a 1968/1969 crisis involving the six major power blocs (USAS, NATO, USSR, WTO, PRC, and Major Neutrals) in a scenario that involves the entrapment of a US Polaris submarine, the kid-napping of Mao Tsetung, and mysterious H₂Bombs appearing in Johnson City, Texas. Rules and other information run more than 30 pages. Gamefee is \$5.00, Rules \$2.00. Two sections have been filled.

d. American Constitutional Convention Simulation is adapted for postal play from a published version put out by SRA. Gamefee will be \$3, Rules \$2.00. Participants take the roles of one of the Founding Fathers and help make decisions that shaped the future of the United States.

e. Mystery Game!! TTT Publications has designed and is currently testing its most involved and detailed variant game yet. Modeled after the Avalon Hill games it deals with a contemporary scenario and offers two players a chance to match skills and wits. Although a final price has not been decided on it will be at least \$4.00. Those who order the game now will not have to pay any increases in prices later. Total pages run over 35 and the game involves the use of 3 different mapboards. This is the game Peeri said he would never design but did anyway.

4. Other News!

A. The Cicero Society's second major publication is expected to be out within a matter of weeks as soon as several promised articles are received from members.

B. Graustark, as everyone knows has suspended trade relations with TTT Publications because of our consistent support for a democratic and player controlled TDA. Apparently Graustark's editor has sold himself to John Beshara, probably for \$500.00 and, in a quid pro quo TTT Publications will pay \$500 for any issue of Graustark which fulfills the following conditions: 1) Reprints John Boardman's promise in Laisons Dangeruses recently to publish a TDA Membership List, 2) reprints the decision of TDA's Board of Directors (New York Tryants) not to print a Membership List, 3) Does print a Membership List, and 4) Announces Golda Meir has been elected Pope of the Roman Catholic Church when such does occur as it is bound to.

C. Questions of Lakofka: Len Lakofka in a recent Laisons Dangeruses raised several interesting questions recently and invited people to

Continued:

comment on them. As a matter of public interest I am reprinting a version of them here and inviting anyone who wishes to comment on them to do so. I will print as many comments as I can:

- 1) Should postal Diplomacy adopt a standardized rating system for its general use? YES NO WHY?
- 2) Assuming you are familiar with the Tretick Problem in LaGuerre's games what do you suggest be done?
- 3) Do you feel 7 game series played by the same 7 players are regular or irregular games? How do you define regular and irregular?
- 4) How important are rating systems to you?

D. DIPCON V will be held in Chicago, June 22-23, 1972, and will be hosted by Len Lakofka and the IFW. Considerable enthusiasm has been generated by those in the surrounding areas and a good DIPCON is promised /and expected!/. There are rumors that Peeri has challenged Lakofka to a duel but reports from Chicago that a 20 megaton F-Bomb has been planted under the John Hancock Tower are treated lightly. Heh, heh...

E. Book Reviews:

1. *****A Personal Record: The Labour Government 1964-1970. Harold Wilson. Boston. Little, Brown, and Co. 1971. \$15.00. 835 pages. The former British Prime Minister's record of his Government and its activities during the declining years of the British Empire. While he is no Disraeli or Churchill Wilson is a shrewd and capable politician and a fine writer. On the fourth page one notes, where an American author would have written "I had dinner with So-and-So," Wilson writes, "I was invited to dine with the Lord Chancellor," That in a nut shell is the difference between Britain and America. A most fascinating book. Wilson's comments on American politicians, the decisions he faced and made as Prime Minister, his relationship with others in the world arena are all intriguing. *****The Cultural Revolution in China. Thomas W. Robinson (ed.) Berkeley, University of California Press. 1971. 509 pp. \$13.50. Contains five major essays on the early period of the Cultural Revolution. Robinson's Introduction, his own Chou En-lai and the Cultural Revolution in China, and Melvin Gurtov's The Foreign Ministry and Foreign Affairs in the Chinese Cultural Revolution were most interesting. A typical HAND study, you have to dig to get the meat out but it is worth the effort in the end. **The Russo-Chinese Borderlands W.A. Douglas Jackson (ed.). Princeton, Von Nostrand. 1968 ed. pp 156. \$1.75. From the University of Washington, which has an excellent geography department, this is a fair background on the current Sino-Soviet border incidents. Even the subtitle: Zone of Peaceful Contact or Potential Conflict? hints at this. Some interesting maps and tables as well as a good picture of the geography of the border areas. Weak of all things on history and politics. ****Russian Prospect. Erik de Mauny. New York: Atheneum. 1970. 319 pp. \$7.95. A Moscow correspondent for BBC analyzes the recent past and views the emerging seventies. One of several interesting pictures of Soviet Russia by correspondents who tend to write interesting if superficial works. This is better than most. Still, worth reading just for the story of his trip through Siberia and to a Russian gold mine.

HITLER, STALIN, MAO AND NOW BESHARA!!!!!!!

