

DIPLOMACY WORLD

TALES OF A BUCKPUPPET



*"Now, William, write down what
Daddy says, 'Dear Santa, This is
my first game and I'm only three...'"*

VOL. 2, NO. 4

WINTER 1975

DIPLOMACY WORLD

Vol. II, No. 4

Winter 1975

DIPLOMACY WORLD is a quarterly magazine on Diplomacy (R)* which is edited by Walter Buchanan, R.R. #3, Box 324, Lebanon, Indiana 46052, telephone (317) 482-2824. It is owned by Games Research Inc. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD.

Subscriptions sell for \$4.00 a year. All six back issues in Volume I are available for 75¢ each with Volume II back issues being \$1.25 each. (Indiana residents add 4% sales tax). Paid circulation: 350+

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I. D. A.

International Diplomacy Association is an organization you should join. As postal Diplomacy grows, it will more and more be the IDA that will be looked toward to hold things together. IDA was formed as a service group when it became apparent that single individuals could no longer provide effective hobby-wide services by themselves.

Already, the IDA sponsors the Calhamer Awards, publishes an annual handbook on Diplomacy, maintains a replacement player registry, and subsidizes the Boardman Numbers and the Miller Numbers as well as the Orphan Games Project.

This democratic group conducts annual elections to determine the members of the Council, the body responsible for carrying out IDA business and services.

In addition to all the above advantages of membership, you receive Diplomacy Review, the organization's newsletter. To join IDA, just send \$2 in annual dues to me, the current Vice-President/Treasurer.

FOREWORD

Our cover this time was taken from a cartoon in John Piggott's fine Victor Ludorum. The idea for the caption came from an exchange that Bill has had with Robert Lipton. If it's a little esoteric for you, get Bob's Mixumaku Gazette. Speaking of covers, we are always looking for ideas for new ones, so let us know your ideas.

The print run for this issue is 800 since GRI is going to send out samples to retailers as part of our continuing effort to raise circulation. We ended the year pretty well, I think, although it appears that hobby growth is slowing down. Next year we will start mailing issues in envelopes both to make use of the back cover and also to eliminate PO damage. This will also make more inserts possible. Unfortunately, however, inflation is taking its toll and we must now drop the IDA discount, although we are still holding the line on the \$4.00 sub rate. Solicited samples will still be sent out although as mentioned before, they will be included in a novice's sub. I'd appreciate it if publishers will continue to mention this and let us know when you want your zine plugged also. By the way, I want to thank all pubbers who are sending 2 copies of their zine as this allows me to keep an undamaged spare for the archives.

A couple of features didn't make it in in time for this issue, probably due to our need to get the layouts to the printer in time to mail the issue before our Christmas vacation in Colo. Our address from 14-26 Dec. is: Nelson Saunders, R.R. 1, Box 576, La Junta, CO 81050, and (303) 384-7154. Missing were Matt Diller's Calhamer Point Count Rating List (he has taken it over from me) and Eric Verheiden's 1975A Analysis. Hopefully both of these features will be printed next time. The demonstration game should finish soon, by the way, and then HA Demo Game No. 6 will be started. If you feel yourself qualified and are interested in playing, please let me know as I'd like to assemble the new field soon. Gamefee of \$20.00 includes your sub to Hoosier Archives as well as that of your standby (we recommend you get him to chip in \$5.00) and a sub to DW for the game's duration.

We want to thank all our subscribers and contributors for a very enjoyable year in Diplomacy. Many subs run out this issue and we hope you will renew. We will continue to try to improve DW and add new features. Suggestions are always welcome. By the way, please let us know well in advance of any address change. It appears that the PO is not very good at forwarding DW. We solicit contributions for next issue and would like to get everything but late news items by the end of January.

Lastly, if a red "X" appears below, this is your last issue. The following amount will pay you through the end of 1976.

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DWA Correspondent	Queen Suzanne
Big Help Department, Chief	Prince William
Big Help Department, Assistant	Prince John Douglas

CHRONOLOGY OF DIPLOMACY PUBLISHERS

by WALTER BUCHANAN

For some time now I've wanted to do a survey of all gamezine publishers since the hobby began. What follows is the first step. Listed in chronological order are publishers of regular games as they were assigned their first Boardman Number. Guest GMs aren't listed, and in the case of zines with more than one editor, the chief editor is listed. The list is complete through Everything #23, although I've listed all known publishers who have started since then through the end of November. Following this list are publishers in alphabetical order who have picked up orphan games. Carbon copy zines are counted, although genzines and variant zines aren't. An "*" means the publisher is still active, and "()" means that the game(s) published were local, never started, or irregular in some other way.

Eventually I hope to expand on this survey and add interesting statistics, such as average length of publishing time, games started, finished, etc. Suggestions would be appreciated. There is a lot of information just waiting to be picked up out of the archives.

1966

1963

1. John Boardman*
2. Dave McDaniel
3. (Bruce Pelz)

1964

4. Dick Schultz
5. John Smythe

1965

6. Charles Brannan
7. John Koning
8. Conrad von Metzke
9. Bernie Kling
10. Charles Wells
11. Ron Bounds
12. Jack Chalker
13. Don Miller*

1967

14. Charles Reinsel*
15. Robert Ward
16. (James Wright)
17. Hal Naus*
18. Rod Walker*
19. Anders Swenson
20. John McCallum
21. (Bob Speed)
22. Jim Sanders
23. Charles Turner
24. Christine Brannan
25. Greg Long
26. Larry Peery
27. Cliff Ollila
28. Doug Beyerlein*
29. Derek Nelson
30. Monte Zelazny
31. Eric Just
32. (Al Snider)

1968

33. Stephen Hueston
34. Charles Welsh
35. Terry Kuch
36. Euddy Tretick
37. Dave Lebling
38. Dan Evans
39. Robert Johnson
40. Robert Perkins
41. Jeff Key
42. (Robert Foster)
43. Norm Zinklan
44. Rich Rubin
45. Larry St. Cyr

1969

46. Ed Halle
47. David Lindsay
48. Craig Klyver
49. Don Cowan
50. Len Lakofka*
51. Bill McDuffie
52. Don Turnbull*
53. Ken Borecki
54. Rich Holcombe
55. P. M. Gaylord
56. (Warren Sass)

1970

57. Chris Schleicher*
58. (Louis Menyherth)
59. Henry Krigsman
60. John Mensinger
61. (Scott Hankin)
62. Doug Schaefer
63. Robert Van Andel
64. Andy Phillips*
65. (George Heap)
66. Perry Andrus
67. Greg Warden*
68. David Berg
69. (Earl Hodin)
70. Dale Bosowski
71. Lew Pulsipher*
72. Michel Feron*
73. Ray Bowers
74. Mitch Scheele
75. Walt Buchanan*
76. Paul Rubin
77. Hartley Patterson*
78. Tony Pandin
79. (Arnold Vagts)
80. Paul Mankiewicz
81. Herb Earents*
82. (Larry Tate)
83. Steve Cooper
84. Peter Weber

1971

85. James Massar
86. Bernie Ackerman*
87. Brenton Ver Ploeg
88. David Dix
89. Steve Nozik*
90. Howard Johnson*
91. Karl Pettis
92. Fred Winter
93. Mark Weidmark
94. John Piggott*
95. Steve Marsland
96. Paul Wood*
97. Edi Birsan*
98. Tom Leahey
99. Stan Wrobel
100. Dan Alderson
101. Joe White
102. Paul Stone
103. John Boyer*
104. Graham Jeffery
105. Tas Ryzle
106. David Hunt
107. Richard Walkerdine*
108. John Lawrey
109. Burt Labelle*
110. Mike Bartnikowski*
111. Dean Schwass
112. Chic Hilliker
113. John Leeder*
114. Stephen Fell
115. Richard Hull
116. Michel Liesnard
117. Colin Hemming
118. Brian Yare
119. David Staples*
120. (James Kolvek)
121. Mick Bullock*
122. Richard Sharp*
123. Enrico Manfredi*
124. Jim Benes*
125. Joseph Antosiak
126. Don Horton*
127. Bill Thomas
128. Tim Tilson
129. Nick Shears
130. Will Haven*
131. Duane Linstrom
132. Nicholas Ulanov
133. Les Pimley
134. (Paul Den Uyl)
135. John Coleman*
136. J. H. Fleming
137. Jim Murphy
138. Greg Dority
139. Mike Sherrad
140. Robert Lipton*
141. Mark Coignard

1972

142. Chic Hilliker
143. John Leeder*
144. Stephen Fell
145. Richard Hull
146. Michel Liesnard
147. Colin Hemming
148. Brian Yare
149. David Staples*
150. (James Kolvek)
151. Mick Bullock*
152. Richard Sharp*
153. Enrico Manfredi*
154. Jim Benes*
155. Joseph Antosiak
156. Don Horton*
157. Bill Thomas
158. Tim Tilson
159. Nick Shears
160. Will Haven*
161. Duane Linstrom
162. Nicholas Ulanov
163. Les Pimley
164. (Paul Den Uyl)
165. John Coleman*
166. J. H. Fleming
167. Jim Murphy
168. Greg Dority
169. Mike Sherrad
170. Robert Lipton*
171. Mark Coignard

1973

172. Jim Benes*
173. Joseph Antosiak
174. Don Horton*
175. Bill Thomas
176. Tim Tilson
177. Nick Shears
178. Will Haven*
179. Duane Linstrom
180. Nicholas Ulanov
181. Les Pimley
182. (Paul Den Uyl)
183. John Coleman*
184. J. H. Fleming
185. Jim Murphy
186. Greg Dority
187. Mike Sherrad
188. Robert Lipton*
189. Mark Coignard

142. John Morgan
 143. Steve Chicler
 144. John Lettice
 145. Gordon Anderson*
 146. John Liehl
 147. Dan Gallagher*
 148. (Zane Parks)
 149. Jim Benson
 150. Richard Scott*
 151. Geoff Corker
 152. Duncan Morris
 153. John Hurland*
 154. John Coombe
 155. Martin Davis
 156. Randolph Bart*
 157. Barry Eynon*
 158. Andrew Heard

1974

159. Larry Rubinow
 160. Dan Cochran
 161. Randy Christopher*
 162. Ronald Melton
 163. Tom Burckacki*
 164. James Blasas*
 165. Roland Prevot*
 166. Ken Jones
 167. Robert Cornell*
 168. Peter Grayson*
 169. Merf Adamson*
 170. John Mizenau
 171. Kevin Slinak
 172. Francis McIlwaine*
 173. Michael Lind*
 174. Richard Coomis*
 175. Craig Nye*
 176. Adrien Paired
 177. Doug Wakefield
 178. John Lovison*
 179. Peter Firks*
 180. Norman Nathan
 181. Dave Allen*
 182. Paul Cook
 183. Scott Rosenberg*
 184. Steve Solomon*
 185. Mike Worthington
 186. B. Schlickhurd*
 187. Gil Neiger*
 188. Tony Watson*
 189. Don Efron*
 190. Tony Kniaz*
 191. Harry Elley
 192. Peter Berggren*
 193. Ed Kollmer*
 194. David Gladstein
 195. Dave Kadlecik*
 196. Michael Homeier*
 197. David Hurd*
 198. Warren Wyman
 199. (Tom Austin)
 200. (Greg Jackson)
 201. Bob Hartwig*
 202. David Holmes*

1975

203. David Truman*
 204. (Scott Hightower)
 205. Greg Costikyan*
 206. Dennis Erackman*
 207. Walter Luc Haas*
 208. Phil Stutt*
 209. Philip Murphy*
 210. Ake Jonsson*
 211. Dave Ross*
 212. Mike Friedman*
 213. Adam Gruen*
 214. Russell Fox*
 215. Douglas Reif*
 216. Richard Kovalcik*
 217. Fred Erenner*
 218. John Gross*
 219. L. Gillespie*
 220. Ben Grossman*
 221. Brad Ressel*
 222. Charlie Spiegel*
 223. Randolph Smyth*
 224. William Glum*
 225. Andy Evans*
 226. Roger Kitchener*
 227. David Noble*
 228. Ernie Desarellis*
 229. Robert Goldman*
 230. Michael Muchnik*
 231. Rod Zaccalini*
 232. Greg Hayes*
 233. Paul Givdanskys*

REPLACEMENT PUBLISHERS

234. Carl Adamec*
 235. Jim Barber
 236. Marie Beyerlein*
 237. Olive Booth*
 238. Lee Childs
 239. Michael Congreve
 240. Steve Cook*
 241. Harry Drews
 242. Ferkin Doyle*
 243. Dick Greenwell*
 244. John Hendry
 245. Raymond Heuer*
 246. Ted Holcombe
 247. Joel Klein*
 248. Steven Longs
 249. Peter Mearns*
 250. Ernie Melchior
 251. Roger Oliver*
 252. Jeremy Paulson*
 253. Don Pitsch
 254. James Ritchie
 255. Mike Rocamora*
 256. Doug Rossen
 257. Robert Sacks*
 258. Len Scensny
 259. Mehran Thomson
 260. Eric Verheiden
 261. Colin Walsh

PUZZLE TIME

by EDI BIRSAN

Often during the end stages of a drawn game the players become aware that the chances of a draw are very high and there seemed to be no strategic alternatives to that draw. Nevertheless, play always continues for a turn or two after such a situation is apparent to each side merely to secure the borders of the respective "empires" or blocs and to allow for the obvious to become reality recognized rather than foresight.

During these last few turns, sides occasionally look for a "morale" boost by pulling off a spectacular move in an otherwise dull ending. The famous convoys from Syria to St. Petersburg is a typical ending in the 17-17 splits of old.

Occasionally players get into a huff about defending a game-wise worthless piece of territory. While such provinces will not alter the course of the game, it allows for players to pull out of a dull situation an exciting moment in the battle for Bohemia or some such.

During the last OipCon, such a situation occurred with an east-west power bloc conflict grinding its way to a stalemate. The eastern powers were composed of average players in terms of tactical skills exhibited in the game while the western powers were composed of old timers whose egos demanded a spectacular morale boost at the end of the game. The battles were raging in Italy, and the West was determined in vocal outbursts not to be driven from Italian soil regardless of the cost. The East sought to punish the West for such pretensions of grandeur and were methodically and unimaginatively driving the West out of Italy.

The positions:

France: A Rus, F Wes, F Mid, F Lyo, A Mar, A Eur, A Ruh, F Spa(3c)

Germany: A Mun, A Ber, A Kle

Austria: F Tau, A Rom, A Ven, A Ele, A Sil, A Tyr, A Tri, F Gre

Turkey: A Cal, A Pru, F Ion, F Say.

Aside from the obvious possessions, Austria owns all of Italy.

The problem is, what will the West perceive as the moves for the East, assuming that the description of them is correct, and what is the most spectacular set of moves that the West can come up with to soothe their own inflated egos?

For the closest or best solution received, a 1975 IDA Handbook will be awarded. Send your solution to Edi Birsan, 35-35 75th Street, #202, Jackson Heights, New York 11372 by 31 January 1976.

ARCHIVES PUBLISHERS SURVEY

by WALT BUCHANAN

Since last printed in DIPLOMACY WORLD II, 2, this chronological list of when currently active Diplomacy GMS started publishing is very much out of date. This is due to many new zine starts, address changes and the high attrition rate of Diplomacy publishers in general. I have listed all publishers in order from the time they began publishing and noted with a footnote.

the ones that have had publishing breaks of over three months. Several British GMS aren't listed that may be active since I haven't heard from them in response to a trade. I'd like to encourage all present and potential pubbers to trade with me as well as Doug Beyerlein, the Boardman Number Custodian, so we can keep up-to-date records on the hobby.

