

# DIPLOMACY WORLD



*Issue 24*

*Winter '79*

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DIPLOMACY WORLD is a quarterly magazine concerning the game of Diplomacy (R)\*. The subscription rate is \$5.00 per year (four issues) in the U.S.A., \$6.00 elsewhere. Anyone wishing to have DIPLOMACY WORLD sent Airmail should add \$3.00 per year. Address subscription orders to: Jerry Jones, 1854 Wagner St., Pasadena, CA 91107 U.S.A.

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# THE 1979

EDI BIRSAN

## STAB CONTEST

### The Winning Entry:

THE BIGGEST STAB  
By Leland Harmon

"The Biggest Stab": Is it to be measured by the number of centers stolen? A tally of the enemies induced? An estimation of the insanity involved?

1978-CE (GMed by Jerry Jones in LDNS) was an interesting game from the start. Spring 1901 found Germany contradicting numerous promises of neutralization in Prussia; naturally, yours truly was the hapless Soviet commander. To make matters worse, Austrian

insanity effectively stagnated both my Italian ally and myself via the "F Tri-Ven, A Vie-Gal, A Bud-Ser" route ((the hedgehog opening)). However, things soon brightened up, neither England or Turkey seemed especially interested in taking advantage of the Russian confusion. It even seemed feasible that an F/R/T alliance was shaping up. Germany, now assured of Russian preferences down south, promptly retreated apologetically and offered no resistance in Sweden. Russian brilliance favored my persistence over Galicia (actually, Austria recognized that the Russian manpower could take it by force, and refused to fight), hence the Winter 1901 positions:

Aus: A Bud Vie Gre F Tri.  
Eng: A Edi Nwy F Lon Bel Nth.  
Fra: A Par Bur Spa F Por Bre.  
Ger: A Mun Ber Hol F Kie Den.  
Ita: A Tyo Ven Rom F Tun.  
Rus: A StP War Sev Gal F Rum Swe.  
Tur: A Con Bul F Smy Ank.

At this point, I had informed nearly everyone on the board of my attack on Austria, while pacifying Austria with an uncomplicated plan of dismembering Turkey. I liked Germany's idea of storming Norway and preparing a Northern front vs. England, but in correspondence to England and France I had sworn to avenge my people of the inexcusable German adventure at the very first of the war. My existence in St. Petersburg did not offend the English, because we had formerly and informally agreed that Norway would eventually belong to Russia, while England claimed Denmark, Kiel and Holland.

I suddenly woke up to the fact that I hadn't an enemy on the board! Such a thing naturally came as quite a shock, and something had to be done...

Spring 1902

Aus (Stan Johnson) F Tri-Alb; A Vie-Tyo; A Bud-Fri; A Gre-Ser.

Eng (Cliff Hardisty) A Nwy S RUS F Swe; F Nth-Ska; A Edi-Yor; F Lon-Nth;  
F Bel S F Lon-Nth.

Fra (Lee Kendter Sr.) A Par-Bur; A Spa-Cas; F Bre-Pic; F Por-Spasc; A Bur-Ruh.

Ger (Andy Meier) A Ber-Kie; F Den H; F Kie-Hel; A Mun S AUS A Vie-Tyo;  
A Hol S FRE A Bur-Bel??.

Ita (Ken Peterson) A Tyo-Boh; A Ven-Tyo; A Rom-Ven; F Tun-Ion.

Rus (Leland Harmon) A StP-Nwy; A War-Sil; F Swe S ENG F Nth-Ska; F Rum-Bla;  
A Gal-Rum; A Sev-Arm.

Tangled politics suddenly exploded into chronic confusion: Russia was expanding everywhere, and nobody cared! Austria became my friend for life, Germany was flustered into believing that my army in Sil-

esia was a back-up of Munich (my pre-arranged A StP-Nwy apparently appeased him), and my Italian ally said nary a word about my change in plans. I decided it was time to teach these silly mortals a lesson...

Aus: A Tyo-Pie; A Tri-Vie; A Ser S RUS A Rum-Bul??; F Alb-Gre. Remove 1.  
 Eng: A Yor-Hol (F Nth C, F Bel S); A Nwy-Den (F Ska C). Build 1  
 Fra: A Bur-Mun (A Ruh S); A Gas-Bur; F Pic H; F Spasc H. Even.  
 Ger: F Hel-Nth; F Den S RUS F Swe; A Kie-Ruh (A Mun & A Mun S) A Hol unordered. Remove 3.  
 Ita: A Ven-Tyo (A Boh S); A Rom-Ven; A Tun S TUR A Gre/imp/. Even.  
 Rus: A StP-Nwy; A Sil-Ber; F Swe S ENG A Nwy-Den; A Rum-Bud; A Arm-Ank (F Sla S). Build 4.  
 Tur: A Bul-Ser (A Gre S); F Con-Bulec; F Aeg-Con. Even.

German F Holland annihilated. German F Den dislodged.

Being a man of my word, (aren't we all?) what else could I have done? I promptly hit 'em all, regretting that France and Italy were too far away to feel my wrath. My respect for this band of merry men increased greatly as I witnessed a major regrouping to counter the Russian monster. Austria gave me the silent treatment, Turkey began writing nasty poems about me, I was placed high on the French "liar's list" to remain forever more, and even England joined in the assault. Germany for a while began pleading for peace, but come time for the moves, he had turned his feeble efforts toward sweeping the Russians back out of Berlin. His failure there was inevitable, of course...

The only one to remain loyal was my Italian ally, who was later heavily apprehended for his choice. Not wishing to cross votes with an angry multitude, I pushed him back out of the Austrian homeland myself, in time to obtain a stronghold in the South before England/France came thundering in up North. The hapless Germany was, of course, overrun also by the onslaught.

The game is not yet over: As of Spring 1908, England has recognized his opportunity for a win, and turned back to hassle the French. Russia made a serious mistake in trusting a Turkish proposal of puppetry, and is now fighting modestly for survival. Perhaps a win or a draw with England was within reach before that horrendous decision, but truly I would have been disappointed if I had found no resistance. Hence the proven validity of my argument: My excitement-craved actions were well justified. I could not live with myself had I not tried it!

Comments by Mark Berch (Contest Committee Chairman): Leland's essay was the unanimous choice of the committee. It is a rare and astonishing sight to see someone with only six centers successfully attack four countries on the same move, taking a center from each.

On the other hand, this stab could be criticised as a classic example of overstabbing. His actions left him ringed with enemies. He was never able to significantly expand from the Winter 1902 positions, and by the game's end (B/F/T/R draw) he was down to four centers. Had he retained an ally in each area, things would likely have proceeded differently.

However, as has been pointed out, Russia is frequently eliminated if she does not undergo early and very rapid growth. Sometimes the shock of such a stab demoralizes the rest of the board. They assume that the stabber has it all wrapped up, and clamor to puppet to him for second. This is particularly true when, as here, the victims were at war with each other (note A-T and E-S conflicts). That this did not occur in 1978-CE in no way detracts from the unique audacity of Russia's Fall 1902 moves.

# Are You A Master Stab Artist?

DAVE WHITE

As we all know, stabbing is an integral part of the game of Diplomacy; all of us have stabbed and been stabbed at one time or another. The timing, the degree of surprise or/and reprisal and the viciousness of the stab are what determines its effectiveness or lack thereof. Therefore this simple test is designed to find out just what kind of a stabber you are.

1. When dealing with a country that you outnumber by 3 to 1 or greater in supply centers, do you...

- (a) keep all your agreements in spite of the fact that you could crush him like a fly.
- (b) keep most of you agreements, e.g. supporting him into new centers while you follow behind into his old ones.
- (c) promise him the world and then blow him away.

2. When dealing with a country that outnumbers you 3 to 1 or greater in number of supply centers, do you...

- (a) follow 'Big Brother's' instructions to the letter.

- (b) do most of what he says but modify it to suit you whenever you can.
- (c) agree to everything and then turn around and attack as viciously as possible with the remaining units you have.

3. My favorite country is:

- (a) Austria (b) England (c) France
- (d) Germany (e) Italy (f) Russia (g) Turkey

4. (T/F) I would stab anybody, if that was what was necessary to secure a sole victory.

5. (Complete statement) I once stabbed someone who had been my loyal ally for \_\_\_\_\_ years.

6. Choose among the following the amount of motivation you need to stab:

- (a) 2 or more centers; less only if it will give me the game without stepping on an ally's toes.
- (b) 1 or more centers; anytime, and anybody's.
- (c) I stab mostly to keep from getting stabbed.
- (d) none necessary, I'll stab just for laughs.

7. After stabbing someone, I feel:

- (a) very guilty, especially when I build new units from stolen centers.
- (b) slightly guilty, until I build new units from stolen centers.
- (c) guilty for a day or two.
- (d) no guilt or remorse whatsoever.

8. When playing against someone who stabbed you in a previous encounter

- (a) I immediately go after the #\$\$\*!
- (b) I try to arrange superior odds by laying a sob story on other players to entice them into stabbing the #\$\$\*!
- (c) I ally with the #\$\$\*!, then stab him!

9. When playing against someone you have stabbed in a previous encounter

- (a) I immediately stab the moron.
- (b) I try to arrange superior odds by telling other players this guy is a fool, to entice them into stabbing the moron.
- (c) I ally with the moron, then I stab him!

10. Stabbing is:

- (a) a necessary part of the game.
- (b) fun.
- (c) a grisly detail.
- (d) all of the above.

ANSWERS:

- 1. (a) 0-no killer instinct at all!
- (b) 3-some killer instinct, but not much!
- (c) 5-definitely cold-blooded!

2. (a) 0-no guts!  
(b) 3-some guts, but not many!  
(c) 5-no brains!
3. (Calculated by the number of neighbors and most likely alliances that could be fouled up by a stab) (a) 5 (b) 3 (c) 3  
(d) 5 (e) 10 (f) 5 (g) 4
4. If your conscience got in the way and you answered false, Deduct 5! Score 10 for true.
5. Score one point for each year you stayed allied until the stab.
6. (a) 0  
(b) 3  
(c) Deduct 1, cream puff!  
(d) 5, that's the spirit!
7. (a) Deduct 3 more, you turkey!  
(b) 0, too much conscience.  
(c) 3  
(d) 5, definitely hard-core!
8. (a) 0, justified, but it lacks finesse.  
(b) 3, you got the finesse, you just did not hog the stab all to yourself!  
(c) 5, this is classic!
9. (a) 1 for stabbing at all, dummy!  
(b) 3, it would have been more if you didn't have to ask for help.  
(c) 5, top notch!
10. (a) Deduct 1, stupid!  
(b) 5, you're addicted to stabbing.  
(c) Deduct 3 more, stupid!  
(d) 3, because of the pangs of conscience.

#### RESULTS:

- 2 to 5 = Stabs only in retaliation, makes sure victim is looking when stab comes; stab from you is nothing more than a pin prick.
- 6-20 = A discriminating stabber--doesn't stab often because conscience gets in the way most of the time, must be provoked to stab; a pocket knife stabber.
- 21-40 = Watch out! Will stab just about anything or anybody short of his dog or mother! Has a very distorted sense of loyalty which sometimes allows him to stab a game-long ally. A butcher knife stabber!
- 41+ = Will stab anything and anybody including his dog or his mother! This guy is hard core and cold-blooded all the way and represents the state of the art; a cleaver stabber--a MASTER STABBER!



*"Marks  
Mutterings"*

MARK BERCH

I got some positive response to the idea of putting issue #27 of DIPLOMACY DIGEST in DW #23. I hope that other publishers will consider such a procedure. I trust you do understand that if you want to keep on receiving DD, you will have to subscribe.

I recently received from Walt Buchanan the last copies (14) of Len Lakofka's "Publishers Handbook". This 28 page offest publication is by far the best the hobby has ever produced on how to publish and edit a dipzine. All topics, including fees, duplication, keeping records, HouseRules, guest GMs, player disputes, variants and much, much more. Len wrote the bulk of it, nine others also contributed articles. Except for the pricing information (which is as of 1976) this publication is just as valid today as it was then. I strongly recommend it to all new publishers, or those planning to. It is available from me for \$2.50. (Mark Berch, 492 Naylor Place, Alexandria, VA 22304)

The Diplomacy books are still on order from England but as of yet, have not arrived.

# 1978 IM -

## Demo Game

Gamemaster: ERIC VERHEIDEN  
Commentary: RANDOLPH SMYTH

Prelude: I must first of all indicate mild disagreement with John Boyer over the potential of France in this game. That he will come to dominate the north is almost certain; but I feel he's a long way from a win yet. His forces seem to lack balance: they're tripping all over each other in the north, while he has nothing in the south. Russia's moves can still be influenced by literally every country on the board, so his fate is uncertain: but Italy has an extremely solid position against his eastern neighbours, and the potential to make rapid gains from them if his fledgling alliance with Russia continues. If Austria can finally be disposed of, further Italian builds can hold off a southward shift by France with relative ease. The reason is that the Italian has too much warning of any French intentions -- France cannot enter Mid, Gas, Mar or Tyo without giving Italy a clear signal... And from that start, Italy has a full game year to prepare defenses against the west.

The game has reached the stage where semi-permanent alliances are likely to be forged, after several years of bumbling around trying to decide who can trust whom over the long pull. France and Italy have achieved a far-reaching demilitarization which has been of great profit to both of them -- the establishment of something stable between the eastern powers is still to come, but I feel it can't be far off; the French power will force an arrangement if one doesn't evolve naturally. The next season (Fall 1904) may be quite pivotal -- if Russia and Italy continue working together, it could foreshadow

a long and profitable alliance. With the Russians in Rum and the Italians in Ser, Turkey is locked in the corner and is out of position for defense after his nasty surprises of the Spring. I therefore predict an R/I alliance, at least for next season, which could easily grow into something capable of blunting the French winning threats.

Further predictions: Austria should break away from his too-predictable double-support orders, perhaps with A Vie S A Bud-Tri, in an effort to get back into the game. However, it's Italy that's more likely to use three armies in a 50-50 (minimum) shot at taking an Austrian center. He can use A Tyr for movement--the Germans have massed against Mun and France will be locked into defending the center. The Russians will surely recapture Sev and should even try for Den as well. However, F Nwy-Nth would be foolish, as the English attempt to hang tough against France should be supported for now. Leaving War open is a reasonable gamble --the weakling Germans could never hold the center if they take it, and reducing the Turks is more important.

The most interesting "surprise" possibility is Austro-Turkish cooperation in either Ser or Rum, which may keep one or both of them alive--but the game has shown no hint of this so far.

Fall 1904: Yeah, I spazzed up completely. Maybe John was right about the danger of France: he was helped into a center by Russia in the north and has a plausible retreat to Tyo in the south (though as Italy, I would insist on the Ruh alternative). The Italian escapade to Boh escapes me completely: Austria is no help to him and should be attacked. His alliance with Russia has held up, but in a most conservative way, and no further progress against either Austria or Turkey (except Sev) has been made in the Fall. Their combined growth continues to outstrip France's, but as they can hardly be considered permanent allies on the basis of the moves, this is of little comfort to either.