/Introduction: Most of you saw Erehwon #59's cover, on 18 November 1971, which featured Geo. Samuel Harter's picture of Hitler, Mao, and Stalin and the caption: "Will the real John Beshara please stand up?" What most of you did not know what that this cover was inspired by a highly

Continued:

confidential report which I drew up in response to the challenge Brent Ver Floeg issued after I called John Beshara a "Hitler" and "Stalin" in Veritas Vincit's 2nd edition. On October 29, 1971, I sent Walt Buchanan a copy of a paper, Conversations With Chairman Beshara or A Dinner With Hitler, Stalin, Beshara, and Peery. Walt then forwarded to Brent Ver Floeg a copy of the 12 page document. It was intended, at that time, that this document would not be published since it dealt almost entirely with psychological and behavioural questions and was considered "too sensitive" to be published widely. However, the latest action by Beshara et al. in purging Walt Buchanan from the Board of Directors of TDA lends even further credence to my earlier claims that Beshara is, in his mental attitudes and behaviour patterns, another Hitler and Stalin. While the entire document is more than 11 pages long and thus too long to be copied verbatim I am authorizing either Walt Buchanan (R.R. 3 Lebanon, Indiana, 46052) or Brent Ver Floeg (Address under New Zines) to release copies of their copy and I will provide xerox copies of mine to anyone who requests one for a nominal charge. Briefly outlined the paper contains:

1) Introduction, 2) Hitler, this portion draws heavily on Speer's Memoirs and Bullock's biography, 3) Stalin, draws heavily on Djilas' Conversations With Stalin, Twenty Letters To a Friend by Stalin's daughter, and Remembers by Khrushchev. 4) Beshara, draws on personal experiences and letters from many sources. 5) Conclusion, outlines the specific areas where it is believed Beshara behaves similarly to Stalin and Hitler:

A) Conversation: 1) Monologue Habit, 2) Banality, 3) Ridiculing of close associates, 4) Repetitiveness, 5) Unusual Political Opinions, 6) Oratorical ability, 7) Messianic/charismatic leadership, 8) Limited range of subjects and views, 9) Unwillingness to listen to opposition, 10) Lack of a sense of humor, except regarding others, 11)....B) Behaviour Patterns:

1) Lack of a grasp of reality, 2) cliquishness, 3) alienation of key supporters in a later period, 4) preoccupation with meals as a social vehicle, 5) strange and erratic hours, 6) cruelty /rejected for lack of evidence/, 7) fear of limeliness, 8) paranoia. Anyone who knows anything about Hitler or Stalin can provide illustrations of all these traits in their behaviour and anyone who knows Beshara can do the same. The conclusions are obvious and inescapable.

THINGS TO LOOK FOR

In future issues of XENOGOGIC TTT Publications will be featuring a history of Diplomacy in Seattle by Doug Beyerlein, a republication of the Peery magazine evaluation form, a new version of The Peeripoll, new games, news of Diplomacy affairs and assorted other goodies.....

3T PUBLICATIONS 1971 REPORT

Introduction

To the best of our knowledge this is the first time that any Diplomacy publisher has undertaken the task of presenting to his readers, players, and subscribers a comprehensive report on his activities for the past year. While several, including this one, have published short annual statements on such things as circulation none has previously published the type of financial and activity information found in this issue. However, several reasons suggest that doing so would be a good idea: First, 3T Publications is, comparatively speaking, big business and is certainly the largest publishing group in postal Diplomacy and thereby, willingly or not, sets precedent that others may, or may not, follow. Being Number One isn't always beneficial but it does entail certain responsibilities. Two, this seems a good way to provide a comprehensive analytical report of our activities during the past year which were of considerable interest and, I believe, of significant importance. Third, I wish to put to rest, once and for all, the bald-faced lie that I am making money off of Diplomacy gamefees, etc. as has been charged by one publisher-gamesmaster. Fourth, more importantly, this type of publication offers us a chance to pause, look back where we have been and to look ahead to see the planned projects of next year.

A Message From The Publishers

It is beyond question that 1971 will go down as the most important year in postal Diplomacy since the first postal game was played in 1963. 1971 saw the beginning of more published games, the origins of more new magazines, and the growth of the number of postal players to its highest level ever. 1971 brought the beginning of Avalon Hill's Origins of World War II which seems likely to become a major factor in the postal wargaming scene. 1971 saw the beginning, rise, and fall of The Diplomacy Association, an organization supposedly devoted to the best interests of postal Diplomacy but which, as all know now, fell victim to the evils of power politics and personality clashes. 1971 brought PMW, Polito-Military Wargames, into existence in another major development in the postal wargaming field. The Archives Project of Walt Buchanan neared completion providing one of the most valuable resources for postal players in existence. Thus, on many levels Diplomacy flourished in 1971.

As 1971 was a year of beginnings, of growth, of new activities, so it was also a year of decay and death. Only a few of the old magazines which were the original mainstays of postal Diplomacy: Graustark, Diplophobia, Costaguana, and Erehwon are still going. Many of the old top players are no longer active and some of the early rating systems top boards look like graveyards. A new crop of top board figures seems probable in the very near future. Thus, it was a year of change in postal Diplomacy both in the United States and overseas. Players are now located in more than ten countries and Diplomacy has captured a large following in Europe.

In all these activities, both old and new, 3T Publications was deeply involved. From a single magazine 3T Publications has grown

to be the largest publishing combine in postal Diplomacy. 1971 was a year of dramatic change for 3T and this report is the story of how and why that happened.

Regular Diplomacy

By early 1971 3 T Publications had declined from its previous high level of more than 10 games in various magazines, to a single magazine (XENOGOGIC) carrying no more than one-half dozen games of regular Diplomacy. It appeared that XENOGOGIC, which filled only one game in the 1969-1970 period, would soon wither and die. By the end of 1971 3T Publications was publishing more than six regular Diplomacy magazines with a total circulation of over 150 individuals and a total of 25 regular Diplomacy games. One out of every five regular games started in 1971 anywhere was being published by 3T Publications.