1963

1. May 12 John Boardman, 234 East 19th Street, Brooklyn, New York 11226

1965

2. Nov¹ Don Miller, 12315 Judson Road, Wheaton, Maryland 20906

1966

3. Feb 22² Charles Reinsel, Box 33, Leeper, Pennsylvania 16233
4. Jul 5³ Rod Walker, 1273 Crest Drive, Encinitas, California 92024
5. Jul 15 Hal Naus, 1011 Barrett Avenue, Chula Vista, California 92011

1967

6. Dec⁴ Doug Beyerlein, 240 Hawthorne, Apartment F, Palo Alto, California 94301

1969

7. May 18 Len Lakofka, 844 West Briar Place, Chicago, Illinois 60657
8. Jul 2 Don Turnbull, 5 Greenlands, Red Cross Lane, Cambridge CB2 2QY England
9. Dec⁵ Chris Schleicher, PO Box 907F, Wheeling, Illinois 60090

1970

10. Jan 29 Andrew Phillips, 128 Oliver Street, Daly City, California 94014
11. Nov Greg Warden, 804 South 48th Street, Philadelphia, Pennsylvania 19143

1971

12. Jan 24 Walter Buchanan, R. R. #3, Box 324, Lebanon, Indiana 46052
13. Feb Michel Feron, Grand-Place 7, B-4280 Hannut, Belgium
14. Apr 20 Lewis Pulsipher, Box 1021, Graduate Center, Duke U., Durham, North Carolina 27706
15. May 29 Hartley Patterson, "Finches," 7 Cambridge Road, Beaconsfield, Bucks HP9 1HW England
16. Sep Herb Earents, R. R. #4, 1142 South 96th Avenue, Zeeland, Michigan 49464
17. Oct 4 Bernie Ackerman, Cheshire Home, 890 Main Road, Moseley, 4001, South Africa
18. Oct 15⁶ Dick Vedder, 1451 North Warren, Tucson, Arizona 85719

1972

19. Jan 1 Burt Labelle, Forest Park #23, Biddeford, Maine 04005
20. Jan 31 John Boyer, 117 Garland Drive, Carlisle, Pennsylvania 17013
21. Jan 31⁷ John Piggott, 8 Hillcroft Crescent, Ealing, London W5 2EG England
22. Jan 31 Paul Wood, 24613 Harmon Court, St. Clair Shores, Michigan 48080
23. Feb 7 Edi Birsan, Apartment 302, 35-35 75th Street, Jackson Heights, New York 11372
24. Mar Fred Davis, 3012 Oak Green Court, Ellicott City, Maryland 21043
25. Aug 11 Richard Walkerdine, "Cheriton," 15 Crouch Oak Lane, Addlestone, Surrey KT15 2AN Eng.
26. Sep Jim Benes, 417 South Stough Street, Hinsdale, Illinois 60521
27. Sep John Leeder, 208 Haysboro Crescent SW, Calgary, Alberta T2V 3G3 Canada
28. Oct Richard Sharp, 27 Elm Close, Amersham, Bucks, England
29. Oct 14⁸ David Staples, PO Box 651, West Fargo, North Dakota 58078
30. Nov 1 Mike Bartnikowski, 943 Stewart, Lincoln Park, Michigan 48146
31. Nov 15 Mick Bullock, 14 Nursery Avenue, Halifax, Yorkshire HX3 5SZ England
32. Dec Enrico Manfredi, Via Vecchia di Barbaricina, 20, I-56100 Pisa, Italy

1973

33. Jan 1 Don Horton, 16 Jordan Court, Sacramento, California 95826
34. Feb Will Haven, 4, Victoria Street, Chorley, Lancs., PR7 2TX England
35. Mar 11 Howard Johnson, T-409 Penrose Hall, Deseret Towers, Provo, Utah 84601

36. Apr 17 Steve Nozik, 308 Lisbon Avenue, Buffalo, New York 14215
 37. May John Coleman, 277 Currey Avenue, Apartment 10, Windsor, Ontario N9B 2B4 Canada
 38. Jun 15 Robert Lipton, Box 1962, Lafayette College, Easton, Pennsylvania 18042
 39. Jul Randolph Eart, 9950 Reseda Boulevard, #13, Northridge, California 91324
 40. Sep Gordon Anderson, 3716 North Kenmore, Chicago, Illinois 60613
 41. Sep Dan Gallagher, 864 Quince Orchard Boulevard, Gaithersburg, Maryland 20760
 42. Oct John Hulland, R. R. #3, Guelph, Ontario N1H 5H8 Canada
 43. Oct 16 Richard Scott, "Desscot," Kingwood Common, Henley on Thames, Oxon, England
 44. Nov Peter Shamray, 10614 La Conte Avenue, Los Angeles, California 90024
 45. Dec 21 Steve Norris, 1161 Greenland Avenue, Nashville, Tennessee 37216

1974

46. Jan ? Pandy Christopher, 15170 Colombet Avenue, San Martin, California 95046
 47. Jan Michael Rocamora, 211 East 89th Street, Apartment C13, New York, New York 10028
 48. Jan 1 Jim Bumpas, 948 Lorraine Avenue, Los Altos, California 94022
 49. Feb Al & Tom Burkacki, 13201 Dwyer, Detroit, Michigan 48212
 50. Feb 24 Roland Prevot, 14 Avenue Theophile Gautier, 75016 Paris, France
 51. Mar Robert Correll, 44 Rawlinson Avenue, Toronto, Ontario M4P 2M9 Canada
 52. Mar 20 David Allen, 11, Alma Heights, Off Cavendish Way, Mickleover, Derby DE3 5BJ England
 53. Mar 25 Anthony Kniaz, 3975 Haverhill, Detroit, Michigan 48224
 54. Apr 15 Michael Lind, 493 Westover Hills Boulevard, #12, Richmond, Virginia 23225
 55. Apr 23 Francis McIlwaine, 114 Sackett Road, Apartment 6, Avon, New York 14414
 56. Apr 27 Douglas Reif, 57 Grosvenor Road, Kenmore, New York 14223
 57. May 2 Joel Klein, 62-50 59th Street, Apartment 1220, Rego Park, New York 11374
 58. May 16 Donald Efron, 1523 Dacotah Drive, Windsor, Ontario N8Y 1G4 Canada
 59. Jun Raymond Heuer, 102-42 Jamaica Avenue, Richmond Hill, New York 11418
 60. Jun Richard Toomils (Flying Buffalo, Inc.), 40 Box 1467, Scottsdale, Arizona 85232
 61. Jun 1 Eli Neiger, Apartment 11b, 300 West 108th Street, New York, New York 10025
 62. Jun 29 Scott Rosenberg, 182-31 Radnor Road, Jamaica, New York 11432
 63. Jul ? Geoff Chaulinger, 23, Priestnall Rd., Heaton Mersey, Stockport, Ches. SK4 5HR Eng.
 64. Jul ? John Lovitond, 1 Oak Lea Avenue, Fulshaw Park, Wilmslow, Cheshire SK9 1QL England
 65. Jul Steve Solomon, 17240 Lake View Drive, Morgan Hill, California 95037
 66. Jul 20 Dave Kadlecak, Box 802, University of Santa Clara, Santa Clara, California 95053
 67. Jul 24 Bruce Schlickbernd, 6194 East 6th Street, Long Beach, California 90803
 68. Jul 27 Randolph Smyth, 249 First Avenue, Ottawa, Ontario K1S 2G5 Canada
 69. Aug Craig Nye, 5, Montpellier Street, Brighton, Sussex, England
 70. Aug 25 Mike Homeler, 238 North Bowling Green Way, Los Angeles, California 90049
 71. Sep Greg Hawes, Corpus Christi College, Oxford OX1 4JF England
 72. Sep 3 Peter Berggren, Davistown Schoolhouse Road, Orford, New Hampshire 03777
 73. Sep 10 Bob Hartwig, 5030 North 109th Street, Longmont, Colorado 80501
 74. Sep 11 Robert Sacks, 4861 Broadway, Apartment 5-Y, New York, New York 10034
 75. Oct ? Ed Kollmer, Box 167, Williston Park, New York 11596
 76. Oct Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107
 77. Nov 1 Peter Links, 39 Handforth Road, London SW9 0LL England
 78. Nov 5 David Head, Box 1231, Huntsville, Ontario P0A 3K0 Canada
 79. Nov 29 Mike Friedman, 105 Dryden Road, Ithaca, New York 14850
 80. Dec ? Greg Kostikyan, 1675 York Avenue, New York, New York 10028
 81. Dec Laurence J.P. Gillespie, 23 Robert Allen Drive, Halifax, Nova Scotia, Canada
 82. Dec 10 Ernie Demarellis, 106 Wilson Avenue, Morgantown, West Virginia 26505
 83. Dec 1 David Truman, 50 Stephanie Street, Apartment 1910, Toronto, Ontario M5T 1B3 Canada
 84. Dec 16 Dennis Brackman, 57 Wallalong Crescent, West Pymble, NSW, Australia 2073

1975

85. Jan Walter Luc Haas, Postfach 229, CH-4018, Basel 18, Switzerland
 86. Feb 7 Richard Kovalcik, Room 304, Bexley Hall, 52 Massachusetts Ave., Cambridge, MA 02139
 87. Feb 8 Ake E.B. Jonsson, Box 176, S-931 01 Kiruna 1, Sweden
 88. Feb 23 Philip Murphy, 41/43 Park Avenue, Belfast BT4 1PU North Ireland
 89. Mar Russell Fox, 5160 Donna Avenue, Tarzana, California 91356
 90. Mar 6 Phil Stutt, 10 Muller Road, Horfield, Bristol 7, England
 91. Mar 15 Dave Ross, 99 Richmond Avenue, Hillingdon, Middlesex UB10 3BJ England
 92. Mar 17 David Holmes, 151A Kincks Street, New Hamburg, Ontario N0B 2G0 Canada
 93. Apr Steve Cook, 307 Elm Street, Glenview, Illinois 60025
 94. Apr 1 Roger Oliver, PO Box 452, Denville, New Jersey 07834

95. Apr 11 Marie Cockroll-Beyerlein, 240 Hawthorne, Apartment F, Palo Alto, California 94301
 96. May 14 Ben Grossman, 29 East 9th Street, #9, New York, New York 10003
 97. May 23 John Cross, 32 Gordon Road, Willowdale Ontario M2P 1B1 Canada
 98. Jun David Noble, 2 Durban Road, Leckenham, Kent, England
 99. Jun 13 Clive Booth, 71 Clara Mount Road, Langley, Meador, Derbyshire DE7 7HS England
 100. Jun 29 Brad E. Vessel, 15 Oak Avenue, Parrytown, New York 10591
 101. Jul William A. Clumm, R. R. #1, Amesville, Ohio 45711
 102. Jul Robert Goldman, 200 Old Army Road, Scarsdale, New York 10583
 103. Jul 25 Fred Brenner, 2821 West 12th Street, Brooklyn, New York 11224
 104. Aug ? Andy Evans, 36, Brynmill Terrace, Brynmill, Swansea SA2 0BA England
 105. Aug Adam Gruen, 470 North Street, Harrison, New York 10528
 106. Aug Peter Mearns, 10, Moy Terrace, Inverness, Scotland
 107. Aug 8 Richard Greenwell, 28 Ford Road, Sydney Mines, Nova Scotia B1V 2X4 Canada
 108. Aug 12 Carl Adamec, 528-A Mary Donlon Hall, Ithaca, New York 14853
 109. Sep 1 Michael Muchnik, 2520 Hyacinth Court, Westbury, New York 11590
 110. Sep 2 Charlie Spiegel, 4517 Springfield Avenue, Philadelphia, Pennsylvania 19143
 111. Sep 21 Jeremy Paulson, Apartment C-19, 63-60 98th Street, Rego Park, New York 11374
 112. Oct Paul Girsdansky, Box 146, Springfield Center, New York 13468
 113. Oct Rober Kitchener, 74 Stoneyard Lane, Poplar High Street, London E14 0BY England
 114. Oct 28 Rod Zaccalini, 23 Toluca Estates, North Hollywood, California 91602

1 Nov 65 - 31 Jul 73, 20 Jan 74 - present
 22 Feb 66 - 2 Jan 70, 27 Sep 72 - present
 3 Jul 66 - 5 Aug 72, 24 Nov 73 - present
 4 Dec 67 - Aug 68, 13 Dec 72 - present

5 Dec 69 - May 73, Oct 73 - present
 6 15 Oct 71 - 28 May 72, 15 Aug 73 - present
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YOU ONLY DUD TWICE

by ROD WALKER

CHAPTER III: Dulfinger.....

Rodlie Dudright prepared to leave the Mosey Inn to continue his dangerous assignment of getting to Johan Lechdud. Spending the night in the place had made departure that much easier. While Lenda Lizzard was undeniably pulchritudinous, her entourage of snakes were definitely counterindicative of anything beyond a merely comradely expression of mutual good will. In andere worte, keine ausgemachen!

In a final briefing session, Lenda Lizzard filled Rodlie in on several intimate details of the Beshdud operation in Santa Pasta. We won't go into them here because we don't want to give poor old Lew Pulsipher apoplexy quite yet. "And now," she concluded, "the most important detail of all. We have just learned that the code name for The Beshpuppet is...". As she spoke, Lenda absent-mindedly reached out and touched the spindle of a perfectly innocent-appearing spinning wheel which just happened to have been given to her by an admiring fan earlier that day. It pricked her finger. "Oh, _____!" /no matter what word we use, Carol is just going to censor it, so use your imagination./ she said, and fell into a deep sleep.

"I can't wait 100 years for that name," thought Rodlie.

Lenda's eyelids fluttered open. "...Dug-finger," she said, and went to sleep again.

Rodlie lost no time in getting out of the Mosey Inn. He barely had time to notice that all of Lenda's snakes had gone to sleep, too. He determined to press on to the capital of Santa Pasta and immediately dashed up a road clearly marked "Libation-on-the-Vermicelli, 3 km," dodging four or five spinning wheels which had somehow materialized in the vicinity. Running past the signpost, he noticed that it had been freshly painted. "How nice," he thought, "of the Tourist Bureau to keep things up so well." It was only several hours later, after many kilometers of wandering around, that he decided there may have been some other reason for that fresh paint.

Late the next day, Secret Agent O-O-Dud finally reached Libation-on-the-Vermicelli, the quaint, old-fashioned city which was the capital of Santa Pasta. The city owed its quaint, old-fashioned look to a complete rebuilding under the personal supervision of Doge Cauthier. The reconstruction was in a style which can only be described as "late Disneyland."

Rodlie Dudright moved sleepily through the hobbled streets (if you believe that should have been "cobble...", you ain't never walked on one). He fended off a little old peddler lady who wanted to sell him a spinning wheel and then

switched to rose-cheeked apples. Then she asked him if he wanted to take a shower. Rodlie's eyes got very wide... "a Beshpuppet!" he said in a stage whisper. The old lady picked up her skirts and vamoosed for the hinterland, scattering rosy-cheeked apples in all directions. A very large rat grabbed one, gnawed at it, and exploded in a cloud of lavender smoke. A converted Greyhound bus marked "Shower here" drove away a few moments later... rather hurriedly, inasmuch as it ruptured its connection with a natural gas line.

None of these events made much impression on Dudright's consciousness, such as it was, and he was soon searching for (a) the palace of the Doge and (b) a quick breakfast. But he had to be cautious and avoid the machinations of Dulfinger.

It was with some relief, then, that he saw an obviously safe place: a converted Greyhound bus with the sign, "Breakfast here" (the word "Breakfast" had been freshly painted and seemed awfully crowded). Entering, he sat down and ordered breakfast. The waitress seemed to be having trouble balancing on her high heels, and although she was attractively dressed in a rather low-cut gingham dress, a quick glance revealed that she had somewhat spoiled the effect by forgetting to shave (legs, forearms, chin and chest).

"Watch'youse want, mac?" she asked (the accent was definitely Brooklyn).

Rodlie was about to answer when his seat caved in and he fell through the bottom of the bus, through the yawning manhole it was parked over, down a long vertical tunnel, and into a pile of fragrant camel hair. A rather fuzzy-headed individual was standing over him. He was wearing coveralls and a Wonder Woman tee-shirt, an earring in his left nostril, and an old Eugene McCarthy for President button with "WIN" hastily painted over it.

"Good morning," said the interesting apparition. "I am

Next: Chapter IV, Dr. Dud.

DIPLOMATIC GRAMMAR

by Edi Eirsan

The verb stab: a sudden change in relations, such as:

I took defensive measures,

You stabbed,

He, she, it stabbed you.

We took defensive measures,

You all ripped the hell out of him,

They viciously double-crossed you.

FTF DIPLOMACY-- CIRCA 1961

by ALLAN CALHAMER

(What follows is an interesting and informative relic from Diplomacy's past. It is a copy of a letter that Allan Calhamer wrote to a FTF fan on January 16, 1961 regarding the strategy and tactics of Diplomacy.)

Thanks very much for your letter and your interest in Diplomacy.

There definitely have been many tactical and positional trends discovered in the games we have played here. The first two moves, of course, are usually devoted to the capture of supply centers which are not occupied at all at the start of the game. Typical results are as follows:

- England - Norway
- Germany - Holland and Denmark
- Russia - Sweden
- Turkey - Bulgaria
- Austria - Serbia
- Italy - Tunis
- France - Spain and Portugal

Belgium, Greece, and Rumania fall variously depending on the situation.

I do not have records of any game. The game tends to reach a balanced state in which players continually shift their weight against the strongest; therefore, it is unlikely that any game will actually continue until it produces a winner. Normally, we play for three or four hours, then discuss what we think would have happened if we had continued.

There have been many opening variations, as well as other concepts, developed in the course of play here. Normally, England and France will agree to leave the English Channel open on the first move. England will then play Army to Yorkshire, Fleet Edinburgh to Norwegian Sea, Fleet London to North Sea. If France violates the agreement, the Army drops down to London on the Fall move. Norway can still be attacked with one support. If France does not enter the Channel, the Army may be convoyed through the North Sea to Norway. The Norwegian Sea may support. If this action is unnecessary, the Norwegian Sea Fleet may go to the Barents Sea to prepare an attack on St. Petersburg. If France should move into the Channel on the Fall move, England raises a fleet, based on the capture of Norway, in London.

If Russia wishes to play an anti-England game, she will order Fleet to Gulf of Bothnia and Army Moscow to St. Petersburg. The other two pieces will be deployed according to purely Southern considerations. On the Fall move, the

Fleet is ordered to Sweden and the Army to Norway (which adjoins St. Petersburg at the top of the map). This action compels England to tie up two pieces in the attack on Norway. If Russia occupies Sweden, she then repeatedly attacks Norway with either Army or Fleet, supported by the other. This ties up two English pieces. Now if either Germany or France attacks England, she may collapse.

If Russia prefers a Southern game, the Moscow Army goes to Ukraine on the first move. The northern Fleet still moves on Sweden.

