

# DIPLOMACY WORLD

founded 1974



## \$2<sup>50</sup>

North American Edition

## SPRING 1984

### INSIDE



## BirSauron Strikes!

AND MORE.....

Mark Berch on French  
Openings

Greg Ellis on a French  
Opening

Brad Chase on Even More  
PBEM Diplomacy

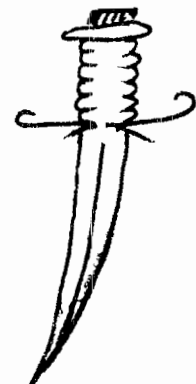
A New Worldwide Variant  
Demo: Tom Swider's  
Final Conflict III

Two (count 'em, 2) Ra-  
ting Sytem results

The return of a famous  
old Dipzine

Raging debates over ra-  
ting systems (over  
rating systems???)

And all the usual



# <sup>2</sup> DIPLOMACY WORLD

is a quarterly publication dealing with the game Diplomacy. Subscriptions within the United States are \$8 per year (4 issues), \$10 if sent by 1st class mail. In Canada, subscriptions are \$10(US)/year.

Overseas subscriptions are \$10/year (surface and \$15/year by air. Subscriptions in the United Kingdom are available directly from the editor of the UK Edition, Andrew Poole, 17, Montgomery St., Roath Park, Cardiff, Wales CF2 3LZ. For the North American edition, address all subscriptions & renewals to Rod Walker, 1273 Crest Dr., Encinitas CA 92024; make checks & money orders (U.S. funds only, please) payable to R. C. Walker.

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Subscriptions received by the 10th of a given issue month (Mar - Jun - Sep - Dec) begin with the forthcoming issue. Back issues are available: see p. 3 for numbers in print and prices. See D.W. #36 for an index of articles.

Articles and other materials intended for inclusion in any given issue should reach the Editor not later than the 15th of the month previous to the issue month. Announcements of future events should reach us by the 25th of the said previous month and should relate to events occurring on or after the last day of the month after the issue month.

DIPLOMACY WORLD was founded in 1974 by Walter Buchanan as a service to the Diplomacy hobby at large and as a publication-of-record for hobby statistics and other data. D.W. is dedicated to those goals and to publishing the best original articles obtainable. This is Pandemonium Publication #836.

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you get each issue is to make certain we have your correct address at all times...including apt. number and ZIP. We don't want to miss you or inconvenience you, so please, please help us to keep our address files current.

**DEADLINES:** Because our mailing method takes 204 weeks for delivery, **DIPLOMACY WORLD** may reach you close to the submission deadline for the next issue. That is always the 15th of the month preceding the month of publication:

for #38...15 May 84

for #39...15 Aug 84, and so on.

A copy of our Writer's Guidelines may be obtained for SASE...AND THERE IS NOW A NEW EDITION OF THESE (since 30 November 1983). Announcements of conventions and other events should reach us by the 25th of the months named above, and should be regarding events which will take place at least 9 weeks after that.

**Subscriptions:** Normal U.S. subs begin with the first issue scheduled to be mailed after your check reaches us. This is normally the 10th of the month of issue (Jun/Sep/Dec/Mar). U.S. first class, Canadian, and overseas subs begin with the current in-print issue unless otherwise specified by the subscriber.

**ARTWORK:** **DIPLOMACY WORLD** still has no art editor. So our cover consists of an art-macabre card sent us by Edi Birsan as the cover for his STAB orders in the Demo Game. Interior artwork has again been cribbed from Gahan Wilson. We have plenty of his (and others') work which we can ~~STEAL~~ recycle, but we'd sure like some original work. We need an Art Editor who can do one cover a quarter, plus an initial stock of 20 cartoons, and put up with the low (virtually none) pay and with endless editorial tampering with the tag lines. Apply now (with some samples of your work, please) and avoid the rush.

**CORRECTIONS** to some glitches in issues 35 and 36 appear in Life, the Universe, and Everything, items Z-X (yes, Virginia, again we are lettering the items backward in L,U,&E). We also regret that space limits led to the omission of some items scheduled for thisish.

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## EDITORIAL

The question before the house is, "Just whose 'zine is this, anyway?" I had not thought it necessary to ask that, and in Walt Buchanan's time it would not have been necessary to ask it. But since I took over as Editor, I've noticed many comments here and there which indicate that as time has passed, people have forgotten what DW really is. What got me to thinking about this was a comment received in response to last year's Reader Response Form, answering the question about whether we should have a variant demo game..."It's your 'zine, so do what you want."

That is precisely the point. DIPLOMACY WORLD is not "my" 'zine. The point was well taken, though, in a way, because D.W. has been the only 'zine I edit, and it is therefore natural to assume that it is "my" 'zine in the same sense that, say, ANDUIN is Eric Kane's 'zine or PERELANDRA is Pete Gaughan's 'zine. I therefore decided to revive my old personal 'zine, EREH-WON, to clear up some of the confusion. From now on, the differences between the two 'zines will be manifest and it should be obvious that DIPLOMACY WORLD is not "me" (or "mine").

Well, then, what is D.W., and what is its Editor?

When DIPLOMACY WORLD was founded in 1974 by Walt Buchanan, its purposes were clearly stated, and they have not changed in all these 10 years. D.W. was to serve as a hobby-wide journal, devoted to printing the best in original writing on Diplomacy and as publication-of-record for hobby-related data, statistics, facts, and figures.

DIPLOMACY WORLD was to be, and to remain, a publication which its readers could trust to be a source of consistent information and entertainment, without worrying about the hobby feuds and politics of the time.

(Now, admittedly, there will have been some lapses; every D.W. editor has let an issue which he viewed as important get the better of his first responsibility to his readers. And the influence of personality is inevitable on any publication, just as it is on any project or activity. What must be observed, however, would not be the occasional failings, but the consistency and faithfulness with which, over a decade, the several Editors of DIPLOMACY WORLD have discharged their responsibilities.)

In point of fact, DIPLOMACY WORLD is not a personal publication; it is a hobby Custodial project... and I was mistaken in not asserting this point (which I thought obvious) in these pages a lot earlier. We are read by nearly half the active members of the hobby (and I sure would like it to be over half), and our responsibility is to them (unlike the norm in the hobby's personal 'zines, which publish what the editors personally like). The Editorship of DIPLOMACY WORLD is passed from person to person (just as with any other Custodianship), and continues under the general supervision of the Editor Emeritus, Walt Buchanan.

Our job, as I said, is to publish the best original material about

(Continued on p. 7.)

# SHERLOCK HOLMES

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in the Case of the Emperor's War

being a previously unpublished memoir of Dr. John H. Watson, of London, now deceased, newly discovered and edited by John T. Schuler.

## Chapter 2: A Letter From the Frenchman

Holmes stood over the table like a statue, his shoulders hunched and his hands pocketed in perfect concentration, as though the least movement might betray his efforts to unravel the twisted threads of the problem that lay before him. His bushy brows were clamped together like thunderheads, and through the film that shielded his eyes from the smoke-filled atmosphere of the tiny room, one could almost feel the mixture of excitement and frustration that coursed through him.

"I don't like it, Holmes," I finally spoke out loud. "And frankly I believe we're wasting time when it's already short. There's every indication here that Germany will go for France this Spring. For one thing, you've already said they have their eastern alliances in order, and for another all the information you have shown me points to the unlikelihood of their building any new fleets in the near future. You know what that means. They believe England will just stand by and watch from the sidelines, and by the time we react it will be too late. Well, if Germany is for war, then should you ask me I would say the best policy would be for England to flood the North Sea with as many ships as she can, transport an army to Belgium, join hands with the French and have it out with the Germans once and for all. I never did take to our government entering into a trade agreement with those people. Their kind cannot be relied upon, Holmes. They're ambitious and ruthless. Mark my words, they are an untrustworthy lot, and they'll have us short if we give them the chance."

Another silence flooded the room. Holmes continued scrutinizing the map of Europe which he had laid out a half hour before, just after a packet from the Foreign Secretary had arrived. In

it was included a letter the Secretary had received from the French ambassador. The ambassador had both pleaded for and demanded assistance from England in the most urgent language, blending a frantic sort of logic with the most thinly-veiled of threats. The diplomat was obviously greatly disturbed by what he had termed, "... the most blatant case of outright deceit I have ever encountered. Germany has, with this act, rendered to itself nothing but dishonour, and placed itself in a position of infamy deserving both our mutual distrust and contempt. We must move jointly against her if the continent is to remain free."

After reading the Secretary's message and examining the facsimile of the Frenchman's letter, Holmes had immediately written a short reply for the Secretary's messenger to return. Then he had got out the map, a strange, rationalized affair which reduced the continent to a cluster of provincial areas that resembled the real thing in only the most general way, and every scrap of pertinent correspondence he had been accumulating over the past few weeks, and deposited all of this on the large center table. Then he had produced a collection of wooden blocks that looked like toys for children, and began placing them on the map in a manner that generally corresponded to the strategic situation of the armies of Europe's major powers. Then together we had gone over the possibilities as they appeared to us to exist, though I confess it was not long before I was lost, as Holmes was soon pushing the little blocks here and there in abstract thrusts and counterthrusts, until the map resembled a labyrinth of colors that made not the least bit of sense to me.

At last I could stand this shadow-boxing no longer, and to release my tension I stomped over to one of the chairs by the front windows and lit a cigar. I was almost finished when Holmes, apparently satisfied by the results of his mock military exercise,

joined me.

He said nothing at first, but maintained his position, half-shadowed and brooding in the arm chair opposite mine, an occasional blue puff of acrid smoke from his full-bent briar being the only sign that he was indeed awake. After what seemed to me to be an eternity, Holmes leaned forward in his chair, cupping the pipe delicately in his folded hands as though it were made of fine china, and stared hard at me.

"So what do you make of it, Watson? You should be familiar enough by now with my methods. Surely you have arrived at a few valid conclusions of your own. Simply place the facts as I have related them before you, and reason it out."

Then, his voice dripping with sarcasm, he added, "There is, after all, no real secret to my success. You said so yourself not two hours ago. I simply examine minutely all of the evidence at hand in the light of what I know to be true independently, and eventually I am able to eliminate all the impossibilities until there is only the possible. You of all people should be able to apply this technique and come up with the truth of this matter."

I could only blush at these words, but they did not hurt me, for I knew full well that Holms was only reacting normally, for him, to the strain of being unable to unravel the many threads of this new problem. Since the stakes were no less than the future peace of Europe, I saw no need in goading him further with a peevish display on my part. Instead, I inquired, "Then you believe it is a ruse by the Germans after all, Holmes? And what can they be after? Can the Frenchman have been mistaken in all of this? You told me yourself that you had examined the last letter from Germany, and that it was genuine. From its contents, can there be little doubt what they have in mind?"

"I did say the letter was the real article, my dear fellow. The letter was genuine so far as the handwriting and the paper go. There can be no disputing the fact. But what does it mean, man? If we are not to go wandering aimlessly about, we must stick to what we know; and leave the pastime of speculation to the likes of our French

friends.

"Consider this, Watson. If the Germans were playing tricks, if they were deceiving both us and the French after all, would not one of my agents have reported as much to me by now? Yet I've had not a word. This is very strange, for they would surely have had wind of it. After all, a continental war doesn't simply happen in a vacuum.

"And would not England's other allies have communicated something? If only to reassure Whitehall as to their loyalty? We have received nothing from them, either. No, Watson. All of the cards are not on the table. It will be a while before we can count up the tricks, and until then the French deserve our attention every bit as much as the Germans."

He smiled at me from the recess of his chair, and I said, "So then you must place some trust in the Germans." I was more a question than a statement of fact.

"Do I?" he replied in his cryptic way.

I sensed that I was in over my head, but I ventured to continue. "I still maintain that England could do far worse than to accept the offer from France at face value and be done with Germany. I tell you, Holmes, the Germans are up to no good. This is one time that you are mistaken, but you are too proud to own up to it."