At year's end the list included:

XENOGOGIC (1968 CD, 1970 AW, 1971 Z, 1971 CH, 1971 DI, 1971 EI)
FEBRYANA (1971 BL)
FEBRIGOGIC III (1971 M, N, and O)
FEBRIPHOBIA II (1971 AV, AX and AW)
FEBRISIPIS (1971 BI to 1971 BH)
FEBRIMANIA (1971 CS to 1971 CY)

3T Publications growth pattern was not without planning. It reflected the declining interest of the publisher in publishing games for the sake of publishing games and a new interest in using the games and publication thereof as a vehicle for the study of human behaviour. Thus, 3T Publications ceased to be another game publishing magazine combine and began to evolve into a tool for the study of human behaviour in group conflict and the dynamics of human inter-relations. Serious consideration was given to the direction and nature of the expansion of 3T Publications during early 1971 and it was with considerable reservations that a projected series of 21 games in five zines was laid out as part of a psychological study of the behaviour of postal Diplomacy players. Five sets of games consisting of two sets of three games each, two sets of seven games, and a single game were set up in which the players agreed to provide to the publisher their correspondence for comparative analysis and information on their behaviour during the game. A major part of this study was oriented around the circulation of a questionnaire which exhaustively probed the behaviour and belief patterns of players.

Among other projects were a revised set of houserules, postal playing procedures and a statement of legal relationships between players/gamesmaster/publisher which was prepared and circulated widely among players and other interested persons. Several new magazines have adopted 3T Publications Houserules as the pattern for their own. A considerable discussion of the legal principles set forth was generated although most other publishers did not follow 3T's lead in this area. This new set of houserules, one of the most extensive in postal use represents a further refining of our previous rules and changes in the new official rulebook.

In addition to its psychological studies 3T Publications agreed to work closely with Burt Labelle's Antares project in developing a new rating system and poll of player evaluations. Tentative plans

were made for the re-release of The Peeripoll in the first quarter of 1971.

In general 1971 was a good year for regular Diplomacy within 3T Publications although some problems, especially in regard to PEERYARA were encountered and the usual number of missed moves, disappearing players, and postal goof-ups, along with gamesmaster errors continued to appear. All things considered, however, 1971 will rank as one of the better years in postal Diplomacy activities for 3T Publications.

Politico-Military Wargames

Something different from the usual Diplomacy variant games appeared in 1971 reflecting the growing interest in the serious side of wargaming, and the declining state of international affairs, helped create a whole new area of postal wargaming, called Politico-Military Wargames (PMW), which 3T Publications was the publishing agent for during late 1971.

A separate group from 3T Publications or postal Diplomacy affiliates, the Institute for Diplomatic Studies, was organized to handle the PMW activities. Under the directorship of Larry Peery and the associate directorship of Stephen Bell the new combine moved in several directions: towards incorporation as a non-profit educational corporation in California, to establish formal relations with existing groups in the field such as the RAND Corporation, SRA, the Stanford Research Center, and other individuals and groups involved in the field. Efforts to develop a variety of new politico military wargames for postal play were highly successful and four major games were developed, of which two were launched in 1971.

Doomsday, an original creation deals with the 1968/1969 balance of power and world situation and presupposes a nuclear conformation between the six players: United States, Soviet Union, NATO, WTO, Red China and Major Neutrals. One section of this game began and another was filled by year's end.

The Cold War Game, adapted from the State Department's procedures for their in-house Diplomacy-type game, featured a scenario based on the 1956 Suez Crisis. In the game players in given teams take on the roles of countries involved in the crisis.

Inter-National Simulation, is a mythical situation game developed by Harold Guetzkow at Northwestern University which has been adapted for postal Diplomacy play. Many Diplomacy players have played it in person and it is expected a diplomacy-type version will open in 1972 featuring a scenario based on the Sino-Soviet split.

The American Constitutional Convention Simulation developed by Science Research Associates will have players taking the roles of various Founding Fathers as they debate the issues which shaped the formation of this nation. It is hoped a section will start in early 1972.

News about PMW was carried in six issues of PEERINALIS which were distributed to more than one hundred different individuals.

The enthusiastic reception accorded PMW and the support given it was encouraging and although the complicated nature of the games

and the skills needed by the players and administrators creates certain problems in introducing them to a mass audience it seems certain PMW will be around for a long time.

The Diplomacy Association

As nearly everyone knows by now during late February 1971 a group of New Yorkers attempted to form what was supposed to be a national Diplomacy service group to promote the game and aid new players. With much ago the group, The Diplomacy Association, got underway. By June it was obvious that the group had degenerated into a power politics squabble between the New York members of the group's so-called Board of Directors and those outside the city. 3T Publications sponsored the gathering and publication of The Beshara Papers in the form of Veritas Vincit and five supplements which were sent to every publisher/gamesmaster and many key players across the nation. The results, predictably, were the disenchantment of many with the New York leadership and the decision was made after much inter-communication among the dissidents to either reform the group or withdraw from it and form a new organization. The purge, in December, of one member of the Board of Directors still representing a majority of the members who believed in a democratic group by the three remaining New York Board members united, as nothing previously had, the opponents of the New York clique and seemed certain to lead to the establishment of a rival national group sometime in early 1972. 3T Publications has played, and will continue to play, a major role in supporting any and all democratically controlled service groups in postal Diplomacy. Because of the inability of the New York leadership to face political reality the organization which they lead has come to the verge of collapse.