Normally Russia and Germany agree that neither will move pieces into such places as Livonia, Prussia, Silesia, and Baltic Sea. Then if either should attack the other, he would have to enter these areas first. The areas are not supply centers; so at no material loss the attacked party gets warning, and may raise the appropriate pieces or scramble back into defensive positions, as the situation permits. Such a "self-enforcing" agreement has a tendency to last a long time; but you cannot count on a player accepting realities and playing accordingly in the absence of an agreement. He may not understand the situation. Also the mere absence of such an obvious agreement may raise suspicions which may provoke an attack. If these two countries get into an early war with each other they usually get tied down, without either accomplishing anything, and then they are both very vulnerable to attack by other countries.

A typical German deployment is Fleet to Denmark and Army Berlin to Kiel. The Munich Army may do various things. If the Russian Warsaw Army has not attacked in the rear, the Army in Kiel occupies Holland in the Fall. If the Russians should attack in the Fall, Germany would simply raise units in her path. The Fleet in Denmark may be used to attack Sweden in the Fall. This costs Germany nothing, since she will win either Denmark or Sweden, but not both, in any case; but it can prevent Russia from taking Sweden. Germany may use this threat as a bargaining lever to secure the neutralization treaty with Russia. In any case, if Russia attacks Germany on the first move, Germany will certainly play the attack on Sweden on the second move, to keep Russian strength down and to keep Russia away from Denmark.

On the Southern Russian frontier, a fleet in the Black Sea exerts a great deal of influence. Occasionally an alliance succeeds in which Russia and Turkey agree to leave this space open. The Russian Fleet is ordered to Ru-

Rumania, to pick up the supply center. A Turkish Army is ordered from Constantinople to Bulgaria, and the Fleet to Constantinople. Thereafter the Fleet proceeds to the Aegean Sea. Often this alliance is offered by an experienced player to a beginner, however, and then promptly broken. Other experienced players should warn a beginner against this during the first diplomacy period. Russia and Turkey can often make a sound alliance in which both order their Fleets to the Black Sea move after move, thus assuring that it will remain empty, while their armies attack Austria-Hungary.

In this situation, it is sometimes possible to pretend that each country has stabbed the other in the back, and mask the fact of alliance for a few moves, after which both countries may be much strengthened by spoil from the Balkans and Austria-Hungary. Russia may request that Turkey raise Fleets primarily or entirely, to insure that, after Austria-Hungary is beaten, she will expand against Italy rather than Russia.

If Turkey wants an anti-Russian game she may order her Savrna Army to Armenia on the first move.

Italy normally spends the first two moves with her Fleet on the acquisition of Tunis. She may proceed through either the Tyrrhenian or Ionian Seas. Normally she chooses the Ionian, because this gives her the option of foregoing Tunis for a couple of moves and attacking Greece or supporting either Austria-Hungary or Turkey into Greece.

If Italy wishes an anti-Austrian game, she may play Army Venice to Tyrolia, and Army Rome to Venice (the "Obrieni Attack"). If these moves succeed, in the Fall she has the option of single attacks on Vienna and Trieste, or a supported attack on Trieste alone. Austria may gamble on some such Italian deployment, and leave Trieste undefended on the first move, in order to dash into the Balkans. If this gamble succeeds, however, she must in any case send sufficient defenses back to Trieste on the Fall move, as an open supply center next to an enemy piece is an invitation to attack. If Italy has an inkling that Austria is going to make this gamble, she may order Army Venice to Trieste on the first move. If this move succeeds, then with normal follow-up play, Austria-Hungary will collapse quickly.

Also, if the Obrieni Attack succeeds, Austria will normally collapse quickly, because of her surrounded position and wide-open landward frontiers. The trouble with this result, for Italy, is that she cannot ordinarily hold her gains in Austria. With the Adriatic separating her advance forces from her newly raised forces, she is quickly dispossessed by two other Powers which have been strengthened by the downfall of Austria-Hungary: Russia and Turkey. Turkey particularly, due to her secure corner position, rapidly becomes a menace to all Europe. There-

fore, the player of Italy usually does not attempt to bring Austria-Hungary down.

An early Italian attack on France, however, usually doesn't work. Italy sometimes plays a waiting game with her armies, to see which side will weaken. Occasionally she has made a tenuous attack on Turkey with Fleets, or a picaresque invasion of Germany through Tyrolia. This last, though seemingly unsound, on one occasion succeeded in recreating the Holy Roman Empire in toto.

An alliance between Austria-Hungary and Italy is often very strong, because it cannot be taken in the rear, unless other Powers, particularly France and Turkey, recognize it at once and make a very strong naval commitment in the Mediterranean. It is, however, subject to internal problems, because of the vulnerability of Venice and Trieste to the ally, if these are left undefended.

Austria-Hungary normally agrees with Germany that each will stay away from the other's frontiers. They commonly agree that neither shall enter Bohemia or Silesia. If these two Powers fight early in the game, both are likely to be taken in the rear and destroyed. Austria has a difficult game at the outset, but if she gets off to a good start she often gets a strong game. Usually she will play Budapest to Serbia in the Spring. This piece may attack Rumania, Bulgaria, or Greece in the Fall, without fear of failing to be in a supply center in the Fall; and if she gets a stand-off she will slow the growth of another Power. There is a variety of ways of playing the other two pieces. Often the Fleet goes to Albania and the Vienna Army goes to Trieste. This permits Fleet to Greece with support from Serbia in the Fall. If Italy and Russia have not invaded in the North, Austria will raise two Armies and get a good game. If the Russian Warsaw Army has invaded Galicia, the Trieste Army may be ordered to either Vienna or Budapest, leaving the other open, and hoping to outguess the Russians. Guading one's guess can become psychologically and technically a deep proposition.

If Austria suspects that Italy will attack Tyrolia, she may order Vienna to Tyrolia, Fleet in Trieste holding. Now if the Russians invade Galicia, the Austrian Army which is still in Vienna (due to a stand-off in Tyrolia) and the Army which moved Budapest to Serbia in the Spring, may both be ordered to attack Budapest. They stand each other off, which keeps the Serbia Army in place, so that Austria may build after the move; they also keep the Russian Army in Galicia out of both Vienna and Budapest. Austria has substantially no chance of capturing Greece, however, if she elects these Spring moves. Also, if Italy does not attack Tyrolia, the Vienna Army unexpectedly flies into this province, after which it is out of position to make the self stand-off in Budapest. Thus, if the Serbian Army

is ordered back to Budapest in the Fall to keep the Russians out, it may unexpectedly move there, and Serbia will not be occupied after the Fall move, thus Austria cannot raise a new unit.

A solution to this dilemma is for Germany and Austria to agree both to attack Yugoslavia in the Spring. They stand each other off, neither moves out of position, and Italy is kept out of Central Europe entirely. If Germany and Austria agree to do this, they should notify Italy during the first diplomacy period. Italy will be more likely to choose an anti-French deployment if she knows that the roads to both Germany and Austria are blocked.

A normal French deployment is Fleet to Mid-Atlantic, Army Paris to Burgundy, and Army Marseilles supports Paris to Burgundy. If England has not played Fleet to the English Channel, the Fleet proceeds in the Fall to Portugal. An Army is ordered Marseilles to Spain. If Italy has entered Piedmont, the other Army is played Burgundy to Marseilles. If Italy has not entered Piedmont, the order is Burgundy to Belgium. Generally France would like to prevent a German thrust into Burgundy, which ties most of the French pieces down to defense of supply centers. If France wants an anti-Italian development, she may play the above Spring moves, except Marseilles Army to Spain. On the Fall move, the Spain Army occupies Portugal, and the Fleet moves from Mid-Atlantic to South Coast of Spain (Mid-Atlantic borders on South Coast south of Portugal). If Italy did not move to Piedmont in the Spring, Marseilles may be left undefended, and after the Fall move, 1901, a Fleet is raised there. Thus in two moves, France has two Fleets in the Mediterranean. If Italy moved to Piedmont in the Spring, the Burgundy Army must be told off to go to Marseilles. If the result is a stand-off, again a Fleet may be raised there; but if the result is a move to Marseilles, raising there is not allowed.

There are other interesting first move deployments which arise from time to time, and choosing among early deployments is often based on positional considerations which flower later in the game. Strategy is still evolving, too, because no idea cannot be anticipated and adapted to in a subsequent game. In any case, diplomatic considerations can override the technical. Alliances sometimes hold together in situations in which neither ally is adequately defended against the other. Sound technical alliances founder on distrust, or are pulled apart by false advice or tempting offers from the outside. A country that has "lost the diplomacy" and finds itself fighting superior numbers can rely on tactics only to delay the issue while it tries to save itself diplomatically.

I have enjoyed answering your letter very much. I hope to write a book on the game, when the market becomes large enough; you have given me a few pages.

TOURNAMENT SCORING

by ALLAN CALHAMER

At Chicago 1974, we used a scoring system by which I set great store, in which a player's score for the round depended on whether he had the best score with his country, for the round, the second best such score, etc. Thus the difference in strength of the countries was completely normalized out.

Toward the end of a game, however, a player usually found that he had his slot among the other performances with the same country, and wasn't likely to go up or down, so he played safe for a couple of years. This result was bad for the game, taking much of the excitement out of it.

I could see that if there were more boards, the players would not be so likely to be established in a sure slot toward the end of the game and thus this problem would be likely to correct itself. However, to my disappointment, the tournament I call Chicago 1975 turned out to be slightly smaller, thus slightly aggravating the previous problem.

Players have also commented to me that too much effort was devoted in late rounds to architecting some result which would give each player at the board the best result they could give him, relative to the performances unfolding at the other boards.

I must say here that I do not know whether the co-champions who emerged were involved deeply in that type of architecture. Those players who seemed to be going at it with the greatest intensity seemed to finish in the second or third decile from the top.

Nevertheless, I regret both the plateau effect which emerged in 1974 and the architecture which became so prominent this year, and I believe we should search for improvement in the system, especially for tournaments in the neighborhood of 7 boards or less.

Edi Birsan and Mike Rocamora used a system at Baltimore 1975 which is worthy of careful consideration. They took the place of finish, as in Chicago, and added the number of supply centers held. At first this sounded to me like adding apples and oranges, but as Edi pointed out, if the tournament is large, place tends to become more important as the numbers awarded for it get larger and larger, but the number of centers won always averages the same. If the tournament is small, on the other hand, place tends to diminish in importance and center total becomes important, which helps to encourage fighting games. Of course, strict normalization by country is then out the window.

When you add two sets of figures together, you have to scale them. At Baltimore, they counted the number of players you beat (call it N), doubled it, partly to eliminate fractions in case of ties, I suppose, and added the number of centers, C , for $2N+C$. Compared to this formula, what we were using at Chicago was just $N+1$. Some people might prefer that the constant be 4 or 8 or something, but you should speculate on how the formula would behave for different numbers of boards.

Unaware of the Birsan-Roccamora innovation, I had considered using total centers as a tie-break only, then rejected it because I didn't want to give up normalization by country. This plan could be expressed by just raising the constant in the formula up very high. Try $100N+C$, for example; then the first two digits of the total become the number of people outplaced, and the last two become the number of centers won. Straight ordering by size then reduces C to a tie-breaker.

If normalization of country played is reduced in significance, then it is more important that the players play something like an equally good or bad schedule of countries. Nevertheless, strict randomness has been suggested, as well as grouping the countries, so that a player will get one each from the groups E-T, R-R, and G-AH-I, or something of the sort. I know this won't work perfectly as stated because the groups are not the same size; maybe some elegant scheme of rotation can be figured up.

Another possibility, which might not be too hard to administer, would be randomness with each player assured of three different countries. Still somebody will draw G, AH, and I in a small tournament where centers will outweigh place.

At Chicago, we used an elegant system to reckon the significance of a player's performance relative to the likelihood of some player at his board winning a game. The system was complicated and seemed to make few changes (though those it made seemed to make exactly the sense they were supposed to make); however, I can't tell how much effect it may have had on play. Baltimore apparently attempted to approximate the result with a simple bonus system, which, in form, I like, but the approximation may not have been quite close enough. I believe they gave a bonus for an 18-center win, but nothing for 17 or 16 centers, in games curtailed at the end of 1908.

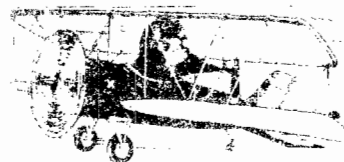
Also, they gave points to players who lost to an 18-center win. I am convinced that the game plays better in the late stages if the rule is winner take all. The reason is the same as the reason for the formula $2N+C$, by the way; it helps to make the latter part of the game a fighting stage.

Independently of tournament considerations, by the way, I believe that many players are missing out on what may be the most dramatic

stage of the whole game--the Last Ditch Stand--by refusing to play winner take all. I think you are losing too much good play within the game itself in order to pick up the sop of a few rating points. A great Last Ditch Stand is aesthetic compensation for a loss.

The possibility of lowering the victory criterion might be considered. Suppose ten centers was a win, with the game curtailed after 1908, and in the absence of a ten-center win, all survivors divided the (one) point equally. The threat of suicide might turn the game inside out, since a single suicide might easily put a player over. Also, if most games drew, all emphasis would be on getting into the draw, which might diminish competition. Scoring by centers held, except that a ten-center win takes all, would be another possibility. With competitive players, absent the threat of suicide, even eight centers might be a possibility--possibly eight centers at the end of 1908, though a player might have more than eight centers prior to that date, yet the game would invariably go on to end 1908! Thus, if a player has 9 centers in 1906, the field has two years remaining to beat two centers out of him, or lose. I like this, and it's simple. Call it big-power wins, if he has at least eight centers. With only four players left the game can't be drawn. With five the split would have to be 77776. Maybe eight centers is slightly too low. This notion could be tried in single face-to-face games to see how it would work.

If two tie for big power? "One tie, all tie" might be a good rule. If there is a tie for big power, everybody surviving shares in the draw. This gives everybody who is trailing incentive to survive, and to try to keep the front runners exactly even, which makes the contest between them close and fair. Suicide is discouraged because even with a shot game, you might get a draw by a fingernail. However, players might give away centers to build the second power up to a tie.



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RATING FTF DIPLOMACY

by ALLAN B. CALHAMER

In a previous article I have already conceded that some of the features of the tournament scoring system I used at Chicago 1975 were not satisfactory, and I have accepted some of the features devised by Hirsan and Rocamora for Baltimore 1975. The following is to some extent a merger of their thinking with certain points that I still insist on, together with some changes and elaborations related to the face-to-face rating problem, where it differs from the tournament problem.

In my estimation, the typical face-to-face game ends, as the typical tournament game does, in a curtailment, that is, no one has won, and the players have not actually agreed to a draw either; they have just agreed to quit playing.

I believe the rulebook requires winner take all, and drawers share equally. However, the question of how to score a curtailment remains open and covers almost all the games.

My latest thinking on the subject--by no means final--is as follows:

1. If a player wins, he scores 34 points and all the others score 0.
2. If all the players still in the game agree to a draw, they divide the 34 points equally among them.
3. If the director has a satisfactory method of determining whether or not a game is stalemated, then a stalemate should be scored as a draw. If the director does not have any such method, then a stalemate should be scored as a curtailment.
4. If there are only three countries remaining, the game should be scored as a draw. One disadvantage of this rule is that a leader might be encouraged to keep a country alive at the one unit level, so as to get a curtailment in preference to a draw. However, I don't think it would come up too often, since it would not be advantageous unless the leader had more than 11 units, and there were only two other powers, besides the one-unit power in the game. And if the leader got much higher, he might do better to capture the supply center in order to play for a win.

5. In a curtailment, if the leader has fewer than 15 centers, all the players score their number of supply centers.

6. The leader receives a bonus for approaching a win as follows:

Centers	12	13	14	15	16	17	18
Bonus	0	0	0	4	8	12	16
Total	12	13	14	19	24	29	34

This total runs up reasonably smoothly to 34 in case of a win, without the complications of my former system.

7. The bonus points for the leader are

taken from the other players as follows: From the second player, until his total is reduced to that of the third player; then from both of them alternately, beginning with the third player, until their totals are reduced to that of the fourth players, then from the fourth, third, and second players in succession, until their totals are reduced to that of the fifth player, and so forth.

Thus the total points remain 34 for each game. The second player has the greatest interest in thwarting the leader if the leader approaches 15 points; however, other players, well down the line, will have such an interest too. Suppose the board is divided 14-8-8-4. The scoring will be the same, since the leader is below 15. Now the leader goes to the fourth player, suggests they jump the third player, and offers him one center, the leader to take two. If all this takes place, the centers will then break 16-8-5-5; but the scoring will break 24-4-3-3. Thus even the fourth player would lose a point by dealing with the leader.

It would not work that way every single time. If in the above case the leader took one and gave the fourth player two, the centers would break 15-8-5-6 and the scoring 19-5-5-5, a gain of one for the fourth player. But one step closer to a win, it is bad for him again; if the distribution of centers goes from 15-8-7-4 to 16-5-4-6, the distribution of points goes from 19-6-5-4 to 24-4-3-3, a loss of one for the fourth player, even though he got two centers to the leader's one. I certainly believe he should be penalized, rather than rewarded, for making such a devil's bargain.

What one then does with the game scores is another question. Just adding them up gives an advantage to the player who plays more games. Averaging is good, but may penalize a player who had a lot of bad results a long time ago. Averaging his last ten performances or so might be better, though a player who got a high rating then might not want to risk it--but that is true of most systems. A reduction for not defending one's rating is a possibility; possibly a small percentage of the rating, tending to move the player about 10% of the way down the rank list, for not playing a single rated game in a year.