"You know me better than that, Watson," he replied carelessly. "Besides, except for a few loose ends, I believe this affair has very little to offer us by way of a real challenge. It seems quite obvious as to what is happening."

"What are you getting at, Holmes?"

"The facts, Watson. Stick to the facts!" Holmes leaned quickly forward and sat on the edge of the chair, slamming his pipe down with a violence that shook me.

"We have the letter before us..." I began stammering, but he dismissed me with an irritated wave of his hand.

"The letter, the letter!" he repeated sarcastically. "What is it but a scrap of paper with some scribbling on it? Have we nothing more than a few letters on which to draw for information? What about the men,

Natson? We must judge our men before we can safely allow for what they might write. I could have written that message, and what would it mean to us then?"

Holmes twisted his mouth into a crooked line as he sank back deeply into the cushions of the chair, sucking quietly at the pipe. After a moment he spoke, his voice rich with an emotion he seldom displayed, save for the times when he wished to soften a stinging rebuke aimed my way. "You're far too wrapped up in this French-German affair, when there is an entire board to consider. It's a foolish man who plays the game alone when there are so many potential partners at his table from which to choose."

With this the conversation ended. A few minutes later, as I was staring out the window, I noticed a messenger boy from the telegraph office. He was moving in our direction and looking at house numbers. I wondered if this might not be some message that would shed a light on the inexplicable matter that lay before my friend and me.

Within a minute the bell downstairs rang, and presently the boy appeared at our door with the telegram. It was addressed to Holmes. When he had finished reading it, he sat down again and relit his pipe. He passed the message to me. It read:

It is most urgent that you meet with my man as soon as possible. There have been complications. He will arrive Saturday a.m. Do not move until you have spoken with him. It is imperative that we trust each other now more than ever. Trust me. Erich.

"What do you make of it, Holmes?" I asked, at a loss as to what connection this Erich might have to the problem before us.

"It means, my dear Watson, that we can expect a visitor with a German accent this morning; and if I'm not very much mistaken, that's our man now."

As Holmes spoke we heard heavy footsteps coming up the stairs, and then someone knocked smartly at the door twice, in an authoritative manner.

Next issue--Chapter 3: The Kaiser's Emissary.

EDITORIAL (Continued from page 4)

Diplomacy and hobby facts & figures in an environment divorced from the usual hobby politics, feuds, personal pet non-hobby topics, and other distractions...and handled in a literate, informed manner. Having a custodial publication of this sort was deemed so important that the game's owner, Games Research Inc., agreed to underwrite some of DIPLOMACY WORLD's expenses for a period of time--and Avalon Hill continued that assistance until the preset term expired. But since then we've been on our own.

It is now pretty generally agreed that hobby service projects (the BNC, the MNC, USOS, D.W., and so on) ought not to be an undue financial burden to those who labor (without charge) to produce the final result. Kathy Byrne, Lee Kendter, Dick Martin, Scott Hanson, myself, and the rest are in no way compensated for the many hours we spend on these things.

Like EVERYTHING, ALPHA & OMEGA, and so on, DIPLOMACY WORLD charges for subscriptions. Unlike them, our fees would cover our expenses if ... and that if means that when I took over D.W. there was virtually no money in the till and something like \$2000 in unfulfilled subscription obligations. We've whittled this down some, but D.W. is leading a precarious hand-to-mouth existence...after each issue is done there is no money for the next until renewals and subs come in.

We naturally would like to feel that our readers generally and 'zine editors in particular will urge, are urging, others to support our effort with their subscriptions. We are hopeful that new and existing hobby funding sources can eventually be helpful in eliminating the ongoing inherited deficit (something I would hate to pass on to my successor when that time comes).

But ultimately, it's your support that counts. Support us with your letters; let us know what you like & don't like, and would like to see done differently or additionally.

More than that, support us, please, with your recommendations and your subscriptions/renewals. This isn't my 'zine; it's your 'zine. Help as you can to keep it alive.

and now, Mark L. Berch brings you:

A CONCEPTUAL FRAMEWORK FOR THE CATEGORIZATION OF

# FRENCH OPENINGS

That was a really turgid title, wasn't it? Completely put you off, right? No? Well, then, you're the kind of reader I want. This will be an unusual type of penings article, as it will be somewhat theoretical. Those looking for a hot new opening to use in their next games may have to look elsewhere.

France has an astonishing variety of openings to choose from -- more genuinely different ones than any other country. France can reach any of his traditional neutrals (Spa, Bel, Por) with any of his pieces, often by multiple routes. There are over 15 plausible Fall 1901 attacks on Bel. France can relate to Bur in 6 different ways in Spring 1901. France is the only country which can arrange a SO1 standoff (with another country) with all three of its pieces. France is capable of such nuances as taking Spa with a fleet in the North or the South Coast, taking Por with a fleet and Spa with an army or vice versa, or going to Pic in SO1 with a fleet or army. With such a dazzling array of choices, it's hard to get the big picture, to approach the choice in a systematic manner. It is thus difficult to organize your options, so you may overlook some good possibilities. You may end up concentrating on just a dozen or so choices and ignore the rest. You may not even know where to start.

Let's begin by stating the purposes of the 1901 moves. Unless you plan to attack another country in 1901 (a much more complicated situation), your opening moves generally have three goals:

1. Seizure of neutrals for W01 builds,
2. Preparing a pringboard for 1902 attacks, and
3. Positioning yourself to retard or beter yet discourage attacks against you in 1901 and 1902.

With the great majority of pieces, you can work for all 3 goals simultaneously. England takes Norway: this gains the build and exposes Swe & StP to attack in SO2. If F StP(nc) is built, occupied Norway will either retard the unit's westward movement or pin it down altogether. Austria takes Ser & Gre: and thereby gains 2 builds, creates a defensive wall in the south, and prepares for an attack on either Turkey or Russia (in Rumania). Many other examples exist.

Spain and Portugal present a different situation. It is a rarely remarked-upon problem, but these centers provide a conflict for France with respect to the aforementioned goals. There is a basic military maxim which states, "March toward the sound of gunfire." But movement to Spa & Por is retrograde.

Units in Iberia have almost no offensive potential in 1902. It is virtually impossible for a unit in Por to attack a supply center outside of France in 1902. The same is true for a unit in Spa...except that F Spa(sc) can attack Tun in FO2. Even this attack is of little significance. Tunis cannot normally be taken in 1902 without support. If France has taken Spa with a fleet, she cannot provide the support herself, and eastern help is very unlikely to occur (since Ion is seldom taken in SO2 against Italy) and even if provided, may not suffice.

The defensive situation is not so gloomy, but still the units have severely restricted value. F Por guards only Mid, and A Por is useless. A unit in Spa can at least defend Mar. Beyond that, though, if Spa is taken with a fleet, France will have to decide whether he'll need to defend Gas or Wes/Lyo in SO2. A Spa can of course defend both Mar and Gas, but players usually shy away from putting the fleet in Por.

France thus faces a conflict in

the allocation of force to Por/Spa: units there will surely gain builds, but at the expense of offensive and defensive values.

Belgium is a different story. Offensively, it can reach many SCs in 1902, either in an attack or supporting role. It can guard Bur (if an army) or Pic. It can do this guarding alone, with support from newly build units in Par or Bre, or as a self-standoff in the vulnerable zone. Then again, Bel is not a guaranteed gain in 1901.

France must make some sort of decision as to whether he wants to pursue build goals (Por/Spa) or offensive/defensive goals (Bel). He has only 3 pieces: how should they be allocated?

The traditional approach toward French openings has been to categorize them as pro-Italy, anti-Germany, anti-English but defensive against Italy, neutral but slightly more defensive against England than Germany, and the like. These categories are confusing, overlapping, and (worst of all) may not reflect the player's actual intent. He may be only looking at builds and preparing the groundwork for the real dirtywork to be done in 1902.

I suggest that instead French openings be categorized in terms of how many units France is attempting to place adjacent to BELGIUM in SOL. This provides 4 neat and reasonably unambiguous categories: 0, 1, 2, & 3.

1. Zéro. The most common of these is A Par-Gas, A Mar-Spa, F Bre-Mid. Here, France deals himself out of the Bel question. He has total flexibility as to how his pieces will take Por & Spa. A third unit can be used for other purposes. A Gas could guard any home center, the fleet could plunge into Italian or English waters, or Mid could be guarded. A build could be passed up for something fancy like A Gas-Bre, F Mid-Bre, hoping to build F Bre against an English F Eng.

The other type of opening in this category is one in which France has an arranged standoff in SOL. Since the intended allocation is still zero, he will be able to take both Por and Spa, but usually will have less flexibility in the Fall.

Note that I said, "usually". For example, F Bre-Mid, A Par-Gas, A Mar in a standoff still permits France to guard Mid with A Mar-Spa, F Mid C A Gas-Por.

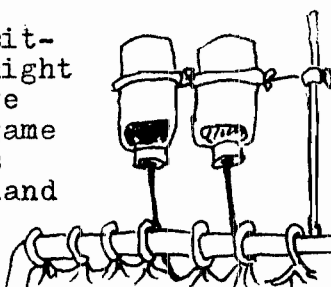
2. Une. This is probably the most common force allocation. There are 4 configurations: F Eng, F Pic, A Pic, and A Bur. The latter 2 are by far the most common, and only the middle 2 are guaranteed to work. It is still possible to get both Por and Spa, but flexibility is reduced.

If the opening is to Pic, and an enemy has entered Pie or Bur, France will have to balance his desire to take both Iberian centers against the need to defend home centers. This is particularly acute if the opening was F Pic or F Eng and Germany moved A Mun-Bur. The fleet is completely out of the defensive picture, and there is a chance France will get no builds at all (and his chances of getting 2 builds are greatly reduced).

The situation is also acute if there are enemy units in Bur and Pie. Now France must not only deal with a threat to both Par and Mar, but there is also the chance of a supported attack on Mar. There will be a lot of guessing involved in a situation like this.

If both actue situations occur, you might want to keep your eye peeled for another game opening, and perhaps this time try your hand at Turkey.

The F Eng choice provides the



"My, Mr. Poole, we must have had quite a game of Diplomacy last night, didn't we?"

same basic problems if something goes wrong, only worse. Unlike A Pic, F Eng does not offer the option of defending Par against A Bur and going for Por & Spa at the same time. If the move succeeds, you will have antagonized England at the same time you could be having a problem with 1 or 2 other countries--not a good position to be in. If the move is stood off, you'll be pleased you did it, of course. If the move is stood off and enemies enter Bur and Pic, perhaps you should be looking for a new game. Checkers might be a good choice.

A Bur provides for a safer situation if things have gone poorly. A Pic provides no serious problem, since Mar can be guarded from Bur, or via a self-standoff with A Spa. If Germany has ordered A Mun-Bur, you've saved yourself a lot of problems. F Lon-Eng is now your weak spot. If 2 or 3 aggressive moves are made against you, you will have significant difficulties, but they usually won't be as bad as the Pic situation. You can shift your risks by ordering A Par-Bur with support of A Mar. This will benefit you only if Germany has ordered A Mun-Bur. The cost is this: by leaving an army in Marseilles, you are forcing your fleet into Por, and you have less flexibility to deal with A Pic--the self-standoff, for example, is out.

On the other hand, if no one has made an aggressive move, "une" gives you the greatest options. You have allocated the minimum force needed to take both Spa and Por, and your 3rd piece should be an important factor in the Belgium question, unless England and Germany are already firmly allied. This opening gives you the best shot for 3 builds. It is one of the most balanced openings any country can make, and the choice of position for the 3rd piece does not irrevocably commit you to any alliance structure (although England will require a lot of explaining). With 4 move choices here (A Mar-Bur, with or without support, has little to recommend it), you can pick somewhat different paths toward the same goal.

2. Deux. These openings represent a major shift away from the first goal in favor of the second two. You are seeking to become the major factor

in the Belgium question, preparing to launch a major 1902 attack, positioning yourself against a concentrated SO1 attack by 2 or 3 neighbors, and perhaps all 3 of these goals. There are 4 configurations here: F Eng & A Pic, F Eng & A Bur, A Pic & A Bur, and F Pic & A Bur. All of these are "pro-Italian", but there the similarity ends.