England is all but out of it. I'd be inclined to keep F Nth, which ties down the maximum number of French units for one more year (or even takes a last shot at Russia who screwed his last hope of defense).



After the retreat F Sev-Arm, Turkey's choice of removal will be interesting. At first glance, F Eas looks like the most logical one to go for the most balanced tactical defense, but the diplomatic situation may make another choice preferable. With four units, the Turk can't resist an R/I combination for long--his only choice is to trust one or the other. Now that Russia has regained Sev and Rum, he is perhaps a better candidate for a renewed alliance. Italy seems to have too much invested in the Ser/Gre/Ion line to break off the pressure on Turkey now: and he will need Russian help against Austria and eventually France. So Turkey may opt to disband F Arm and pray that Russia is willing to turn elsewhere.

Russia is almost certain to build A War and a northern fleet:

Most interesting will be France's retreat/build decision. The time will never be better for a move on Italy, if the French have any designs on winning the game. With the retreat A Mun-Tyo and build of F Mar (and perhaps F Bre as well, headed Mid-Wes), southern operations can be started with reasonable speed. However, the retreat -Tyo is bound to be met by an Italian build of A Ven, and progress in the south will be difficult at best. Against average competition, the French attack may have a good chance, but against Lee, I think it will get mired down. Still, the second front is necessary--besides, it's hard to see what else can be done with the French builds.

#### Fall 1904

Austria (neutral) A Vie S A Bud; A Bud S A Vie.  
 England (Arn Vagts) A Lpl-Edi; F Nth S F Lon; F Lon (ret Yor, OTB) S F Nth.  
 France (Don Bingle) F Cly S ENG A Lpl-Edi; F Wal-Lon; F Eng S F Wal-Lon; A Bel-Hol;  
A Pic-Bel; A Puh-Kie; A Mun (Ret Tyo, OTB) S A Ruh-Kie; A Bur S A Mun.  
 Germany (Bernie Oaklyn) A Kie-Mun; A Ber S A Kie-Mun; A Sil S A Kie-Mun.  
 Italy (Lee Kendter Sr.) A Tyo-Boh; A Tri S A Ser; A Ser S RUS A Rum; A Gre H;  
F Alb S A Gre; F Ion H.  
 Russia (Don Ditter) F Nwy-Nth; A Swe-Nwy; A Rum H; A Mos-Sev; A Ukr S A Mos-Sev.  
 Turkey (Jerry Jones) F Sev (Ret Arm, OTB) H; A Bul H; F Aeg S A Bul; F Eas S F Aeg;  
F Con-Bla.

#### Supply Centers:

Austria: Vie Bud (2) Even  
 England: Edi ~~LON HOL~~ (1) Remove 2  
 France: Home Bel Spa Por Lpl ~~MUN~~ LON HOL KIE (10) Build 2  
 Germany: Ber Den ~~KIE~~ MUN (3) Even  
 Italy: Home Tri Tun Gre SER (7) Build 1  
 Russia: StP War Mos Swe Nwy SEV RUM (7) Build 2  
 Turkey: Home Bul ~~SEV RUM SEV~~ (4) Remove 1

#### Winter 1904

Austria: No change. England: F Lon ret OTB; Removes A Edi.  
 France: A Mun ret Tyo; Build F Bre, A Par. Germany: No change.  
 Italy: Build F Nap. Russia: Build F StPnc, A Mos.  
 Turkey: F Sev ret Arm; Remove F Eas.

Winter 1904: Blew it again--I'll have to stop making predictions. Turkey went with the solid defense against Russia, and the Russian choice of A Mos rather than A War indicates that perhaps he was justified. The Russian and German seem to have a good understanding over War; similarly Italy

seems unconcerned about the French unit adjacent to Ven. The lack of a French F Mar leaves the F/I relationship still up in the air: the French may be setting up an unexpected stab into Ven, or the cooperation between the two powers may be real. Let's see...

Spring 1905

Aus: A Vie S A Bud; A Bud S A Vie.

Eng: F Nth (ret Nwg, Hel, Vor, Bel, OTB)-Den.

Fra: F Cly-Edi; F Eng-Nth; F Lon S F Eng-Nth; A Hol S A Vie; A Kie S A Tyo-Mun;  
A Bur S A Tyo-Mun; A Tyo-Mun; A Bel-Roh; A Par-Pic; F Pro-Eng.

Ger: A ~~Mun~~ (A)-Kie; A Ber S A Mun-Kie; A Sil-Mun.

Ita: A Boh S FRE A Tyo-Mun; A Gre-Bul; A Ser S A Gre-Bul; A Tri R; F Alb-Gre;  
F Ion-Aeg; F Nap-Ion.

Rus: F Nwy-Ska; F StPnc-Nwy; A Swe-Den; A Mos S A Sev; A Sev S A Rum; A Ukr S A Rum;  
A Rum S ITA A Gre-Bul.

Tur: A Bul (ret Con, OTB) S ITA A Ser-Rum??; F Aeg S A Bul; F Fla S F Arm;  
F Arm S F Bla.

Spring 1905: Gee, the strongest alliance going seems to be F/I; Russia is quite possibly an equal partner, but too isolated to make his relationship with the others entirely clear. Yet, if these three powers have decided to draw the game between them, why are they still playing? I've dismissed France as a winning threat with this season--not only are his units inefficiently positioned for a victory drive, but his Spring orders have indicated his lack of desire for a win. In my opinion, the attack on Italy had to come then or never: any future return to the south will now be inconsistent and success will be all but impossible.

England's only useful retreat is to Hel, where he can influence the interface of three powers, and perhaps negotiate himself into Den. If France and Russia continue their tacit cooperation against the tiny nations

separating them, the English position is bound to disappear this year; and if the Italian A Boh continues to help France, the German one may also disappear.

However, A Boh will be much more useful against Austria, the continuing "hands off" policy to the Austrian units is quite destabilizing. The pseudo-disorder status of these units has really hurt Turkey, and R/I have chosen to concentrate their efforts against their active opposition in the southeast. Next season, though, Vie is sure to come under the gun from armies Boh and Tri, who have no other apparent function. This means that either A Ser or the Russian A Rum must cut the support of A Bud. This leaves Bul vulnerable so I would expect a Turkish F Aeg-Bul(sc) supported by both A Boh and F Plk. Aeg may well be lost, but if Turkey slips to three centers he'll be in even deeper trouble next year.

Fall 1905

Aus: A ~~Vie~~ (ret OTB) S A Bud; A Bud A S Vie.

Eng: (F Nth ret Nwg) F Nwg S FRE F Edi-Nth??.

Fra: F Nth-Nwy; F Ion-Nth; F Edi S F Lon Nth; A Pic-Wal; F Eng S A Pic-Wal; A Mun-Ber;  
A Kie S A Mun-Ber; A Hol S A Kie; A Eur-Mun; A Boh S A Mun-Ber.

Ger: A Ber S A Sil; A Sil S A Ber.

Ita: A Boh-Vie; A Tri S A Boh-Vie; A Ser S A Bul; A Bul R; F Gre S A Bul; F Ion-War;  
F Nap-Ion.

Rus: F Nwy-Nth; F Ska-Den; A Swe S F Ska-Den; A Mos-War; A Ukr S A Sev; A Sev R;  
A Rum-Bud.

Tur: (A Bul ret Con) A Con R; F Aeg R; F Alm R; F Fla S ITA A Ser-Rum??.

Supply Centers:

Aus: Bud ~~Vie~~ (1) Remove 1

Eng: ~~Vie~~ (0) Out

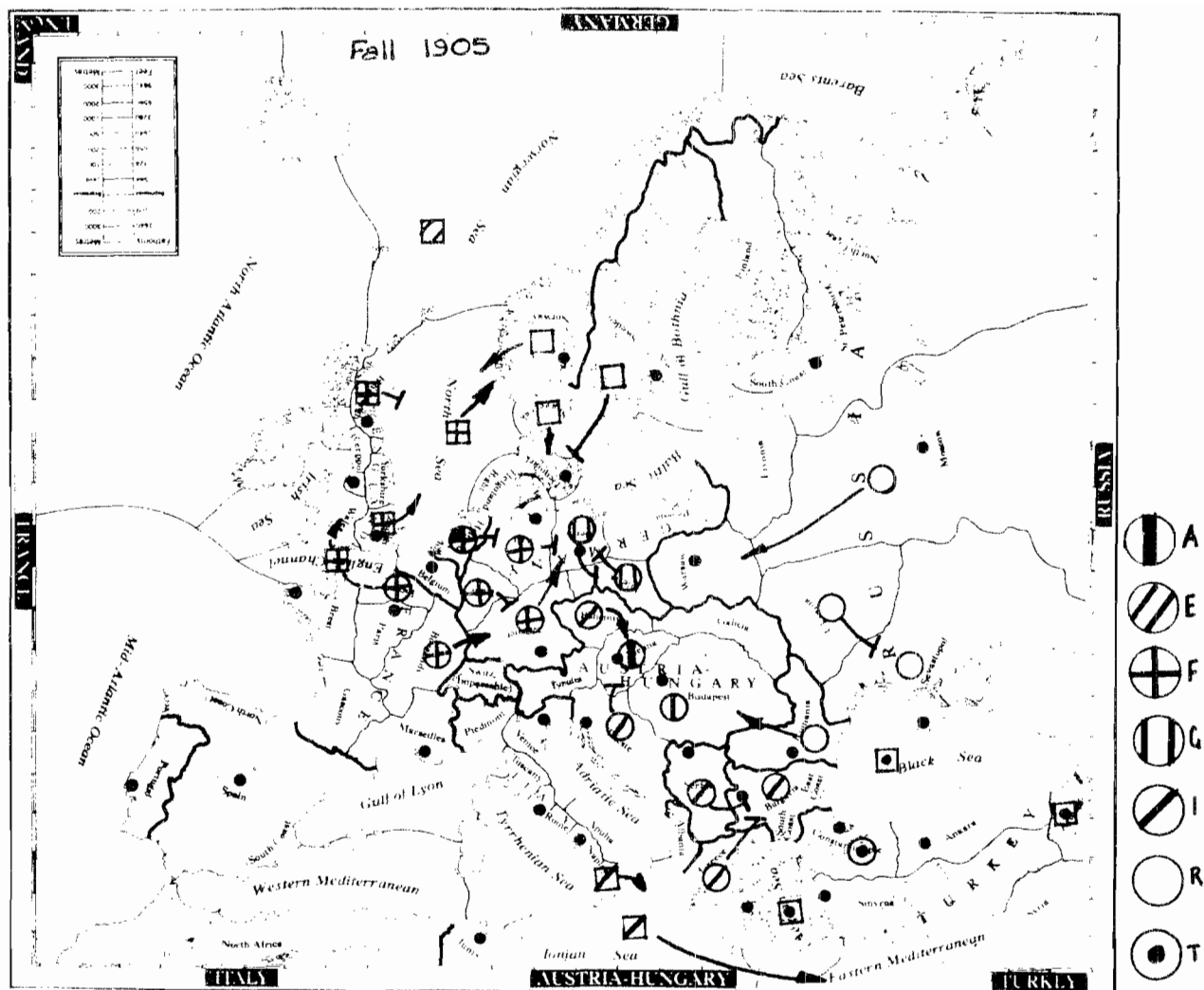
Fra: Home Spa Por Bel Hol Lon Ipl Kie EDI DEN (12) Build 2

Ger: Ber ~~Vie~~ ~~Mun~~ (1) Remove 1

Ita: Home Tri Tun Gre Ser VIE BUL (9) Build 2

Rus: Home Swe Nwy Rum DEN (8) Build 1

Tur: Home ~~Vie~~ (3) Remove 1



Fall 1905: Italy took the gamble and won in the east, keeping pace with the growth of France. Actually, to call it a "gamble" is almost certainly a poor choice of words: considerable diplomacy must have preceded the meaningless Turkish moves. Either Lee has done an excellent job of leading Jerry down the garden path for several reasons, or Jerry has simply given up and is suiciding in favour of Italy. If the latter is the case, Russia must beware. His move -War indicates a new suspicion of Germany; he has begun to tangle with France in the north; and once Austria is gone, it will be tempting for Italy to accept the services of a Turkish puppet and keep rolling notheast with his armies.

The Russian choice of F Ska-Den, supported by A Swe, rather than the other way around, indicates a preoccupation with Nth/Nwg rather

than Kiel. A Swe has no role other than the support of more fleet builds to Nwy; the present F Nwy could well end up in Ska to get three fleets on Nth. If Russia had intended to put a lot of effort into helping the dregs of Germany, A Swe-Den is more meaningful--if this unit ever reaches Kiel, it can influence the entire German homeland. So A Mos-War is only insurance against a desperate Germany. Berlin has been ceded to France. Too bad, because if A War had been built last Winter and sent -Pru this year, and another A War built this time to keep France out of Sil, the German A Ber could have held out indefinitely. The first priority of all three major powers seems to be the elimination of everyone else, even if they wish to tangle with each other afterwards.

The French convoy to Wal is, to put it mildly, obscure. With Nwg neutralized and

Nth secure, there is no need to defend England against Russian units. Yet, it's a symptom of France's overconcentration in the north that he can afford such bagatelles at all--as long as his alliance with Italy en-

dures, many of his units must content themselves with such shuffling. In fact, as the smaller powers disappear, the game is becoming much less exciting, and should end soon if war doesn't break out on another front.

#### Winter 1905/Spring 1906

Aus: (A Vie ret OTE) A Bud H.

Fra: (Builds F Bre, A Par) F Edi-Nwg; F Nth-Ska; F Eng-Nth; F Ion S F Eng-Nth; A Wal-Yor; F Bre-Mid; A Kie-Ber; A Mun S A Kie-Ber; A Ruh-Kie; A Hol S A Ruh-Kie; A Dur-Ruh; A Par-Bur.

Ger: (Removes A Sil) A Ber (ret Pru, OTB)-Mun.

Ita: (Builds F Nap, A Ven) F Nap-Tyr; F Ion-Tun; A Ven-Pie; A Tri-Tyo; A Vie-Boh; A Ber S A Bul; A Bul H; F Eas-Smy; F Gre-Aeg.

Rus: (Builds F StPnc) F Nwy-Ska; F Den S F Nwy-Ska; F StPnc-Nwy; A Swe S F Den; A War-Sil; A Ukr-Gal; A Rum S A Sev; A Sev H.

Tur: (Removes F Reg) F Bla S A Con; A Con H; F Arm H.

Winter 1905/Spring 1906: Ah, now this is more like it! It was no surprise to see France and Russia declare themselves more clearly against each other in the north, nor to watch Italy continue to paste the Turks. The big news is the Italian attack on France: almost poetic justice after the French backed off so completely last year. Den was lucky that he put a fleet in Mid rather than trying a fruitless F Bre-Eng: it gives him a good chance to hold his own in Iberia. It doesn't seem to have resulted from a tipoff, since we didn't see A Bur-Mar. The move is virtually forced this time, though (with F Mid-Spasc, F Eng-Mid), so even with all the French armies in Germany, it's unlikely that he can hold all the German centers this Fall.