Ultimately calibrating the rank list by deciles, or even percentiles, is probably better than just numbering them, or designating a "first board," "second board," etc. Suppose the number of players rated increases from, say, 100 to 200. Then a player who maintained constant performance might go down from, say, 6th to 13th, from "first board" to "second board"; but he would remain in the same decile, since it expands as the list ex-

points. This consideration is even more important for the player who goes down from 88th to 103rd, or, in other words, up from the 8th decile to the 9th.

The principles one wants to encourage seem to be accomplishment, encouragement of fighting, discouragement of shams, normalization for country played, and normalization for opponent played. The plan given above seems to meet the first three requirements, while maintaining Birsan-Roccamora simplicity. Normalization for country played is easy in a tournament, where the results of several games just played are available to create a standard. In a face-to-face system, some standard such as a running list of the last ten or twenty rated games might be maintained as a standard, but the likelihood of errors cropping up would be considerable. The averages might also fluctuate capriciously and a permanent standard might fail to reflect trends. Finally, play might adapt to it. At Chicago 1975 several players tried to negotiate a planned finish among all the players at the table, based on anticipated norms for each country.

Such action also influenced the norms, and tended to substitute for normal play. I have noted that the players who were most prominent in this behavior did not finish among the top half dozen, suggesting that it was not the tournament system that was at fault, so much as their own excess of zeal in probing for its weaknesses. Nevertheless, a country that received a bonus for its difficult position might soon find its position becoming more and more difficult, as players figured he did not need so much to meet his norm.

Compensating for strength of opponent runs into the problem of not knowing how to start the players off. In chess, a player gets his first rating after playing a tournament, usually of 6 or 7 games; then his performance in those several games can be used to reckon a provisional rating which is fed back in as if it had been his rating at the start. Where all players are entered with an equal rating, there might be some tendency for players to try to fatten by playing new people--though this might help promote the system by encouraging players to bring in new people!


Mixing strength of opponent in with what I have already suggested may sound pretty messy, but I have a system that can do it, and is also a very simple system on its own, which someone may want to work with. Suppose, when a game is rated, you take 10% of each player's current rating away from him, and put it in a pot. Then you divide the pot up according to your system, which could be exactly the 24 points per game system I have outlined above. Then you give the points back as so divided. You soon make up a table of 90% and 10% to aid in the calculation. Winner of a game gets the whole pot, of course. Draws are extremely easy to rate by this system--unlike the ODP system! Divide the pot evenly among the drawers and give it back.

An unusual feature of this system is that if you get, say, a three-way draw, the number of points you get depends on the ratings of all the players, but does not depend on the ratings of the specific players you drew with. Thus you may desire to get a high-rated player into the game, to sweeten the pot, but you don't have any special incentive to try to knock him out, any more than anyone else!

I think of these ratings as starting at 100 (though any figure would do) and being kept in 3 significant figures. Thus if a player at 1110 won 4 points, they would be washed out by round-off, but if a player who had sunk to 0.053 won 4 points, he would go up to 4.05. I don't think there is any way to reach zero if three significant figures are maintained.

The system would tend to reflect the relative likelihood of winning as a direct ratio of ratings (unlike USCF); thus a player with ten times the chance of winning ought sooner or later to develop a rating ten times as high. This system, of course, also tends to dissipate old and obsolete results as the player plays more games.

This system might conceivably have another good effect. A player who built up a high rating by drawing a lot of games, might soon get in a position in which he would actually lose points if he drew a game (if he put in more than 1/3 of the pot he would lose points on a three-way draw). Thus he might be encouraged to fight for the win.



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VARIANT INFORMATION

by LEW PULSIPHER

For the past several months I have not mentioned the Diplomacy Variant Commission in DW. I was waiting to see whether the DVC would begin to do some positive good for the variant hobby. I have finally been forced to acknowledge that DVC represents only one portion, a minority, of the variant hobby, and that it is doing no more good than harm. It has no authority and no mandate for some of the meddling it has done in the World Variant Bank's affairs, for example. I am no longer associated with this group. For more information, see my column in Speculum, Impassable, Pocket Armenian, or Paroxysm.

The World Variant Bank (Dave Radlecek, 1447 Sierra Creek Way, San Jose, CA 95132 for North America, Walter Eric Haas, Postfach 7, CH-4024 Basel 24, Switzerland for Europe) is attempting to maintain collections of all variants. They would appreciate receiving copies of variants you print as well as permission from designers to make copies. I would also, of course, for the variant description column. It is hard to track down all variants printed, especially when some publishers don't respond even after they've received money for variants. The WVB can make photocopies of many out-of-print variants; lists are usually available.

The VECA rating system will not be revived after all unless someone steps forward to be curator of the system. If interested, contact the Miller Number Custodian, Robert Sacks, 4361 Broadway, Apt. 5-V, New York, NY 10034.

VARIANT DESIGN COMPETITION

The purposes of this competition are to promote improved variant design and to obtain material for DIPLOMACY WORLD. Although Games Research Inc. and Walt Buchanan are contributing prizes, the contest is the responsibility of Lewis Pulsipher alone.

Eligibility. All persons except the judge are eligible to submit designs. Only unpublished designs will be considered. One winner and one runner-up will be designated for each category, but the judge may choose to designate no winner if no entry is of sufficient quality in a category. Entrants must agree to permit first publication of their variant in DIPLOMACY WORLD if it wins. Designers will retain all rights to their variants, aside from the above condition.

Criteria. Good play balance is vital.

Completeness and clarity are vital--no matter how good the variant is, if it can't be played correctly because not everything is clear, it is useless. Originality is important--no variants or revisions of presently published variants will be considered, but remember that there is originality in using old elements in a new way as well as in devising completely new elements. Decisions of the judge are final. Winners will probably be asked to revise once before publication. Variants permitting balanced play with more than one set number of players (for example for 5, 6 or 7) will have an advantage over those playable by only one set number. Variants with extremely long, complex rules will not be considered.

Categories. (A) Science fiction or fantasy variants (excluding Tolkien), most important version for 5 players. (B) Historical, any period, most important version for 5 players. (C) Standard-board variant using simple rules (not over 1 1/2 pages long). Originality is especially important here, as is conciseness. Don't just throw together a few rules and call it a variant. The rules must work together well. Most important version must be for 5, 6 or 7 players. (D) Other. Anything except Tolkien, any number of players.



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Note that Tolkien variants are not eligible for any category. There are enough available now.

Prizes. A prize for category A is a copy of the Science Fiction and Fantasy Variant Package. Other prizes are back issues of DIPLOMACY WORLD, courtesy of Walt Buchanan, and an as yet undetermined prize from Games Research Inc.--a copy of Diplomacy might not appeal to some, so suggestions are invited. I hope that others will contribute prizes as well. In addition, there is the publication in DW with attendant circulation, which gives better chances that your variant will be played. John Boyer (Impassable) has also expressed interest in printing some of the variants.

Deadline. The deadline for submission is March 31, 1976, to the judge, Lewis Pulsipher, Box 1021 Grad Center, Duke U., Durham, NC 27706. Include a stamped, self-addressed envelope if you want your copy returned after the competition ends.

The winning variants will not necessarily be the "best" or better than other entries. The winners will be those variants which best fulfill the needs of DIPLOMACY WORLD. I am not foolish enough to think that I (or anyone) am an infallible judge of good and bad, or that there is any truly objective set of criteria to determine the "best" variant.

SF&F VARIANT PACKAGE

The SF&F Variant Package is available as you read this. The purpose of a variant package, conceived by Paul Good and Friends of the Mid-west Gaming Association, is to provide several variants of the highest quality physical reproduction in one group, which can be ordered at one stroke. Physical quality obtained by amateur publishers under time-pressure using mimeo or litho is often poor. It is also unfortunately true that most people will not order variants piecemeal, one from one publisher, a couple from another, and so on, because of the time and postage expense involved, and because few have the information to differentiate between good and bad variants before buying.

The first VP, published by MCA, included a variety of variants intended to introduce people to the variant hobby. All were reprints. The SF&F VP includes several reprints and more new variants, all based on some science fiction or fantasy book or theme. Printing is photo-offset, typing with an IBM electric with carbon ribbon for half and with a Smith Corona electric (nylon ribbon) for the other half (which was typed and printed before I gained access to the IBM). I have been working on production for over a year. The maps are of the general appearance of those in DIPLOMACY WORLD, except that lettering is typed rather than handwritten in most cases. (The 1938 variant in DW II, 4 illustrates the

format, though the maps in the package are much larger.) Considering inflation and a quality comparison with the previous VP, I think the price of \$2.00 plus 25¢ postage is fair. At that rate it will be several years before I can recover what it cost me to print the package. NOTE: Until December 31, cost to LDA members is \$1.50 plus 25¢ postage.

A description of each variant follows. The package was designed with face-to-face rather than postal play in mind. Maps are large enough to use with RISK pieces, wargame counters, or other small tokens. Printing full-size maps would have been too expensive. Of course, since I am the publisher of the VP and the designer of several of the variants, you'll have to consider how subjective I may be in the following.

Three of the variants are reprints. These are:

MIDDLE EARTH DIPLOMACY II, by Don Miller. This is the very first new-board variant to be played by mail, and one of the more popular ones, based on J. R. R. Tolkien's Lord of the Rings. There are five players--Gondor, Rohan, Mordor, Arnor, and Eriador. It is a balanced rather than a "realistic" Middle Earth variant, with conservative rules and fewer units than standard Dip.

MYCERIAN AGE II, by Eurt (Labeille). This is based on R. E. Howard's Conan series. Players are Aquilonia, Cimmeria, Turan, Stygia, and a Federation of middle powers. Rules and number of units are similar to those of ME II.

DOWNFALL OF THE LORD OF THE RINGS AND THE RETURN OF THE KING I, by Hartley Patterson. This is currently the most popular of the "realistic" Tolkien variants. There are special rules for several individual units as well as multiple armies. This edition includes a two-page map, since the one-pager previously available here was much too small for FTF play. Players are Elves, Dwarves, Gondor, Rohan, Sauron, Saruman, Umbar, and Gandalf.

One variant is a revision. This is:

MIDDLE EARTH DIPLOMACY V, by Lewis Pulsipher. The original version was printed in DW I, 1 with a very small map. This revision incorporates a few map changes (and many province name changes). The map is two pages, much more convenient for FTF play. The seven players are Angmar, Elves, Men of the North, Dwarves, Harad-Rhun, Mordor, and Gondor-Rohan. Starting positions are spread about the board, but rules are intended to give a balanced more than a "realistic" game. Impassable mountains divide the board into several spheres. Has about as many units as standard Dip.

The remainder of the package is new variants (none of them Tolkien):

LUNATIC DIPLOMACY II, by Thomas Galloway. (Actually a few copies have been distributed by the designer.) This is slightly more complex than LUNATIC I, which appeared in an early issue

of DW. The board is one planet with many orbital positions around it, including some satellite centers. Units must move on their own orbits except at spots where orbits intersect or are connected. Every game-year all units in orbit rotate one space. Number of players varies.

THE DYING EARTH, by Lewis Pulsipher. This will interest **DUNORONS AND DRAGONS** fans, though it was designed before I became familiar with D&D. Each player controls a wizard and hero, with possibilities of obtaining more, as well as armies and fleets, in an anarchical situation following the downfall of machine civilization. It can be played on the standard or any other board, and the wizard-hero rules can be incorporated into other fantasy variants. Heroes add strength to units and can kill wizards if they can catch them. Each turn each wizard can cast one of the three spells he knows when he is hired--there are a total of seven in the game. Playtesters were unanimously enthusiastic about it, which somewhat surprised me since my original purpose was merely to design a fantasy variant using the standard board. As with all my variants in this package, it has been playtested by several parties. For 2-11 or more players.

BETWEEN GALAXIES I, by Pulsipher. **BC II** appeared in DW this year. **BC I** is more complex and the two have little in common except the movement system. Two dozen galaxies are depicted on a hex grid. Each galaxy-hex has an economic value, seldom enough to support one fleet by itself. More than one fleet may occupy a galaxy-hex. There are no armies, of course. For 2-9.

TIMESTEPS, by Pulsipher. This is based on the SF "paratime" theme. Players represent worlds with failing resources which fight over virgin worlds reached through paratime. Except for the transmission from one world to another, and the lack of any particular home area (home-worlds are not represented), there are no great changes in the rules. For 2-10 players, number of units per player similar to standard DIP at first and then decreasing to a total of 28. Two-page map.

QUANTUM SPACE DIPLOMACY, by Tom McCloud. This is a simple, symmetrical variant. Each player controls a planet with four centers and moves through orbital and quantum space with his fleets and convoyed armies to capture centers on enemy home planets. Any number can play.

LARSOOM, by Pulsipher. This is based on Edgar Rice Burroughs' Martian series. The eight powers are Dunor-Author, Helium, Duzar, Ptarth, Kaol, Jahar, Yellow Men and Black Men. The latter two are dropped for a six-player version. Although not particularly complex, the movement system differs greatly from that of standard Dip. Armies move only along interconnecting lines (canals) between dots (including centers). Fleets move in standard Dip-type provinces. Fleets may descend into dots (in which case an-

other fleet may be directly above), or arrive, and fleets may form powerful army/fleet units. Each player begins with a double and a single center, the former immune to capture by fleets. The board is a semi-cylindrical type permitting movement around the globe. There are 39 units, on a two-page map.

THE STAR KINGS, by Pulsipher. This is one of my personal favorites. There are 50 star systems on a hex grid (2-page map). Normal fleet movement depends on distances between stars. In addition, players have bases which provide extra defense and which may transmit fleets from one to another. There are three different means of choosing starting positions for from 2-12 players. As the game progresses, bases disappear and double fleets are introduced. The only units are fleets and bases.

In the package there is also an article of simple SF/F rules that can be added to variants--dragons, castles, unmanned fleets, boat armies, and so on.

The package is \$2.00 plus 25¢ postage (see IDA discount above). Overseas use BSE (International Subscription Exchange) or send one British pound note. Mailed by third class domestic, surface mail overseas. Lewis Pulsipher, Box 1021 Grad Center, Durham, NC 27706. (From December 10 - January 6, 423 N. Main Street, Bellevue, MI 48021.)

WHAT IS A VARIANT: ADDENDA

Although I have not heard any cries of anguish as yet (9/17), I am sure there are people who disagreed with my article in DW II, 2. Now that you have had time to digest it, I would like to add some things to follow along the path I began.

Note that I was careful always to relate my definition to the variant postal Diplomacy game designation ("Miller Number") system. It is obvious that, denotatively, a variant of Dip is anything derived from the standard game as a major basis. The important question is, and has always been, what variants ought to receive Miller Numbers. My position implicitly expressed last issue was that not every variant in the denotative sense ought to be given a Miller Number.

The first question that must be considered in order to answer the above is, what is the purpose of the MN system. For this, historical background is helpful. When I assumed responsibility for the MN at the beginning of 1972, it was by accident rather than design. At the time I was publishing two zines which dealt with variants, and I repeatedly bugged Don Miller about this or that aspect of variants. Don was having eye trouble and was getting behind in MN assignments. Rod Walker suggested that Don ought to pass the MN to someone else who could devote more time to them, and volunteered to take them him-

After some time, however, my purpose became clear. The real reason for the existence of MN at the time was to show the snooty standard-Dip-only people that we (variants) were just as good as they were! If standard Dip had EN, variants could have MN. Recognition of variants had just passed its nadir, just beginning to go up again. Less than a year after I began assigning numbers I was informed by the Chairman of the Board of The Diplomacy Association--then the only Dip-org open to all--that variants were not considered to be Diplomacy and TDA would have nothing to do with them (an attitude now greatly modified, I might add). The MN were a symbol, without much practical purpose. Publication in Flood and Iron of variant descriptions (now in DW) and game openings (now in GO "E" NA and Lord of Hosts) was a greater service than the actual assignment of designations.

What, then, is the present purpose of the MN? I'm sure Robert Sacks' comments on this point would be interesting, since he is the one doing the work, but here is my personal view. While a reorganization of the system to better identify a variant by the designation it receives is under consideration, this is only an administrative change. This system could be used successfully without assignment of numbers to individual postal games. I think that in order to determine the purpose of the MN, we have to look at the Boardman Numbers. Their purpose almost exclusively is to provide a structure and data for ratingsmasters. Several people commented last year that if the BN system became inoperative, chaos would result in the hobby. What they really meant was that chaos would result in that small part of the hobby in which ratings are important. This is not to say that the statistics gathered are not useful in other ways, but the major use is for ratings. I have commented on the BN in this manner several times before, and have not heard a dissenting voice. I submit that

Setting back to our original question, then, the variants that ought to receive MN are those which will probably be rated by the typical (as yet hypothetical) variant ratingsmaster. This is why I have excluded two-player non-diplomatic games, and some others: it seems to me unlikely that any one would include in his rating games which are so different in their method of play from the average variant and from standard Diplomacy itself. The MNC cannot give a number to everything--there are limitations to how much time he can devote to what may appear at times (as it did to me) to be a useless and thankless job. If the rater wants some games which did not receive MN, unlikely as it is, he can go to Walt Buchanan's archives to get the information.