F Eng/A Pic is France's most anti-English opening. If the fleet move is successful, Lon and Wal are both threatened, either directly or by convoy, and France has the luxury of attacking both England and Belgium if she desires. England, especially if he has opened A Lpl-Edi, may be so distracted by this early threat that he may ignore Bel, at least in FOL, thus increasing France's chances of taking it. France then has the choice of ending up with F Bel or A Bel. The former takes quite a bit of pressure off England--but not all of it, as F Bel can support German action into Nth, or move there itself in SO2. As with any opening which does not involve a move to Bur, there is a risk of German betrayal, but it's a little more serious here because France has antagonized England as well. Finally, if the move to Eng fails, France has only A Pic adjacent to Bel. However, the English will then be out of the question, since normally he'll want to use the other fleet for Norway.

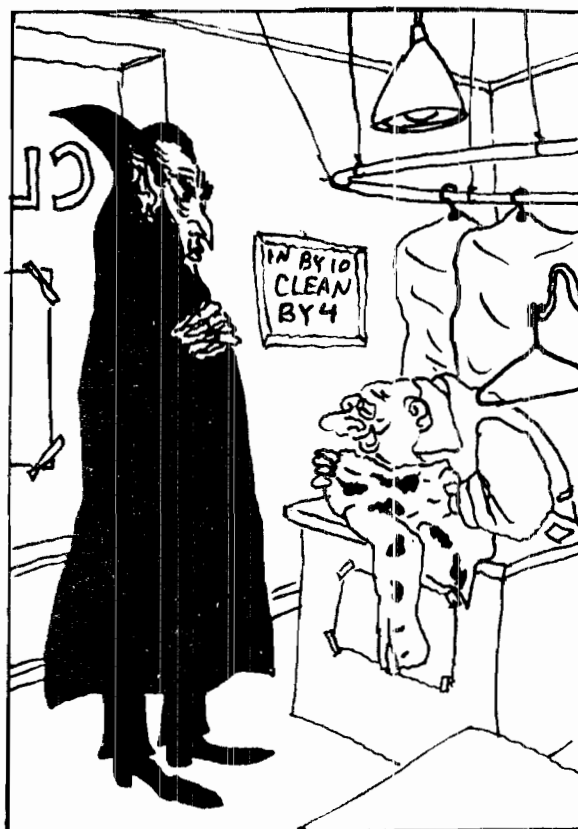
F Eng/A Bur is a fairly belligerent opening, and may reflect more a fear of an immediate ENG/GER attack than an interest in Bel. If both orders succeed, this configuration, along with the next 2, provides you also with the option of attacking both Bel and Mun. If England is, for whatever reason, uninterested in Bel, and Germany has opened to Den, then one of these attacks is likely to succeed, as Germany is likely to use Ruh to block only 1 of them, rather than diverting A Kie from Hol. Even without a direct attack on Mun, your FOL orders will tip your hand. F Eng-Bel, either with support or combined with A Bur-Mun, is a clear tilt toward an alliance with England. By contrast, A Bur-Bel takes the pressure off Germany entirely and, unless F Eng withdraws to Mid, the threat to England will remain. Either way, France is

In a strong position to make a deal in SO1, especially since both parties have quite a bit to gain from a French alliance. In return for no German interference with A Bur-Bel, France could offer to support the German fleet to Nth--and Germany will like the evacuation of Bur. A variety of deals with England are possible, based on English desire for F Eng-Bel, which will evacuate the Channel. If, for example, Germany has F Hol, A Ruh; England may offer to support F Eng-Bel--and France would do well to accept, since F Eng S A Bur-Bel may not work.

If one of the SO1 moves is opposed, then you are still in the Belgium picture, and your opponent's role has been diminished or eliminated. Even if you cannot take it for yourself, you may be able to keep it neutral at least for 1901. If both moves are opposed; well, Bel should be the last topic on your agenda.

Both this configuration and the last one (F Pic/A Bur) raise the question of what to do with the third unit, A Mar. If you suspect that Italy will be joining the attack as well, you may be tempted to order A Mar-Pie. It is doubtful whether that opening (to Eng, Bur, & Pie) is the best way to handle a triple attack, because if the worst happens you can only get one build. You may be better off letting England into the Channel in SO1. In FO1, A Mar can be used to defend Bre or Bur and, if all goes well, build in both open home centers. Otherwise, the choice is whether to support A Par-Bur or temporize with A Mar-Spa. This depends on which you feel is more likely, A Mun-Bur or A Ven-Pie (and whether the latter threatens you). Keep in mind that in the "Deux" openings, the one piece you send west in 1901 may well be used to pick up the other center in 1902. If that's the case, you are better off taking Por in 1901, so that you'll end up with A/F Spa in 1902 and prospects for getting that unit into action in 03. Doing the reverse gives you A/F Por in FO2, an extra season away.

A Pic/A Bur is the third configuration. Germany is not likely to be happy with such a move. You again have the choice of hitting both Bel and Mun. Many of the same considerations for the 2nd configuration apply here, except that the entire campaign against England is gone, as are the options of hitting Pie or supporting move to Bur. If you have a strong suspicion that Germany will be at-



"Another good Diplomacy game this evening, was it, Mr. Birsan?"

tacking Bur, but aren't certain, and you don't believe England will be his ally, this is a splendid choice. If the move to Bur is blocked in FO1, you can switch approaches...use A Mar to take Spa, take Por with the fleet, and still have A Pic to deal with Bel (or to send to Bur). Otherwise, you have some interesting choices, such as A Pic-Bel, A Bur-Ruh. This sets up a supported attack on Hol in SO2 (which could also have been done with F Eng-Bel), and also allows you to temporize with A Bel S A Ruh in SO2, while you bring a fresh army into Bur for a Fall attack on Mun. Moreover, with no forward fleet (in contrast to the other 3 choices), England will not feel directly threatened by your progress. With the fleet headed toward Iberia, this is not so flagrantly pro-Italy as the other configurations. If Italy decides to take advantage of the southern weakness inherent in the "Deux" choices, a fleet will be much more useful. Finally, if the move to Bur is blocked, you will have to choose

between using A Pic against Bel or to support A Mar-Bur.

F Pic/A Bur, the 4th choice, is rarely seen, which is surprising, because it's a very flexible opening. In some ways, it's a blend of the 2nd and 3rd choices, with a lower profile and some options either muted or gone. The direct threat/distraction to England (F Eng) has been replaced with something less immediate, but which still has potential, since the fleet can be shifted into English waters (especially if the follow-up is a successful F Pic-Bel supported by A Bur). Notice how this gives France 2 units usable against Germany, or 1 unit usable against England. While some options from the 3rd configuration are gone (A Pic S A Par-Bur in F01 or A Pic S A Ruh in S02), France now does have the opportunity to support A Par-Bur in S01 plus some added anti-English options.

4. Trois. F Bre-Eng, A Par-Pic, A Mar-Bur is the opening for the player who likes to overdo things. This will make it easy for the GM to write a headline, and will certainly brighten Italy's day. No matter what, you

will have a say in Belgium, although you still aren't guaranteed to take it. If you suspect Germany will open A Mun-Bur, this will still allow you to take Spa in F01 (Italy willing) and have 2 units on Bel. With no A Ruh, and England distracted by F Eng, this will probably be enough. If a standoff in Bur or Eng is actually arranged, then you don't really have a "Trois" opening, but rather a 1st or 3rd configuration of the "Deux" opening. You could even arrange both standoffs....

Well, if there are any of you left still reading this, I'm done. I hope I've given you a different way of looking at French openings. The question of how many units to put adjacent to Belgium is an important one, and should not be lost in a welter of other complications. Once you've decided that, your possible paths will become a lot clearer.

((Mark Berch is of course our tactics & strategy Editor and Editor of the widely-read DIPLOMACY DIGEST. He has long contributed original and in-depth thinking to these pages. He is also not doing too well in the DW Demo Game, but you can't win 'em all.))

## The Iberian Indecision

Gregory M. Ellis

((The following article has appeared in different form in VOICE OF DOOM #80 (28 Jun 83) and has been rewritten by the author for publication in DIPLOMACY WORLD. We do not normally buy reprints, but this is redone, is a good presentation, and is an excellent tie-in to the preceding.))

Imagine, if you will, the most impossible of all scenarios: you are playing France with England, Germany, and Italy all wanting your alliance. Furthermore, reports from Turkey and Russia confirm that Italy is not moving to Piedmont, Germany is steering clear of Burgundy, and England prefers to stay out of the Channel. It is possible that you are hearing all of this because the 3 border countries have formed a triple alliance to your detriment. More than likely, however, the information is valid and none of

your neighbors wishes to attack you. Now what do you do? Most of us negotiate through retaliation: by anticipating hostile actions and getting another country's support against them. When no hostilities are anticipated, a chief diplomatic weapon is removed.

As France you have the option of opening with the Iberian Indecision. The S01 orders are A Par-Gas, A Mar-Spa, F Bre-Mid. By making these moves, you set up a good defense, maximize offensive capabilities, and keep open all diplomatic options.

The single largest objection to this opening is the supposedly weakened defensive position it leaves France in. In fact, quite the opposite is true. From this position any of France's home centers can be defended easily from any single country's attack. If England should move to the

channel, then either A Gas or F Mid can cover Brest. It would also be a strong possibility that the English fleet would be used to take Belgium, due to the dismal outlook for taking Brest.

If Italy should move to Piedmont, again 2 pieces could be used to defend. A Gas or A Spa could be ordered to Marseilles, or both can be used to keep Marseilles open for a while by bouncing.

The most damaging attack would be the German move A Mun-Bur<sup>1</sup>. (Footnotes at end of article) It is possible to keep the German from taking anything but it would probably cost a supply center to do so. By guessing correctly (i.e., A Gas-Par, A Spa H, where Germany orders A Mar-Par), France can still build 2 in WOL.

If 2 countries attack, of course the prospects look dimmer. But in many cases, because of the unique capability of A Gas to move to any of the some centers, it is still quite possible to build in 1901.

Should all 3 neighbors come after you, then you were doomed to begin with. Simply take the Iberian centers and try to get the triple alliance into a squabble diplomatically.

Some would argue that this opening leaves France out of position to attack in any direction. Again I could beg to differ. The moves are neutral enough to convince any ally of our good intentions, and you can swing any direction you wish.

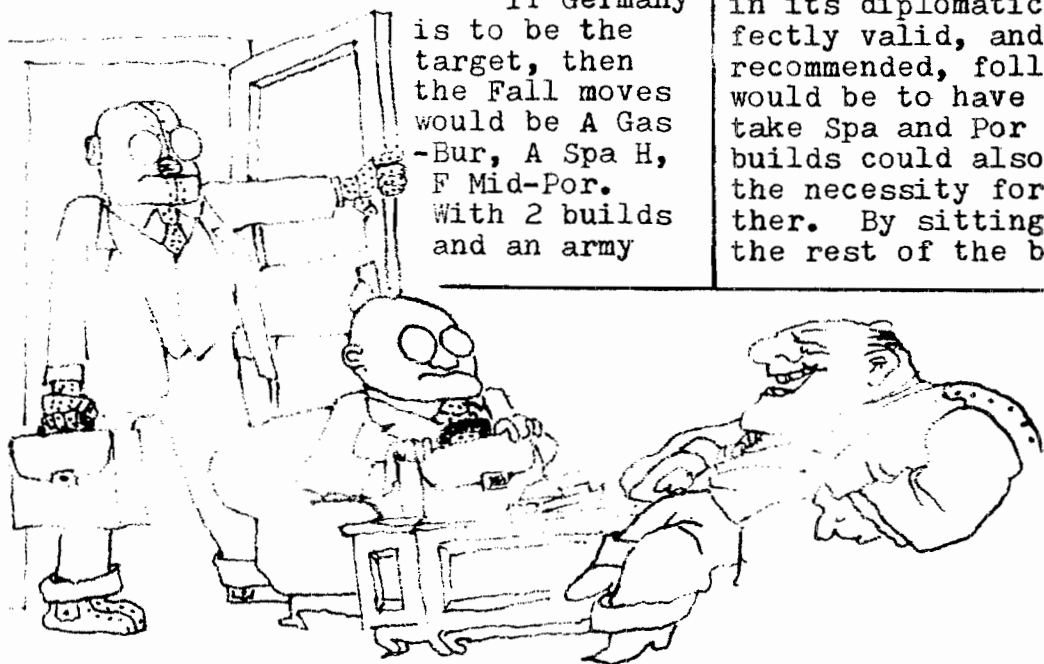
If Germany is to be the target, then the Fall moves would be A Gas-Bur, A Spa H, F Mid-Por. With 2 builds and an army

in Burgundy, you are a step up against Germany. Presumably he would be embroiled in a battle with England, Russia, or Italy, any of which would more than welcome your help.