The move by Italy would have been less surprising if not for the deceptive Austrian A Bud. One assumes that R/I checked with the GM and found that the lone unit is now in "true" civil disorder--thus, Vie and Tri can be vacated, and Bud itself is certain to fall to a joint R/I attack this Fall. Unless Turkey makes a minimal defense, Con could fall to Italy as well as Smy.

Germany is unpredictable. If he wants out, he'll just support Russia to Ber, or use A Pru-Ber to cut support for an attack on Mun. Otherwise, the Russian may support him into Ber. Either way, Russia can be confident about leaving War open--the German has been content in his efforts to oppose France.

Fall 1906: France showed good tactical judgement by "abandoning" Ber to improve his chances of holding Mun, while leaving A Kie free to take a shot at Den. Though the latter attempt failed, he was "rewarded" by keeping all his German contacts after all. The standoff in War (another prediction down the drain: my batting average is lousy) appears to have resulted from a change in German players, or perhaps France's new position as underdog made the German sympathetic. In any case, Russia was ready, so no harm done apart from the missed opportunity to recapture a German center.

The game will simplify considerably with only the lone Turkish unit disturbing a "pure" two-on-one battle. But if Jerry elects to keep F Bla, and use it, he could easily tie four alliance units into the corner for another two game years. This almost gives France parity in terms of available force, and the battles could be quite interesting for some time to come.

The French move -Par is pointless in itself since Russia will surely build F StPnc now, but it has value in forcing this build. The alternative A War could have shut down any possible counterplay in Pru; now, France may try A Ber-Pru to take advantage of the lone Russian army in Sil.

The Italian A Pie H, allowing a successful A Bur-Mar, was also interesting. It prevents an F Mar build, of course, but

Fall 1906

Aus: ~~A~~ ~~Ad~~ (A) H.

Fra: F Nwg-Bar; A Hol-Den; F Nth C A Hol-Den; A Kie S A Hol-Den; F Lon S F Nth;  
A Yor H; A Ber-Sil; A Mun S A Ber-Sil; A Ruh S A Mun; A Bur-Mar; F Eng-Mid;  
F Mid-Spasc.

Ger: (A Ber ret Pru) A Pru-War.

Ita: A Tyo-Mun; A Boh S A Tyo-Mun; A Ser S RUS A Gal-Bud; A Pie H; F Tun-Wes;  
A Bul-Con; F Aeg S A Bul-Con; F Smy S A Bul-Con.

Rus: A Swe S F Nwy; F Nwy H; F Ska S F Den; F Den H; A Sil-War; A Gal-Bud-  
A Rum S A Sev; A Sev S A Rum.

Tur: A Con (ret Ank, OTB)-Bul; F Bla S A Con-Bul; F Arm H.

Supply Centers:

Aus: ~~Ad~~ (0) Out

Fra: Home Spa Por Bel Hol Edi Lpl Lon Kie Mun BER (13) Build 1

Ger: ~~Ad~~ (0) Out

Ita: Home Tun Vie Tri Ser Gre Bul SMY CON (11) Build 1

Rus: Home Nwy Swe Den Rum BUD (9) Build 1

Tur: Ank ~~Ad~~ ~~Ad~~ (1) Remove 2

France will be on the defensive in this area, and an army will serve just as well in this capacity. The important thing is that Bur is vacant, i.e. there is presently no army there to support either Mun or Mar. Italy can make a good bid to take Mar with F Wes-Spasc and a supported attack on Mar; France may try F Spasc-Lyo, F Mid-Spasc,

but this doesn't improve his fleet position. I would prefer mutual support for A Mar and F Spasc, with F Mid-NAf and F Bre (build) -Mid. This accepts the probable loss of a center, but provides a reasonable challenge to the Italian fleet pressure: at least one more is likely to be cruising west after the builds. Let's see what happens...

Winter 1906/Spring 1907

Fra: (Builds F Bre) A Hol-Nwy; F Nth C A Hol-Nwy; F Bar S A Hol-Nwy; F Lon S F Nth;  
A Yor H; A Mun-Sil; A Ber S A Mun-Sil; A Ruh-Mun; A Kie S A Ruh-Mun;  
A Mar-Pie; F Spasc-Lyo; F Mid-NAf; F Bre-Mid.

Ita: (Builds F Rom, A Ven) A Tyo-Mun; A Boh S A Tyo-Mun; A Pie H; A Ven-Tus;  
F Rom-Tyr; F Lyo S F Wes; F Wes S F Lyo; A Ser-Bul; A Con-Ank; F Smy-Con;  
F Aeg-Ion.

Rus: (Builds F StPnc) F StPnc-Bar; F Nwy S F StPnc-Bar; F Ska-Nth;  
F Den S F Ska-Nth; A Swe S F Den; A Sil-Pru; A Bud-Gal; A Sev-Ukr; A Rum H.

Tur: (Removes A Con, F Arm) F Bla-Ank.

Winter 1906/Spring 1907: Hmmm... considering the likelihood of the Turkish F Bla-Ank, I would have preferred A Con-Smy, F Aeg-Con, F Smy-Eas (though it is an easy criticism after seeing the moves). If the first two moves had both succeeded, then Ank would have fallen by supported attack in the Fall (and with the Turkish fleet in Ank, the position would have been kaput). If by chance the Turks had stood off F Aeg-Con, then A Smy-Ank, F Aeg-Con in the Fall would have enforced a fleet occupation of Con. From that time, the days of Turkish survival are limited, as F Con will first support A Smy-Ank, then attack -Ela. The key to neutralizing a F Bla in these situations is to force a fleet into an adjacent

coastal area: the Italian moves actually do not guarantee this, and in fact no progress against Turkey has been made this season.

I'm rather disappointed in the ultra-conservative play of both Italy (vs. Mar/Spa) and Russia (vs. Nth). Even in Germany, their units have acted independently, to no particular effect--though with the backup Russian armies in Gal and Ukr, the French push to Sil means little. One might almost think they're content to mark time against France while eliminating Turkey (the house-rules forbid a non-eliminated power to be cut out of a voted draw, so the Turks must go before a three-way split can be proposed). In the meantime, if they firm up the lines against France, convincing him of the solidity

of their alliance, he should accept a three-way draw. Thirteen centers is a long way from eighteen--and as I indicated before, Don may not have a winning philosophy anyhow.

On the other hand, Lee has previously

used the ruse of conservative orders for several seasons until his opponent is lulled to sleep, then unloading an attack when the time is right. France could be in trouble after all.

Fall 1907

Fra: A Yor-Nwy; F Nth C A Yor-Nwy; F Bar S A Yor-Nwy; F Lon S F Nth; A Kie-Mun;  
 A Ruh S A Kie-Mun; A Hol-Kie; A Ber-Pru; A ~~SXX~~ (A) S A Ber-Pru;  
A Mar (ret Bur, Gas, OTB)-Pie; F Spasc-Lyo; F Naf-Wes; F Mid S F Naf-Wes.  
 Ita: F Wes (ret Tyn, OTB)-Spasc; A Tus-Mar; F Lyo C A Tus-Mar; A Pie S A Tus-Mar;  
 F Tyn-Tun; F Ion S F Tyn-Tun; A Bul H; A Con-Ank; F Smy-Aeg; A Tyo S A Boh;  
 A Boh S RUS A Gal-Sil.  
 Rus: F Nwy S FRE F Bar-Nwg??; F StPnc S F Nwy; A Swe-Den; F Ska S A Swe-Den;  
 A Gal-Sil; A Pru S A Gal-Sil; A Ukr-War; A Rum-Ser.  
 Tur: F Bla-Ank.

Supply Chart:

Fra: Bre Par Spa Por Bel Hol Kie Ber Mun Edi Lpl Lon ~~Max~~ (12) Even  
 Ita: Home Tun Vie Tri Gre Bul Smy Con ~~Ser~~ MAR (11) Even  
 Rus: Home Nwy Swe Den Rum Bud SER (10) Build 1  
 Tur: Ank (1) Even

Fall 1907: In the Turkish arena, results are fairly predictable, and the best that could be expected of both sides. The Russian capture of Ser will probably be put to use locally with an F Sev build--this frees the Italian F Aeg for motion westward. With F Sev and the three alliance armies in the area, Turkey will have to be more than skillful to avoid elimination next year. The alliance alternatives are F Sev-Bla or Arm, and A Con-Ank or Smy: perhaps F Sev-Arm, A Con-Ank will do the best job of strapping the fleet. Certainly the odds in a guessing game have turned against the Turk in such a scenario.

The convoy to Mar was a good choice, though predictable again, and Italy pays the price by losing Wes. Still, Bur/Gas will be another guessing game next year unless France chooses to divert F Mid or a German army. His army in Yor is looking positively sad--it's done nothing of the slightest use since being convoyed to England, still has no future there, and could now be well used at home.

The support given to France by Russia's F Nwy is well worth considering: should not France be making such retreats to solidify his own defensive lines? Against aggressive players this would be mandatory, but France

is reading the mood of his opponents well: an over-extended position is not bad if the other side is too cautious to take advantage of it. Still, if Russia ever gets F Nwy-Nwg in, France's position will look much worse.

The destruction of A Sil was predictable, and cost France nothing--it would have been his best choice for removal anyhow, if he'd had the choice to make. F Den-Bal is in line with the "slow" Russian strategy of rolling the opponent up like a carpet--again, a forthright attack on Nth with two supports would have been well worth considering, especially when France can only muster a single support himself. The only point against such a move would be, perhaps, that it would almost make the French A Yor look useful...anyhow, Ber and then Mun should come under irresistible pressure next year.

There's little doubt that R/I can sweep the board if they stick together, though we may be here until 1920 if France continues his generally successful resistance. There are no visible cracks in the R/I alliance yet, and no reason to expect any. The game may become almost boring if no meaningful "diplomatic" negotiation is taking place. The only communication may be between Russia and Italy, working out tactics.



STEVE MCLENDON & ROBERT SERGEANT

This edition of the DTRS contains games played through EVERYTHING #42. At its inaugural six months ago, DTRS rated 584 games. There were 109 games rated in EVERYTHING #42, which brings us to a grand total of 693 games.

As expected, we have a big shakeup in our top 100 players. Please keep in mind that I have cards on file for well over 1200 Diplomacy players, so making the Top 100 is

# DragonTeeth

## Rating

## System

indeed quite an accomplishment.

In the last 109 games Germany was hit quite hard in the countries' score, having posted only two wins. This cost Germany a full half point, causing him to fall below Turkey in the standings.

Italy made quite a surprise showing with eight wins. As can be seen, Italy picked up considerable ground but still lags far behind the rest of the pack. Here is how the countries stack up after 693 games:

<u>Score</u>		<u>Win</u>	<u>2D</u>	<u>3D</u>	<u>4D</u>	<u>5D</u>	<u>6D</u>	<u>7D</u>	<u>Elim</u>
9.10	RUSSIA	107	24	24	18	14	3	1 (102D)	156
7.00	FRANCE	59	30	45	34	18	3	1 (140D)	102
8.14	ENGLAND	60	25	39	38	18	3	1 (134D)	132
6.79	TURKEY	56	19	35	30	15	1	1 (110D)	161
6.27	GERMANY	60	35	34	24	17	3	1 (116D)	172
5.85	AUSTRIA	65	18	29	32	16	2	1 (104D)	174
5.40	ITALY	46	20	25	24	17	3	1 (87D)	146

### DRAGON'S ROW

#### Top Board

<u>Rank</u>	<u>Score</u>	<u>N</u>	<u>Player</u>
1	45.17	6	Dave Crockett (6W)
2	38.57	4	Tim Roberts (4W)
3	38.56	5	Ray Evans (4W)
4	34.10	3	Gary Kilbride (3W)
5	34.07	4	Richard Hucknall (3W)
6	33.70	8	Tony Ball (4W)
7	30.76	5	Steve Pratt (3W)

#### Second Board

8	30.58	10	Lee Kendter Sr. (5W)
9	29.76	5	Eric Willis (3W)
10	29.09	7	Randolph Smyth (4W)
11	28.89	7	Richard Walkerdine (2W)
12	28.61	4	Mike Ingham (2W)
13	27.73	7	David Barnes (3W)
14	27.51	7	Dave Ditter (3W)

The rest of us:

15	27.02	7	Mike Lariton (3W)
16	26.52	2	Nicky Palmer (2W)
17	26.22	4	Andrew Holborn (2W)
18	26.01	2	Horst John (2W)
19	25.85	3	Tom Ripper (3W)
20	25.46	15	Steve McLendon (5W)
21	24.34	17	Joel Klien (4W)
22	24.27	6	John Fleming (3W)
23	24.23	4	Gareth Lodge (2W)
24	24.07	9	John McKeon (3W)
25	23.76	3	Mike Ernestus (2W)
26	22.99	10	Don Pitsch (4W)
27	22.88	3	Paul Thomas (2W)
28	22.85	10	Allan Owens (3W)
29	22.52	4	Bob Fabry (2W)
30	22.42	4	Roy Taylor (2W)
31	22.00	3	Peter Tyrrell (2W)
32	21.56	3	Roger Blewitt (3W)
33	21.22	44	Ron Kelly (10W)
34	21.17	2	Konrad Baumeister (1W)
	21.17	2	Bob Brown (1W)
36	21.12	3	Neil McDonald (1W)
37	20.90	3	Alan Rowland (2W)
38	20.76	10	Pete Swanson (3W)
39	20.75	6	Jack Westlake (2W)
40	20.58	4	John Michalski (1W)
41	20.52	5	Rick Kassel (1W)
42	20.14	6	Mick Bullock (1W)
43	19.59	4	Robert Correll (1W)
44	19.38	2	H.D. Bassett (1W)
45	19.20	2	Steve Decker (1W)
46	19.11	6	Bill Young
47	18.86	5	Graham Buckell (1W)
	18.86	10	Eric Verheiden (2W)
49	18.77	4	Nathan Norman (1W)
50	18.61	12	Blair Cusack (3W)
51	18.48	3	Roland Straten (1W)
52	18.47	4	Rob Wartenberg (1W)
53	18.44	2	Mark Frank (1W)
54	18.30	4	Howard Mahler (1W)
55	18.18	12	John Stevens (2W)
56	17.82	3	Bruce Harwood
57	17.81	3	Larry Bresslour (1W)
58	17.74	8	Willy Haughan (3W)
59	17.72	2	Bruce Little (1W)
60	17.60	5	Geoff Nuttall (2W)
61	17.46	3	Laurence Parrott (1W)
62	17.01	3	Richard Scott (1W)
	17.01	6	Dave Tant (2W)
64	16.94	11	Zane Parks (1W)
65	16.57	3	David Hertz (1W)
66	16.53	4	Ron Fisher (1W)
67	16.42	4	Roland Prevot
68	16.32	5	Andy Burke (1W)

69	16.06	11	John Weswig (3W)
70	16.02	3	Robert Gallagher
71	15.97	3	Brian Johnson
72	15.92	7	Robert Sergeant (1W)
73	15.56	2	Dan MacLellan
74	15.51	3	Arnold Trembly (1W)
75	15.40	3	Fred Bolin (1W)
76	15.30	2	John Malay (1W)
77	14.38	11	Richard Sharp (2W)
78	14.81	3	Patricia Efron
79	14.79	2	Lyle Marshall
	14.79	2	Stefan Dour (1W)
	14.79	2	Tom Sherwood (1W)
82	14.54	2	John Keight (1W)
83	14.52	3	Jacques Duthel (1W)
84	14.36	2	Ten Howard
85	14.31	4	Lennis Goldston
86	14.30	3	David Reynolds (1W)
87	14.14	9	Frank McIlvaine (1W)
88	14.03	2	Mark Berch (1W)
	14.03	2	Garry Brittain (1W)
	14.03	2	Jerry Jones (1W)
92	14.03	2	Ed Knudsen (1W)
92	14.01	15	Andrew Waldie (3W)
93	13.97	3	Mike Dominick (1W)
94	13.91	7	David Tutacko (1W)
95	13.86	3	Clive Eooth (1W)
	13.86	3	Jack Brawner (1W)
97	13.77	2	Michael Boggs (1W)
	13.77	2	Bill Pyrg (1W)
	13.77	2	James Cleaveland (1W)
100	13.59	4	David Malmquist (1W)

((For those of you who wish to read more on the DTRS, you should refer to DW #22. ((It is interesting to note that both Mark Berch and myself had the exact same score. Birds of a feather...--JHU))

((A special congratulations should go to David Cockett who took over the number one position with six wins in six games.))