Further Activities

Among plans for 1972 are several new regular games, especially for beginners, offering the use of experienced players as consultants in a controlled manner which will eliminate the use of the consultant's program as a tool by somebody out to get another player. With the exception of these games and those opened in late 1971 which will, in the usual 3T Publication fashion, be carried in their own zines, no major changes are expected within the 3T Publications regular Diplomacy activities.

As one of the sponsors of DIPCON IV, held in San Diego in August of 1971, 3T Publications hopes to be represented at DIPCON V to be held in Chicago in July of 1972.

In PMW affairs it is hoped 1972 will see the establishment of games run by other directors drawn from the Diplomacy world at large. It is hoped that section of Inter-National Simulation and the American Constitutional Convention Simulation will get underway and that further sections of Domsday will begin. Further efforts to promote the field will be made.

3T Publication is also preparing for national distribution a major new two man Avalon Hill type game devoted to a modern setting. Details are not now available as the game is still in the testing stage but initial indications are that the game will be highly successful.

In regard to TDA it seems likely that 3T Publications will, finally, withdraw all support from that organization and will join with those who are urging the creation of a new wholly separate group designed to carry out the original promises made by TDA.

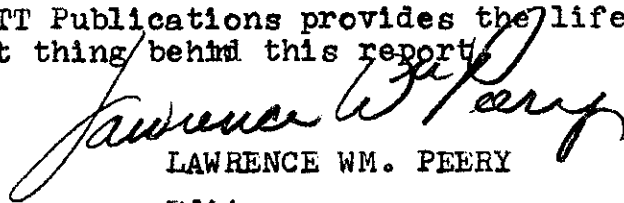
Whatever the activity, however, you can be sure that, if it is beneficial to the game and our players, we will be involved; suggesting, supporting, sponsoring, and serving.

A Personal Note

It would not be inaccurate to say that 3T Publications in 1971 expanded about 400% over its 1970 activities. It is my hope that this expansion was accomplished with no sacrifice of quality for the sake of quantitative gain. It is my firm conviction that the greatest gain by 3T Publications during the past year was in the number of new friends and associates gained by these activities not in the number of new games started or magazines produced. The story behind 3T Publications success in the past year is a story of human relations, of people working together for the common good.

For me Diplomacy is not an end unto itself. Instead, it is a vehicle used to a greater end. That end is the very real and very tangible one of accumulating friends and associates from all areas, from all ways of life and all beliefs. Thus, for me, the greatest gain from this effort and the greatest return on my investment in time and effort does not even show in the statistics that fill this report but in the fact that through them I have acquired in this past year a significant number of new friends and associates. Although I have lost one in the development of the TDA scandal I count that but small loss when compared with the gains I have made. It is, to me, a most satisfying thing to think that I have, in 3T Publications, a vehicle that ties me to friends in such diverse places as Maine, North Carolina, Indiana, Canada, England, Austria, Australia, and Korea, along with many others.

It is for these ties, which TTT Publications provides the lifeline for, which are the truly significant thing behind this report.



LAWRENCE WM. PEERY

Editor
TTT Publications

TTT PUBLICATIONS 1971 ANNUAL REPORT
STATISTICAL SUMMARY

I. Income

A. Gamefees

1. Undivided.....		0.00
2. Regular Diplomacy		
a. XENOGOGIC		
4 games (7 x \$5)	140.00	
b. PEERYARA		
1 game (7 x \$5)	35.00	
c. PEERIGOGIC III		
3 games (7 x \$7)	49.00	
d. PEERIPHOBIA II		
3 games (7 x \$7)	49.00	
e. PEERISITIS		
7 games (7 x \$10)	70.00	
f. PEERIMANIA		
7 games (7 x \$10)	70.00	
g. Sub Total	<u>413.00</u>	
h. Corrected Sub Total.....		395.00
3. Politico Military Wargames		
a. PEERIBOMB		
1 game (6 x \$5)	30.00	
b. PEERIPHANALIA		
1 game (10 x \$5)	50.00	
c. Others	20.00	
d. Sub Total	<u>100.00</u>	
e. Corrected Sub Total		100.00
4. TDA Membership Fees.....		6.00
5. Total.....		<u>501.00</u>

B. Subscriptions

1. Undivided.....		0.00
2. Regular Diplomacy		
a. XENOGOGIC	130.00	
b. PEERIARA	15.00	
c. PEERIGOGIC III	20.00	
d. PEERIPHOBIA II	10.00	
e. PEERISITIS	10.00	
f. PEERIMANIA	10.00	
g. Sub Total	<u>195.00</u>	
h. Corrected Sub Total.....		120.00
3. Politico Military Wargames		
a. PEERINALIS	60.00	
b. PEERIBOMB	5.00	
c. PEERIPHANALIA	5.00	
d. Sub Total	<u>70.00</u>	
e. Corrected Sub Total.....		60.00
4. TDA Subscriptions (<u>Veritas Vincit</u> , etc.)		10.00
5. Total.....		<u>190.00</u>