If you would prefer to attack England at this point, then make these moves: A Gas-Spa, A Spa-Por, F Mid-Iri.<sup>2</sup> Again you build 2, probably F Bre, F Mar. Even if England is building 2, he is out of position to defend. By FO2 you can F Eng, F Iri, F Mid, A Bur, A Spa; which gives several options. You have a supported attack on Belgium; you can convoy A Spa-Wal with support; you can move F Mid-NAT with support and use F Eng to support a German or Russian fleet into Nth.

The strongest attack from Iberia is against Italy. The moves would be A Gas-Spa, A Spa-Por, F Mid-Wes. As long as the other neighbors remain cooperative, you build 2 fleets and effectively take control of the Mediterranean.<sup>3</sup> Italy is normally only +1 (Tunis) and invariably builds a fleet in Naples. France would then have a 3 to 2 advantage at sea, providing the deciding factor in the southern theater. If Italy has taken 2 centers in FO1, you have an instant ally against him. Should he be attempting the ever-popular Lepanto, his army would be stranded in Tunis right up to the point where you take it. The Iberian sets up a good France-Italy battle with France having the decided edge.

Another decided edge France obtains with the Iberian Indecision is in its diplomatic advantage. A perfectly valid, and occasionally highly recommended, follow-up for the Fall would be to have the fleet hold and take Spa and Por with the armies. The builds could also be neutral, delaying the necessity for aggression even further. By sitting back and allowing the rest of the board to commit,



"Hey, Peery, don't worry. No hard feelings. If you need to quit the game, go ahead. I've got a really unique and effective replacement player system. The other players won't even miss you...."

France can move in on the most strategic areas virtually unmolested. Should anyone commit himself to an attack on France after 1901, he would be facing a 5-center power in excellent position not only to defend, but to retaliate!

A perennial hot spot in the West is Belgium. Usually each of the 3 western countries has a good reason why it should own Belgium, and will attempt to talk the other 2 into giving it up. By acquiescing to both England and Germany through the Iberian Indecision, France completely avoids this touchy issue. England and Germany will eventually come begging for French support, each against the other.

As with any pre-planned opening, the most important factor is the diplomacy during Winter 1900. The best bet is to remain non-committal: promise no support, rule out no attacks. If all 3 of your neighbors promise to leave you alone, then leave them alone, at least for Spring 1901: open with the Iberian Indecision.

#### Notes:

<sup>1</sup> See Bruce Linsey, Burgundy, in VOICE OF DOOM #78, p. 20.

<sup>2</sup> See Allen Wells, Fast Resolution of the Western Triple, DIPLOMACY WORLD #34, p. 6.

<sup>3</sup> See Steve McLendon, The McKenJo Opening, DIPLOMACY WORLD #25, p. 6.

## CONTESTS

Our current contest is Tours, wherein respondents were asked to identify various military campaigns from stylized representations of them as moves on the Diplomacy board. I wish I could say we had a lot of entries to this one. But we did hear from Matt Fleming and Brian Bajuk on the problem. Between them they got every answer but 13, 15, and 20.

I awarded  $\frac{1}{2}$  points to partial or "close" answers. Out of a total possible of 40, Matt got 26 $\frac{1}{2}$  and Brian got 30 (both very respectable scores, considering). Not perfect scores, so no year's sub, but let's give Brian 2 additional issues and Matt 1.

Now the answers. Turn to D.W. #36 for the questions.

1. The Spanish Armada, under Medina de Sidonia, 1588.
2. Hannibal's campaign against Rome, B.C. 218-202.
3. Charles XII of Sweden during the Great Northern War, 1700-1709.
4. Islamic conquest of North Africa and Spain, various commanders, 670-732.
5. Caesar's conquest of Gaul, B.C. 58-51.
6. Attila the Hun, 441-453.
7. Richard I, Third Crusade, route of 1189-1191.
8. Gustavus II Adolphus, Thirty Years' War, 1630-1632.
9. Garibaldi, 1860.
10. Napoleon I, 1806-1807.

11. Belisarius, in the service of Justinian I, 533-539.

12. Caesar's war against Pompey, B.C. 49-47.

13. Narses, in the service of Justinian I, 552-553.

14. Great campaign of the Golden Horde under Khan Batu, 1236-1243.

15. Khan Timur (Tamurlane), 1402-1403. Interesting guesses, though.

16. Wallenstein, the Thirty Years' War, 1626-1629.

17. Gen. Blücher in the final campaign against Napoleon I, 1813-1814.

18. Alaric the Visigoth, 395-410.

19. Alexander III "the Great", B.C. 334-333.

20. The Anabasis, or March of the Ten Thousand, under Timasion of Dardanos and others, B.C. 401-399.

\* \* \* \* \*

Hmmm. We seem to be fresh out of contests at the moment. We could use some good ones, preferably Diplomacy related, if anyone out there would like to submit some for us to consider.

Meanwhile, no prize or anything, but let's see if anyone out there will know the answer. Only 4 persons (to my knowledge) have borne the title of Generalissimo. Name all 4.

And that's it for the Contest section of this issue. Let us hear from you if you have ideas.

# IT CAME from SANDY EGO!

15

EREWON (spell it backwards) was one of the well-known 'zines of the so-called Golden Age of the hobby. It was named for the fictional country in Sam Butler's novel Erewhon, a grand old hobby tradition shared by most of the early 'zines...GRAUSTARK, COSTAGUANA, BROBDINGNAG, RURITANIA, FREEDONIA, TRANTOR, BARAD-DUR, and others. EREWON was published by Rod Walker from various locations (but mostly the San Diego area) from 1966 until 1976 (with one break of about a year). It then folded after issue #99, thus becoming the first hobby 'zine to avoid the Big One Hundred!

EREWON was known for its humor (often weird), its kinkily-shaped cartoon character "Big Brother", its various feuds with members of the Hobby Establishment (Boardman, Reinsel, Lakofka, and others), its quizzes and contests, and various other stuff. One thing the 'zine never was: it was never boring.

EREWON went through many guises, in both ditto and mimeo formats; and many sizes, from huge issues of 30+ pages to its later standard 10-page format. But the humor never stopped. EREWON became the home to such characters as Pope Joan II, King Pandemonium V and Queen Vendetta of Poderkagg, and many others. EREWON games usually had a lot of press...real press with datelines and characters and events and all, not the infield banter you get in games nowadays. Various serial features, such as the History of Poderkagg and the Chronicles of req-Lav, appeared regularly. It was good fun.

Alas, gone forever. Or is it? No, by golly! For behold, EREWON has

come back! It is now in xerox digest format, not more than 20 pages per issue...and a facsimile of the February issue, #120, is shown on this page.

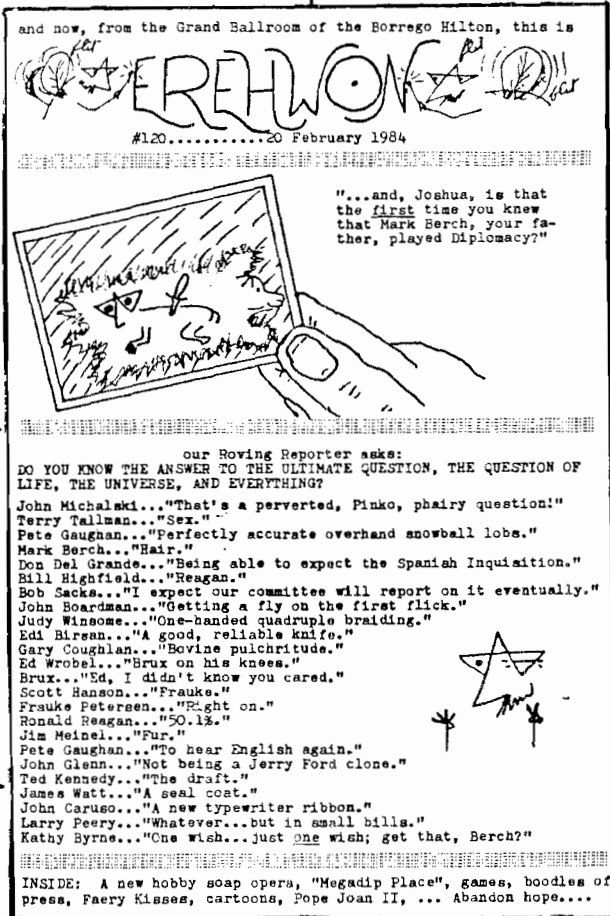
The revived EREWON is a clone of the good parts of the defunct one. It carries 2 games, one of them an "Invitational Press Spectacular" featuring some of the hobby's better writers. Regular features include a new hobby soap opera, "Megadip Place", a revised

History of Poderkagg (including actual pages from the Scott Catalogue for Poderkagg postage stamps), Pope Joan II's campaign to assert Her position as Hobby Sex Ghoddess, ongoing contests...including one to "Stump the Editor"...awarding of Faery Kisses and Faery Slaps, and other things as they occur to the editor or are suggested to him by others. Above all, EREWON is a reader's 'zine; it is a thinking reader's 'zine, designed for the Diplomacy buff who likes a little flair and style, "who (the Editor says) wants his humor and Diplomacy with some literary merit instead of kiddie corn".

Rod advises that the big blow-out issue, #100, finally came out at the end of 1983, only

7 years late, and costs \$2.50. A sample issue is 50c, and subscriptions are 10/\$6.\* There are no game openings.

The return of one of the hobby's oldest publications is something of an event, even more so when the 'zine in question was, in its time, one of the most popular and widely circulated of its kind. It is interesting to note that in England, Richard Sharp has just revived his popular and influential DOLCHSTOSS. Must be something going around.\*((Contact Rod Walker, 1273 Crest Dr., Eminitas CA 92024.))



# 1983X - THE DEMO

## BirSauron Strikes!

### DIPLOMACY WORLD's Regular Demo Game

GAMESMASTER: Rod Walker

COMMENTATOR: Eric Verheiden

((This game began in D.W. 34. See that issue for the lineup of players & information on the notation to be used. However, the current game notation was modified beginning with 1903, on which see D.W. 36.))

### Spring 1904

BATTLE LINES HARDEN AS TROOPS HEAD FOR THE TRENCHES ... TITANIC NAVAL BATTLE SHAPING UP IN WEST MED ... AUSTRO-MORDORIAN MARINES SACK OTTOMAN CAPITAL ... TSARIST HIGH SEAS FLEET ROUTED NEAR BORNHOLM ... MÜNCHEN VERSTEHT! ... TURKS GET TO BLACK SEA AT LAST, BUT....

AUSTRIA-MORDOR (Edi Birsan): f ion-THN, a GRE s a bul, a BOH s german a mun, a TRL s italian a pie, f aeg-CON s by a BUL.

ENGLAND (Don Ditter): f nrg-NWY s by f BAR, a edi-DEN c by f NTH, f den-BAL s by f SWE, a RUH s french a bur-mun.

FRANCE (Lee Kendter): f bre-MID, a MAR-pie, a HOL s a kie, f mid-WES s by f LYO, a BUR-mun s by a KIE.

GERMANY (Paul Rauterberg): a BER s a mun, a MUN s russian f bal-kie.