CORRATA: Pocketful of Variants (DW #23) by Fred Davis.

Effective January 1, 1980, Fred Davis announces that the cost for a set of the Youngstown Variant Package will go from \$1.50 to \$2.50, and all other variants will cost 50¢ apiece rather than 3 for \$1.00



# The Ratings War

As mentioned last issue we are going to publish various different ideas on tournament rating systems. The ones presented are here for your comments and observations.

## LaFosse

BILL LaFOSSE

(Reprinted from FREEPRESS-October 1979)

The main and obvious problem with ratings is how to properly award points to every situation. Some systems reward wins, some draws, and some simply surviving. Surely the best possible system would be the proper marriage of these three objectives.

The following system is just such a blending and was put to paper only after considerable thought. I am not alone in it's presentation. During a recent trip to Ottawa I bounced the idea around with Francois Guerrier, who was interested and helped in refining some of the neglected points.

As mentioned above, no present system can adequately recompense a player for the varied possible endings to a Diplomacy game. The answer to the ratings problem may well lie in a marriage of existing systems. I have laid out the three systems covered in Rod Walker's Guide To Diplomacy and added two more systems to reward situations not covered by the three other systems. Bare in mind that each of these systems taken individually is obviously flawed.

REINSEL SYSTEM (from the Guide). This awards points on a win (7), draw (3), survival (1), elimination (-1) basis.

CALHAMER SYSTEM (from the Guide). This system awards 1 point per game, which goes

to the winner. In the event of a draw all survivors share it equally. For the purpose of the LaFosse system, this point is changed to 7 instead of 1.

OVERALL SYSTEM (From the Guide). This system awards 10 points to a winner. For the purpose of my system that number has been changed, but all other numbers remain the same. The winner gets 7 points, 2nd place 6, 3rd place 5, 4th place 4, 5th place 3, 6th place 2, 7th place 1. In the event of a draw; 2 way 6 points each, 3 way 5 points, 4 way 4 points, 5 way 3 points, 6 way 2 points, and 7 way 1 point each. If the game has a winner and runners-up are tied, the points for th positions they occupy are added and then divided by the number of players tied. (This is the same way in which prize money is split when a tie occurs in a Golf match.)

CENTRE SYSTEM-end game. At the conclusion of the game a player divides his number of centres by 3, drops fractions and is awarded this number of points. In addition, all survivors receive 1 bonus point.

CENTRE SYSTEM-mid game. Through the game records are kept the number of centres each player controls at the conclusion of each game year. At the conclusion of the game, the centre totals are added up (less 1901) and divided by the number of game years (-1 for 1901). This number is in turn divided by three. As in the system above, survivors also get a 1 point bonus.

The addition of accumulated points through the above 5 systems yield one score for a person's accomplishments in their game.

Each system if taken on its own, is not adequate guage of performance. The Reinsel system is critizised as a win/draw system not rewarding survival enough, and penalizing elimination. The Calhamer system is strictly a win/draw system. There is no penalty for elimination but draws are often disproportionately rewarded. The Overall system is much in favour of survival, and little else. The two Centre systems are so unfair (if taken seperately) that elaboration to their shortcomings is unnecessary.

I do not present this system as being flawless as every system has its downfalls. I do present it as the best I've seen. I would like to see this system commented on, whether pro or con so as to be improved or discarded.

# Simple

DICK MARTIN

(reprinted from Retaliation #7 - Dec. 1979)

The problems with the older systems were that they did not accurately represent the goals of the game (Eocamora), or that they altered the flow of the game (Berch). Hopefully, this system will be a proper blend of the previous two, yielding a sort of divine median. I'll refer to it as SIMPLE, a catchy little acronym, but better left unexplained.

SIMPLE's objective is to provide an ample incentive to win, while de-emphasizing cross-game influences, previous round results, false premises that the object of the game is to eliminate the other powers. Reduce, yes, but not necessarily eliminate. Diplomacy is basically a "king-of-the-hill" type game, with the top of the hill being the man (or woman) with the most centers, plain and simple. A minimum number of centers is not necessary in a game not played to a natural (18 center) conclusion. Also, there should be some reward for those who last the entire game, it is not fair to make someone survive for three hours for next to nothing. As it turns out, to reward all survivors is merely another way to punish those that are eliminated. Any player scoring the "best of country" in a round will also be rewarded in some small manner for his (her) outstanding play. If this means a certain amount of cross-gaming, remember that a player doesn't really get interested in that sort of thing unless he's doing well already. This is not to say that talent gets the privilege of cheating, just that it is assumed that all players will be keeping tabs on as many games as they wish, at the penalty to their own efforts. This assumes that deadlines will be kept strictly enforced, especially as the games near conclusion. Sure, you can check the other boards, but the season you miss, diplomacy-wise, can really hurt.

Draws are possible, but only in the case of exact ties of centers. You can bet that it will get hairy down near the end in a

close game! The points normally awarded to the victor alone are split equally between all players sharing in the draw. Thus, in a 13-13-5-3 draw, the 13's would share the victory points, in addition to survival and center bonuses, while the 5 & 3 players would get only survival and center points.

Ideally, this would be at least a three round tournament, with at least a 1908 ending date in each round, preferably longer. The third round would have seeded play and a reduced victory bonus, as supposedly all the places are relatively set.

The scoring goes like this:

- 1 point per center (none if 18 center victory occurs, for the losers)
- 5 points for having any centers at the games conclusion (none for losers if an 18 center victory occurs)
- 18 points for a victory in a preliminary round game.
- 12 points for a victory in a final round game.
- 6 points for a best of country as determined separately for each round.

Victory points are divided equally between all players sharing in a draw as explained above. Best of country points are divided equally among all players sharing that honor for that country for that round. All fractions are dropped.

# BRUX

(A REVISION OF THE LINSEY SCORING SYSTEM)

BRUCE LINSEY

1. A game shall end when any of the following conditions are met:
  - A) All players with at least one remaining supply center vote in favor of a particular draw or concession.
  - B) A player controls 18 supply centers after a Fall turn.
  - C) It is Winter 1908.
2. A player wins the game by meeting any of the following conditions:
  - A) All players with at least one remaining supply center vote a concession to him.

B) He controls at least 13 supply centers after a Fall turn.

C) He controls 13 supply centers in Winter 1908, and nobody else controls as many as he.

3. Two or more players share in a draw when any of the following conditions are met:

A) All players with at least one remaining supply center vote for that particular draw.

B) It is Winter 1908, and two players control an identical number of supply centers of at least 13 each.

C) It is Winter 1908 and no player controls 13 supply centers. All Powers with at least 3 centers share in the draw.

4. All player's score shall be computed as follows:

A) He shall receive one point for each supply center he owns at the end of the game.

B) He shall receive:

- 60 points for a win
- 45 points for a 2-way draw
- 30 points for a 3-way draw
- 20 points for a 4-way draw
- 10 points for a 5-way draw
- 5 points for a 6-way draw
- 0 points for a 7-way draw

5. A timekeeper shall announce the end of each Spring and Fall season. Each Fall turn shall be 15 minutes long, and each Spring turn be 20 minutes long and shall include the preceding Winter season. Any player not finishing his moves in time will have NMR'd, and the game will progress. Any game which gets ahead of schedule will have that much more time for subsequent turns. Exception: Spring 1901 will be given 30 minutes instead of 15.

Notes: The Berch System allots a mere hundredth of a point per supply center. However, I feel that a second place finisher with ten centers deserves some degree of credit, even though not nearly as much as the winner. Thus, I have compromised between the win-only and strong-second philosophies, both of which have good arguments in their favor.

I shall end by saying that Mark is correct in stating that some of these issues such as the win-only/strong-second debate are a matter of one's philosophy. Naturally, this system is based on mine. No two people are likely to agree on all points of an issue such as this.

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I'm cutting out little blocks of wood and painting them different colors. Some will be round chips like tiny checkers and some will be rectangular. I will even try to do some in the shape of little footballs.

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Steve Cartier  
Box 7793  
Riverside 92513  
Calif. U.S.A.

The Berch Tournament Scoring System in its original form, was selected by John Boyer for use at DipCon XII. In summary, the game is worth 60 points, given to the winner, or divided evenly among the drawers. 0.01 point was given for each supply center held at game's end, mostly for tie-breaking purposes. Since time constraints forced the games to be curtailed at Winter 1907, a reduce victory criterion of 12 was used for curtailed games. If two players were tied at 12 or more, then they alone drew.--Mark Berch

## Game vs. Metagaming In Dip Tournaments

Ben Zablocki

Tournament play is highly sensitive to tournament rules. For some reason this is much more true for the game of Diplomacy than it is for most games. Often tournament directors are unaware of how unsatisfactory an experience they can provide -- for winners as well as for losers -- when their seemingly minimal tournament regulations introduce metagaming strategies which completely eclipse the strategies and tactics of the game itself. It is true that tournament play is inevitably different from postal and ftf just as postal and ftf are inevitably different from each other. But when the play gets to be so different that people associate the outcomes with skills having nothing to do with the game of Diplomacy (or worse still, with luck!), you've got problems. This is what has been happening at recent Origins and DipCons.

The best way to explain what I mean by metagaming is to recount my experiences in the two tournaments that I won at Origins '77 and at the recent DipCon at Origins '79. Both were won by taking advantage of loopholes in the tournament regulations more than by great diplomacy. The first was played under a (modified) Pocamora system. The second under the Berch system. Both have serious faults. As presently constituted I slightly prefer the Pocamora system, but the Berch system has the potential of becoming the better of the two with a lot more work. Assuming that people are basically familiar with the two systems, let me first briefly describe how I "beat" each of them and

then give some ideas as to how each system can be made less beatable and Diplomacy tournaments in general improved.

The Pocamora system puts a premium on tactical play by rewarding you for the number of supply centers you control. You also get points for every player who played the same country as you on another board and did worse than you. This additional source of points is very important in tournaments with many boards, less so in small tournaments. The system rewards solid conservative play. Like the Berch system, it cuts off games at around 1907. But unlike the Berch system, the Pocamora is based on the philosophy that this represents an arbitrary cut-off of a game that would normally continue for many more years. Thus the scoring system has no concept of winning but only of doing well in the middle game, presumably thereby enhancing the probability of eventually winning.

At the 1977 Origins, the Directors announced the rules. They told us that, in addition to points for supply centers, we would get one point for each player playing the same country on another board that we did better than. But then they casually added that, although the Pocamora rules call for giving  $\frac{1}{2}$  point for each player playing the same country on another board that you do equally as well as, this tournament would not bother counting in these fractions! My mind reeled with disbelief. I quickly looked around to see if any of the other players had grasped the profound consequences of this seemingly trivial modification of the standard Pocamora rules. But apparently nobody else was paying close enough attention. I held my peace and prayed for the luck of the draw to give me "bad" countries.

My prayers were answered. In the first round of the two round tournament I drew Germany (at that time and style of play, a weak country) and in the second round I drew Austria. My strategy of metagaming was now clear: to find a "strong" country with whom I could make a solid gamelong alliance, offering to let him win in return for giving me a strong second. In both rounds I easily found such an ally. By chance it was Prussia each time. In both games I loyally stuck to the agreement, and in both games I ended up finishing a strong second with 9 or 10 centers to a Prussia who had gained 11 or 12. Yet when the points were tallied many people were surprised to find that I had won the tournament without winning a game. The trick, of course, was that, in a large tournament such as this one

with many boards, the bonus points for the number of other boards in which you beat your own country were just as important a component of the final tournament score as the points for supply centers. A "strong" country like Russia was going to get 10, 11 or 12 supply centers on a great many boards. A Russia with 12 would be likely to tie with 3 or 4 other Russias with 12 and would get no points for any of these ties because of that crucial rule modification to avoid fractions. My nines and tens with "weak" countries, on the other hand, stood out from the pack. (I won a trophy for best Germany and just missed one for best Austria in addition to the tournament trophy.)

So the margin I granted my ally in each game was more than wiped out by the greater bonuses due to no  $\frac{1}{2}$  points for ties.

As it turned out this made the margin of victory. If the standard Rocamora system had been used, I would not even have placed among the top three. The play itself was good but not very exciting. I spent as much time running around checking out other boards as I did diplomacizing at my own board. This is the feature of the Rocamora system that Mark Berch hates and I can understand why, although his system is an overreaction to it.

Origins '79 - DipCon XII presented an entirely new tournament system designed by Mark Berch. This time the metagaming considerations were a little more complicated and exploiting the loopholes would require luck. The first loophole had to do with the overly vast difference in points awarded for a single win (60 points) as compared with what you got for a two-way draw (30 points). Mark had hoped that this would stimulate last minute stabs for small margins of victory, an exciting feature, understandably but regrettably absent from Rocamora tournaments. It did accomplish this but it also led to several other unanticipated consequences which I will get to in a little while.

The second loophole was a little more subtle and Mark himself seems still not to be aware of it: the arithmetic of his system (for the 1907 version only) made it impossible, unless some country went into civil disorder, to ever have a three way draw. (Note that  $3 \times 12 = 36$  is impossible because there are only 34 supply centers; but  $3 \times 11 = 33$  which implies that some other country survives with at least one supply center and is entitled to a full share of a four way draw by Mark's rules; while 12, 11, 11 or 12, 12, 10 is no longer a three way draw

because of the rule that 12 centers is a win.)

The impossibility of three way draws badly skews the game. The least of the problems is that it makes three way draws impossible as a final outcome. In fact I'm afraid that Mark may respond that he doesn't care because he doesn't like three way draws. But this gets to the guts of my whole point. You should not put too much faith in the ability to shape behavior by social engineering. Even if it were unanimously agreed that 3 way draws are a bad thing, one cannot just eliminate them without changing a lot of other aspects of the game in ways that are difficult to foresee. For example: it makes it impossible to plan 3 way alliances even if 2 of you are secretly planning to stab the third. You can't even lie to the third person with a straight face under these rules.