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VARIANT DESIGN

by LEW PULSIPHER

This game was designed specifically for face-to-face play by complete novices. Consequently not many changes have been made, and no rule changes, and there are five players (since novices who could get seven or more together would play standard Dip). Old timers who want to try a game with a few changes occasionally may also be interested.

1938

1. The 1971 Diplomacy rules are used except as follows.

2. The game begins in Spring 1938. Player countries and initial units are: FRANCE (F Brest, A Paris, A Marseilles), GERMANY (F Kiel, A Munich, A Prussia, A Berlin), GREAT BRITAIN (F Edinburgh, F London, A Liverpool), ITALY (F Rome, A Venice, A Naples (note the switch!)), and RUSSIA (A Ural, F St. Petersburg (north coast), A Sevastopol).

3. Sweden, Turkey, Spain and Poland each are occupied by an army in Civil Disorder.

4. There are 29 centers. Victory criterion is 16 units on the board.

5. Kiel, Denmark, and Turkey in the game act as Kiel, Denmark and Constantinople, respectively, in standard Dip for movement purposes.

TREATY DIPLOMACY

by Rod Walker

Some years ago, before I discovered postal Diplomacy, I developed a variant of Diplomacy which was the prototype of the later Imperialism VII. (This was in Nebraska in 1964.) One of the rules of the game was that any treaty made in writing was binding on the game itself. This rule promised a game which was a lot of fun, but the result was that it dissolved in continual arguing. We didn't have a Gamesmaster, of course, which would have solved some of the problems. But the rule itself was also too simplistic.

When I joined a Downfall... game in Quo Vadis, I looked over the rules. I was impressed with Hartley Patterson's idea of "good," "neutral," and "evil" powers, and his making mutual support dependent on one's status. It occurred to me that an interesting variant might be made by combining Hartley's general concept with mine. After all, two parties to a treaty of alliance are "good" with respect to each other and "evil" with respect to their opponents, are they not?

The resulting variant is called "Treaty Diplomacy." It is based on the idea that units may not interact with the official sanction of their

respective governments. I have, however, made ample allowance for the treachery, deceit, and other charming characteristics of our favorite game.

RULES FOR TREATY DIPLOMACY:

1. Except as otherwise specified, the 1971 Rulebook will apply.

2. Except as specified below, the units of one country may not support the units of another country, nor may the units of one country convoy the units of another.

3. Two or more players may negotiate a treaty between them at any time. This treaty may be secret or open. An "open" treaty may be published by the GM at the request of any signatory. However, the GM may elect to publish only the operational articles, leaving out preambles, declarations of good intent, and similar falderol.

4. If a treaty provides that the units of the signatories may support and/or convoy each other, they may then do so as provided by the 1971 Rulebook.

5. A treaty may also provide for "neutral" areas, restrictions on builds made by either or both signatories, and other limitations on their actions. Any order made by a signatory to a treaty which the GM deems is contrary to the provisions of that treaty will fail.

6. A treaty may expire by virtue of a time limit. Otherwise it continues indefinitely until denounced by a signatory (if there are more than 2 signatories, a denounced treaty remains valid between any 2 or more signatories which have not denounced it). A denunciation may be open or it may be secret. It may be effective in the current season. (A power denouncing a treaty should realize that this will allow him to stab his former ally, but it will also invalidate any support his former ally would have given him that season.)

7. Every treaty will be prepared in multiple copies; 1 copy for the GM (original) and 1 copy for each signatory. It will specify whether it is "secret" or "open" and will specify whether it has a time limit or is indefinite. Treaties which do not so specify will be considered secret and indefinite by the GM unless otherwise advised by all signatories. A treaty takes effect in the season in which a fully signed copy reaches the GM.

8. No treaty may violate the rule that every player must write and submit his own orders (or must at least himself sign a set of "joint" orders).

9. All decisions of the GM regarding interpretation of treaties are final. The GM may also determine if an unusual treaty provision violates the essential character of the game.

1938

by LEW PULSIPHER



VARIANT DESCRIPTIONS

DIPLOBUCKS, by Tom Cooper, is a takeoff from VARIANTS OF THE GODS (DIPLOMACY WORLD I, 5) intended to be a serious game (which VotG was not, though it is being played that way). Players receive Diplobucks each season, plus more according to how well they're doing (the worse you're doing, the more DB you get). DB are used to "bribe" the GM, though in this variant there are no counterbribes. Results of bribes range from finding out how many DB someone else has to causing a country to miss all its moves (very expensive). There are nine bribable actions. Russell, Rox, 5160 Donna Ave., Tarzana, CA 91356, has openings for this game in Centurion (as of 3/1), 50¢ plus sub (3/52). Rules 25¢.

Russell also published a game called NAPOLEONIC DIPLOMACY, but he intends to redo it and so I will not say more, except that it ought to be numbered II or III, or even IV if you count the Callender 5-man game as "Napoleonic." (The others were by Gary Gynax, called NAPOLEONIC, and Bob Eckert, called "ECKERT'S NAPOLEONIC.")

Fred Davis has revised the rules to UNITED STATES DIPLOMACY II; they are available for 50¢ from him at 3012 Oak Green St., Ellicott City, MD 21043.

1648: THE THIRTY YEARS WAR by Gregg De-Cesare is available for 15¢ from Tony Kriaz, 3975 Haverhill, Detroit, MI 48224. Rules are mimeo, 3½ x 11 map is excellent photocopy. Players are Spain, France, England, Austria, Sweden, Poland, Russia, and Ottoman Empire, beginning with 3-5 units each. Fleets may convert into armies, and mercenary armies, weaker but requiring less supply than normal armies, may be built. There are several special supply centers, and loaning centers is permitted. There are 50-60 centers altogether. I believe that this has seen a lot of playtesting in Detroit, and ought to be fairly balanced. No openings.

The following two variants are in the IDA Handbook.

INTIMATE DIPLOMACY by Adrien Baird and Steve Doubleday, revised by Steve Wyatt. The accompanying article explains the strange history of this variant, which seems to have been a very popular fad in Britain at one time. It is a very simple (and, as with many variants, extremely unrealistic) standard-board game for two players. Each player takes one country and secretly aids for control of non-player countries, highest bid winning (and funds being removed from the player's account). Funds are earned according to the number of centers held. Bidding takes place at the beginning of each year. A player wins when a unit of his country enters one of his opponent's home centers. This is only one of several means for controlling minor countries, a subject that I hope to cover in some detail in a future issue.

SEVEN YEARS' WAR by Lewis Pulsipher is an historical variant with a vengeance. The map is four letter-size pages mimeo from an electro-stencil. It looks more or less like one of my maps in DW, only much bigger. Players are Prussia, England, Russia, Spain, Ottomans, Austria, and France. The rules are organized so that some can be used while others are not; the full version includes double units, multiple moves, cavalry, control of minor countries, supply, morale, leaders, and several other things. The minor control method is quite complex and, I think, reasonably realistic. This is not a game for a novice, though if most of the rules are not used it is relatively conservative. The game is basically two years old, but I did not revise it and get it printed until now.

WAR OF THE RING by Lewis Pulsipher, 20¢ at Box 1021 Grad Center, Duke U., Durham, NC 27706 (30¢ first class). Though this game is over a year old, this is the first published version, and still in what I consider a playtest stage, though it has been playtested some already. The map is 5 pages decent mimeo, rules 4½ pages. Most of the rules are set-ups for various scenarios depicting different periods in the Third Age of Tolkien's Middle Earth. There is a "realistic" scenario for those who like such things, though less realistic (and probably more balanced) than the typical "realistic" Tolkien variant. The main game is a balanced depiction of the War of the Ring itself, conservative for the most part. The major changes are use of one fortress and one double army for each of the seven players (Saruman, Sauron (Mordor and Rhun), Harad, "Eriador," "Rhevanion," "Angmar," and Gondor (including Rohan)). There are 35 units in this version.

I am not one to often make strong statements about my own work. In this case, though, I feel justified in making an exception. I think WOTR is a viable synthesis of the "balanced" and "realistic" styles of Tolkien variants that almost every Tolkien variant freak will enjoy, and if you must make judgements, I consider it the best of all the Tolkien variants.

THE DOWNFALL OF THE LORD OF THE RINGS AND THE RETURN OF THE KING II (or Ring Simulation) by Robert Sacks. This is the latest and most extreme of the "realistic" style, and as such the thing to get for those who prefer detail and who are not concerned about play balance. I have made my views on this style clear in earlier issues. Players in this one include Elven Lords, Ranger, North, Rohan, Gondor, Sauron, Harad-Rhun, Saruman. There are many units representing individual persons, each with its own abilities and disadvantages. There are also fortresses, Ents, the Ring itself, multiple armies, and more. Rules are two pages (unfortunately printed on the back of the map. The map is photo-offset, though it looks more like decent photocopy. This variant may be available separately from Lord of

boxed in this book. Price is \$1.00 from Robert
Woods, 1661 Broadway, apt. 5-7, New York, NY
10019. This is a temporary address while Robert
is working.

DIPLIMACY OF INDIA by Bill Jones,
104 Elm St. and Tom Luzzanski, 1701 Boyer, Le-
banon, NY 14622 (in Advanced #17). 1-page rules,
1-page map (elementary). Players are
China, Vietnam, Bengalis, Muslims, Burmese, and
Sajistan. Rules are straight standard. There
are about 48 land provinces and 10 sea spaces
with 21 supply centers. Some players begin with
two, some with three centers. The players with
three tend to begin on the edges rather than the
middle, which makes it a bit more balanced. The
area depicted extends from Iran to Cambodia,
Seylon to Siam.

WORLD WAR III by Scott Rosenberg, 50¢ from
him at 152-51 Adnor Rd., Jamaica, NY 11432 (in
the Pocket Armenian #10/10). This is a pretty
complex variant, and like most of the games com-
ing out of NY, the rules should have been draft-
ed some time before publication, though they
aren't bad. Players are France, Britain, Italy,
Japan, USA, USSR, West Germany, and Warsaw Pact,
each with one to four units at start. Several
countries also receive from one to four nuclear
attacks to use during the game. Each player may
also choose one province to have defense against
one nuclear attack. The USA (whose one unit is
in Berlin, with more coming from off the board)
has a home space not on the board with three
nuclear defenses. The player who uses nukes
first is put at a disadvantage in alignment
rules. Alignment is the most original part of
the game. Alignments of one country with an-
other can be made and broken unilaterally.
Aligned countries may not attack each other in
any way (including nukes). A time-lag of 2 sea-
sons between intention to align or break align-
ment and actual effect gives more meaning to the
move. There are about 90 centers. Map is 1
page sized (somewhat abstract), rules are 2 pgs.

MIDDLE EARTH DIPLOMACY VIII by Lewis Pul-
lifer, 25¢ from John Boyer, 117 Garland Dr., Car-
lisle, PA 17013 (in Impassable #50). 1-page
sized map, 1-page rules. This is an experiment
with a configuration for eight players; in addi-
tion, there is only one move season per game
year, which alters space relationships quite a
bit. It is very abstract, with no real feel for
Middle Earth, nor is it intended to depict any
particular period. When I designed it (April,
1974) I had just received An Atlas of Fantasy,
with excellent maps, and I felt like using the
one. John's excellent reproduction work is
probably more than it deserves.

CHINESE DIPLOMACY by T. A. McCloud, 20¢
from Dave Kadlecak, Box 802, U. of Santa Clara,
Santa Clara, CA 95053. 1-page ditto map, 1-page
rules. This is a very radical variant, and not
only because so much is determined by luck.
Each player (six are listed, but any number

could play, represents a Great Power attempting
to exploit China from 1900 to 1950. Maintain-
ing armies (the only unit in China costs gold,
while ownership of Chinese centers brings in
gold revenue). Chinese Imperialists, Kuomintang,
and Communists in turn resist the imperialists
and finally drive them out, all determined by
random movement (Imperial and, sometimes, Kuo-
mintang movement is announced ahead of time,
while Communist movement is not). Each move is
a year. Any number of armies of a player may
enter China (via the always-available seas and
border areas). But the more you use, the more it
costs. The winner is the player who has the
most gold when everyone has decided that China
is no longer profitable (by 1950 the Communists
automatically hold all centers). There are 16
Chinese centers.

EXTENDED DIPLOMACY by Peter Scribner, 20¢
from Steve Nozik, 308 Lisbon Ave., Buffalo, NY
14215 (in an issue of Cimmeria). This is a sim-
ple variant which adds Africa to the standard
game--12 centers, 29 land provinces, 13 sea pro-
vinces, and one more unit/center for each play-
er. This places players in new relationships
not found in stand DIP (e.g., France and Austria
have centers next to one another). The other
important rule is that a player is eliminated
(goes into civil disorder) if he holds none of
the original 34 centers, no matter how many of
the new centers he holds. Rules and map are
each one dittoed page.

MAGIC DIPLOMACY II by Roger Cooper, 15¢
from Michael Muchnik, 2520 Hyacinth Court, West-
bury, NY 11590 (in Vainor #1). It says this
game has not been tested, something that is
fairly apparent. The game owes a great deal to
DUNGEONS AND DRAGONS (the spells), and perhaps
also to SWORD AND SORCERY or DYING EARTH, which
it resembles. The rules are poorly written,
perhaps more excusable in this case because
rules for this kind of variant are so hard to
write (as Scott Rich and I can attest), but this
makes them no less incomplete.

Though the number is unspecified, apparent-
ly each player has one hero (same as a leader in
MILITARISM III), one knight (a double army), and
one wizard. Unlike S&S and DE, in M II the wiz-
ard is invisible--thus a GM is required and FTF
play would be difficult. There are 15 spells
that the wizards can learn and use, almost all
adapted from D&D. Compared with the action of
spells in DE and S&S, these are a little hard to
swallow--for example, a "lightning bolt" des-
troys a unit, center, and (possibly) a hero,
wizard, or elemental (which can be conjured up)
in a space. The range of spells is generally
longer in this variant than in DE/S&S, though
still only one space is affected. This game is
slightly more complicated than S&S, and likely
to be more chaotic (no joke intended) than
either S&S or DE. Rules are three ditto pages
(standard board).

NEWS FROM BRIXTON

by PETE BIRKS

Once again the NGC/independents feud seems to be hotting up. After a period of truce that lasted all of three weeks, mud has started to fly at an alarming rate.

Will Haven, producer of Bellicus (4 Victoria St., Chorley, Lancs), sent a duplicated "gen-zine" to about 250 NGC members, informing them of his own zine, Lenning Express, Chimaera, and Japhidrew (the latter is technically an NGC zine but its publisher, Phil Stutt, seems to have placed himself firmly in the "independent" camp). Basically Will stated that these zines were interesting, while NGC zines were boring, that these four zines would "guarantee" each other's games, thus providing as good a service as the NGC at a much lower cost. Curiously, this information sheet was only sent to the "ordinary" members of the NGC. None of the NGC Committee, or known pro-NGC members of the hobby, received a copy. It was only through good fortune that the Committee learnt of it at all. To be honest, the Committee got a teensy-weeny bit upset. The information sheet was claimed to be misleading (it did not mention that Bellicus has had about 26 issues in three and a half years), and so Richard Sharp, the unofficial "editor" in the NGC, in that Dolchostoss has a circulation of over 350 along with Victor Ludorum, the official NGC house zine, came out with a blistering attack on Will Haven in his zine. I quote:

"Any reader contemplating a game is Jealicious may take warning from BD3, which was just finished therein. This involved 12 players, 7 of whom dropped out, and lasted 26 months before ending in a two-way draw in 1908, an average of 15 weeks per game year. The two-way draw (a certainty from 1904 when only two of the seven survived) was refused by the GM, who (a) persuaded standbys to enter the game, (b) invited standbys to vote on a game they had never played in and (c) never published the result of the vote anyway. Other oddities: the Turkish moves for Spring 01 were written in Autumn 01 by Austria and accepted by the GM. One player contrived to drop out after having been eliminated; another's name was misspelled in every report, despite his feeble protests that he knew how to spell it. All in all, outstandingly the worst game I have ever played. You have been warned."

Hardly a friendly turn of phrase to Will Haven from Richard Sharp there, but he felt it was necessary to publish the facts (and all of the above are true) to prevent hundreds of NGC members being lured to part with money for a sub Bellicus, only to regret it later when they found out what the zine was really like.

The other small "tiff" has been with Walter Luc Haas, who strikes me as having the potential for the biggest burn-out since Conrad von Metzke. I'm not saying he will, merely that with the massive work load he has taken on, the potential is there.) Walter wants the NGC to use its cash to help the rest of the hobby, once again failing to realize that, quite unlike the IDA, the NGC is a club, which sets out to help its members, not necessarily the hobby. Anyway, the NGC doesn't own any cash, it merely has a large bank balance through its deposit system for games.

The IDA/UK has made itself popular with almost everyone by at last trying to rehouse the Our Henry and Bolshevik Star games (these zines folded about 15 months ago). Certainly a good mark for Richard Walkerdine, the IDA/UK Treasurer, and credit is definitely due here. Unfortunately, and I don't mean this sarcastically, most of the games will probably have to be abandoned because of (a) lack of interest and (b) the large number of people who were in the hobby then and are not now.

Philmar (the UK producers of Diplomacy under license from GRI) have allowed the production of a unique, limited issue, never to be repeated, once in a lifetime offer of a special set of Diplomacy, consisting of "armies" that are 4mm models of the First World War leaders and also soldiers of that period in full dress uniform, and "fleets" consisting of, I think, models of famous ships of the era, on a giant handmade Diplomacy board. The units are hand-painted, and the whole thing comes in a fine leather box of gargantuan size. Yours for only \$1250 (yes, one thousand two hundred and fifty dollars). Maybe there is someone around with more money than sense?