ITALY (Larry Peery): f rom-TUS, f EAS-smY, f TUN-wes, a PIE-mar.

RUSSIA (Konrad Baumeister): a stp-LVN, a mos-STP, a RUM-sev, f bal-kie (r-PRU), f SEV-arm.

TURKEY (Mark Berch): f con-BLA s by f ARM, f SMY-con.

### Fall 1904

WORLD AGHAST AS BIRSAURON UNSHEATHES CLAWS, SINKS BROWNING AUTOMATIC KNIFE TO THE HILT! SULTAN, POPE REDUCED TO MINOR POWER STATUS. KAISER TREMBLES ON BRINK OF OBLIVION. RUMORS IN REICH OF ANGLO-FRENCH TENSION PROVE ILLUSORY. BRITS IN ST. PETERSBURG...AGAIN.... AS NEW YEAR APPROACHES, WHO KNOWS WHAT EVIL (OTHER THAN EDI) LURKS???

AUSTRIA-MORDOR: f thn-NAP, a gre-ALB, a BOH s german a mun, a tri-VEN, f CON s f bla-ank /nso as AUS f bla/, a BUL s f con. Owns: bud, tri, vie, gre, ser, bul, con, nap, ven (9). Build f TRI, a BUD, a VIE.

ENGLAND: f nwy-STP(NC) s by f BAR, a DEN-lvn c by f BAL, f NTH h, f swe-BOT, a RUH s french a kie-mun. Owns: edi, lpl, lon, bel, nwy, swe, den, stp (8). Build a EDI.

FRANCE: f mid-WES, a MAR-pie, a hol-KIE, f wes-THN s by f LYO, a kie-MUN s by a BUR. Owns: bre, mar, par, por, spa, hol, kie, mun (8). Build f BRE.

GERMANY BRANDENBURG: a BER s eng a den-kie /nso/, a mun h (r-otb). Owns: ber, ~~mun~~ (1). No change.

ITALY: f TUS-lyo, f EAS/h/, f TUN s austrian f thn-wes /nso/, a PIE-mar. Owns: ~~nap~~, rom, ~~den~~, tun (2). NDR, GM uses General Orders to disband f eas, a pie.

RUSSIA: a stp h s by a LVN (a stp r-FIN), a RUM ms f SEV, f PRU-bal. Owns: mos, ~~stp~~, sev, war, rum (4). Disband f pru.

TURKEY: f BLA-con, f ARM-bla, f SMY-con. Owns: ank, ~~den~~, smy (2). Disband f arm.

### COMMENTARY:

Count on Edi Birsan to liven things up. The first "real" stab of the game has occurred (1901 betrayals don't count since everyone allies with everyone else in 1901!), with the victim being Larry Peery's Italy.

In terms of previous predictions, it will be recalled that deep suspicions were expressed when Austria built its second fleet. Subsequent events appeared to indicate a delay in the fireworks until 1905, with Russia being a somewhat more likely target due to the French threat. Austria's strong position has been consistently remarked upon (note how Russia and Italian flankers have been taking the heat while Austria picks up the easy

Turkish builds).

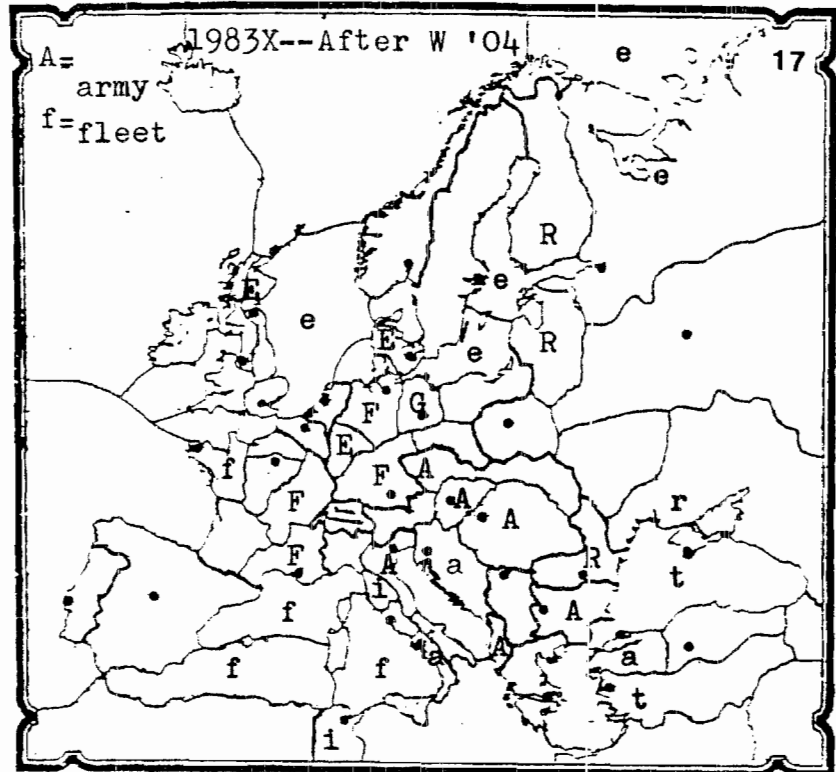
What then are the implications of Edi's move a little early against a different target? My guess is that he saw that after Spring '04, he was in a tremendously good position to hit Italy, with Naples guaranteed and Venice highly probable. With his normally excellent diplomatic skills, he then went ahead against Italy, betting that he could persuade France to turn north against England, with a fallback realliance (albeit most likely temporary) with the Italian remnants.

Edi certainly wins his gamble if France turns north. It's a bit of a risk for Kendter, but so is allowing Ditter's England to run out of places to go. My guess is that the odds favor Lee maintaining the English alliance; he strikes me in his play as generally not going in for high-risk stabs. However, one can never be totally sure....

Edi probably also wins if Italy goes semi-CD. In such circumstances, Kendter will probably go for the easy build (Tunis) and postpone the really threatening move to the Ionian. This will give Edi some time to stabilize (at least partially) the situation. The move A Gre-Alb foreshadows a convoy to Apulia, while A Ven moves to Rome followed by A Vie or A Bud. Two fleets and several armies can hold up French progress for at least a while.

The main threat to Edi's position is if Italy actively cooperates with a French move east, bypassing Tunis in favor of a direct move into the Ionian. A French fleet or two in the Ionian and points east could doom the eastern position, short of 2 final options. The first is a realliance with Turkey to push out the French intruders. Berch's price for such a deal would be interesting to contemplate, but at a minimum would certainly include reclaiming Con. The 2nd would be to persuade England to hit an overextended France. This would be particularly appealing since France would profit much sooner and more extensively from a break in the east than England (stuck in the north with too many fleets and not enough armies).

In summary, then, Edi has taken a



riverboat gamble by hitting Italy now, but one with a number of diplomatic options to forestall final disaster. Edi's undisputed diplomatic skill at exploiting these options is why he can make dangerous-looking stabs like the current example and still expect to prosper as a result.

Taking a look at the remaining players, England's problems remain must the same: the easy gains are nearing exhaustion, assuming a continued French alliance. Ten supply centers is about it, respectable for a 3-way draw (EFA, say), but not good enough to outrun France if Kendter breaks through in the south. Nonetheless, he is currently out of position for a French stab, with Birsan able to give only limited help. Indeed, England has more to worry about in terms of a stab by France than vice versa.

Baumeister's Russia is in an unenviable position. Forced to defend in the north, with no prospect of gains in the south and a surging Austrian ally in Birsan, he almost has to be next on the Austrian menu. But there is little he can do with his units beleaguered and badly out of position. My best guess is an Austrian move in 1905-1906 at the latest, and there is not much Russia can do



"Holiness! Gospodin pomilyu!  
In the dark I didn't know you...ah,  
and Vissi is here, too!" The figure  
threw back his hood. It was none other  
than the mercenary admiral, Rozh-  
destvensky Walkoff, once of the Imper-  
ial Navy of Grand Sevastopol and now  
commanding the High Holy South Naval  
District.

"Ah," exclaimed the Pope, "we may yet get the chitlins out of the fire. The Home Fleet, man! What of the Home Fleet? BirSauron marches on Rome!"

"Alas; oh, woe!" The Admiral sobbed, quivering, obviously a broken man. "The fleet is still moored at Carthage."

"Well, call it back!"

"To what? The docks at Naples are alight, and Austro-Mordorian marines are plundering Reggio, Capua, and Benevento. Swarthy Dalmatian orcs, augmented by whole battalions of screaming American mercenary hairdressers from San Francisco and New York, are rampaging up the coast toward the Eternal City. We have no choice; we must call up the reserves!"

"You mean...?" Vissi d'Arte gasped.

"Yes. Lorenzo, you must turn loose the Sisters of the Worshipful Order of the Mailed Fist, and the Pope's Own Amazonian Axewomen, and Sister Katya Byrnini and her Terrible Trepidatious Toadies. Only they... what's that?"

More hoofbeats. The Pope squinted at the hairy, quivering mass mounted on the horse as they approached. "Oh, it's Air Admiral Giani Boardmano, probably with news of fresh disasters."

"Bubbles?" Walkoff exclaimed.  
"Here?"

Reigning in, the portly Air Admiral began to leap from the saddle, reflected a moment on the physics of falling bodies, and then climbed down very carefully. "Holy Lorenzo! I bring you news of fresh disasters!"

"We can hardly wait."

"The Eastern Fleet has mutinied."

"How could you know that?"

"I talked 'em into it. It'll really fake out the enemy."

"Exactly so," Lorenzo sighed.

'The enemy was so faked out he just walked into half of Our kingdom.'

"The French?"

Walkoff laughed. "No, Bubbles, it was BirSauron."

"Oooooooooops!"

19

Suddenly, from outside the walls of Rome, came a sound that made the hair stand up on the tops (or, in Walkoff's case, the back and sides) of their heads. It was the howling of a thousand wolves!

[illegible]

Pope Lorenzo LXXXV, feeling very much like Lorenzo the Last, slumped in his throne. "I wish those damn wolves would shut up."

"They always howl before a hearty meal," suggested Admiral Rozhdestvensky Walkoff, using the ostrich plumes on his hat to dust a genuine original library-paste bust of Joan II.

"For eight solid weeks?? That's one hell of a hearty meal, friend."

Walkoff glanced at the folds of the Pope's capacious robes...or, rather, the lack of folds, considered a snappy comeback, thought better of it, and merely observed, "Well, if you didn't have all the church bells going off at the same time...".

"They cheer the populace and the soldiers."

"Not visibly, Holiness. Frankly, it's pretty obvious that they'd desert right now if it didn't mean getting chomped immediately instead of later. You Italians...always putting things off."

"One thing that has to be put off, you Slavic smartass, is a meeting of the College of Cardinals. They want to depose Us, you know. Sister Katya Byrnini has 'em all stirred up against Us...and they want to elect her in Our place."

"And they expect her to win against BirSauron?"

"She does pretty well against the damn wolves, you know. Every day she goes out the main gate and eats one of them, bones and all! Why...".

Suddenly an excited Swiss Guard ran in the doorway. "Holiness! There is a messenger at the gates. He says...he says..."

"Out with it man, quickly! Our friends to the rescue, is that it?"

The Guard's whisper was dusky with dread. "He says he is from Birsauron." ((Continued next issue!))

...and now, DIPLOMACY WORLD's latest variant offering and variant demo game:

# FINAL CONFLICT III

by Tom Swider

((What follows is the third edition of Tom's popular global Diplomacy variant. It is the result of considerable playtesting of the first two editions and of input to Tom by many players familiar with the game. We are told this is a neat game, with many twists and surprises in the course of play.

((In selecting a variant to be used as the first variant demonstration game ever run in these pages, we wanted not only a good, playable game, but one which our readers could follow and enjoy. Obviously the scenario had to be a familiar one, and the rules & units not so complex that the course of the game was really difficult to follow.