But far more serious is how, in conjunction with the first loophole mentioned above, it distorts the end game. It is just this distortion that I foresaw and took advantage of in order to win this tournament. Here's how to beat the Berch system. In each round of play, find one or two allies that you can agree to sweep the board with. Of course a certain reasonably high level of skill is presumed here. Agree with one of them that you will not be satisfied with a draw but, near the end of the game you will flip a coin to decide who will win, the loser throwing the game to the winner of the flip. Actually, in such situation, you are even better off if you and your coin flipping buddy are the second and third strongest on the board rather than first and second. That way the strongest player serves as an involuntary enforcer of good faith in your coin flip. If that third player is on his way to a victory, so much the better; flipping a coin and abiding by the results are the only way you can avoid disaster. When there is a third strong player, the plan is almost foolproof. Now unless a lot of people are playing this strategy, two sole victories (120 points) virtually assures you of winning the tournament. I won with only 90 points. So, if you can set up the situation described above in all three rounds, your chances of winning the tournament are 50 percent.

Of course, specific circumstances require this basic metagaming strategy to be modified. Often events conspire to give you more than a 50 percent chance of winning. In the first round of DipCon XII, I lost the flip in a situation

just like the one described above. I abided by the flip and got zero points for the game in which I did well enough to get a trophy for best Italy. In fact, ironically, this one round where I scored no points was probably my best played round. In the next round I drew Austria and went to a straightforward two-way draw (no coin flipping) with England. This gave me only 30 points going into the final round but at least it kept me off that death trap called Top Board. (For some reason, this tournament game no bonus points for being on the Top Board.) In the last round, I agreed with England (I was Germany) to play for the coin flip. He also had 30 points and it took no great effort to convince him that the only way either of us had a shot at winning the tournament was to win the game. As it happened, Turkey played a superb game while England and I each made a few tactical mistakes, a fact that did not displease me. At the end of 1905, I pointed out to England that Turkey would get 12 and win unless one of us got more than 12 centers which could only happen if one of us immediately started convoying the other into the other's supply centers. We flipped, I won, and England's fleet in the North Sea convoyed my German army to London, Turkey walking out on the game in (justified) disgust.

In Mark Berch's analysis of this tournament, he makes much of the overly cautious play on the first board in the final round, resulting in a six way draw. But, as it turned out, only a two-way draw or a win on the Top Board could have prevented the tournament from being won by me or by anybody else from the second board who was able to pull off a win in the final round. Another thing to note is that the win was that the win was not really due to good luck; I flipped twice, lost one and won one, just what you'd expect by chance. A third thing to note is that none of the really fine players on the first board ever had a chance. A fourth thing to note is that, even on the second board, Turkey, who everybody agreed played the best game, got zero, precisely because he played so well. A fifth thing to note is that, in the two tournaments that I described, I drew Italy once and Austria and Germany twice each and still won each time, suggesting that maybe the need to balance for specific countries may not be as important as it was in Diplomacy's infancy.

What I do consider important is that tournaments retain the policy of awarding trophies for the Best Country. I hope that Mark does not go through with his

idea of abolishing them or downgrading them to certificates. Without them players not in the running for a top position would have little incentive to play well in later rounds.

I have five specific suggestions to make: two concerning the Berch System and three concerning tournaments in general.

(1) Mark has already suggested modifying his scoring system to 60-46-36-28-20-10, for the win, two-way draw, three-way, etc. This is a giant step in the right direction although the specific numbers should be re-examined after each new tournament experience. Right now I have only one minor quibble with these numbers. If you get them ranked the way they seem to belong with the exception of a win and 2 two-way draws, which beats out two wins and a four-way draw by 4 points. It doesn't seem right that a person who wins two games in a tournament should lose out to a person who wins only one. My suggestion is to leave the numbers as they are but award a five point bonus to anyone who wins two or more games in the tournament as a whole. This is very unlikely to increase the chances of coin flips because it usually won't happen that two allies in a position to flip a coin will each have already won a game.

(2) There have got to be possible 3-way draws if the system is to work. My suggestion is to declare any game in which three players each have ten or more supply centers but nobody has satisfied the victory conditions to be a three way draw. Of course, this is only a problem when one is playing the 1907 version of the system.

(3) Whatever the tournament system, give a bonus for being on the Top Board. Not to do so not only is unfair to the best players but encourages meta-gaming to try to arrange to "just miss" qualifying for the Top Board. I don't know what is a fair bonus. Certainly it should not be so much as to discourage others from thinking they have a chance of winning. For the Berch system, ten points, about the average difference between one level draw and the next level draw seems about right to me. I assume that a five-way draw on the Top Board is worth as much as a four-way on a lesser board.

(4) I don't care what system ultimately gets selected for any given tournament. But whatever system is used it should have a standard form, written up in de-

tail in advance by its author(s) and should not be changed in its slightest detail by the whim of the tournament directors or organizers. Of course systems will always need to be changed, but the time to change them is during the year, after the tournament season, as a result of criticism, commentary, and debate; and the way to change them is cautiously, very cautiously. Whenever feasible, the system for a tournament should be published in advance, distributed at the tournament, and briefly explained to the participants.

(5) Rod Walker may have made the wisest and most helpful comment of all when he suggested simply not telling people what system would be used to score the tournament until afterward as a way of avoiding metagaming. He said that this would force people to just play Diplomacy. But if "sed quis custodiet ipsos custodes?" was apt in ancient Rome, by way is it ever apt in Diplomacy! Rod's suggestion requires that we have an awful lot of faith in the integrity of the tournament directors. This may be O.K. if we get people like Rod, or Mark, or John Boyer to run them but this isn't always possible. Furthermore, Rod's system, by making hidden information extremely valuable to anybody who can find out some of it, has the potential of creating metagame situations more repugnant than those it is designed to correct.

But the basic idea is intriguing and it would be good to be able to salvage it. Let me suggest a possible alternative. Publish three standard tournament systems: eg: Pocamora, Berch, Walker. These are three good choices because each represents a viable Diplomacy style -- Walker's is to win or prevent a win at all costs; Berch's is to win or draw if you can't win; Pocamora's is to play for as long as practical and then sit around and discuss what probably would have happened if the game had continued. Announce that there will be a public drawing at the end of the tournament to determine which of the 3 systems will be used to determine the scoring. (Probably there should be a drawing before the final round to determine Top Board, second board, etc -- but this system need not be the same as that which is ultimately used to score the tournament.) Under these conditions one could plan rationally but it would be almost impossible to metagame. The odds would be two to one that a system rewarding wins would be chosen so people would strive for them and this would make Mark Berch happy. On the other hand, the one third chance that the Walker system would

be chosen should discourage anybody from letting anyone else win on a coin flip. This makes me happy. And the various different scoring systems would increase the number of people who could believe that they had a chance to win or do well which should cut down on attrition, and this should make the tournament directors happy.

Potentially, Diplomacy tournaments could be, along with postal Diplomacy and 4th Diplomacy, one of the major expressions of the hobby. So far they have instead been circus events, engendering more scorn and cynicism than anything else. I certainly don't claim to have the last word on these matters but I hope they will continue to be discussed in such a way that next year's tournaments can at last take their rightful place alongside the World Series, the Super Bowl, and the annual migration of the lemmings.

## Mark's Response

MARK BERCH

Ben's incisive look at the BTSS gives me a good opportunity to respond to the criticisms, and clear up some misconceptions.

Ben correctly observes that there is too large a gap between the draws and a win. Steve McLendon has also pointed out that the spacing between 6 and 5 way draws was too small. Both of these problems are dealt with in the new numbers. Naturally, they should be re-examined after the next use for further refinement.

Then there is the coin-flip strategy. The new numbers will reduce, but not eliminate that problem. But please keep in mind that a coin flip can be used in any ordinary face to face game, in any postal game (using whether the Dow Jones is odd or even on some date), and in any tournament scoring system which places significant value to a win. If 2 players decide its all-or-nothing, then the coin flip idea will be raised. Second, no scoring system can completely deal with

the player who decides to fall on his own sword. For the coin flip to work the loser must be willing to take actions that will certainly lower his score. Finding someone who's willing to die for you will always give you a large boost regardless of how, or whether, the game is scored.

Ben, the Lee Rendters and presumably others have stated that a three way draw is not possible in the 1907 version. Ben also says that there was a "total absence of 3-way draws." However, neither of these statements is factually true (I know, I've gotten the score sheets from John Boyer). They all assume that no one would ever vote themselves out of a draw. In fact, that occurred quite often. At DipCon XII, in 29 relevant games (i.e., excluding 12+ center wins and one 12-12 draw), there were 16 cases of people voting themselves out of a draw. I of course do not know why each of these votes occurred. In a few cases they may have felt a win was inevitable by next year. But there are rational reasons for voting oneself out. Suppose its 10-10-10-4, and the triple alliance says to you: We are committed to a three way draw if possible, if not, the first to reach 12 will win (or tie at 12-12). So either vote the 3-way or we will wipe you out. If you expect their alliance to proceed as it has in the past, a yes vote would be one sensible choice. Survival is better than being wiped out, which is probably what will occur, with 3 countries each trying to take 2 of your centers. And don't sneeze at those 0.04 points. At DipCon XII the difference between third (with a trophy) and fifth (no trophy) was 0.01! However, as a concession to the arguments concerning 3-way draws, I will have 11-11-11-1 considered a 3-way draw if the game ends in 1907.

In accord with Ben's suggestions, the revised BTSS shall have a bonus for being on the top board and for having two wins. Also, as many have taken offense at the (rulebook) action that all share equally in a draw, +4 points will be give for top man in a draw, -4 for low man. In 4-6 way draws, +2 and -2 will go to second to the top and second to the bottom as well.

Having said this though, I think

that Ben's metagaming strategy is totally invalid because it is based on an erroneous assumption. Many of you have probably used a similar strategy, or would be tempted to try Ben's, so pay close attention.

Ben played second to a "strong" country, Russia, figuring that so many Russias would also do very well (10-12 centers) that his allowing Russia to do that well would just produce an average sort of Russia. Further, numerous ties in that area would deprive those Russias of even their  $\frac{1}{2}$  points per tie, as the Rocamora system had been modified at the last minute. But all this depends on Russia being a "strong" country. This is a common perception among postal players. In tournament play, Russia is a weak country. I intend to publish an article on this in DW once I can locate all available data (and I'd appreciate those having tournament data to mail it to me).

At DipCon XII, Russia was below average in all three rounds, and overall finished DEAD LAST. In this I am using the scoring of final s.c.'s held. It is true that DipCon XII did not use a Rocamora system, but I doubt that the nature of the scoring system affects the relative country strengths. At PENNCON 1978 (6 boards), Best Russia had 3 centers---the lowest of all best countries. If we use the criterion of very good games; i.e., those with more than 10 centers, Russia at DipCon XII came in sixth.

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O.K., there you have it. We've devoted a lot of space in this issue in hopes that your next encounter in a Diplomacy Tournament will be more enjoyable. But it's not over yet. You must make a contribution. You can count on the fact that the rating system designer's will respond, but it is you that will have to play under these systems. So why don't you take the time and contribute your two cents. If you don't, I don't want to hear any complaints about the tournament next year.--JHJ



# *Practical Considerations In Running A Large Diplomacy Tournament*

MARK BERCHE

Many people are writing on how to run and score a tournament, which is good. But I think it's vital that some purely practical matters be kept in mind, so that ideas flow along realistic channels. What follows is drawn from my experiences at four tournaments, reading numerous articles by others on their reactions to tournaments, and speaking to "old hands" and newcomers alike.

1. Keep in mind who attends these tournaments. Motivations and backgrounds vary. At one extreme are some who are attending the convention solely to play in the Diplomacy tournament. At the other extreme are others who enter because their first choice tournament was filled or cancelled. Many will be at their first Diplomacy tournament. Some will be playing their first seven player game or even their first dippy game at all. As a result, many will be in for rude shocks. A tournament game is likely to be much more competitive than the social game they are used to, and they may have little experience negotiating with total strangers. Players successful postally may, in their first FTF game, be startled to learn that they are ineffective or unprepared for a hurly-burly game. After

all, controlling your tone of voice, the ability to lie with a straight face and other considerations don't exist postally.

Further, many have played only with the same small group and so are unaware that their styles and rules are not shared by others and may even be wrong. As a very common example, many players assume that, e.g. F Gas S F Mar-Spasc is illegal. Potentially more dismaying are differences in "informal" rules. For example, I overheard one player saying that he was very surprised that someone actually lied in the W'00 negotiations, and was astounded that others did not see any problem. The way his group played, you could lie only once after the game had actually started, which was with the reading of the S'01 orders.

You see some young players in tournaments. There are, I suspect, very few pre-high school postal players, but you can expect a sprinkling of 9-13 year olds at a tournament. In short, anyone who views tournament players as just typical postal players isn't being realistic.

2. The scoring system must be kept very simple. You are going to have to stand up there and explain the system to the motley crew that I've just described. Unfortunately, there was no hand-out at DipCon XII, but even if there is, someone must field and answer the questions. If you've got a lot of intricate calculations, special cut-offs, etc., you will get quickly bogged down while most will want to get on with the game.

An example of this is the Bill La Fosse system. Bill reasoned that no one system could cover everything, so he blended five different systems, with a players score being the sum of the five components. And some of these are pretty involved. More over, the supply chart held in each game year except 1901 are added up, and then divided by one less than the number of game years. This number is then divided again by three, and one point is added if he is a survivor. It's not clear whether a player eliminated in 1904 from a game ending in 1908 gets divided by three or seven, but you can be sure someone will ask. Remember, this is just one component.

A second problem is that someone has to sit down and do all the calculations, probably in a noisy room with many inter-

options. This is very conducive to errors. Particularly after the last round, time will be very short, for the results must be turned in. No one wants to shorten a final round in order to provide time for complex calculations.

3. Don't ignore the physical limitations. For example, in the Linsey Scoring system, a six hour playing time is required--not counting time to fill out forms, pick the players, answer questions, etc. Bruce feels that the convention people can be persuaded to make adjustments. Perhaps, but you can't count on it. At DipCon XII we were told starting time was 10:00 a.m., period. Tournament times must be coordinated with such mundane considerations as when the cafeteria is open in the morning and when the janitor locks up at night.

Another suggestion I have seen is that, to minimize cross game influences, each game ought to be in a separate room. Again, it's possible but very unlikely that we can get 15-25 rooms. At Origins '77 we had 22 boards--in the cafeteria. You take what you can get. The ones who really get the space are the D&D people. Furthermore, some might not like that arrangement. In a small room, you can't hide whom you are talking to, whereas in a big room with many games that's feasible.

4. Are two longer games better than three shorter games? No one likes to have games curtailed before their natural conclusion. Scott Marley has suggested that two complete games rather than three curtailed ones be used, a worthy idea. Arrayed against the obvious advantages are two drawbacks. That procedure will require that a game be broken off Saturday night and continued Sunday morning. There isn't enough time on Sunday for a "full" game (at DipCon XII, there were three rounds, starting Saturday 10 a.m., 6 p.m. and Sunday 10 a.m.), meaning that the game will have to start Saturday evening, and stop at the end of 1903 or 1904. Negotiations might then continue for some people, putting others at a disadvantage. Also there is usually a big drop off on Sunday in the number of players. Many do not return because, having played dippy on Saturday, they want to try something else on Sunday. Others have to leave

early. These defections will greatly disrupt the games. Further, others will show up for the first time Sunday morning--only to discover that all the games are well under way. That brings up the entire "replacement player" can of worms.