ScottNipCon took place on the last weekend of October, with Dippy players coming from all parts of the country, including Ireland, to a small house in Scotland to play anything but Diplomacy. The report in the local newspaper had a photograph with the caption, "Players get down to a game of Diplomacy." Unfortunately, the photo showed six people engrossed in a game of Speed (blowit! Typical mass reporting I suppose. The weekend was highly enjoyable, however, with alcoholism running rampant and one poker pot reaching \$1,000, split two ways and causing one of the players to have what appeared to be the beginnings of an apoplectic fit. Understandable for that kind of cash as well. My God, the tar's open! Goodbye.

EVEREST

by PETER BERGGREN

When I entered the hobby a couple of years ago, from what I could see, ratings were a virtual unknown to the bulk of people. But they still existed, due 100% to the efforts of a few rather eccentric and devoted persons who ran the systems mostly for their own amusement. Ratings were yet to come to maturity.

Since then I think there have been three major landmarks in the development of postal ratings. (1) "A Rating System" by TBA. It received substantial distribution and was simple enough so as not to turn the common player off. Being a list of the "top twenty" players in the hobby, this rating system made people aware of ratings. (2) The Postal Diplomacy Rating Commission. This was (and is) an informal organization of rating system curators who banded together to bring "order from chaos," as it were. Their main objective is to establish a block of games called the "SRB" (Standard Rating Base) which is just what its name implies—a list of games that curators can make reference to when listing the games that they rate. This service has been described in earlier issues of DIPLOMACY WORLD. (3) DIPLOMACY WORLD itself. With its high circulation, it reaches a large percentage of the hobby and contains up-to-date news on ratings and rating listings, more so than any other zine in years. This very article is a good example.

But DIPLOMACY WORLD couldn't do everything. It is only quarterly, and therefore too slow for a running discussion. Also, its space (while greater than that of any other zine) must be used to cover a vast field of subjects, leaving space only for one ratings article every issue. Hardly sufficient to cover the 10-12 rating systems that are up-dated 6 times each every year.

So there was a big gap in postal ratings. It took an involved and imaginative person like Rod Walker to spot this hole and to design the function to fill it. Last fall he laid his idea on me (not having the time to carry it out himself), and I became enthusiastic right away.

His thought was this: why not a magazine that could be published right after each issue of Everything was published, that would contain the up-dated listing on all the rating systems, plus provide a forum for discussion on all the facets of ratings. I was already publishing another magazine (Turnabout), and so I felt I could be the man to provide this new ratings zine. So Everest (as it came to be called) was born.

Since its inception, the first prototype issue has been published, and also it has been decided that the workings of the PDRG would also

be carried as a feature in Everest. Not as a reprint, but as the official mouthpiece of the PDRG and the forum for all its discussion. Another major feature is Everest's own rating system, the Total of Placements System, which uses a player's placements in all other rating systems as the criteria for rating.

Everest you will find reviewed by Walt elsewhere in this issue of DIPLOMACY WORLD. The issue being reviewed is the prototype issue mentioned above.

So now we have:

- (a) Wide distribution and publication for all rating systems,
- (b) An open and central forum for discussion, available to the entire hobby.
- (c) Mindful and capable people working together in an organized fashion to bring order to the rating systems.

I myself am proud to be a part of a functioning, healthy group of rating systems that appears to have come of age and maturity. Why do I say "appears to have..."? Because I am confident that it is only a matter of time before someone else discovers fault with our system and sets out to improve it.



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THE FUTURE OF POSTAL DIPLOMACY

by LEW PULSIPHER

In June I wrote to several persons asking them to contribute to a composite article on the future of our hobby. The resulting articles follow. I had hoped that this would lead to other composite articles, but I am not optimistic in view of the low response. I chose the future as the topic because so little has been said about it. We tend to be very conservative, traditionalist, and shortsighted in this hobby. This composite article will be worthwhile, I think, if it stimulates people to plan ahead more than in the past.

The people I asked to contribute were the ten considered "most important" in the hobby by NADPS 22 respondents: W. Buchanan, D. Beyerlein, E. Finsen, A. Galbamer, L. Pulsipher, J. Boyer, S. Walker, J. Eshari, and G. Warden. Owing to travel, lack of time, and illness, only three of the ten contributed. No doubt all would have written more, but I was forced to limit contributions to one typed page in case the response was large.

I recommend a reading of Doug Beyerlein's "Future Growth in Diplomacy: Is It Desirable?" in the 1975 IDA Handbook, since it is closely related to our subject. Walt Buchanan and Allan Galbamer need no introduction, and I'm not about to introduce myself, so we'll get right to the articles. (If you wonder why your editor does not comment in this issue, it is because all those who publish the material (and anyone can, not necessarily only those to whom I've sent this) were asked not to comment in the issue of publication.)

WALT BUCHANAN

My pipe dreams on "The Future of Diplomacy Fandom" have to a large degree been molded by my previous 9-year participation in the postal chess hobby. That had been my main hobby when I first discovered postal Diplomacy in October of 1970. At that time, my entrance into the hobby was unique since I was the first to respond to the initial "Play Diplomacy By Mail" flyer that GRI introduced into Diplomacy nets in the fall of 1970.

Up to that time practically everyone had entered postal Diplomacy through science fiction fandom or the wargaming hobby. This tended to color their concept of what the postal Diplomacy hobby should be like. The science fiction fans were hot on press releases and the wargamers were big on tactics. And so when I entered the hobby, it was natural that my views on what it should be like would be colored by my prior experience, too. It may be no great exaggeration to say that I would like to see postal Diplomacy

molded in postal chess' image. But let me expand on that.

When I entered postal Diplomacy, I found a delightful little hobby where chaos was the rule. About the only things that held the hobby together were the Boardman Numbers and the busy projects of Red Walker. John McCallum also played a very important role in introducing newcomers to the hobby. Although complete anarchy didn't reign, at the very least we had controlled bedlam, but it didn't seem to matter too much then since the population of Dippydom only numbered around 250 and the old-timers still had time to tell the newcomers what was going on. A delightful little fraternity existed and I still think of those times as the "good old days of postal Diplomacy."

Of course this state of affairs couldn't last as the hobby grew. There were just too many newcomers entering for the old-timers to be able to write them individual letters. Also, as time went on, more and more players were concerned about the concepts of "good play." I was one of them.

When I entered the Diplomacy hobby from the chess world, what I immediately noticed was the lack of books on good play. In chess, books of games with analysis and openings by the masters are very common. In postal Diplomacy of 5 years ago, all that existed in the way of this type of material were a very few articles scattered among a few of the better zines. In an attempt to change all this, the idea of the Hoosier Archives was born. It was my idea to compile all the existing Diplomacy literature so that completed games could be analyzed and existing articles could be reprinted. My zine, Hoosier Archives, was started so that these reprinted articles could be made available in one place. It was also a vehicle to build up the Hoosier Archives. Little did I dream at the time where it would all end. ((And neither did I!! TA))

Although little had been done in the way of compiling and analyzing completed game records (due to time pressure), the reprinted articles acted as a catalyst for original articles on good play. As Hoosier Archives evolved and was eventually incorporated into DIPLOMACY WORLD, other things happened along the way, such as the demonstration games, rating lists, publisher surveys, etc.

Well, this is enough background. The question is, where will it all lead? It is my hope that Diplomacy will some day find some of the things that are now taken for granted in chess. It has always been my dream to see books published on Diplomacy, and I hope that the archives will help in making this possible. Such

can be done with the archives if there is only the time and resources to do it. The IDA Diplomacy handbooks are a step in this direction, and as the hobby grows there will be a larger base to make larger projects possible.

At the present time, the population of the postal Diplomacy hobby stands at around 1500. Already many things have been done that I originally thought would happen only far away in the future. Hotel-based tournaments have been held, and, in IDA, an effective hobby-wide organization has been set up. Many worthwhile service projects are operating and through DIPLOMACY WORLD, I have tried to make the information in the archives available to the hobby at large so a big picture of the hobby can be maintained. This is really my hope for the future of the hobby, i.e., that we can grow and yet not disintegrate. Maybe someday a paid administrative staff will be possible?!

ALLAN L. CALHAMEN

I. Participation: Many players come and many players go, but many of the old-timers go on and on, in spite of all the feuds and what not, and some go, only to come back again.

Tournaments may do more to bring together over-the-board players and postal players. Postal players are a tiny part of the entire fandom, but they are the best organized and are the biggest group in communication with one another.

II. Tournaments: I suspect that tournaments, if they are successful, will begin to follow precedents set in chess, or possibly in bridge. Probably one or two standard types of tournament will evolve, just as chess has evolved the Swiss System and also employs the Round Robin.

Certain things which are old hat in chess are just evolving by trial and error among Diplomacy people who are not familiar with chess. Guaranteed money prizes is one; posting of results after each round is another. Sooner or later a full set of tournament rules, similar to those in the Blue Book of chess, will have to evolve. I would not rush into writing rules to cover all sorts of situations without experience with them, but as experience accumulates, rules which most players will be willing to accept will evolve.

III. Strategy: Right now the concept of cartels strikes me as the major issue. How it will be resolved depends on what the players actually do over the board. It is possible that some competition will turn out to be competition between or among cliques rather than among individuals. This would be a result that I would not prefer, aesthetically, but if the player encounters a cartel, he must make some decision concerning it; ignore it and it will roll over you. The player with a sense of self-regard will adapt to the new situation, whether

he takes it or not. To deal with a cartel, if you are not an inner member of it, is suicidal. Therefore, you are almost compelled to try to cause a counter-cartel, the moment you become aware that a cartel is present, and that you are not one of the innermost members of it.

IV. Institutions: The game masters, as always, are the most important institutions of the postal hobby. New institutions which seem to be of the greatest importance are game insurance, in its various forms, and orphan game projects. I hope tournaments will become an important new institution. For one thing, we need the in-person contact. For another, we need institutions which encourage over-the-board Diplomacy, which differs somewhat from postal Diplomacy.

V. Feuds, Controversies, etc.: Every in-group has its feuds and controversies. The character of the game of Diplomacy may promote them, more than chess or rose growing. I hope that Diplomacy experience will also encourage players to accept and tolerate a high degree of difference of opinion.

LEWIS PULSIFER

I have decided to concentrate on what I think is the most serious problem we face. This is the tendency of those most involved in hobby activities (other than the actual play of games) to look at all problems in terms of personalities rather than on the merits of the situation--that is, very subjectively rather than objectively. We must cultivate a new attitude, a bureaucratic attitude in the older sense of the word: each person serving the hobby in any capacity must deal impersonally, fairly, objectively with each problem that arises. Each person must make the utmost effort to step outside of himself. The attitude which considers the *ad hominem* argument to be superior to any other can only ruin our image to non-players and to new players.

The subjective reasoning which dominates hobby circles commonly follows this pattern: such-and-such an activity does not meet with one's approval (often for very personal reasons); consequently, the person who is responsible for that activity (call him "A") is categorized as "evil," "inimical to the hobby," "completely self-interested," or is in some other way regarded negatively. Thereafter, any of A's activities are automatically regarded as harmful--the activity is not considered of itself, but only insofar as it is connected with the individual. Often the initial "unworthy" activity is not present--someone simply takes a dislike to A, and thereafter A's activities are resisted, obstructed, ignored, etc. In the extreme, A is considered so destructive or whatever that any activity which destroys or reduces the capability of or respect for A is automatically good and consequently something that ought to be supported. I have seen many examples of

this kind of "thinking." This can go to great extremes of pettiness, as for example when someone answering a survey rates a zine published by A in the worst possible terms, knowing this will reduce the published result, even though anyone halfway objective would say that the zine has some good points, if only reliability or reproducibility.

The most common examples of thinking of this type are that TDA or IDA is bad for the hobby because "A" (John Beshara, Walt Buchanan, Edi Pirsan, Rod Walker--take your pick) is closely associated with the organization. Even if you despise A, it does not follow that the associated organization does no good for the hobby. (If in fact it does no good, this arises from the activities of the organization, not from its association with one person or even with a group of people.) Another extreme example of this fallacious "reasoning" is this actual statement: "The necessary and sufficient evidence for its [an article] being a lie is that it is signed" so-and-so. The article may be "a lie," but it does not matter a whit whose name is at the top. Each action, such as the article, must be judged on its own merits, not with an eye to the worst possible construction. It is easy to find dark motives or "evil" if you're looking for it. In fact, we might find if this kind of silly argument goes on (on ALL sides) that the arguments are self-fulfilling prophecies.

This kind of faulty reasoning may be fun for some, but it does not make for consistency or fairness. How can we establish precedents so that the many essential hobby functions can be carried out smoothly, no matter which person happens to be filling the post at the moment, if we think in terms of personalities? Each person being different, each decision will have to be made in isolation from any other decision, depending in large part on such truly irrelevant factors as how well those involved know each other and whether they like each other or not.

I do not advocate covering up our differences, acting as though they are not there; I do not advocate "moderation" per se. There are substantive issues which must be discussed in terms of the merits of the arguments, not in terms of who advances or opposes the argument. We will be much better off permitting our differences to surface so that they can be resolved rather than letting them fester in cliques and private letters.

Inevitably, in a hobby of this size, there will be many views, sometimes contradictory. Unless we can put aside juvenile personality and anti-personality cults and cliques, until we can step outside ourselves to view hobby problems objectively and in a broad, foresighted manner, we are doomed to squirm in an immature rut, and we will be treated by the "outside world" (and ultimately even by GRI) with the contempt we will deserve.

FUTURE DIPCONS

by LEW PULSIPHER

I have attended the past three DipCons, and this year I have been chairperson of an IDA committee which devised a method to be used in the future to select DipCon sites. Drawing on the methods used at science fiction conventions, I have some suggestions to make for additions to the DipCon format.

In the past four years, each DipCon has included a two- or three-round Diplomacy tournament, using a variety of scoring systems. Let people had fun at earlier DipCons without a big tourney, and many attendees have not participated in the big tourneys of recent years. If one wants to find something unique at DipCon, a standard Dip-tournament is not sufficient. Every board wargaming convention worth the name holds a Dip-tourney, ranging from three to twelve boards in participation (there were six at CITEX 75, seven the year before). While none of these has included the exorbitant prizes advertised this year, experience this year also indicates that such prizes will not be paid in future years, no matter who holds the convention -- they simply cost too much.

What are some different kinds of tournaments that might be tried at DipCon, kinds not seen at wargaming conventions? How about a team tourney? The tournament would have the great advantage of lasting only one round, or two if



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desired, because several persons would contribute to each team score and thereby make ties unlikely. Many combinations of players and games are possible--three per team and nine games, seven per team and seven games, and so on--in fact, any number up to seven per team so long as there are enough games that no team has more than one player per game. Some teams might consist of people who live near each other, others might be teams of "Old Master," and so on.

The scoring system used at the last two DipCons was unsatisfactory. A player might get stomped down to one or two units, but if it happened that his country did poorly in that round he might score well. On the other hand, a player might do decently (say six-eight units) and not score well if other players with the same country did well that round--and both our examples for the same country! I understand that an IDA committee has developed a new system incorporating the old in part, which will be used next year.

A new feature that might be added is the panel discussion, which is popular at SF cons. Several well-known people ("experts") are given a topic to discuss, with interaction from the audience. Perhaps the most interesting topic for most DipCon goers would be hobby history. Some highly-rated players might talk about present and future playing trends. Another topic could be the future of the hobby. Something that might draw a small audience would be a discussion of rating systems, their place in the hobby, and so on. It is amazing how much more can be done to promote understanding through verbal discussion than through letters and articles.

Science fiction conventions regularly sell "supporting memberships" to conventions. Supporting members can convert to attending membership if they make it to the convention, without losing any money. Even supporting members who cannot attend receive the program book and progress reports of the convention, several months before it takes place. These publications usually include advertisements and plugs, news about the con and what will happen there, rules for tourneys and contests, and articles of general interest. I would like to see the North American DipCon try something similar. Early distribution of schedules, tournament and contest rules, and other information can help the convention run smoothly, while bringing in some money several months before the event occurs.

Another addition that might make conventions more enjoyable is a contest of some kind. Persons would be invited to submit entries before the con took place, with winners announced during the activities. Possible contests (all for previously unpublished items) could be for the best tactical problem, the best variant, the best article on Diplomacy play, best Dip-cartoon, etc. Winners might receive prizes and publica-

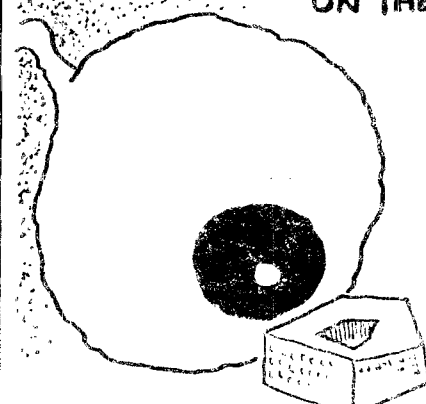
tion in one or more high-circulation Dippines, or in a final convention report mailed out after the con.