((We feel that Final Conflict III is ideal for our readers. The setting is our own world, in our own time. In addition to the usual fleets and armies, there are two other units, whose uses are pretty obvious. One is the "plane", which performs supportive functions at a distance. The other is the "nuke", which blows things up--in this case, whole supply centers.

((Well, first the rules.))

1) BRIEFING: Final Conflict is a global nuclear variant of Diplomacy for 7 players. It is strongly recommended that you carefully read these rules and review them on occasion, since FC has some rule conventions which contradict or don't appear in the Diplomacy rulebook. The length of these rules is deceiving; FC is easier to learn than one may think. The rules have been written extensively so as to avoid rule problems during play and to make learning FC easier. Although the board is about 1/3 larger than the standard game, FC takes no more time to play than standard Diplomacy, or even less, depending on how many nukes get thrown around.

## 2) THE POWERS AND INITIAL DEPLOYMENT:

AUS (Commonwealth of Australia): f BRISbane, f PERth, f MELbourne,

p SYDney.

BRA (United States of Brazil): a AMA-zonas, f BELEm, f SALvador, f RIO de Janeiro.

CHI (People's Republic of China): f MANchuria, a PEKing, f SHAnghai, a CANTon.

PAL (Pan-Arab League): a TEHran, a BAGdad, f EGYpt, p SAUdi Arabia.

RUS (Soviet Union): a MOScow, a OMSk, f ARKhangelsk, f VLAdivostok, p HUNGary.

SAF (South Africa): a RHodesia, f NAMibia, f CAPE Town, f MOZambique.

USA (United States of America): a CHI-cago, f NEW York, f Hawaii\*, p ALaska.

\*Note that the USA starts with 1 unit in a non-center; f Hawaii is supplied by the center in LOS Angeles.

When playing face-to-face, use the following colors for each power: AUS=light blue; BRA=green; CHI=yellow; PAL=black; RUS=red; SAF=white; USA=dark blue.

## 3) THE BOARD:

A) The Final Conflict map is divided into 91 land spaces and 30 sea zones. A total of 46 of the land areas are supply centers. (Please note that names of supply centers begin with 3 capitals.)

B) Balkans, France, and MEXico are treated as double-coasted provinces in standard Diplomacy.

(1) Coastal Crawl is permitted. As a review, the Coastal Crawl allows 2 fleets to exchange positions, but one of the fleets must be in a double-coasted province. Example: f Central America-MEXico(EC); f MEXico(WC)-Central America. If either move fails, both should.

(2) Fleets of 2 different powers are allowed to use the Coastal Crawl if both powers note "cc" along with each unit's order; otherwise both moves fail. Example: PAL orders =f France(SC)-IBERIA "cc". USA orders =f IBERIA-France(NC) "cc".

(3) Units may not retreat

using the Coastal Crawl. Example:  
USA orders =f MEXico(EC)-Central Am-  
erica/s p Dallas/. BRA orders =\*f  
Central America H. The dislodged f  
Central America may not retreat to  
MEXico(WC).

(4) Fleets built in a dou-  
ble-coasted province must have a coast  
designation or the build order fails.

C) Canals: Central America,  
EGYpt, GERmany, Scandinavia, and Tur-  
key all contain canals or interior  
waterways, and are treated as Con-  
stantinople, Denmark, and Kiel in the  
regular game.

D) Landbridges exist between the  
following pairs of land areas and are  
denoted with the symbol (↔) on the  
map:

IBERIA and MORocco  
SAUdi Arabia and SOMalia  
SAUdi Arabia and TEHran  
ENGland and France  
Sumatra and MALaysia

A landbridge allows all units to cross  
a body of water in order to move to  
another land area, as if the two land  
areas were adjacent to one another.  
Example: a ENGLand-France is a legal  
order. Landbridges do not interfere  
with sea movement in any way. Exam-  
ple: a ENGLand-France; f Norwegian  
Sea-North Eastern Atlantic. Both  
moves succeed.

E) Areas marked with an "I" (and  
/or diagonal lines) are impassable.  
Planes may fly over impassable areas  
in order to get to their destinations,  
but may not land in such areas. Fleets  
may not exist on a coastline should  
the entire coastline border on an im-  
passable sea zone. Example: f Siberia  
can never exist, but f ARKhangelsk is  
a legal unit.

F) Hawaii and Philippines are  
special islands. They are treated as  
normal land areas, with the exception  
that fleets occupying these areas may  
convoy (as if they occupied sea areas).

#### 4) GAME YEAR SEQUENCE AND VICTORY CRITERION.

A) The game begins in Spring 2101.

B) In a game year, activities are  
executed in the following order:

- (1) Spring nuclear attacks
- (2) Spring "conventional"

orders.

- (3) Spring retreats
- (4) Player elimination check
- (5) Fall nuclear attacks

- (6) Fall "conventional or<sup>21</sup>  
ders
- (7) Fall retreats
- (8) Player elimination check
- (9) Victory check
- (10) Calculate player income
- (11) Execute Winter money  
transactions
- (12) Pay maintenance/build  
new units.

C) For postal play, it is strong-  
ly recommended that each and every  
Winter season be separated unless all  
powers also submit Spring orders. The  
numerous build and removal possibili-  
ties make conditional orders impracti-  
cal.

D) Victory is achieved by con-  
trolling 24 centers at the end of any  
Fall season. However, for every 2  
centers currently devastated by nuc-  
lear attack, this number is reduced  
by 1.

#### 5) UNIT DENSITY:

A) Within a land area, a player  
may have 1 army or fleet, one plane  
(p) unit, and any number of nukes (n).  
B) Only 1 fleet may be in a given  
sea zone.

C) At no time may units of 2 or  
more powers occupy the same space.

#### 6) PLANES:

##### A) Movement:

(1) A plane can move only to  
a friendly controlled land area up to  
2 spaces away. It cannot be ordered  
to move to a land area which is neut-  
ral or owned by another player, nor  
to a sea space.

(2) A plane may fly over  
water, enemy controlled land areas,  
and impassable areas, so long as its  
destination is a friendly land area.

(3) Planes, like armies,  
may be convoyed.

(4) Since planes have only  
supportive strength, they cannot stand  
off any enemy armies or fleets. A  
plane's move fails when an opponent's  
unit (A or F) also moves to the space  
the plane attempts to occupy, or if a  
conflict occurs which results in a  
standoff in that space involving an  
opponent's unit. Examples:

USA orders =p \_\_\_\_\_-MEXico

AUS orders =a Central America-MEXico  
(Planes can't stand off enemy attacks.)

USA orders =p Dallas-MEXico; a LOS Angeles-MEXico

AUS orders =a Central America-MEXico

(A standoff with the enemy prevents the plane's move.)

USA orders =p Dallas-MEXico; a LOS Angeles-MEXico/s p LOS Angeles/

AUS orders =a Central America-MEXico

(Since the conflict did not result in a standoff and the side moving the plane was victorious, the move succeeds.)

USA orders =p Dallas-MEXico; a LOS Angeles-MEXico; a Dallas-MEXico

(A self-standoff does not prevent the plane's move.)

Of course, the above examples assume USA owns MEXico at the beginning of the turn.

(5) A plane can't defend a space. If alone in an area, a plane is dislodged when an enemy unit successfully moves into the space. Planes can't be supported to hold and defend with a strength of zero. A plane is not affected by any standoff in the space it occupies. If dislodged, the plane can retreat to any friendly area up to 2 spaces away, or may be disbanded. Example:

SAF orders =\*p SOMalia h

PAL orders =a Sudan-SOMalia

(Any attack on a plane without interference from other units succeeds; p SOMalia is dislodged.)

(6) A plane does prevent an enemy unit from retreating into its

B) Supports:

(1) A plane can support any unit to hold or move into the space it occupies, or any space up to 2 away. This does include sea zones and enemy controlled areas. Examples:

USA orders =p ENGLand s (RUS) a Balkans-Italy.

(Using the landbridge, the plane supports into an area 2 spaces away.)

USA orders =f Hawaii h/s p Hawaii/ (Perfectly acceptable.)

(2) A plane's support is never cut, even when the plane is dislodged! Should a plane be destroyed due to a nuclear attack (see rule 7C1), the support it normally would give is nullified.

## 7) NUCLEAR WEAPONS:

A) Movement:

(1) Nukes can be moved as if they were armies, with the provision that they may only enter areas which are friendly and remain friendly.

(2) Nukes have no attack, support, or defensive strength, and are captured if enemy units end the turn in their areas. A country capturing a nuke replaces it with one of the country's own color.

B) Launching Nukes:

(1) Nukes can be launched against any space on the board. Example:

USA orders =n NEW York-(1)-TEHran

(This is the format of the launch order.)

(2) A nuke's order is written along with regular ("conventional") orders, but the effects of a nuclear attack are resolved before actual movement takes place.

C) Effects of a Nuclear Attack:

(1) On the turn of impact, all units in the area are destroyed. In addition, any units moving through or into the space are also destroyed. Planes which have no alternate route to their destinations other than through the province nuked are destroyed. Units may not retreat into or through areas nuked that turn. Example:

USA orders =p LOS Angeles-Central America; a Dallas-MEXico/s p Dallas & f Caribbean Sea/

BRA orders = n MATo Grosso-(1)-MEXico; f Mid Western Atlantic-Caribbean Sea.

(The nuclear attack destroys all American units. P Dallas & f Caribbean are destroyed because they supported an attack upon Mexico. P LOS Angeles is destroyed because the only route it has to Central America is through MEXico. Since the aftermath of a nuclear attack is computed prior to normal movement, the Brazilian fleet's move to the Caribbean succeeds since there is no unit in the space to oppose the move.)

A unit which is convoyed through or into a space which is nuked is also destroyed. Units may not retreat into or through an area nuked that turn.

There is an exception to this rule. A nuke which holds and is in an area hit by nuclear attack is not destroyed. Instead, it is allowed a retaliatory counterstrike. It can only

be ordered to launch; otherwise, it is destroyed. The retaliatory strike order is written along with the next season's orders. A nuke which moves into an area hit by a nuclear attack is destroyed and gets no counterstrike. The retaliating nuke does not necessarily have to launch on the player who launched on the retaliating player's nuke.

Needless to say, a nuke which is launched is removed from the board once used.

(2) A nuked area is considered impassable during the next movement season and may not be entered by any unit. Planes may traverse the area but may not end their moves in the nuked area.

(3) Economic Impact: An area which has been devastated by nuclear attack is rendered valueless for the next 3 Winter income phases. On the 4th Winter phase, the province regains its economic value. Also, if the area happens to be a supply center, new units may no longer be raised there; although they may, once the economic value is regained.

(4) Effect on Victory Criterion: A center which is currently devastated does not count toward the number needed to win the game. Furthermore, for every 2 centers currently devastated, the number of centers needed to win is reduced by 1 from the original goal of 24. A center regaining its economic value during the upcoming Winter is no longer devastated and does count as a center for victory condition purposes. Note that nuclear devastation has no effect on ownership of any province whatsoever.

D) Limitations on Launching Nukes:

(1) A player may not nuke an area which he currently possesses.

(2) A player may never nuke any of his own home territories, regardless of ownership.

#### 8) CAPTURING PROVINCES:

A) Any land province (regardless of whether it is a center) can be captured by merely passing through it. This implies that areas can be captured on a Spring or Fall turn. Centers captured in the Spring may be built in during the upcoming Winter, provided that unit density (see rule 5) is not violated.

B) Control of an area takes effect immediately. Examples:

BRA: a IBERia-MORocco/s \*p IBERia/  
RUS: a France-IBERIA

Since Brazil captured MORocco during movement, p IBERia could legally retreat to MORocco.

BRA: \*a IBERia h/s \*p IBERia/  
RUS: a France-IBERIA/s p ENGLand  
& p France

Assuming that MORocco is open for a retreat and is unowned by Brazil (neutral or enemy owned), p IBERia could not retreat to MORocco since it isn't controlled prior to the retreat segment of the turn. The situation remains unchanged even if a IBERia retreats to MORocco.