Second, from the point of view of the poorer than average players (whose interests must also be considered), three short games may be better than two long ones. At DipCon XII, the average game ended in 1906. At that time, 25% of the players were already eliminated. Many more were down to 1 or 2 units. For them, adding an extra, say four years to the game doesn't have much appeal--they will have little or no role in those extra years. They would be better off with three chances at a good game, than just two.

5. No last minute changes in the scoring system should be permitted. Ben's reasons are quite correct. Even a small change in one aspect may disrupt the entire scoring system.

6. Should people know the scoring system which will be used? Rod Walker, Cal White and Ben Zablocki have all spoken for the idea that the way to avoid people from "playing the system" is for them not to know which system will be used. This is an intriguing idea, and I would be willing to allow the revised BTSS to be used in that way.

Personally, however, I am opposed. I think it's unfair to the players, because it reduces sensitive decisions to a giant guessing game. Ben says that "one could plan rationally" but I disagree. Suppose, for example, that in the next to last year, the weakest power proposes to the other four, "Guys, instead of wiping me out next year, vote a 4-way draw without me." This is an extremely common circumstance in postal and tournament play. Ordinarily, one must weigh the extra centers vs. the risk that the wipe out might not succeed. Unless you can guess that the Rocamora system will be used. In that case, the offer should automatically be declined--there are no draws, only centers there. Or suppose Mr. 15 centers proposes to Mr. 10 centers that Mr. 6 be divided up to give 18 and 13. Under the Walker and Berch systems, Mr. 10 should decline; under the Rocamora system he should

accept. That's 2 to 1 to decline, but the wisdom of your decision will be determined solely by the Tournament Directors coin flip. Or, suppose Mr. 15 gambles all to get to 18, and ends up with 14. He will be very bitter to learn that he had the win all along because 15 was the reduced victory margin.

Deciding what the likely outcome of a plan is difficult in Diplomacy. But it's impossible to sensibly decide if you don't even know whether a given outcome is a good or a bad one. You cannot play chess well if you aren't told what happens to your pawn when it reaches the eighth rank. You cannot play Diplomacy well if you aren't told how your performance will be evaluated.

There are also some mundane considerations, too. Players will have to understand three (and possibly more, if the Linsey system is also chosen) systems, which will be rather confusing. Also, Greg Costikyan has volunteered to run the tournament if his system is used; I will make a similar offer if my system is used. This may go down the drain if no fixed system is announced. It might be possible not to even tell the players the choices, but the possibilities of abuse are too great there.

7. Do not give out any information on scores during the tournament. This only encourages cross game considerations, as players aim for certain targets (e.g., best country so far).

8. Not only can't you please everyone, you can't even please a majority of the people. In designing a rating system, some hard questions must be faced: Should curtailed games have a lowered victory criterion? Should there be a minimum size for inclusion in a draw? Should a player's score be dependent on how others fare with that country? How much better than a draw is a win? Should all people in all draws share equally? People disagree greatly on these points. If there were just one or two large issues, you could poll the hobby and let the majority rule. But with a half a dozen questions, any given set of answers is bound to have at least one answer that doesn't sit well with someone.

If you have comments, or additions to make, please send them off to Jerry or myself.

## Season's Greetings

I am sure that I speak for the entire staff here at DIPLOMACY WORLD in wishing Season's Greetings to all the loyal subscriber's of DIPLOMACY WORLD.

So from me,

Pat & "BJ" Jones,  
Mark Berch,  
Liz Danforth,  
Lee Kendter, Sr.,  
Robert Sacks,  
Lew Pulsipher,  
Eric Verheiden and  
Walt Buchanan

all wish you Happy Holiday's and may the new year bring you at least on 18 center win.

THANX

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*The Good Fairy  
Of Postal  
Diplomacy  
Flits To  
DipCon*

ROD WALKER

Back in '78 my other half had said to me, "Rod, if you behave yourself the rest of the year, you can have a vacation."

"Wonderful," I said. "Where?"

"I'll let you go to DipCon."

Resisting the temptation to part company with my lunch then and there, I managed to mumble, "Oh, goody."

"And I'll pay part of your expenses, if you save some money toward the trip."

Well, that was a good deal, so I saved money in my Boardman Bank. It's actually a Toad Bank, but then John Boardman (as you will see) is a toad. When the time for DipCon came, I had saved \$5.79. There was a good deal of grumbling as the check for the airlines ticket was written...

So then I was off to Philadelphia! Air travel is so exciting these days, especially out of San Diego. First there's the awesome array of x-ray and flouroscope machines, buzzing and crackling impressively. One of them blew up just before I got into line. Later it

turned out some P.L.O. nut had mistaken it for a plane and tried to hijack it to Mars. Anyway, then I worked my way up through the bevy of plainclothes detectives that made up half the passenger list and waited for my plane. We boarded almost without incident, although a couple of passengers lost their nerve and fled shrieking back into the terminal. Three guys with stockings and hallowe'en masks over their faces were made to take them off. Unfortunately, they were just as ugly underneath. When we took off, the pilot asked those of us with window seats to keep a sharp look out for other planes in the vicinity. There wasn't anything around but an old biplane and we ripped through that without any damage.

The flight wasn't particularly interesting, although it was delayed by a stop in Tucson. And a stop in Albuquerque. And a stop in El Paso. And a stop in Dallas. And a stop in Texarkana. And a stop in...well, much later the next day I finally made it into Philadelphia. I was staying at the Holiday Inn, which luckily had limousine service from the airport. The back seat was pretty comfortable, and we got good balance by hanging my bags, one from either side, but the ride was awful windy.

I had an advance reservation, which really helped. As it was, they wanted to give my room to some guy and his pregnant wife who had ridden by donkey all the way in from Nazareth, PA, but I convinced them they were pushing the season a bit and he could come back in December. Too bad...they were all booked up for then, too.

Fred Davis, who had the room next to mine, hadn't arrived yet. I settled in for a nap and then got a call from Bill Young. We decided that, DipCons being what they are, we ought to have a few drinks. He came over and as we walked through the lobby to the bar, who should we run into but Fred Davis? He was trying to convince the reservations clerk that his room didn't belong to the pushy guy with the donkey.

After Fred was settled and we'd all consumed hopefully adequate amounts of alcohol, we decided to head over to the Con, which was on a nearby campus, part

of PennCon that year. We had the map supplied by the Con management, and only got lost three times.

We finally found the Con headquarters. It was the usual setup...tables, confused staffers, pullulating mobs of teenyboppers, gameboards and sets scattered hither and thither. Anyway, I was impressed by the tight security they had this year. Everybody was being inspected for appropriate badges and ID. Receipts were being carefully scrutinized. A couple of gamers whose credentials looked a bit suspicious were being closely questioned (bright lights, rubber hoses, the whole bit) by campus cops. Anybody who looked even the slightest bit Arab was being hustled to the river and thrown in.

One guy seemed to be in charge. He was the typical wargamer type---black uniform, swagger stick, you know the type. I walked up to him and said, "I'm Rod Walker; I'm working with John Boyer on the Diplomacy Tournament."

Quickly grasping the situation, he replied, "Huh?"

I repeated my statement.

"Dip...uhhh...Diplomacy?"

"Yeah, the Tournament you guys are running."

"Oh...yeah...OK...here.?" He handed me a "Staff" badge. I was in.

I waited for Fred and Bill to get their credentials cleared. Fred didn't have "Jr." on his receipt so there was considerable delay while they checked to see if he was the right Davis. He registered for the Diplomacy Tournament. "What's Diplo...uhhh...Diplomacy?" they asked him. As I said, typical wargamer types.

One of the others must have seen a set once. "It's like Origins," he told the first guy, "only they're real old." He looked meaningfully at Bill, Fred and myself, all of whom are over various hills. I cursed him with a bad cut the first time he shaved and we left.

We perused the official schedule and of course it was wrong. We went over to the rooms assigned to Diplomacy functions and printed numerous corrections on the blackboard. They were also wrong. Later on Robert Sacks made additional corrections. They were also wrong. John Boyer and Mark Berch later made corrections to

the corrected corrections, but they were wrong, too. There is nothing like organization.

By this time we were running into all sorts of Dippy people (as opposed to the previously-met dippy people). We saw the Lee Kendters (pere & files), Cal White, Steve McLendon, Robert Sacks, Eric Verheiden...the whole gang, almost. For the first time in years, Doug Beyerlein and Walt Buchanan weren't coming.

The Diplomacy Tournament began on Saturday. I never play in these things, but I had promised John Boyer I'd help so ther I was at some ungodly hour in the morning (8 a.m., I think). I sorted out player cards and assigned people to games. We checked out everybody from Maryland, to see if any of them was really Buddy Tretick. Nope...what a relief. I made a last-ditch effort to convince Mark Berch to use my tournament scoring system instead of his. No luck. He wouldn't budge, even when I threatened to sing. Fred Davis' Attempts to get one of his variants accepted for the final round met with similar unreasonable and obstinate resistance.

The tournament went very well (despite the obviously unrealistic scoring system)...especially considering the somewhat inadequate physical space allotted. The rooms were really too small and it was hard to move around without slipping in blood by the end of 1902.

After two rounds of Diplomacy we had...that's right!...Diplomacy seminars and meetings. First we had a DipCon Society meeting. You can read the results of that elsewhere...the new Charter, selection of Michigan '80 as the site of DipCon XIII, all that. Then we had an IDA General Meeting. Nearly everybody left for that, and came back for the seminar.

The seminar was actually pretty good. Mark Berch gave a talk on all the different French opening strategies. I'm sure anybody who was fluent in French understood most of it.

After his talk, Mark said he would take questions and then I would give a talk on the psychology of Diplomacy. Oh that's right, I was supposed to do that, wasn't I? The questions lasted 3 minutes (they were variations on "What did you say?"), so I had time to outline a

brilliant and incisive lecture which has been widely praised (mostly by me). It has also been well thought of by Scott Marley, who slept through the last 44 minutes (it lasted 45 minutes). We then had a panel discussion on what's wrong with the hobby. Robert Sacks held forth at length on what's wrong with the hobby. There was considerable discussion from the floor on what's wrong with the hobby. And Mark Berch had some fine closing remarks on what's wrong with the hobby.

After that, some idiot suggested we go to our motel and play Diplomacy. I shall refrain, in this family publication, from describing what happened then. Fred and I stayed up for a few hours and talked about variants.

Sunday was the last day of the Tournament. The following are the highlights of that day.

1. Getting up and having breakfast.
2. Wishing I had stayed in bed.
3. Watching Fred Davis trap himself into having to play in a regular Diplomacy game.
4. Wandering around the gameshow portion and looking at all the stupid items that people pay good money for.
5. Paying good money for a couple of stupid items.
6. Listening to the Avalon Hill people gloating about winning the Con baseball game.
7. Watching Mark Berch tripping over his microphone cord.
8. Meeting John Boardman. Now that was an experience. I had come back from the gameshow to the Tournament. I knew Boardman was at the Con because I had heard reports. He was passing himself off alternately as Eric Blake or Peggy Gemignani.

Anyway, I walked back into the main Tournament room and there was this rather rumpled individual with something sprouting from his face that looked like a nest built by a bird that was seasick. It had to be Boardman. So naturally I put on a big smile, walked up, said, "John, how are you?" and put out my hand. Heh, heh, cackle, cackle.

Well, of course he shook hands. poor dear...purely a reflex action...while trying to figure out who I was. I could have told him I was Hal Naus, but it was more fun to tell him the truth. "I'm

Rod Walker," I finally said.

John dropped his hand faster than you could say "Richard Nixon". He made a sort of garbled "gronk" noise, like a toad having bad luck swallowing a bumble bee. Then he turned around and stalked out, rubbing his right hand on his left sleeve. "Out, out, damn spot," I suppose. Well, as I said, John Boardman is a toad.

Oh...one other thing.

9. After the Tournament we all got to attack Mark Berch for his stupid scoring system. He should have used mine.

And the rest is anticlimatic. Fred and I sat through the awards ceremony. Darn if I didn't win a grand total of nothing. Boardman didn't win anything, either. No "Best Toad" award this year.

I flew back to San Diego with a few stopovers in Pittsburgh, Cairo, Missoula...

I arrived home at 3 a.m. and went straight to bed. The next day I announced, "Well, I'm back."

"Oh...were you gone?"

It's so nice to be needed.

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#### ANNOUNCEMENT

Enter the Pandemonium "John Boardman is a Toad" Contest.

Submit an 8½ x 11 inch drawing of the most comically repulsive toad you can think of. The drawing must be original and previously unpublished.

The winner will receive a free "John Boardman is a Toad" T-shirt, which will use his drawing in the logo. The prize will be delivered at DipCon XIII (or mailed to the winner if he can't make it to DipCon).

Non-winning entries will be returned to the artists if they are accompanied by a stamped, self-addressed envelope. Those which are not will be destroyed. Keep a copy of your entry in the event of a postal loss.

"John Boardman is a Toad" T-shirts may be ordered from me. I will have a price by next issue, so wait until then. All orders will be delivered at DipCon XIII.

Deadline for Contest entry is 1 Mar 1980. Send all entries to "Toad Contest", c/o Rod Walker, 1273 Crest Drive, Encinitas, CA 92024.

# Diplomacy World Index 1-23

## PART ONE

ROD WALKER

This index covers all major (and most minor) materials in DIPLOMACY WORLDS 1 through 23, excluding very short letters, announcements and the like. All items are listed alphabetically by author.

There are four columns, as follows:

1. Type of article. This is indicated by a one-letter code. These codes are:

- a -- fanish articles
- d -- demo game & analysis
- f -- face-to-face Diplomacy
- g -- variant game
- g\* -- variant game with map
- h -- humor
- l -- letter
- m -- miscellaneous
- n -- negotiations/grand strategy
- o -- organizations/hobby administration & projects
- p -- publishing & GMing

- r -- ratings
- s -- strategy/tactics
- t -- tournaments
- v -- variant material other than game rules/maps

2. Location of article. This will be shown as 00.00 where the first digits are the issue # and the second digits are the page number. After the page number, f indicates the page following; ff indicates two or more pages following.