C. Donations (Materials, Cash, Services)

1. Undivided.....	200.00
2. Regular Diplomacy.....	0.00
3. Politico Military Wargames (Cash Only)	40.00
4. TDA (Cash Only).....	40.00
5. Total.....	<u>280.00</u>

D. Sale of Materials

1. Undivided.....	0.00
2. Regular Diplomacy.....	15.00
3. Politico Military Wargames.....	75.00
4. TDA.....	10.00
5. Total.....	<u>90.00</u>

E. Totals

1. Gamefees	501.00	
2. Subscriptions	190.00	
3. Donations	280.00	
4. Sale of Materials	90.00	
5. Total.....		<u><u>1061.00</u></u>

II. Expenses

A. Undivided

1. Postage	<u>300.00</u>
2. Telephone	<u>75.00</u>
3. Materials	
a. Paper	150.00
b. Dittos	75.00
c. Envelopes	20.00
d. Stationary	40.00
e. ribbons	5.00
f. folders	10.00
g. staples	5.00
h. Sub Total	<u>305.00</u>
4. Equipment	<u>15.00</u>
5. Services	
a. Printing	<u>15.00</u>
b. Repair	<u>25.00</u>
c. Total	<u>40.00</u>
6. Research Materials	<u>75.00</u>
7. Promotion	<u>15.00</u>
8. Sub Total	<u>800.00</u>
9. Corrected Sub Total.....	<u>800.00</u>

B. Regular Diplomacy

1. XENOGOGIC	110.00
2. PEERYARA	25.00
3. PEERIGOGIC III	10.00
4. PEERIPHOBIA II	0.00

5. PEERISITIS	10.00	
6. PEERIMANIA	20.00	
7. Sub Total	<u>175.00</u>	
8. Corrected Sub Total.....		<u>150.00</u>

C. Politico Military Wargames

1. PEERINALIS	40.00	
2. PEERIBOMB	30.00	
3. PEERIPHANALIA	50.00	
4. INS	50.00	
5. TEMPER	2.00	
6. SPARC	2.00	
7. AMER. CON. CON. SIM.	0.00	
8. Sub Total	<u>174.00</u>	
9. Corrected Sub Total.....		<u>174.00</u>

D. TDA

1. <u>Veritas Vincit, etc.</u>	75.00	
2. Supplements	50.00	
3. Promotion	10.00	
4. Sub Total	<u>135.00</u>	
5. Corrected Sub Total.....		<u>100.00</u>

E.

1. Undivided	800.00	
2. Regular Diplomacy	150.00	
3. PMW	174.00	
4. TDA	100.00	
5. Sub Total	<u>1224.00</u>	
6. Corrected Sub Total.....		<u><u>1224.00</u></u>

III. Reserves

A. Cash	20.00	
B. Materials	75.00	
C. Sub Total	<u>95.00</u>	
D. Corrected Sub Total.....		105.00

IV. Income Receiveable

A. Gamefees Owed	16.00	
B. Materials Owed	15.00	
C. Sub Total	<u>31.00</u>	
D. Corrected Sub Total.....		31.00

V. Accounts Payable

6.00

VI. Net Profit or Loss

(33.00)

NOTES

- I A 2 h (Income Gamefee Regular Diplomacy Corrected Sub Total):
This figure represents the total theoretical amount of income derived from gamefees less those fees which were waived, exchanged for other publications gamefees, etc. This same method is used for I A 3 e.
- I A 4 (Income Gamefees TDA Membership Fees):
This figure represents six membership fees collected on behalf of the "reformed" TDA which will be credited to the members' 1971 accounts when a new group is formed.
- I B 2 h (Income Subscriptions Regular Diplomacy Corrected Sub Total):
This figure represents the value of all subscriptions less the value of magazines, etc. received in trading agreements.
- I C 1 (Income Donations Undivided):
This figure represents the value of donations in the forms of material and services, which were used in the production of JT Publications without specific division among the three main areas of use. It represents an approximation of the value of 75 reams of paper and 500 ditto masters, etc.
- VI (Net Profit or Loss):
This figure is misleading in the extreme because it does not allow for the costs of my time, out of pocket expenses (which must have run at least 20% of total expenses), or the fact that these games will continue to run for another year or longer and costs for that period will have to be absorbed. Thus, in affect, the total income for this year just about equalled the cost of producing TTT Publications for the year, even allowing for heavy subsidies, and the expenses which will be incurred during the next year or so will constitute a deficit which must be acknowledged to gain a true picture of the situation. As best can be determined income from gamefees, etc. equals about 45 to 55 percent of the total costs of the magazine for any given game.

THE PRODUCTION OF A DIPLOMACY ZINE

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/Some months ago I volunteered to write an article for Walt Buchanan on how I produced XENOGOGIC and my other magazines. This was my second effort at such a task, the first having perished in the still-birth of Diplogrok when it was lost in the U.S. Mail. Walt asked that my article be kept short which was asking a great deal, especially from me, and I discovered, as usual, that such an article would run far longer than the four pages Walt required for publication in Hoosier Archives. Rather than delete material which I thought might be useful I decided to publish the full unabridged edition myself and allow Walt to paraphrase it, if he wishes, for Hoosier Archives. I will be happy to provide copies of this article to any publisher or person who is thinking of publishing a magazine of their own. I hope it will serve as a useful guide to the way that one magazine is produced./

1) CORRECTION OF PREVIOUS ERRORS

It is inevitable that a Gamesmaster/Publisher (GM/P) will make either a judgement or typographical errors in the publication of his zine. Even so, certain built-in safeguards can reduce the occurrence of such errors. These safeguards are discussed below. The important thing which must be remembered is that errors must be corrected fairly and promptly. Some errors, such as the incorrect listing of a build during the end years of a game, can be acknowledged and corrected in the next regular issue of the zine without delaying the game. This harms no one. Substantive errors, on the other hand, must be corrected immediately and fully. If necessary the previous season's moves must be replayed or the deadline extended for the next moves. These are normally errors of judgement and even the best GM/Ps will make them on occasion. The occurrence of an error is no crime and players should be, and usually are, understanding about them. The danger lies in the failure to correct a wrong.