C) Areas which a player controls are the only spaces which are considered "friendly" to him; an ally can't allow his areas to be "friendly" to him. Control of an area gives its owner the right to land a plane in that area and gives him its economic value each Winter.

#### 9) ECONOMICS:

A) Supply centers produce \$3 a year for their owners.

B) Non-supply center land areas produce \$1 a year for their owners.

C) At the start of the game, each player owns all areas within the political boundaries of his country (shown in a dark black line on the map). These are the player's "home provinces". Note that the USA player does own ALaska and Hawaii.

D) Money can be saved from one season to the next, and can be transferred as seen fit to other players (see rule 12 for further clarifications).

#### 10) BUILDING AND MAINTAINING UNITS:

A) Units have the following costs:

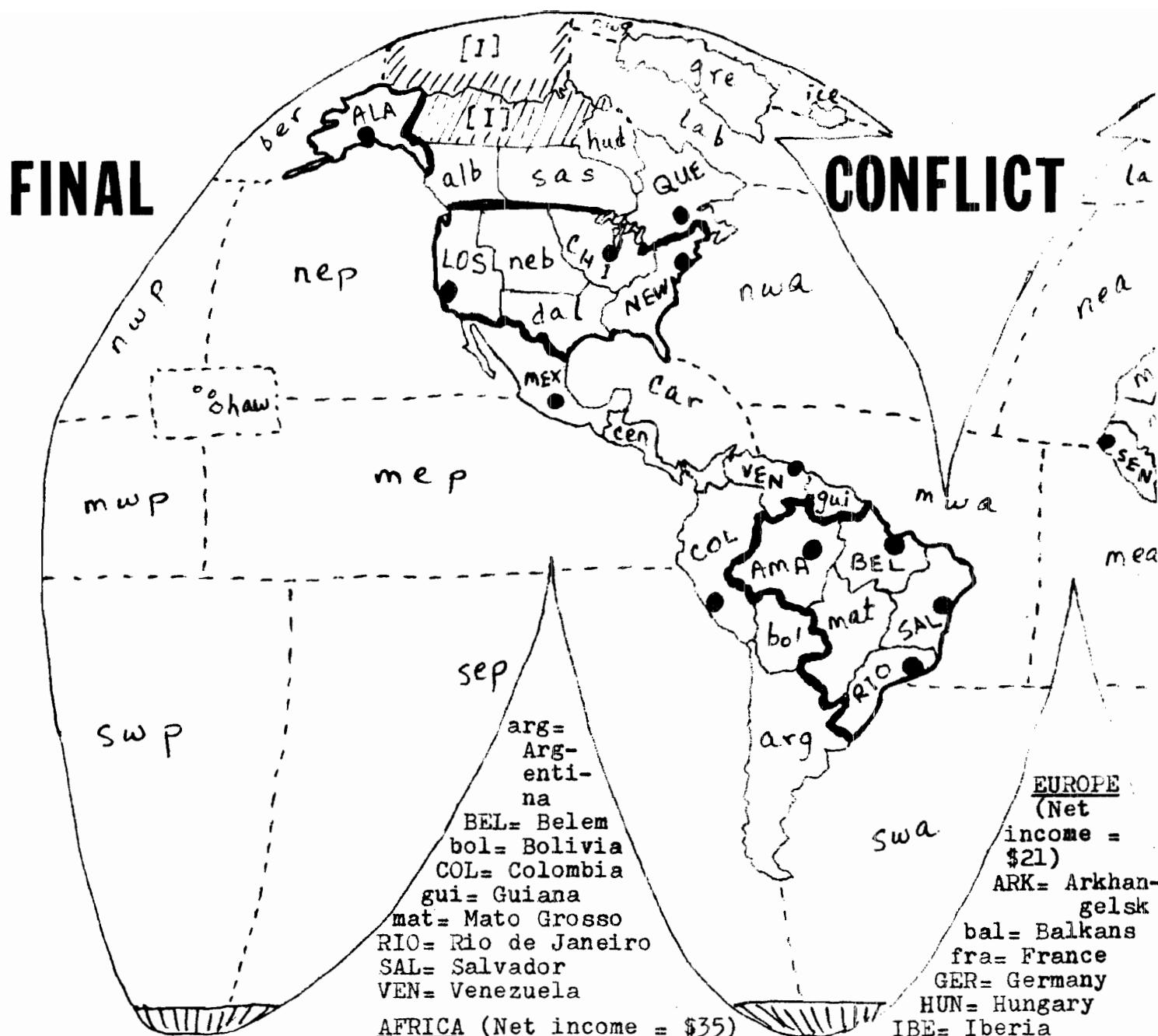
Unit	Build	Maintain
Army, Fleet, Plane	\$3	\$3
Nuke	\$9	\$1

B) A player must pay maintenance on all units he currently has on the board, if he has the funds. If he does not have enough money to maintain all his units, he only maintains those which he does have the funds to maintain and removes all other units.

C) If, and only if, all units have been maintained, a player is allowed to use any remaining money to raise new units. A power which disbanded even 1 unit is not allowed to make any builds.

# FINAL

# CONFLICT



KEY TO ABBREVIATIONS  
(Supply Centers in CAPS)

NORTH AMERICA (Net income = \$23)

ALA= Alaska  
alb= Alberta  
cen= Central America  
CHI= Chicago  
dal= Dallas  
LOS= Los Angeles  
MLX= Mexico  
neb= Nebraska  
NEW= New York  
QUE= Québec  
sas= Saskatchewan

SOUTH AMERICA (Net income = \$22)

AMA= Amazonas

AFRICA (Net income = \$35)

AFRICA (Net income)  
alg= Algeria  
ang= Angola  
bot= Botswana  
CAP= Cape Town  
cha= Chad  
ivo= Ivory Coast  
ken= Kenya  
lib= Libya  
mau= Mauritania  
MOR= Morocco  
MOZ= Mozambique  
NAM= Namibia  
nig= Niger  
RHO= Rhodesia  
SEN= Senegal  
SOM= Somalia  
sud= Sudan  
ZAI= Zaire  
zam= Zambia

EUROPE  
(Net

income =  
\$21)

ARK= Arkhan-  
gelsk

bal = Balkans

fra= France

GER= Germany

HUN= Hungary

IBE= Iberia

ita= Italy

MOS= MOSCOW

pol= Poland

sca= Scandinavia

tur= Turkey

ASIA (Net income = \$49)

BAG= Baghdad

bur= Burma

CAN = Canton

EGY = Egypt

IND= India

kam= Kamchatka

kaz= Kazakhstan

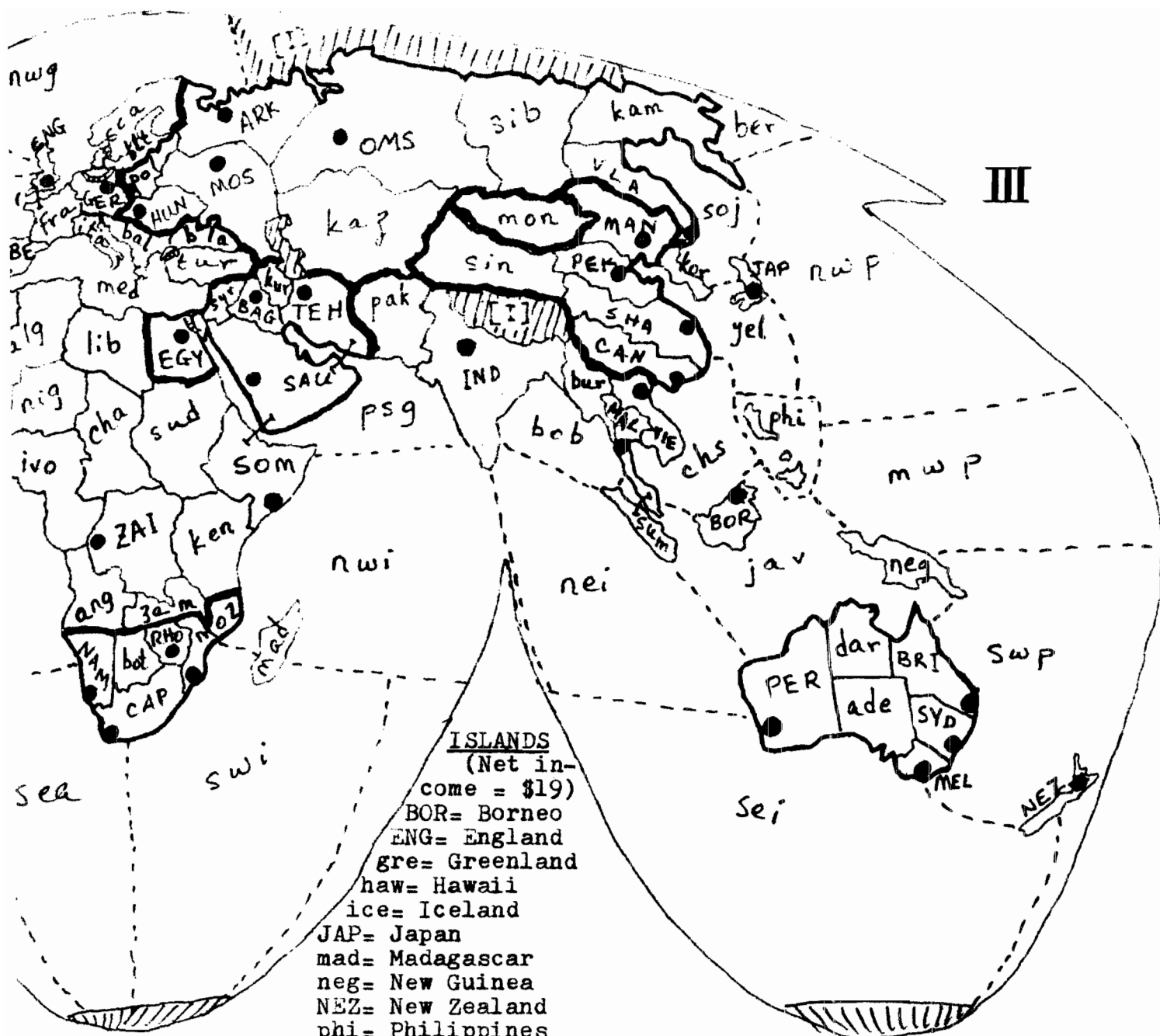
kor= Korea

kur= Kurdistan

MAN= Manchuria

MAL= Malaysia

mon= Mongolia



#### ISLANDS

(Net income = \$19)

BOR= Borneo

ENG= England

gre= Greenland

haw= Hawaii

ice= Iceland

JAP= Japan

mad= Madagascar

neg= New Guinea

NEZ= New Zealand

phi= Philippines

sum= Sumatra

#### SEA ZONES

blt= Baltic Sea

ber= Bering Sea

bla= Black Sea

bob= Bay of Bengal

car= Caribbean Sea

chs= China Sea

hud= Hudson Bay

jav= Java Sea

lab= Labrador Sea

mea= Mid Eastern

Atlantic

med= Mediterranean

mep= Mid Eastern

Pacific

mwa= Mid Western

Atlantic

mwp= Mid Western Pacific

nea= North Eastern Atlantic

nei= North Eastern Indian

nep= North Eastern Pacific

nwa= North Western Atlantic

nwg= Norwegian Sea

nwi= North Western Indian

nwp= North Western Pacific

psg= Persian Gulf

sea= South Eastern Atlantic

sei= South Eastern Indian

sep= South Eastern Pacific

soj= Sea of Japan

swa= South Western Atlantic

swi= South Western Indian

swp= South Western Pacific

yel= Yellow Sea

OMS= Omsk

pak= Pakistan

PEK= Peking

SAU= Saudi Arabia

SHA= Shanghai

SIB= Siberia

SIN= Sinkiang

SYR= Syria

TEH= Tehran

VIE= Vietnam

VLA= Vladivostok

AUSTRALIA (Net income = \$14)

ade= Adelaide

BRI= Brisbane

dar= Darwin

MEL= Melbourne

PER= Perth

SYD= Sydney

(Net income of board = \$183.)