The first 15 issues of DIPLOMACY WORLD had volume numbers. These have been reduced to issue numbers for ease of listing. The correspondence is as follows:

1	I.1	5	I.5	9	II.3	13	III.3
2	I.2	6	I.6	10	II.4	14	III.4
3	I.3	7	II.1	11	III.1	15	IV.1
4	I.4	8	II.2	12	III.2		

3. Author.

4. Title, with notes on occasion.

o	19.13f	anon.	What About That Subsidy?
l	20.37f	"	(Follow-up letter on above article)
h	18.5	Agnew, Mike & White, Cal	Do Yours Hang Limp?
g	11.19	Aronson, Peter	Fluid Dip.
g	14.23	Baillie, Trevor	DND Dip.
t	9.34f	Baker, John	POT Report
q	22.19	Baumeister, Konrad	Holocaust is Here (review)
l	18.36	Becker, Bill	(on game analysis)
n	9.36	Behnen, Gary	Diplomacy, the Main Ingredient
f	10.33	"	Ethics, Morals and Informal Rules
s	13.6	"	The Significance of Tactical Competence
n	11.6f	"	What's Diplomacy Coming To?
m	16.13f	Berch, Mark	Austrian Game Performance
n	23.13f	"	Beware of English Bearing Gifts
m	22.27ff	"	Book Review- <u>The Game of Diplomacy</u>
t	22.6ff	"	Can You Still Play the Game When Your Centers Are Gone? (w/rejoinder from Walker, Rod)
m	23.39ff	"	DIPLOMACY DIGEST # 27
m	23.10	"	First Impressions (DipCon XII)
m	18.13f	"	French Game Performance (statistics)
p	22.13f	"	The Tunisian Pronunciation (erroneously attrib. F. Davis)

m	22.36	Berch, Mark	Mark's Mutterings
m	23.5f	"	"
s	19.29f	"	The Play of Italy
s	15.7	"	A Reply to the Dancing Sword
p	20.9f	"	The Rulebook's Forgotten Sentence
s	21.11f	"	Talking Turkey
l	19.35f	"	(on Gruen article)
r	10.25	Berggren, Peter	Everest
o	15.34f	Beyerlein, Doug	Another Year in the Life of the Hobby
r	5.9	"	Beyerlein Player Poll #7
r	10.35	"	Beyerlein Player Poll #8
o	4.7f	"	The Boardman Numbers and You
s	2.6ff	"	How to Win as Germany
c	18.26f	"	Life After the Boardman Numbers
m	21.32	"	A Look at the "Guide" (review)
r	3.25ff	"	The ODD Rating System
m	17.27f	"	Review (of Peery, L., S.T.P.D.)
o	11.41f	"	Speculating on the Future by Observing the Past
a	6.11f	"	Tallyrand Writes Again
n	3.16f	"	The Theory of Demilitarization
m	6.14	"	1972BD (game analysis)
d	1.22ff	"	1973B1 (S08-S09)
d	2.20ff	"	" (F09-F10)
c	4.4ff	"	" (wrapup)
a	0.12	Beyerlein, Marie	Tallyrand Tamed
a	9.25	Birks, Peter	News from Brixton (English Fandom)
a	10.24	"	"
a	12.11	"	"
a	13.9f	"	"
a	15.14	"	"
a	17.17	"	"
a	20.11	"	"
a	7.25	"	The Other Side of T'Puddle
s	10.5	Birzan, Eli	Puzzle Time
n	3.10f	"	An Alliance in Perspective
o	7.22ff	"	The DipCon Story
s	8.4f	"	The Italian Shuffle
n	1.4	"	The Odd Theory
s	1.7	"	Rebuttal to the Illyrian Opening
t	22.4	Boyer, John	Diplomacy Tournament: Origins 1971. DipCon
t	1.19f	Boynel, Paul	Proposed Format for the Annual Dossal Diplomacy Tournament
j	5.20f	Brooks, Rick	The Tri-State Variant
s/p	1.10f	Brooks, Steve	When is a Stand-Off Not a Stand-Off?
a	5.13f	Buchanan, Carol	Help! (the Beyerlein marriage)
p	2.28f	Buchanan, Walt	Archives Publishers Survey
p	5.10f	"	"
p	8.14f	"	"
p	10.6ff	"	"
p	12.1	"	"
p	14.10ff	"	"
p	16.33ff	"	"
p	19.24ff	"	"
r	1.27f	"	Calhauer Point Count Rating 1980
r	6.19f	"	"



p	10.4f	Walt Buchanan	Chronology of Diplomacy Publishers
o	13.2	"	An Editorial (IDA)
n	6.13f	"	The Two-Way Game-Long Alliance
o	19.28	Bunke, David	The I.D.A. Is Alive & Well
f	21.25	Butcher, Tom	Putting Correspondence into the FTF Game
l	17.35ff	"	(various subjects)
t	3.6f	Calhamer, Allan	An Alternative Tournament Plan
m	2.14	"	Condensed Notation
o	5.15ff	"	Diplomacy Institutions
s	10.10ff	"	FTF Diplomacy - circa 1961
m	13.10ff	"	How'm I Doing? (statistics of game)
m	17.5ff	"	The Karma League
m	14.30	"	Postal Diplomacy by Phone
f	10.14f	"	Rating FTF Diplomacy
t	2.12f	"	Scoring a Diplomacy Tournament
t	2.8f	"	Seeding a Diplomacy Tournament
o	8.8ff	"	Thoughts on DipCon II
t	10.12f	"	Tournament Scoring
l	4.23	"	(rulings) (w/Walker,R)
p	23.24f	Canadian Dip. Org.	CDO Code of Ethics for GMs
g*	23.25ff	Clark, Kenneth	Excalibur
g*	17.19ff	Cline, Bob	Cline 9-man Variant (w/vonMetzke,C)
h	16.10f	Correll, Bob	Soliciting
o	16.26	Costikyan, Greg	Why There Will Be No Tactics Articles in This Year's Diplomacy Handbook
l	17.34f	Crouch, Tony	(U.K. fandom)
r	17.24f	Cusack, Blair	ODD Mod
g	9.26ff	Davis, Fred	Economic Dip. IV
f	23.6ff	"	How to Run a Diplomacy Party
v	23.29ff	"	A Pocket Full of Variants (listings)
g*	16.19	"	Swiss Variant II
h	21.28	"	How to Produce A Diplomacy Zine.
g	19.20f	Dittmar, Jad	Nuclear Diplomacy I
o	15.4f	Doyle, Ferkin & Spiegel, Charlie	Diplomacy and Chess
l	18.36	Fitzgerald, Larry	(non-capture occupation of centers)
l	19.35	Forsyth, Iain	(various subjects)
m	14.13	Fox, Russell	Postal Diplomacy Statistics
g*	2.18f	Galloway, Tom	Lunatic Diplomacy
m	21.7f	Garvey, Der	Diplomacy Games & Variants (book review)
m	17.22f	"	Variant Descriptions
m	18.20ff	"	" "
m	19.18f	"	" "
g	4.10	Mahler, Howard	The Fink Variant Rule
g*	2.17f	"	Westphalia VI (Europe 1648)
l	18.35	McGee, Drew	(DW content)
n	8.7	McIlvaine, Francis	Latest Trends
g*	22.18ff	McLendon, Steve	Holocaust
m	23.9f	"	My Summer Vacation (DipCon XII)
n	21.29	Meier, Andy	Delivering the Mail Twice
n	14.16	"	Funny Animals (negotiating styles)
h	2.5f	Melchior, Ernie	Excuse No. 1
l	18.37f	Meyer, Fred	(ftf games)
a	18.6ff	Mills, Douglas	Breaking the Ice (Belgian fandom)
a	20.28f	"	News from the Classical Board (European fandom)
a	21.24f	"	" " " " " " " " " "

l	17.33f	Moon, Alan	(re: GRAUSTARK)
h	7.28	Moran, Larry	Walter Buchanan's Secret
m	14.26f	Myrer, Anton	The Tiger Waits
s	19.17	Nash, Richard	Soooper Austria
s	18.24f	"	Soooper England
s	17.15	"	Soooper France
s	21.6	"	Soooper Germany
l	18.36	"	(Butcher letter)
a	9.4ff	Neiger, Gil & Rosenberg, Scott	Pocamora Captures Hazelrigg
l	18.36	Newell, W.C.	(negotiations)
l	17.35	Nielsen, Tom	(game pieces)
n	17.3ff	Palmer, Nicky	Are You a Master Diplomatist?
g	20.26	"	Pacifist Diplomacy
g	20.26	"	Shadow Worlds
h	18.14f	"Pariah"	Fugue
h	19.27	"	"
h	20.21f	"	"
h	22.33	"	"
a	2.11	Patterson, Hartley	News from Carthage (U.K. fandom)
a	3.31	"	" " " " "
a	5.30f	"	" " " " "
m	15.16	Peery, Larry	A Professional Education for Diplomacy Players
g*	15.19ff	Peters, Jim	Hyborean Diplomacy
r	4.20ff	Power, Jeff	BROEDINGNAG Rating List
r	8.24f	"	" " " "
r	11.26f	"	" " " "
r	13.27f	"	" " " "
r	15.16f	"	" " " "
v	14.25	Pulsipher, Lew	Alternate Victories
g	11.18f	"	Baseball Diplomacy
g*	6.16ff	"	Between Galaxies II
g	14.25	"	Bizarro Diplomacy
g	5.20	"	Black Angels
g*	3.12ff	"	CAT Diplomacy
g*	4.16ff	"	Earthsea Diplomacy
m	21.27	"	Computer Diplomacy Players
h	18.22f	"	Dialogue...
p	9.8f	"	Establishing a Diplomacy 'Zine
o	10.28f	"	Future DipCons
g*	7.19ff	"	Global Variant
m	10.33f	"	Index, Volumes I & II (DW #1-9)
o	7.27	"	The Listening Post
o	13.24f	"	A Look at Variant Fandom
g*	1.12ff	"	Middle-Earth Diplomacy V
g	3.14f	"	Militarism III
n	5.4f	"	A Myth Defended
m	6.4ff	"	The North Am. Dip. Players Survey (No. 1)
m	8.31ff	"	" " " " " " (No. 2)
m	9.12ff	"	" " " " " " ( " )
m	22.34	"	A Note About Nomenclature
m	15.14	"	A Novice Handbook
o	8.12f	"	Projects

Part Two will be in the next issue of DIPLOMACY WORLD

# Mail Pouch

Dear Jerry;

Bad news, I'm afraid. The Demo game (World Demo game started in DW 21.) has folded.

Seems a pity, but there doesn't seem to be much that can be done. (Richard Sharp, by the way, is getting married again this weekend, so may re-establish his magazine soon.) I am sorry that the game is not continuing and please pass on apologies to the DW readers.

John Balson

((Yes, John, that is bad news. It is unfortunate but those things do happen. At least you tried to get it together again. Maybe we can attempt it again later. Thankx))

Dear Editor;

It may interest Diplomacy "freaks" that a new stalemate line has been found. It uses 17 supply centers and 15 units. It goes:  
F Bar S F Nwy, F Nwy S F Ska, F Ska S F Den,  
F Den S F Hel, F Hel S A Kie, A Kie S A Mun,  
A Mun S A Kie, A Ger S A Mun, A Boh S A Mun,  
A Vie S A Boh, A Bud S A Vie, A Rum S A Bud,  
A Bul H; F Aeg S A Bul; F Eas S F Aeg.

Unlike other stalemate lines running from north to south across the continent; this line does not occupy any of Italy. It is most likely to be used (if at all) by a Russo-German-Turkish alliance.

Gregory O. Dicovitsky

Dear Editor;

Although a good many people are no doubt tired of the "Tretick" thing by now, the fact remains that it is a major hobby problem. It seems to me that there are three conjoined issues here; some of the critics of Tretick (a.k.a. "Oaklyn"), as well as some of his defenders, seem to confuse these, so let me sort some of them out.

1. Is "Oaklyn" in fact Tretick?

Even his defenders are beginning to admit that he is, at least privately. There is also this observation, which has been made previously in the hobby: If John Boardman and Rod Walker actually agree on something, it must be true. Let's look at just one of the pieces of evidence (and not the most conclusive). "Oaklyn" says in his letter that he met Tretick through Don Miller. I have long since had a response from Don on that point. Let me quote in full:

(12/9/78) "Fred Davis called last night and asked me about someone named 'Bernie Oaklyn'. To the best of my recollection I have never heard the name before and, of course, would not have introduced him to Buddy Tretick. If you should take over the editorship of DW, I'd appreciate your stating someplace within that I disclaim all knowledge of Bernie Oaklyn and do not appreciate Tretick's using my name in trying to get him instant acceptance in the Diplomacy world."

I'd like at this point to include some previously unpublished evidence on this whole point... (And he does. Most of which are letters written by "Oaklyn" about himself but the contents of the letters apply to Tretick, not to "Oaklyn"-JHJ)

2. The second issue is, if "Oaklyn" is lying about his identity does that prove he is up to no good? Obviously not. But it is, we all must admit, a suspicious circumstance.

It is true that other people have played under pseudonyms: John Boardman as "Eric Blake", Steve Cartier as "Dan Brannan", Bruce Pelz as "Adhemar Greyhugel". Of course, once their cover was blown, they have owned up. Cartier never made any secret about being Brannan, using both names simultaneously on occasion. He also published under his pseudonym.

But in this case, despite his cover being blown, Tretick continues to insist he is "Oaklyn". It makes many people uneasy. Considering Tretick's past reputation, I can well understand their feel-

ings.

3. The third issue is this: Is Tretick up to no good? I am reluctantly coming to the conclusion that he is repeating his performance of 1968-1972. I had originally felt that there was no evidence to the contention that Tretick was anything other than a run-of-the-mill (if somewhat flakey) GM. However, evidence is beginning to mount that "Oaklyn" is behaving in a totally disreputable and dishonest manner. ((Rod goes on to list some actions in FID. I will skip over them with the exception of one that really bothers me.--JHJ))

...Tami Barnes reports one example submitted by Tretick himself. She had submitted orders in a game and when they were printed, she was shown as MMR with orders made for her by the mysterious "Becky Coffman" whom "Oaklyn" seems to use only on these occasions. She inquired as to what might have happened. Tretick's reply (signed by Oaklyn) on 22 July 78: "I sincerely thought I did not receive your last set of moves. If I had remembered, I would have looked through each and every file folder in my home to find them. Alas, I have misplaced them. But, look at it this way (this time). The moves made by Becky Coffman were the best possible, unless you were going to attack England or Germany...That will save your reputation...and, equally important to me is that it will save my (sic) also...I am asking you as a friend, in return for something or other, to let it lay...I need your help in this, what you can not realize the importance of, about not saying anything to anyone else that I misplaced your orders."

There are strong indications that Tretick's games in FID are not under ethical management. I must therefore regretfully conclude that players should be warned against joining any games under "Oaklyn" or in FID at all. I have previously suggested to those who have been issuing strong warnings that there was yet no malfeasance on Tretick's part. Now there is. And the amount of it seems to be on the up-swing. I have previously asked John Michalski and Herr Doktor Boardman to go a little easy on "Oaklyn". I now retract those urgings. Players cannot be warned too strongly: Avoid

FID, "Oaklyn" and his cronies like the plague.

Bob Walker

((To Rod, and everyone else who wrote on this--I never dreamed that I would get such a response to the articles of last issue. Rather than print all of the letters and Mark Berch's notes on the matter, I choose to print Rod's for it seemed to sum up the expressions of all.

I guess it is my turn to make a stand. First of all, after reading and seeing a lot on this, I believe that Bernie is Buddy Tretick. But I don't believe that Buddy came back into the hobby just to screw things up. It is my belief that Buddy just wanted back into the hobby and due to past performances decided to use "Bernie Oaklyn" as a front.

But all was not that easy. The hobby caught on and Buddy took a defensive posture, and tried to "cover up" loss make things look worse. But they did look worse, and worse.