There is another side to the coin, however, which must also be considered with care. Sometimes, unfortunately, the careful balance between corrections (here I mean things as they were desired to be) and justice (here I mean things as they are) is upset. For instance, a player may contend that his moves were legitimately late, or a semi-legible order misinterpreted, or more often, moves were lost, etc. Each GM/P must evaluate such claims carefully, keeping in mind his own responsibilities to all the players and the provisions of his own house rules. This is, I think, one of the key arguments for detailed house rules such as Erehwon, or I, use: They eliminate the necessity of spontaneous judgments in most such cases. The player has been warned ahead of time of the consequences of certain acts or inaction. In general, my practice has been to allow such corrections (or changes) as do not affect the substantive course of the game and to disallow, unless convincing proof of GM/P error is demonstrated, those which would alter the substantive course of the game.

2) RECORDING OF MOVES

The recording of moves by the GM/P as they arrive is a major task. A GM/P should keep a central log of all incoming and outgoing mail which crosses his desk. A simple system is quite adequate and a good way to determine if any moves have been lost since arriving. I suggest

using a stenographer's notebook which is ruled down the middle and using the left-handed side for incoming letters which are listed by date, sender, and subject. The right-hand side is then used for outgoing letters which are also listed by date, to whom sent, and subject. When a given letter is answered a check can be placed by it to indicate it was answered.

Each letter received should then be compared with the Moves Entry Sheet (MES) or a Movebook to see if the sent orders are accurate (some players often order non-existent units or improperly located units).

Assuming the sent moves are accurate (if not each GM/P must decide for himself whether to inform the player of this fact or not-- normally I do not) the GM/P should then enter the moves in either the MES, the system I use, or a Movebook, the system Hal Naus and many others use. The MES is prepared after each zine is published and lists all players, countries, and unit positions. Fall sheets list supply center counts. As moves are received they are entered on the MES. The important advantage of this system is that a permanent file of MES can be maintained giving a useful record of the game's moves in a place other than the magazines. The disadvantages of the system are the possibility of having a MES lost and the accumulation of paper.

Hal Naus's system makes use of a large Movebook in which the moves are entered on a separate sheet of paper for each game. The moves are entered in this book as they arrive and after adjudication only the final positions are listed and the moves are erased so the page may be used again. The advantage of Hal's system is compactness. The disadvantage is the lack of an ongoing record in which reference to past moves is readily available, often an inconvenience.

In addition to the MES or Movebook the GM/P should keep a file folder for each game in which press releases, letters to publish, etc. can be filed. A master file should be kept for what I call a Master Copy of one copy of each issue (a corrected copy that is free of error) and information of general interest which the GM/P wishes to publish. I maintain such a file for each separate zine which consists of two or three file folders placed inside one another. In one section I place back Master Copies, in another Sealed Orders, in another moves, letters and press releases, etc. As long as extraneous material is regularly filed it is a good system. Whatever system you use the key thing is to have a system---and use it.

3) AJUDICATION OF MOVES

When all needed moves are entered on the MES the GM/P is ready to adjudicate them. Normally this done immediately after the deadline has passed.

Deadlines themselves generally follow two patterns: two week and four week deadlines between main moves. A two week deadline span can significantly alter the game and cut the amount of time needed to play a game but has the disadvantage of cutting time available for communication between players and thus forcing them to use pre-set strategiss and fixed alliances rather than the give and take of real diplomacy. Four week deadlines, on the other hand, allow more time for inter-player negotiations and lessen the chance of missed moves because of postal hang-ups. Still, they do drag out a game and players

sometimes lose interest, especially if they are not winning the game. I have experimented with fixed three week deadlines as well as hybrid patterns which allow four weeks for deadlines during 1901, three week deadlines for Spring and Fall moves thereafter, and 10 days for winter adjustments. In some cases during the last stages of the game when alliance patterns are fixed, or when all players are geographically close to the gamesmaster, a two week deadline is possible. But for any zine with more than one game and/or having an international circulation three week deadlines are a necessity and four week deadlines are desirable unless all distant players receive their move results by air mail.

The adjudication of moves requires the use of a gameboard or map in which positions are given for all units. The moves are made according to the information on the move sheets (cross-checked against back issues) to make sure the positions given on the MES are the same as those in the previous issue). On the MES unsuccessful moves are underlined, etc. notes on retreats and annihilations are entered, etc. Great care must be taken to insure that all aspects of any given situation are shown. For instance, I quite often forget to underline one of the moves in an unsuccessful series of moves or to list a possible retreat (which is a convenience for the players, not a duty for the GM/P).

These completely adjudicated moves become the work sheets from which the masters are typed.