Something missing from DipCons has been an opponent matching service. Not everyone at a Dipcon sticks with Diplomacy--ask Walt what he played this year--and some place where people could list their interests might help get opponents together. Another small but helpful service would be a list of the room numbers of convention attendees staying in facilities provided by the convention.

Turning to a method of choosing a convention site, it is first important to remember that some method is necessary in order to avoid conflicting claims such as almost took place for 1975 between Chicago and New York. The IDA DipCon Site Selection Committee has proposed a method calling for a hobby-wide vote to choose a site when there is more than one bid, with several conditions to avoid ballot-box stuffing. When the bill is passed, a summary will appear in DW, so I won't go into detail here. For 1976, some people who were in a rush to determine the site managed, thanks in part to some bald political maneuvering, to persuade Lake Geneva, Wisconsin to withdraw its bid until 1977, and the 1976 DipCon will take place in conjunction with Origins II in Baltimore in late July, sponsored by the Avalon Hill Company and Interest Group Baltimore. IDA will take care of running the tournament, with Edi Birsan as chief gamesmaster.

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HOOSIER ARCHIVES

DEMONSTRATION GAME NO. 5

THE ROSE AMONG THE THORNS GAME -- 1975A

Reprinted from HA #176 - 179

LABOFKOID STYMIED?

Spring 1907

AUSTRIA: A Pru-Liv, A Ber H, A Sil S A Ber, A Pie-Mar, A Bur S A Pie-Mar, A Mun S A Bur,
(Lakoika) A Pan-Naf, F Ion-Tyr, F Gre-Ion, F Tri-Alb, A Ser S A Bul, A Bul H

ENGLAND: F Nwg-Nwy, F Nth S F Bel, F Bel S GERMAN F Hol, A Lon-Ire, F Eng C A Lon-Ire,
(Rocamora) A Pic-Par, F Mid-Wes, A Mar H, A Cas S A Mar

GERMANY: A Kie H, F Hol S A Kie, F Bal S A Kie, A Mos H, A StP S A Mos
(Brooks)

ITALY: F Spa(sc)-Iyo, F Aeg S TURKISH A Con-Bul
(Hirsan)

RUSSIA: A War S AUSTRIAN A Pru-Liv, A Ukr-Mos, F Sev-Bla
(Pitsch)

TURKEY: A Con-Bul, F Ank-Bla, F Bas S ITALIAN F Aeg
(Beyerlein, Marie)

LABOFKOID BEATS A RETREAT!

Fall/Winter 1907

AUSTRIA: A Mun-Tyr, A Bur-Mun, A Ber S A Bur-Mun, A Sil S A Ber, A Liv-SEP, A Naf-Tin,
(Lakofka) A Pie-Tus, F Tyr-Tus/(R Rom), A Ser-Gre, A Bul S A Ser-Gre, F Alb-Adr, F Ion
S TURKISH F Bas-Aeg. Owns: Bud, Tri, Vie, Bul, Gre, Ser, Nap, Rom, Ven, Pan,
Ber, Mun (12). Constant.

ENGLAND: F Nwy S GERMAN A StP, F Nth S F Bel, F Eng-Mid, A Bre-Pic, F Bel S A Bre-Pic,
(Rocamora) A Par-Bur, A Mar S A Par-Bur, A Cas S A Mar, F Wes S ITALIAN F Iyo-Tyr. Owns:
Edi, Liv, Lon, Bel, Nwy, Swe, Bre, Par, Mar (9). Constant.

GERMANY: A Kie H, F Hol S A Kie, F Bal S A Kie, A Mos H/a/, A SEP S A Mos. Owns: Kie,
(Brooks) Hol, Den, StP, ~~Mos~~ (4). Constant.

ITALY: F Iyo-Tyr, F Aeg-Ion/s/. Owns: Por, Spa (2). Constant.
(Hirsan)

RUSSIA: A War-Mos, A Ukr S A War-Mos, F Sev H. Owns: Sev, War, Rum, Mos (4). Holds
(Pitsch) A War.

TURKEY: F Bas-Aeg, A Con-Smy, F Ank-Con. Owns: Ank, Con, Smy (3). Constant.
(Beyerlein, Marie)

SMYRNA (22 July 1907): In the interest of fair and accurate journalism, I have decided to publish the true and unbiased account of what actually happened on Rich Swies' recent visit to California. At precisely 7:30, the doorbell rang. "Good grief! He's here already. You an-

swer it," "No, YOU get it." "Hey, that's MY shirt!" "Don't wear your hiking shorts when we have COMPANY!!" "Oops...ouch...get out of my way!"

I answered the door. There was Rich, looking terrific. His zone was clearing up, his

MARIE LABOFKOID PUPPET?
Spring 1908

AUSTRIA: A Ber S RUSSIAN A War-Pru, A Liv S RUSSIAN A War-Pru, A Sil S A Ber, A Mun S
(Lakofka) ENGLISH A Bur-Ruh, A Tyr S A Mun, A Pie-Tus, F Rom-Tus, F Adr-Apu, A Tun H,
F Ion-Tyr, A Gre H, A Bul-Ser.

ENGLAND: F Nwy S GERMAN A StP, F Nth-Ska, F Bel-Nth, A Pic-bel, A Bur-Ruh, A Gas-Eur,
(Rocamora) A Mar S A Gas-Eur, F Mid-Naf, F Wes S F Mid-Naf

GERMANY: F Hol S A Kie, F Bal S A Kie, A Kie S ENGLISH A Bur-Ruh, A StP H
(Brooks)

ITALY: F Tyr S ENGLISH F Wes-Tun (nso)
(Birsan)

RUSSIA: A Mos S AUSTRIAN A Liv, A War-Pru, A Ukr-Gal, F Sev H
(Pitsch)

TURKEY: F Aeg-Ion, F Con H, A Smy H
(Beyerlein,
Marie)

ROCAMORA RAT GUILLOTINES BROOKSOID!
Fall/Winter 1908

AUSTRIA: A Liv S ENGLISH F Nwy-StP(nc), A Ber S ENGLISH A Ruh-Kie, A Mun S ENGLISH
(Lakofka) A Ruh-Kie, A Sil S A Mun, A Tyr S A Mun, A Pie-Tus, F Rom-Tus, A Tun-Nap, F Ion
C A Tun-Nap, F Apu S A Tun-Nap, A Ser-Tri, A Gre H. Owns: Eud, Tri, Vie, Gre,
Ser, Nap, Rom, Ven, Ber, Mun, ~~XXI~~, ~~XXI~~ (10). Removes F Apu, A Gre.

ENGLAND: F Nwy-StP(nc), F Ska-Den, A Bel-Hol, F Nth S A Bel-Hol, A Ruh-Kie, A Bur H,
(Rocamora) A Mar-Pie, F Naf-Tun, F Wes S F Naf-Tun. Owns: Edi, Liv, Lon, Bel, Nwy, Swe,
Ere, Par, Mar, Den, Hol, Kie, StP, Tun (14). Builds F Edi, F Liv, A Lon.

GERMANY: A StP H/r/(Fin, d), F Hol S A Kie/r/(Hel, d), A Kie S ENGLISH A Ruh-Mun (nso)
(Brooks) /a/, F Bal-Ber. Owns: ~~XIX~~, ~~XXI~~, ~~XXI~~, ~~XXI~~ (0). OUT.

ITALY: F Tyr-Ion. Owns: Por, Spa (2). Constant.
(Birsan)

RUSSIA: A Pru S AUSTRIAN A Ber, A Mos S AUSTRIAN A Liv, A Gal-boh, F Sev-Bla. Owns:
(Pitsch) Mos, Sev, War, Rum (4). Constant.

TURKEY: A Smy-bul, F Aeg C A Smy-Bul, F Con-Bla. Owns: Ank, Con, Smy, Bul (4).
(Beyerlein,
Marie) Builds F Smy.

cowlick was slicked down, he was 3 inches taller ... (3 inches taller???! Looking at his feet, I noticed he was wearing black and red platform sandals with 3-inch heels). And he looked much, much older than I had remembered. He looked at LEAST 20.

I dutifully ushered Rich in, took his coat, offered him a seat and tried to make polite conversation. "What are you doing with yourself these days, Rich?" "Well, I quit my paper route and took a job sweeping out the warehouse at 33rd and King Drive, but they wanted me to join a union so my uncle got me this clerical job at Weiboldt's. Say did you hear the one about the Labofkoid who...."

The conversation continued in this vein for hours, until it inevitably shifted to the subject of 1975A. "I'm a confidante of Len's," Rich announced, "and I'm going to tell you what he plans to do." I snapped to attention and leaned forward, falling off my chair in the pro-

cess. Rich paused for dramatic effect. "He and Don Pitsch are allies," he said, solemnly, "and they intend to wipe you off the board."

I gasped in utter disbelief.

"Yes," he continued, "and now that I've told you his plans, why don't you tell me what YOU plan to do?"

AHA! So THIS was the purpose of the visit! A spy mission! "Rich," I said, sadly, "how could you use us this way? How can you sit there wearing out our couch and eating our bon-bons and pretending to be our friend? I have to feel a little sorry for someone who takes the game so seriously that he would blow 300 dollars on plane fare just to come out here, insinuate himself into our good graces and try to learn my battle plans. Pooooor Richard. You have hurt me deeply."

"Marie," he squeaked weakly, "don't you trust me?" Huge tears were forming in his eyes.

"No."

An awkward silence followed, during which Rich giggled nervously and didn't know what to do with his hands. To break the mood, I offered, "How about a beer?" This was met with eager approval. I brought them out, placing each can on a newspaper so as not to leave rings. For some reason, Rich found that quite amusing. Doug didn't and said dryly, "We DO have coasters."

For the rest of the evening, I battled bravely to stay awake while Doug and Rich re-

counted hundreds of tales of brilliant exploits on the Diplomacy board. Now, when I start to fall asleep, one eyelid tends to droop faster than the other, which probably gave Rich the mistaken impression that I was winking at him. As I drifted into dreamland, I was struck with a thought: Rich reminded me of someone else. That dour face, that cynical outlook, those corny one-liners, that tragic air...hadn't I seen it all before in...in...Casablanca! Yes, that was it...he reminded me of Ingrid Bergman!

FALL 1908



(Map notation courtesy of Eric Verheiden. The notation for representing successful and unsuccessful moves by solid and broken lines respectively is entirely conventional. The same goes for attacks (arrows) and supports (perpendicular bar). A question mark by an attempted support means that the unit to which support

was given didn't move in the way indicated by the support order, i.e., NSO in the moves. A "bomb-blast" around a unit shows the unit was dislodged. If a retreat is possible and it is known at the time the map is being drawn, it would be noted by a jagged line in the direction of the retreat.)

ETHICS, MORALS AND INFORMAL RULES

by GARY BEHNEN

Recently in the hobby there have been an alarming number of "feuds" which I feel could have been avoided. Time and time again the major instigator of the problem was whether or not the person or his actions cohered to ethics, morals or informal rules of Diplomacy. In this article I'll present my views and offer some advice on feuds and how to avoid them.

Actually, there isn't one binding ethic, moral or informal rule in Diplomacy. The rules irrefutably state that players are permitted to execute any action in their bid for dominance of the board. This fact alone should deplete the number of feuds but unfortunately the instigator seldom perceives that this completely destroys his stand that the action was unethical and immoral and therefore should be punished, because the player had every right to do what he wanted.

Feuds usually stem from an innocent and unintentional action. A player in hot pursuit of victory may apply a maneuver termed unethical or immoral. The "wronged" party then sets out to self-righteously redress this injustice. Usually he simply declares "war" on that player forever and that is the end of it. Recently though, more often than not, the player instigates a public feud in the confident expectation that his intended victim will be dishonored by public scrutiny. But much to his dismay, that is seldom the case. This small misunderstanding then transforms itself into a raging semantical debacle where libel and unsubstantiated "fact" are the tools of the participants.

I know of no one that doesn't believe that feuds are both boring to the uninvolved parties and unbeneficial for the participants and the hobby. In spite of this, players still initiate this fiasco because they believe everyone will agree that the actions made were unethical and immoral. In order to avoid this situation, one must first understand and realize what ethics, morals and informal rules exist. The number is exhausting, but the more common ones are cross-game alliances and/or threats, xeroxing of letters and sending them to others, and instigation of personal enmity for one's personal advantage. The cross-game offenses are the most common.

Whenever someone enters the hobby, he creates a self-styled code of ethics that he adheres to. This code usually consists of actions that are distasteful in the experiences of his mentor, himself or others he's been exposed to. This isn't bad at all, except this player then expects his colleagues to cohere to his code. If they don't, he feels he's been wronged by the violation of an informal rule and consequently

he plans to correct it.

It is rare when a violation is black and white. Frequently the violation is an innocent action that one player would term respectable and the other immoral. They're almost always vague and an interpretation is necessary, adding yet another complication to the chaos.

A player may avoid a feud in many ways if he can see it coming. He simply can play a preventive game and shy away from actions that may be in violation of someone's informal rules. However, this confines your diplomatic actions to almost nothing. You might possibly try to find out exactly what your colleagues' code of ethics is. This is not always desirable because it is time consuming and not always possible. Knowing that violation of someone's code of ethics is usually accidental, your best choice is to play your normal game. If you're fortunate enough to be playing with mature people, any problem that does arise can be solved in a simple, quick way.

If you're confronted with breaking some informal rule, attempt to discuss it with the "wronged" party. If you know you were wrong, admit it and it'll be over as simple as that. However, if you sincerely believe you weren't at fault, discuss with an open mind and no matter what may be yelled or screamed at you, don't lose your self-composure. If it appears you're not getting anywhere, merely ease your stand and get it over with. Whatever you do, don't enrage the person or insult him because he may revert to public opinion or, in other words, a feud.

If you're up against an hysterical person who charges you in public without any proof at all, merely send a short reply defending your position, explaining your actions and telling your side of the story. The use of profanity will only hurt your cause. Obviously refute the lies and then wash your hands of the matter. Usually that will be the end of it because most publishers are possessed with enough sense to appeal to both parties to resolve it personally, as they realize the rest of their subscribers do not want to read trash that is simply boring.

Hopefully this simple generalization will be an adequate source of enlightenment for players to see the folly of feuds. Informal rules, along with ethics and morals will always exist, but hopefully they shall not determine the play but merely guide it. There are those who advocate that such "improvements" would add immensely to the enjoyment of the game. I believe it would only take away the playability and uniqueness of "The Exciting Game of International Intrigue," Diplomacy.

CONNIE-POO AS I KNEW HIM

by ROD WALKER

We met in 1961. I was Secretary-General of the 1962 Model U.N. of the West Coast, which was one heck of a job: organizing and managing the largest intercollegiate convention ever to hit San Diego. There was this crazy high-school girl chasing me with matrimony in her eye and I got this tall, skinny undergraduate to guard my office against unwanted intrusions. He was good at that, and also at wargaming. We were Risk fanatics in those days.

Late that year, Conrad von Metzke, for that was indeed his name, showed me an ad in the Saturday Review for some wild game called "Diplomacy" and I sent away for it. Thus in December of 1961, the first Diplomacy set came to San Diego.

We learned the rules and taught them to others. At various places we met to play this game in our own unique way. There were spies (the supernumary players) and all sorts of weird rules about which set of orders you turned in would be valid, "Flying Dutchman" units (if they went undetected, they stayed), and you name it.

Our group broke up that June...graduation, service, job, new school, whatever. I evaded the draft by picking up a commission. Half-way through Office Training School I got a letter from Conrad trying to organize a game by mail. In the heat of July, 1962, in San Antonio, I could only think, "He's crazy!" I filed the letter away where I would not find it again until 1971 (that's another story) and thought I had heard the last of Diplomacy by mail.

In 1966 I was doing graduate work in San Diego again. Walking across the Main Quad at San Diego State, I saw this tall gopher-like individual, clumping across the grass on a pair of leather battleships...it was Conrad!

So I got into postal Diplomacy. And of course I remained in touch with Conrad all that time...and even now, since we play bridge twice a month. It has been a most rewarding friendship.

Costaguana, Conrad's zine, was a real treasure. There was no other zine like it, and that was a pity. Brudite, clever, witty in a kind way, Conrad had all of John Boardman's good points without any of the ugly, nasty, petty ones. I can remember the old issues...printed on Grade School foolscap, one side only. I miss it.

Conrad dropped out of the hobby three times. Or was it four? He always came back. Nobody complained...he'd charge you a dollar for a game and then forget to collect it. Or he'd collect a dollar for a subscription and then send you thirty issues without asking for any more. The

only person who ever lost money on Conrad was Connie-poo himself.

Let me straighten one thing out: Conrad does not look like Grendel. No, Grendel is much better looking. Furthermore, Conrad did not look like Moore, either. Moore never even played Diplomacy, which shows that he had more brains than any of us. Also, in case you were wondering, there were 20 numbers to a volume of Costaguana. Except when there weren't.

Connie-poo shone as a publisher. At its best, Costaguana was the best Dippy zine ever. At its worst...well, it was bad when it was short, so at its worst it was 1 page long. But I come not to praise Conrad, but to remember him.