I think that we all are aware of the fact that GMs do make mistakes and perhaps Buddy's original mistakes were no worse than anyone's else whose over GM'd a game out, and this is a big but, it's how he tried to hide the actions because he feared that people would be saying, "He's at it again." And he dealt with the problems in a little more sensible manner without worrying about the down-up of his name. I doubt that anyone would have gotten too upset. I know I wouldn't have. But he did.

So it is with that that I must say that I think that people should stay away from FID until Buddy comes clean. He can not do a proper job GMing a game while worrying about hiding his identity. If and when the truth is uttered from the source I will re-evaluate Buddy and FID as they are at the time, not as they were.

Lastly, I must make one thing clear, this hobby is based on the games and on them alone. I care not about John Boardman, Mark Berch, Rod Walker, et al when it comes to personal disagreements with other members of the hobby. If the only point here were whether or not Buddy is Bernie, I would stay out of it. But when a GM gives a bad name to the hobby's games, he gives a bad name to us all.--JHJ)

## Keeping In Touch

Since I began publishing DW, one of the questions asked most often asked is whether or not I plan on Xeroxing the back issues of DIPLOMACY WORLD that are out of print. I am looking into this matter. I cannot do it at this time because I do not have all of the back issues. Also, the cost for such a venture may prove to be prohibitive and not worthy of the time involved. If anyone is seriously interested, drop me a line and if the response is large enough I will look into it further.

It seems as if everytime I turn around someone else is venturing into the field of publishing a Diplomacy zine. Another brave sole on the scene is Michael Mills (3457 Makyes Road, Nedrow, NY 13120). Michael puts out Emhain Macha. EM is one of the few zines with a ranking system for his Diplomacy games so that players are pitted against players of equal caliber.

A zine that I have been hearing a lot about lately but hadn't seen finally made its presence into my mailbox. Envoy published by Roy Henricks (PO Box 34277, Richmond, VA 23245) is a digest sized dipzine which reminds you of The Dragon & The Lamb (which is a very good zine to look like). Envoy carries Kingmaker games as well as Diplomacy. Definately worth a sample look.

If you're into houserules, have I got the zine for you! Bruce Linsey (71 Hudson Terrace Apts., Newburgh, NY 12550) puts out a super zine in Voice Of Doom. Issue #2 had no less than 5 games begin which indicates that Bruce has put a lot of effort in getting VoD off on the right foot. I doubt that Bruce will have any game openings soon but nevertheless it is a zine worth reading.

In the last few issues of DW I have made mention to a number of new zines. Now I'd like to mention three well established zines who have passed the test of time.

BOAST (published by Herb Barents, 1142 S. 96th Ave., Zeeland, MI 49464) is one of the most regular zines that enters my mailbox. I had never received BOAST until I took over DW. Don't allow yourself to make the same mistake I did and wait that long. Has two game openings (13 issues/\$3.50 and \$3 game fee).

Another zine that I first received back in January is Jim Benes' SUNDAY WESTERN STAR-POST-FREE PRESS. A delightful zine that I'd enjoy more if I could understand the first page. (It has something to do with a basketball league. Sports games are my second true love.) But when you get to the games there is nothing you can't understand. A super prompt, well GMed zine. Write to Jim at 417 S. Stough St., Hinsdale, IL 60521.

New Canadian zines may come on the market but it will be a long time before any of them can compare with FOL SI FIE. With 116 issues under his belt, Randolph Smyth knows what he's doing. He has a game opening but it is a bit expensive, \$6. But compared to most zines, you still get more than you pay for. Honestly, with Randolph GMed, \$6.00 is a bargain. Contact him at 275 - 3rd St. S.E., #314, Medicine Hat, Alta, T1A 0G4 CANADA.

Bruce Lindsay (71 Hudson Terrace Apts., Newburgh, N.Y. 12550) has been appointed as the new Novice Packet Coordinator for North America. As soon as the packet is complete I will be telling you of the availability and cost. If you have any suggestions concerning this packet, I'm sure that Bruce would be glad to hear them. Bruce is taking over this project from Craig Reges who has gradually dropped out of the hobby.

It appears as if this is the time for New York zines to come out of the woodwork. The latest offering from New York is The Shogun's Sword put out by T.J. Swider (1183 Robinson Hill Rd., Endwell, NY 13760). Game openings in Diplomacy, Kingmaker, and Machievelli. Don't forget to mention DW when you ask for a sample.

The Armchair Strategists Club of Orange County, CA will be presenting ORCON on the 18, 19 & 20th of Jan. at California State University Fullerton. Titled the FOUR ORCONS OF THE APOCALYPSE, it will feature a wide assortment of events. Admission will be \$8.00 at the door, \$6.00 pre-paid. For more information please contact: The Armchair Strategists Club, c/o the University Activities Center, CUSF Fullerton, CA 92634. I hope that you will get this in time to make plans to attend this convention. I'll be there, as long as I can get a free ticket. Can I help it if I'm cheap?

WARCON '80: February 8, 9 & 10 at the Memorial Student Center of Texas A&M University. All aspects of gaming: by Avalon Hill, Metagaming Concepts, SPI, Yaquinto Publications; role playing games, featuring the Texas Team Championship D&D Tournament, Bobby Strawn's Epilogue, Traveller, etc. Miniatures include Lee Sower's Galaktic Taktic, naval & armored scenarios; featuring the Last Grenadier Napoleonic miniatures team. Also, seminars, guest speakers, demonstrations and films, among other activities. For information, write, GROMETS, Student Programs Office, P.O. Box 5718, College Station, TX. 77844.

Worldwide Postal Game. Bruce Linsey (7) Hudson Terrace Apts., Newburgh, New York, U.S.A. 12550, would like to run a worldwide postal Diplomacy game in his zine, The Voice of Doom. The game would be run on 8-week deadlines, and no two players may be from the same country. Nor may any player be from the U.S.A. or Canada. There is already one player signed up; anybody who is interested should write Bruce. Send no money now.

Good articles are hard to come by. Believe me, I know! So as an incentive to get you would-be Hemmingway's to sit down with pen in hand, DW will be awarding cash prizes to the three best articles of the year. At the end of the year you will receive a ballot for the best articles of 1980. It is hoped that you will participate both as a writer and as a voter.

As mentioned in the last issue if DW the POSTAL DIPLOMACY TOURNAMENT is ready to begin. The fee for the tournament is \$20 which gives you three guaranteed games. As of now there are still a few "slots" open so may I suggest that you sign up quickly. Send your money to Bob Sergeant, 3242 Lupine Dr. Indianapolis, IN 46224. Do it today.

REFLECTIONS: Well, here it is. The end of the year and my fourth issue of DW. I'm not totally pleased with my first four issues, yet I don't feel that they are totally bad. I've got a long way to go before I reach the quality that Walt had.

Looking back on the bright side, I want to thank Mark Berch for all that he has done. Words can never express just what Mark has done for DW. I know that a lot of you have mentioned that DW has too much of Mark's writing and not enough of other writer's. Well, it is impossible to print what is not written and until more people get off their duffs and write... Someone else, who doesn't receive much print space, but without whose help DW would be in sad shape is Steve McLendon. I've called Steve up two days before DW should go to press and asked him for an article concerning something that should be included and he always comes through with flying colors. Both Lee Kendter Sr. and Robert Sacks have saved me untold amounts of time with their help in the Need a Game column. These are the fellows who deserve all the credit for keeping DW alive. All I am is an under-paid typist.

But there is room for improvement. If DW is to grow it must keep pace with the hobby, both postal and FTF. DW, will in the future, attempt to help find solutions to the problems that face the hobby: Orphan Games, Dishonest GM's, and bringing up controversial matters out into the open looking at them from both sides.

So long Spring, Summer, Fall, Winter 1979, and look out 1980.

# Need-A-Game?

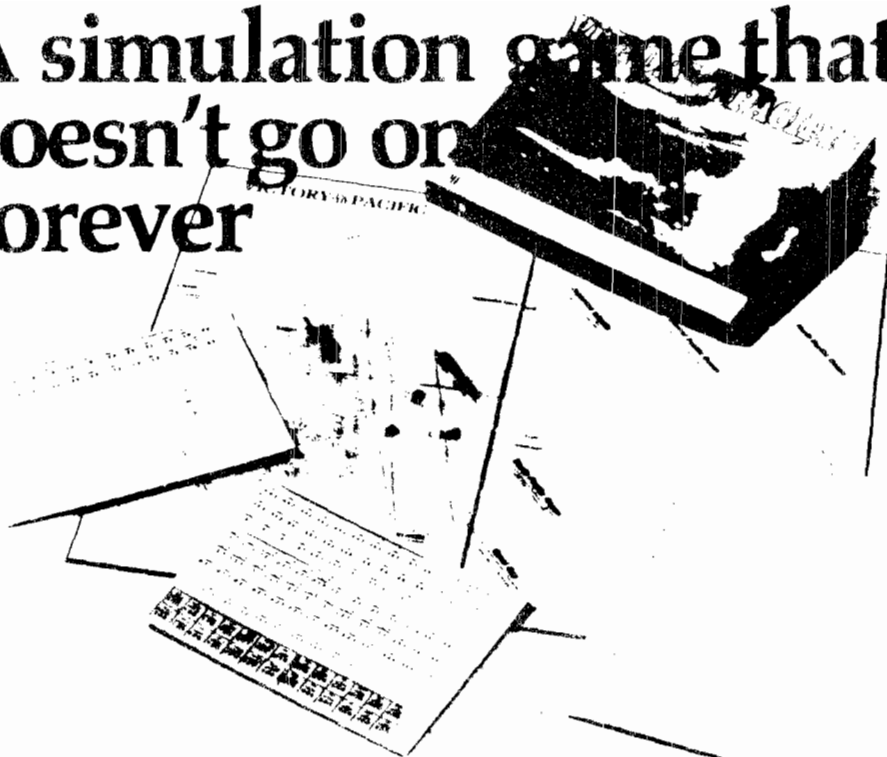
THE DRAGON & THE LAMB	Steve McLendon, Box 57066, Webster, TX 77598 Openings in reg. Diplomacy. Sub 10/\$4, Gamefee \$1.50
CLAW & FANG	Don Horton, 16 Jordan Ct., Sacramento, CA 95826 Openings in reg. Diplomacy. Sub 12/\$5, Gamefee \$3
EMHAIN MACHA	Michael Mills, 3457 Makyes Rd., Nedrow, NY 13120 Openings in reg. Diplomacy. Sub 12/\$4.80, Gamefee \$2
VOLKERWANDERING	K. Arnett, 1500 Waterway Circle, Chesapeake, VA 23320 Openings in reg. Diplomacy. Sub 10/\$2.50, Gamefee \$3.25
THE DOGS OF WAR	John Daly, 938 Fairmont Ave., Salisbury, NC 28144 Openings in reg. Diplomacy. Sub 10/\$2.50, Gamefee \$3
BEHOLDER/KOBOLD	Bob Albrecht, 2308 - 9th Ave. N., Lethbridge, Alba., CANADA T1H 1J5 Subs to John Kelley, Box 35, Klickitat, WA 98628 at various rates. Gamefee \$1.25

## *Variants*

URF DUFAL	Gregory Costikyan, PO Box 865, Brown Univ., Providence, RI 02912 Gamefee and sub 7/\$2 Youngstown (\$3), Junta, Machiavelli
BUSHWACKER	Fred Davis, 1427 Clairidge Rd., Baltimore, MD 21207 Gamefee \$7 (includes sub) Dual Space/Overlapping Seas
ITALIANO PRIBE	David Grabar, 12861 Ave. 18½, Chowchilla, CA 93610 Blind Madman
WHY ME?	Lee Kendter Sr., 4347 Benner St., Philadelphia, PA 19135 Sub 10/\$3.50, Gamefee \$3 Blind Diplomacy
ASSORTED GARBAGE	John Lipscomb, 1201 Osler St., Saskatoon, Sask., CANADA S7N 0T8 Sub 5/\$1 (CAN) Ancient Empires II, Growth, Mountain, WW III
REBUS SIC STANTIBUS	Drew McGee, 100 Belmont Pl., 3-F, Staten Island, NY 10301 Sub \$3/year Grand Tournament
BRUTUS BULLETIN	John Michalski, Rt. 10, Box 526Q, Moore, OK 73165 Gamefee \$2 + sub Blind Madman
HANSARD	(subzine of THE FLYING ORPHAN) Robert Sacks, 4861 Broadway 5-V, NY, NY 10034 Parlement
THE SHOGUN'S SWORD	Tom Swider, 1183 Robinson Hill Rd., Endwell, NY 13760 Sub \$5/year Gamefee \$1 Machiavelli, Middle Sea, Kingmaker
RURITANIA	Tony Watson, 1481 S. Palm #207, Las Vegas, NV 89104 Ancient Empires, Holocaust

The "Need A Game" columns are maintained by Lee Kendter Sr. (4347 Benner St., Philadelphia, PA 19135) ((Regular Diplomacy)) and Robert Sacks (4861 Broadway 5-V, NY, NY 10034) ((Variant Games)). Anyone wishing to announce a game opening should contact either Lee or Robert.

# A simulation game that doesn't go on forever



**Victory in the Pacific—Avalon Hill's newest game—recreates historical flavor without sacrificing playability**

Victorious 2  
0 2 7



Akagi 4  
1 4 6

**Victory In The Pacific** is a strategic game of the naval war in the Pacific during World War II. It is a simple game on the strategic level, in which ships and units are assigned to areas where they will fight, attempting to cause enemy casualties and gain control of there; combat resolution is abstract, based on a simple confrontation of opposing ships in the same area, like Avalon Hill's popular **Battle At Sea** game. However, in the Pacific the ocean is large and the fleets are enormous, and the rising deadliness of air power casts a shadow over the fleets that sail the seas . . . land-based air fleets are present, and marine divisions to invade and capture island bases. The result is a subtle test of strategic skill, in which the players must use ships, planes and marines to capture ports, bases and sea areas that lead to the heart of the enemy's war effort.

The game includes a counter for every capital ship that fought in the Pacific during the crucial first three years—each battleship, battlecruiser, fleet carrier and heavy cruiser has its own counter, as well as some of the front-line light cruisers. The Japanese, United States, British, Australian and Dutch navies are all represented. The land-based air fleets that fought are also present, from the United States' 5th Air Force that survived the Philippines to lash back at Guadalcanal to the Japanese 25th Air Flotilla that opposed it; each air fleet has its own counter. There are even marine divisions that invade islands, and garrison counters that hold them.



You must choose and develop the winning strategy—whether to fight for India, for Australia, or for the Pacific

island chains, or whether to fight a climactic battle at Midway and the Hawaiian Islands! It is three years of skillful attacks, defense and counterattacks by both sides that will determine the final winner of **Victory In The Pacific**.

**Game comes complete** with full color 22" x 28" mapboard, over 200 two-sided full color counters of varying sizes and shapes, 8 pp. rule booklet, two Order of Battle Charts, and four dice. Not just another **War At Sea**, **Victory In The Pacific** adds sophistication and simulation missing in its sister game while maintaining the former's ease of play. Playing time 2-3 hours.

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