Among other information the MES should note for publication with the moves the existence of press releases (I indicate this by a star placed alongside the player's name), changes in addresses, and other material unique to that game.

4) TYPING OF MASTERS

The preparation of masters, whether ditto or mimeo, is a critical step in the production of any zine. The care with which they are done affects the quality of the magazine and its reputation. Nothing can destroy the reputation of a magazine faster than difficulty in reading it.

I have had only experience with ditto masters and thus cannot comment on mimeo masters. I have, generally, found dittos to be both easy to use and reliable.

Ditto masters are available from numerous manufacturers (Bohn Rex-Rotary, Division of VLN, Inc. puts out Master Units which are a medium grade run costing \$5.00 per 100; Bell and Howell Co. puts out the School-Line Masterset which runs \$5.00 per 100; A.B. Dick puts out its own Spirit Master units Clean Seal which is a high-run unit costing \$7.50 per 100; and, my favourite are the Coda Manufacturing Corp. Master Units which run from \$5.40 to \$7.50 per 100 for a high-run unit. All of these are purposely purple master units which are recommended over the coloured ones because they give more and clearer copies.) and range in price from 5¢ to 7.5¢ each (\$5.00 to \$7.50 per hundred) depending on their quality (quality reflects the number of good useable copies which can be obtained from a master: about 150 for a second grade master to 300 for a prime grade master; with a top machine almost 400 good copies can be run-off). Usually a second grade master is good enough for most publisher's uses.

Ditto masters should be bought in quantity, stored in a cool place (a refrigerator is a good place to store used masters and they will keep for several months when kept cool and dry) and should be used within five-six months of purchase. Ditto masters, to give good

reproduction, must be used in a good clean typewriter and with a backing sheet (usually provided in the box). The typewriter must be set for a medium firm touch and medium pressure.

Errors can be corrected with a sharp knife or razor blade by scrapping off the ink on the back of the front sheet and retyping over it. For ease of correction sealed ditto masters (the better grades are almost always sealed) should be used as this gives a much clearer ink image and is generally cleaner and gives a clearer copy. An unbent paper clip is also a useful tool for making corrections. Corrections, when typed, can be in a different colour ribbon if your typewriter has a two-colour ribbon.

Masters should always have at least a one inch margin on all sides.

When a master has been typed the removeable center protective sheet should be replaced until the master is ready to be duplicated.

Most errors that occur in the use of dittos are in the duplicator and duplication process, not in the master itself. One exception to this is the use of old ditto masters which have dried out. Such errors are discussed below.

A possible format for a game which I have used for years, and which many other gamesmasters use is some variation, follows:

1972 AA /Game Year-Boardman Number//Season and Year of Move/ Spring 1901

TURKS TURN CHICKEN,
GREECE IN THE POT,
ENGLISH RUN OUT OF NORWAY

/Headlines may be serious or funny but should have something to do with the game./

AUSTRIA (Jones): Army Vienna-Trieste, Army Budapest-Serbia, Fleet Trieste-Albania.

/First the country name, in capital letters: Second, the player's name in parantheses: Third, the Units and their moves./

If space allows, which sometimes it does not, it is recommended that: all lines for moves be either single-spaced with double-spaces between countries or double-spaced throughout. Every effort should be made to develop a single consistent style and pattern of recording moves in the magazine.

It is also most desirable that the annual lists of supply centers be published separately from the moves in the following format:

1972 AA

1901 SUPPLY CENTER CHART

Winter 1901

AUSTRIA (Jones): Home, Serbia, Greece 3/5 Build Two.
ENGLAND (Smith): Edinburgh, Liverpool, Norway, ~~London~~ 3/3 Constant.

Unoccupied Supply Centers: Denmark, Tunis.

In the above illustration Home refers to all home supply /5/ centers, an underlined supply center (e.g. Greece, Serbia, Norway) indicates an added supply center, a crossed-out supply center (e.g. ~~London~~) indicates a lost supply center. The 3/3 notations gives: First, the number of units, Second, the number of supply centers. The final notation (Build Two, Constant, Remove, etc.) indicates the net change and whether the player adds or removes units.

The reason for listing the Winter Adjustments separately from moves is that it not only helps the players but is a convenience to record keepers, etc. who need this information for statistical purposes.

Finally, it is also desirable that all orders be written out in full (e.g. Fleet Smyrna to Constantinople), or, second best, a modified system in which types of units and provincial names be spelled out (Fleet, Army, Smyrna, Constantinople) (e.g. Fleet Smyrna-Constantinople). In this system the following notations are used:

"-" to indicate an order to move

"S" to indicate an order to support

"C" to indicate an order to convoy

"H" to indicate an order to Hold

Annihilation is abbreviated either /A/ or /Ann./

Dislodgment is indicated by either /D/ or /Dis./

The least desirable system is one that makes extensive use of abbreviations (e.g. F Smy-Con.). The extra space and time consumed in recording moves in full will be more than compensated for in fewer errors and misunderstandings, I have found.

5) PROOF READING OF MASTERS

After typing the masters, which normally can be divided into three groups (Moves, Press Releases, General Information) they must be carefully proof-read for errors and needed corrections made. This especially applies to the masters containing the moves.

If possible, someone other than the person who typed the masters should proof-read them.

If this is impossible the GM/P should first compare the typed masters with the game MBS for differences.

If time allows he should repeat the adjudication of the moves using a gameboard, or map, and the typed masters instead of the MBS.