How do you remember your best friend? When I was going through a painful readjustment in 1972, I wouldn't open any of my mail, nor would I even talk about Diplomacy. It was Conrad who would come by, buy me dinner at the local taco palace, and bribe me into half an hour of opening two-month-old mail and tying up loose ends. I had so many irons in the fire then that when I did a total gaff it caused a lot of problems. The only reason it didn't become worse was Conrad. He picked up the pieces, formed some of them out to others, took on the Boardman Numbers and the Orphan Game Project. A few selfish and narrow persons have carped about Conrad's leaving the hobby so suddenly. They should only get terminal hemorrhoids. He worked like two dogs to rescue the hobby from the mess I left, and gave a lot of people a lot of pleasure in his charming zine, and this hobby owes him more of a debt than it can ever repay. Well, I guess I did praise him after all...but he deserves it.

Unmatched he was, too, as a player. Who can forget the "Von Metzke Blitz"? Austria was his favorite country...virtually the only country he'd ever play...and he developed this brilliant opening for it: A Vie-Tyr, A Bud-Tri, F Tri-Adr. This opening virtually guaranteed him Venice in 1961 and a chance to find another game in 1962. His opening for England (F Lon-Yor, F Edi-Yor, A Liv-Yor) was equally famous...it sure protected the heck out of Yorkshire. Conrad didn't always play like that, but if you ever wondered why Austria is in the absolute cellar in the ratings, it may help to recall that he played that country 40 or 50 times in postal play.

So here's to Conrad von Metzke, he of the superfect, inventor of the run-on sentence and of "conveyed support," San Diego's own Abe Lincoln (he has a beard now, folks!). He made our hobby a nice place to be.

BEYERLEIN PLAYER POLL NO. 8

The results of the latest Beyerlein Player Poll are as follows:

TOP BOARD:	S	N
1. Walter Buchanan (16)	548	34
2. Michael Rocamora (12)	496	29
3. Edi Hirsan (3)	373	32
4. Doug Beyerlein	350	28
5. Len Lakofka (1)	288	26
6. Ronald Kelly (2)	221	23
7. John Boyer	214	23
SECOND BOARD:		
8. Tom Eller	141	13
9. Eric Verheiden (1)	129	23
10. Don Pitsch	115	15
11. Rod Walker	99	13
Lew Pulsipher	99	13
13. Marie Beyerlein	61	11
14. Andy Phillips	51	7
THIRD BOARD:		
15. Steve Brooks	50	8
16. Tim Tilson	49	7
Jeff Power	49	9
18. John Stevens	48	6
Joel Klein	48	7
20. Bruce Schlickbernd	41	5
Arnold Vagts	41	11

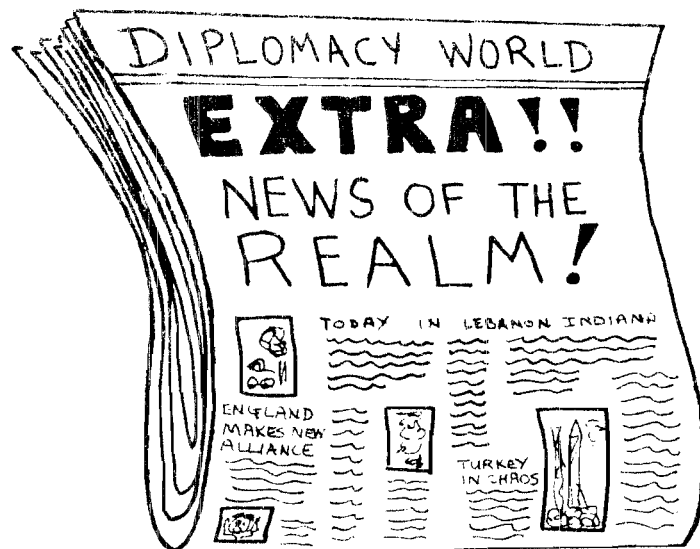
Players with 20 points or more: C. Berry, J. Beshara, L. Childs, H. Drews, J.H. Fleming, M. Gemignani (1), D. Lagerson, J. Leeder, R. Lipton, R. Loomis (1), R. Smyth, E. Wartenberg (1), and J. Weswig (1).

Note: S means the score or total number of points tabulated from the ballots; N means the number of ballots listing the player's name on the top or second board. The number of first place votes is given in parentheses.

A total of 39 ballots were cast. I wish to thank the publishers who reprinted or otherwise publicized the ballot in their zines. They are: John Boyer, Walt Buchanan, Robert Goldman, Bob Hartwig, Len Lakofka, Scott Rosenberg, Bruce Schlickbernd, and Tony Watson.

Ballots were received as follows: DIPLOMACY WORLD (26), Liaisons Dangereuses (6), Everything (5), The Podunk News (1) and Moravian Gazette (1).

The ninth poll will be conducted next autumn, probably at about the same time as this poll. Advance information will go out to all publishers at that time regarding the distribution of ballots for EPP #9. All questions and comments should be directed to Doug Beyerlein, 240 Hawthorne, Palo Alto, CA 94301. All publishers are encouraged to reprint the results of this poll.



1. BOARDMAN NUMBER CUSTODIANS. Doug and Marie Beyerlein (240 Hawthorne, Apt. F, Palo Alto, CA 94301) should always be contacted by new publishers so a Boardman Number can be assigned to any new regular game. They also edit Everything, available from John Weswig (2115 NW Elder St., Corvallis, OR 97330) at 10/\$4. This is the last word in game statistics. In addition, Terminus is available though Doug for \$5.00. This plus Everything gives you a complete history of all regular postal games.

2. CEPHEIDS. This IDA novice zine is published by Joel Klein (62-60 99th Street, Apt. 1220, Rego Park, NY 11374) and Robert Correll (44 Rawlinson Ave., Toronto, Ont., M4P 2M9 Canada). It is free from Joel for any novice who asks and it is the best way to get introduced to the hobby. If you want a very good regular gamezine, you should try Robert's Paroxym at 8/\$2.00.

3. GO 'E' NA. This complete list of current game openings is available free for a SSAE from Stephen Tihor, 122 Henry Hall, Princeton U, Princeton, NJ 08540. I would urge all pubbers to keep him up-to-date, however. Also please send Stephen your current mailing list so he can complete work on the new Diplomacy Census.

THE DIPLOMATIC JOURNAL has served the Diplomacy world for close to 3/4 of a year. It is now being issued in photo-copy. Annual subs. are \$3, Semi-annual subs. are \$1.60. Games of Origins, and Diplomacy are 50¢ with a sub. TDJ has an open game policy and will publish any game you get players for. Write TDJ Box 452 Denville, NJ 07834

4. ORPHAN GAMES PROJECT. Greg Warden (804 S. 48th St., Philadelphia, PA 19143) is back and busily finding new homes for orphan games. Write him if you have that problem and your game is not insured or guaranteed in some other way.

5. 1975 IDA HANDBOOK. Edi Birsan (Apt. 302, 35-35 75th St., Jackson Hgts., NY 11372) still has copies of this year's handbook for \$2.50 (\$2 for IDA members). An excellent buy due to the excellent editing of Scott Rosenberg and the all-original material. Edi, as IDA President, also runs the North American end of the International Subscription Exchange. Write him for details and save money on overseas subs.

6. 1974 IDA HANDBOOK. John Boyer (117 Garland Dr., Carlisle, PA 17013) still has a few copies left of last year's 88-page booklet and you should grab it now at \$3.00 (\$2 for IDA members). John also pubs the excellent Impassable available for only 12/\$2.00 (6/\$1 to novices).

7. POSTAL DIPLOMACY TOURNAMENT. Administrator John Baker (Cradysville, KY 42742) reports that publishers Laurence J.P. Gillespie, Russell Fox, John Cross, Peter A. Berggren, Randolph Smyth, and Rod Zaccalini still have openings in the 1975-76 PDT. Even though the Canadian postal strike has caused the deadline to be delayed, I'd recommend you check the addresses on p. 37 and write to one of the above immediately.

8. CENTURION. Russell Fox (5160 Donna Ave., Tarzana, CA 91356) has taken over the job

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WANTED

TO BUY OR BORROW

The following zines of active publishers or pubbers who quit publishing since DW I, 4 are needed in at least xerox form for the Archives. The same holds true for the separate list of all British zines that follows. I would prefer to acquire originals but will be happy to xerox your original if you want to keep it. This will assure keeping the archives virtually complete.

Adanack 8; Alternate Reality 8, 11; Anschluss 30; Atlantis 82; Barfy Blue 2; Boast 51; Brainwave 16; Brunus Edwardi 21, 24; Circle Trigon 27-28; Cloak and Dagger 2-3, 5 on; The Demons Home 1-2; Domination Games 16-17, 24; Don't Knock the Rock 20-21, 24; Due Process 1; Dune 80; En Passant 58; Eureka Stockade 9; Evening's Empire 6; The Exponent 1, 5; Fallavia 1; Fearful Symmetry 1-2; Foreign Office Report 18; IDA Games into Bulletin 1, 5; Infamous 2; Jonus 1, 9; Little Orfan Annie 11, 15-18; Logenbeek 12-13; Mini Rigot 1; Noeshoeshoe 100, 117; Kush 8; Neoright 1; New York Knife 2, 4; Obsession 24-25; Pragmatic Sanction (all); The Rigot 24-26; Skull & Crossbones 2-3, 5-6, 8; Urf Darfal 4; US Dollars 5; Windsor Weekly Wrag VI, 2-6, VII, 3; World War III--1; Yggdrasill Chronicle 43-44.

Beteigense 2-4; Black Spot -1, 0, 1, 3-4, 17 on; Comet 1-2, 5-19 on; Court Circular 1, 0, 1, 2, 3-13; Depth Charge 10-11, Dolchstoss 1-2, 4; Ekoe 1-6 on; Fifth Column 27-28, 31-32; Filibuster 1-11; Frigate 24-25; Game Openings 7b on; Greatest Hits 6; Hannibal 17, 19-22 on; Hyperion 2 on; Japhidrew 2, 6; Lemming Express 1-3; Misteimer 1-6 on; OS 10, 12-13; Orion 13, Our 'Entry 11, 13-14; Pendulum 6, 8-25 on; Polaris 3; Puppet Theater News 5; Shelob's Lair 3-5, 11-12; TTFEF 1; Tarkus 7 on; Trojan Horse 1-3; TECA 0, 2-6 on; Ummagumma 2, 4, 7; War Bulletin 2; Who's Where 6-7; Your Albert 1, 3-5.

of pubbing up-to-date zine reviews that used to be carried out in Dave Kadlecsek's Speculum. This alone makes Centurion invaluable at only 3/\$2. I'd also like to urge everyone to trade with Russell so as to maximize this service.

9. EVEREST. Although I still haven't received a copy of Peter Berggren's new rating zine (see p. 25), Rod Walker in Erehwon #92 reports it to be excellent with a wealth of rating information and the new composite TOPS system.

10. SHAAFT #100. I'm embarrassed to report an error in DW II, 2. Andy Phillip's (128 Oliver St., Daly City, CA 94014) Shaaft (subs 7/\$1) was the 8th Dippy zine to reach 100 issues and it did so on March 30, 1974. ADAG is therefore the 11th Dippy zine to reach 100 issues.

11. ALBERTERNEAN. Jim Eumpus (303 Lorraine

ave., Los Altos, CA 94022) pubs this excellently printed bimonthly gamezine for only 24/\$6 with a \$2 refundable deposit for games. He also has quite a bargain for any of you aspiring publishers, i.e., a Gestetner 320 in good shape for only \$250.00 plus shipping.

12. BREHWON. Rod Walker (1273 Crest Dr., Encinitas, CA 92024) pubs probably the weirdest zine in postal Diplomacy and it's one of the oldest, too. Rod limits his sub list to 100 but a few are still available now at 5/\$1. A bargain since Rod's wit is the keenest around.

13. THE POCKET ARMENIAN. Scott Rosenberg (182-31 Radnor Rd., Jamaica, NY 11432) pubs TPA which is one of the best zines around. Although there are no game openings, a 8/\$2 sub (9/\$2 to IDA members) gets you lots of interesting articles and material with excellent mimeo printing.

14. LIAISONS DANGEREUSES. Len Lakofka (644 W. Briar Pl., Chicago, IL 60657) is constantly coming up with interesting data to fill this gamezine of his. Subs are only 9/\$2 with novice games for a \$7.00 gamefee.

15. JANUS. John Gross (32 Gordon Rd., Willowdale, Ont., M2P 1E1 Canada) et al put out this promising new Canadian zine at 1¢/page plus postage. For another \$3.50 you can enter a PDT game in Janus, but hurry.

16. THE POUCH. Gil Neiger (Apt. 11B, 300 W. 108th St., New York, NY 10025) is keeping The Pouch alive and well, and in fact now has a game opening for a \$4 fee or \$1 plus a 10/\$1.50 sub.

17. PTARTH. Blair Cusack (1620-42nd St., SW, Calgary, Alberta, T3C 1Z5, Canada) snuck up on me with this zine as the first issues arrived here after the Archives Publishers Survey was complete. Anyway, it's quite attractive, has been going since January, and has a prize game open at \$12.00 a shot.

18. DIMAN. Erad Hessel (15 Oak Ave., Tarrytown, NY 10591) keeps performing the impossible by making each issue of DIMAN better than the last. No. 9 had a delightful article about the old Limbourg Gazette by Lee Childs, truly enough to get one nostalgic about the good old days. A 20¢/issue sub is a must!



The following is believed to be a complete chronological list (pubbing time) of publishers who have game openings in regular Diplomacy in North America as of 8 December 1975. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample gamezine copy so you can get an idea of what zine you'd like to play in. An "*" denotes a 3-month pubbing break.

1. Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657 (6½ yrs.)
2. Jim Benes, 417 South Stough Street, Hinsdale, Illinois 60521 (3¼ yrs.)
3. Howard Johnson, T-409 Penrose Hall, Deseret Towers, Provo, Utah 84601 (2½ yrs.)
4. Robert Lipton, Box 1962, Lafayette College, Easton, Pennsylvania 18042 (2½ yrs.)
5. Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022 (2 yrs.)
6. Robert Correll, 44 Rawlinson Avenue, Toronto, Ontario, Canada M4P 2M9 (1½ yrs.)
7. Richard Loomis (Flying Buffalo, Inc.), PO Box 1467, Scottsdale, AZ 85252 (1½ yrs.)
8. Gil Neiger, Apt. 11B, 300 West 108th Street, New York, New York 10025 (1½ yrs.)
9. Steve Solomon, 17240 Lake View Drive, Morgan Hill, California 95037 (1¼ yrs.)
10. Dave Kadlecsek, Box 802, U. of Santa Clara, Santa Clara, California 95053 (1¼ yrs.)
11. Randolph Smyth, 249 First Avenue, Ottawa, Ontario, Canada K1S 2G5 (1¼ yrs.)
12. Mike Homeier, 238 N. Bowling Green Way, Los Angeles, California 90049 (1¼ yrs.)
13. Peter Berggren, Davistown Schoolhouse Road, Orford, New Hampshire 03777 (1¼ yrs.)
14. Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107 (1 yr.)
15. David Head, Box 1231, Huntsville, Ontario, Canada POA 1K0 (1 yr.)
16. Laurence J.P. Gillespie, 23 Robert Allen Drive, Halifax, N. S., Canada (1 yr.)
17. David Truman, 50 Stephanie St., #1510, Toronto, Ontario, Canada M5T 1B3 (1 yr.)
18. Blair Cusack, 1620-42nd Street, SW, Calgary, Alberta, Canada T3C 1Z5 (½ yr.)
19. Russell Fox, 5160 Donna Avenue, Tarzana, California 91356 (½ yr.)
20. Roger Oliver, P.O. Box 452, Denville, New Jersey 07834 (½ yr.)
21. Ben Grossman, 29 East 9th Street, #9, New York, New York 10003 (½ yr.)
22. John Gross, 32 Gordon Road, Willowdale, Ontario, Canada M2P 1E1 (½ yr.)
23. William A. Clumm, R. R. #1, Amesville, Ohio 45711 (¼ yr.)
24. Robert Goldman, 200 Old Army Road, Scarsdale, New York 10583 (¼ yr.)
25. Fred Brenner, 2821 West 12th Street, Brooklyn, New York 11224 (¼ yr.)
26. Adam Gruen, 470 North Street, Harrison, New York 10528 (¼ yr.)
27. Michael Muchnik, 2520 Hyacinth Court, Westbury, New York 11590 (¼ yr.)
28. Charlie Spiegel, 4517 Springfield Avenue, Philadelphia, Pennsylvania 19143 (¼ yr.)
29. Rod Zaccalini, 23 Toluca Estates, North Hollywood, California 91602 (0)
30. Paul Girsdansky, Box 146, Springfield Center, New York 13468 (0)

INDEX: VOLUMES I & II

by Lewis Pulsipher

(Note: See index on page three for Vol. II, 4.)

I have compiled this to help readers find those articles they remember were "somewhere in DW" and to help new readers get an idea of what they will find in back issues if they buy any. Cartoons and Walt's "Foreword" are not indexed; press releases of the demonstration games are subsumed in the demo game listings. Everything else is indexed. The number in parentheses following the zine volume and number is the page number(s).

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- "King Dimitrios and the Dropout," Steve Hall. I, 4 (15)
- "The King Is Dead, Long Live the King," (replacements) R. Walker. I, 1 (18)
- "So You Want To Be a Dippy Publisher!" Dan Gorham. I, 4 (19-20)
- "Telephone Games," John Leeder. II, 3 (11-12)

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- "Seeding a Diplomacy Tournament," (FTP) A. Calhamer. I, 2 (8-9)

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- "Projects," (suggestions for) L. Pulsipher. II, 2 (12-13)
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