Among common errors to look for are: 1) Changing armies to fleets and vice versa, 2) forgetting to underline an unsuccessful move or support, 3) not indicating unsuccessful orders, 4) omission of a unit, 5) omitting deadline dates, etc. 6) omitting changes of address, etc. etc. The variety of possible errors is endless, ranging from omitting a single common to omitting an entire country's moves.

A careful proof-reading will save time, money, and energy in correcting errors later.

8) DUPLICATING FROM THE MASTERS

It is in the actual duplication of the masters that the raw stock of the zine's pages come into being. This is a critical stage because it is the visual impression of the zine that is created. A good-looking zine usually reflects the high quality of the material in it, a sloppy zine, conversely, usually reflects its contents.

If possible the GM/P should use a quality ditto machine and quality paper with quality masters. Good materials will give best results.

The machine should be an electric model ideally which feeds paper to itself and turns the drum automatically. Pressure should be kept at a medium level unless many copies are needed in which case the pressure should be kept on the lowest possible level. With a good machine, good paper and good masters, and alot of luck, a GM/P should get 150 quality copies, 500 readable copies with a high grade master. With a second grade master he should get 100 quality copies and 300 readable copies. This is for a purple, colored ditto masters do not work as well. The paper used should be a quality stock from a good manufacturer of 20 lb. wt. and should be for spirit duplicators (not mimeo or xerox paper). 16 lb. wt. paper should be used on one side only. For duplication of both sides of a sheet 20 lb. wt. paper is needed. When one side has been run off the pages should be allowed to dry before running off the second side. This improves clearness. This may not be necessary, on a quality machine. After running the second side of the sheet, it should be allowed to dry for several hours before being collated.

For anyone thinking of buying a machine they can occasionally be purchased second hand in used office-supply stores. However, unless a thorough testing of the machine is made it is recommended that a new one be purchased. Several lines are available but the best cheap one seems to be Sears model which sell sor between \$115 and \$125.

7) COLLATING THE STOCK

For a magazine that consists of only one or two sheets collating is no problem. The main task is to make sure each sheet contains both sides in complete form. Every so often a sheet will come through with only a portion of the master material copied.

A zine consisting of 6, 8, 10, or 12 sheets is a different problem. There are three ways of collating a major zine: 1) machine, 2) rack, 3) by hand.

Collating machines have been, for me, a pain. They have proved to be inefficient, inaccurate, and time-consuming. Unless a good machine is available (and a skilled operator) I don't recommend bothering with them.

Racks are collapsable, accordion-like metal racks which hold the sheets to be collated. The GM/P selects from each part of the rack a sheet in sequence and in this fashion puts the zine together.

My personal preference is the third method, hand collation. I prefer to place the piles of sheets on the floor in front of me in a semi-circle and draw from them in turn. Normally I do them in bunches of five sheets or six sheets at a time and then collate the bunches.

After all the sheets have been collated they should be stapled together in the upper left-hand corner. Then they should be folded in half (in 12 sheet zines) or in thirds (for 6 sheet zines) and stapled again.

Each collating each set of zines I label one with the name of each person to receive a copy of that particular zine.

I then make a long alphabetical chain of zines (about 12 feet long usually) on the floor and place each person's zines in alphabetical order (thus a person who is receiving five or six different zines will be mixed in with a person who is to receive only one) according to my mailing list.

8) ADDRESSING

Unless pre-printed labels are used a GM/P must use one of two methods in preparing his labels for mailing: he can use typed labels or hand address the magazines.

Envelopes (which also are labels) should be used if available. They may be hand-addressed or labelled but should be clearly labelled as to First Class, Third Class Printed Matter, or Air Mail (on front and back).

Names, streets, rural box numbers, city, state and zip codes should be included.

I normally prepare labels in advance from my mailing list and use them to label zines. The labels are matched to the zines of the persons to receive them according to the names on them. Thus a single label may serve for one, two, or more zines.

Some publishers use a code system on their address labels to indicate trading partners, subscriptions, and players (T, S, P, etc.) which is a useful device although I do not use it.

9) MAILING

When the zines have been labelled they can be mailed. Although we often criticize the Postal Service for errors most of the problems which result for GM/Ps are caused by themselves. Improper labelling, insufficient postage and unintelligible addresses are all responsible for many postal hang-ups.

Magazines should be labelled (front and back) as to whether they are First, Third, or Air Mail classes and sufficient postage attached. When in doubt weigh them. Generally a zine of 5 sheets of 20 lb.wt. paper and an envelope will weigh less than one ounce. Six sheets and no envelope the same. A zine of 10 sheets and an envelope will go for two ounces.

Magazines sent 1st Class mail normally take 3-4 days to travel to the opposite end of the country, 5-6 days to far parts of Canada, and distant APOs. Air Mail overseas takes 5-7 days normally.

Third class mail (which is useable only in the USA) takes 15-30 days to travel across country.

I normally send players zines First Class or Air Mail and trades or subscriptions Third Class unless they are less than one ounce. However, if Third Class rates go up again it will almost be cheaper to use First Class for everything.

10) CONCLUSION

What I have outlined is my system. It works, quite well, for me. It might or might not work as well for you depending on your attitude and the materials you have to work with. But I do hope it will provide you with a few ideas of how you might improve your zine and, naturally, I'm always open to suggestions on how to better mine.

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