D) A player may build units in any undevastated center he controls, whether it is a home center or not.

E) By the end of the Winter season, a player must have an even cash balance (\$0) or a cash surplus; players may not go into debt or have a negative money balance.

F) In the case of a NMR, the country will pay all maintenance costs and keep any remaining money. If units need to be removed, the GM will remove plane units from provinces (in alphabetic order) until the deficit is paid. If this is not sufficient, the GM will begin removing armies and fleets (alphabetically) amongst those not occupying supply centers. Next, armies and fleets occupying supply centers will be removed. Lastly, any nukes will be removed until the budget deficit is paid up.

G) When a power is knocked out of the game, any of his units which go into civil disorder remain on the board (maintenance free) and are disbanded once dislodged.

#### 11) PLAYER ELIMINATION:

A) A player may be eliminated from the game when he no longer controls any of his home provinces, regardless of whether it is a supply center.

B) When a player has lost control of all his home provinces, he has one last movement season in which to capture at least one of his home territories. If he succeeds, he remains in the game. If not, he is eliminated; all funds in his treasury are considered null and void, and any remaining units his country has hold in civil disorder (maintenance free) and are disbanded once dislodged. Nukes in civil disorder are susceptible to capture (see rule 7A2).

#### 12) NEGOTIATIONS:

A) Players may negotiate during the Winter season.

B) Players can make loans and money transfers as parts of deals. Orders can't be made conditional upon the receipt of money, except in the case of Winter builds (allowing players to maintain/raise additional units should they receive money from an outside source).

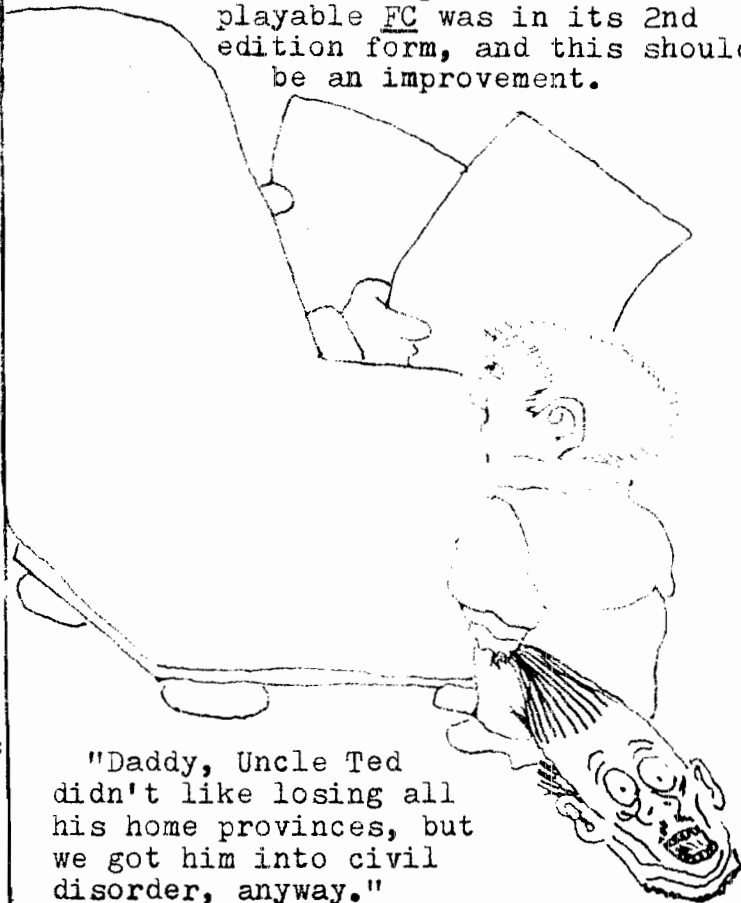
(1) During the Spring and Fall seasons, money transactions are written along with all other orders.

Any amount may be transferred.

(2) During the Winter, money transactions are performed prior to paying maintenance. Up to \$3 (total) may be transferred to other players. Players are reminded that they should keep enough money to pay maintenance for all their own units, and that builds may not be made should they fail to pay all maintenance costs.

I want to thank the following people for their input on FC: Bill Stapel (but for whom all this would have been impossible), Carl "Let's Make It Like Third Reich And Put Hexes On The Map" Russell (for helping out a lot in balancing the 3rd edition), Mike Barno, Don Williams, Fred Davis, Bob Olsen, Mike Mazzer, Lew Pulsipher, and James Grady (who all maintained interest in the evolving 3rd Edition and helped out in various ways).

I've had more than enough help in playtesting the variant and straighten-the game out. Unlike 99% of the variants available, FC actually underwent playtesting prior to being released in its original form. That's why this is the 3rd Edition. People noticed how playable FC was in its 2nd edition form, and this should be an improvement.



"Daddy, Uncle Ted didn't like losing all his home provinces, but we got him into civil disorder, anyway."

# FINAL CONFLICT III--THE VARIANT DEMO

Jamesmaster...Tom Swider  
Commentary....Don Ditter

((In the game reports, the final location of each unit will be shown in CAPS. Supports and convoys will be shown next to the order they relate to, between slashes (/)). A unit in retreat will be preceded by a star (\*). Failed orders are underlined. In lists of ownership, provinces will be in lower case and centers in CAPS.

((In this issue of D.W., the orders will be reported using the standard space abbreviations, since the map is also published here. In all future issues, space names will be spelled out.

((The rules for Final Conflict were typed out from the original ms. and Tom's corrections. One final change to the rules did not make it into the preceding pages. Add to rule 7C1 (2nd para. from bottom of page): "A fleet which convoys a unit through or into a nuked area is destroyed if it is adjacent to the space targeted."))

In their own words, here's a little about the cast of players:

Mark Luedi (Australia): "Profile? You want a profile? I'm sure anything you can come up with will make me look better than what I could come up with. But here's something to get you started. --Makes Bob Olsen look like a consummate genius. --Only person to ever stab himself in a Woolworth game. --Is determined to stake his reputation as a survivalist on this game. --Been in the postal hobby 6 years. --Is a 26 year old college student. --Publishes THIRTY MILES OF BAD ROAD, despite threats, etc. --Is the kind of person you don't want in a game of Final Conflict due to his wanton irrationality and desire to get the job done quickly."

Bob Olsen (Brazil): "I'm much too modest to write a bio of myself. I'll leave it to you, and suggest you list my accomplishments as a player--that will save a lot of space. Do be sure and mention, though, that I've been stabbed by Mazzer 100 times." (And Tom adds:)) Bob is also a consummate press writer and has been around for many years.

Glen Taylor (China): I've been

Dipping postally since '75, and have extensive experience playing and GMing many types of variants." ((And Tom adds:)) Also publishes DIJAGH (Doughnuts In Jam Are Great Hors d'oeuvres).

Mike Mazzer (Pan Arab League): "I'm old, decrepit, staid, and harmless. I'm only in the hobby for the camaraderie and good fellowship and I never stab. I have a 2½ year old daughter, Amanda, whom I've sold to the Arabs, and I'm currently negotiating the sale of my son Andrew, who will be born in October." ((Tom adds:)) Mike also lies a lot, and publishes STRANGE DOINGS, a subzine to COAT OF ARMS.

Bern Sampson (Russia): "Bern has been active in the Diplomacy hobby since 1978. A former editor/publisher of EVERYTHING, he now publishes TORPEDOETTE, a game flyer, and STARS (Sampson's Totally Awesome Rating System). He was also a survivor in the last D.W. Demo game."

Rick Young (South Africa): "I'm 36 years of age. I'm married with 2 children and am a school psychologist employed by 3 small school districts near Port Huron MI. I've been playing wargames for about 13 years and was introduced to postal Dip through a Mensa SIG run by Ed Bapple about 3 years ago. ...((Rick indicates games he's in))... I write prolifically and have never NMRd! So, how much will you pay me to play?--Just kidding." ((Tom adds:)) Ah! A wise guy! We have ways of dealing with people like you...enter Bob Olsen, consummate press writer!

David "Loney" Anderson (United States): "I am a member of the Detroit Gaming Center and I met Glenn Overby (Sept. 1980). He showed me the game and I learned how to play Diplomacy from him and 5 other people when we got a game together. I was England. I was out in 1904. Some time in 1981, Glenn showed me his now defunct 'zine, JIHAD. I signed up for a game he was starting (1981N, still in progress in MAGUS. As for variant experience, I have a lot." ((David goes on to list a number of variant games he's played in.))

Tom Swider (GM): I've been in Dipdom since 1978, coming in both as a player and GM. Since then, I have won 2 out of 8 games. I used to publish THE SHOGUN'S SWORD (Mike Barno took

over, though TSS is undergoing another publisher change; Cathy Cuning should be getting things going soon), but found that publishing took too much of my time and lessened the enjoyment I was getting from my hobby. Currently I am publishing EXPLETIVE DELETED, a subzine to COAT OF ARMS and am quite content with my hobby role. ED boasts its mediocre showing in the Runestone Poll, achieving the mean position (8th out of 15 subzines). Your GM is 19 years of age and a Business Management student, hoping to become part of the bureaucracy in the years to come.

((Don Ditter, who does the analysis, is no stranger to these pages. Don did the analysis for D.W.'s last completed regular Demo game, and was the winner of the game before that. He has also served as Boardman Number Custodian. Don is also a player in the current regular Demo.))

### Spring 2101

AUS (Luedi): f mel-SWP; f bri-JAV; f per-NEI; p syd-PER.  
 BRA (Olsen): a ama-BOL; f rio-ARG; f sal-MWA; f bel-GUI.  
 CHI (Taylor): a can-VIE; a pek-SIN; f man-YEL; f sha-CHS.  
 PAL (Mazzer): a bag-SYR; f egy-MED; a teh-PAK; p SAU h.  
 RUS (Sampson): f ark-NWG; a mos-HUN; p hun-OMS; a oms-MON; f vla-KOR.  
 SAF (Young): a rho-ZAM; f nam-MEA; f cap-SWI; f moz-NWI.  
 USA (Anderson): a chi-DAL; f new-QUE; p ala-HAW; f haw-NWP.

Gains: BRA: Bol, Gui, Arg; CHI: VIE; PAL: Pak; RUS: Mon, Kor; SAF: Zam; USA: QUE.

### Fall 2101

AUS: f swp-NEZ; f jav-BOR/s p PER/; f nei-SUM. Owns: PER, ade, dar, BRI, SYD, MEL, NEZ, sum, BOR. Income = \$21 - \$12 maintenance = \$9 to spend.

BRA: a bol-COL; f arg-SWA; f mwa-MEA; f gui-VEN. Owns: RIO, SAL, BEL, AMA, mat, arg, bol, COL, VEN, gui. Income = \$22 - \$12 maintenance = \$10 to spend.

CHI: NMR. a SIN h, a VIE h, f YEL h, f CHS h. Owns: PEK, SHA, CAN, sin, VIE. Income = \$13 - \$12 maintenance = \$1 to spend.

PAL: a syr-MOR/c f MED/; a pak-IND/s p SAU/. Owns: EGY, SAU, BAG, TEH,

syr, kur, pak, IND, MOR. Income = \$21 - \$12 maintenance = \$9 to spend.

RUS: a hun-GER; f nwg-ENG; p OMS h, a mon-MAN/s f KOR/. Owns: HUN, MOS, ARK, OMS, VLA, MAN, kor, kam, sib, kaz, mon, pol, GER, ENG. Income = \$30 - \$15 maintenance = \$15 to spend.

SAF: a zam-ZAI; f mea-SEN; f nwi s (pal) a pak-ind; f swi-MAD. Owns: CAP, MOZ, RHO, NAM, bot, zam, ZAI, SEN, mad. Income = \$21 - \$12 maintenance = \$9 to spend.

USA: a dal-MEX; f que-LAB, f nwp-JAP/s p HAW/. Owns: NEW, CHI, LOS, ALA, QUE, dal, neb, MEX, JAP, haw. Income = \$24 - \$12 maintenance = \$12 to spend.

### Winter 2101

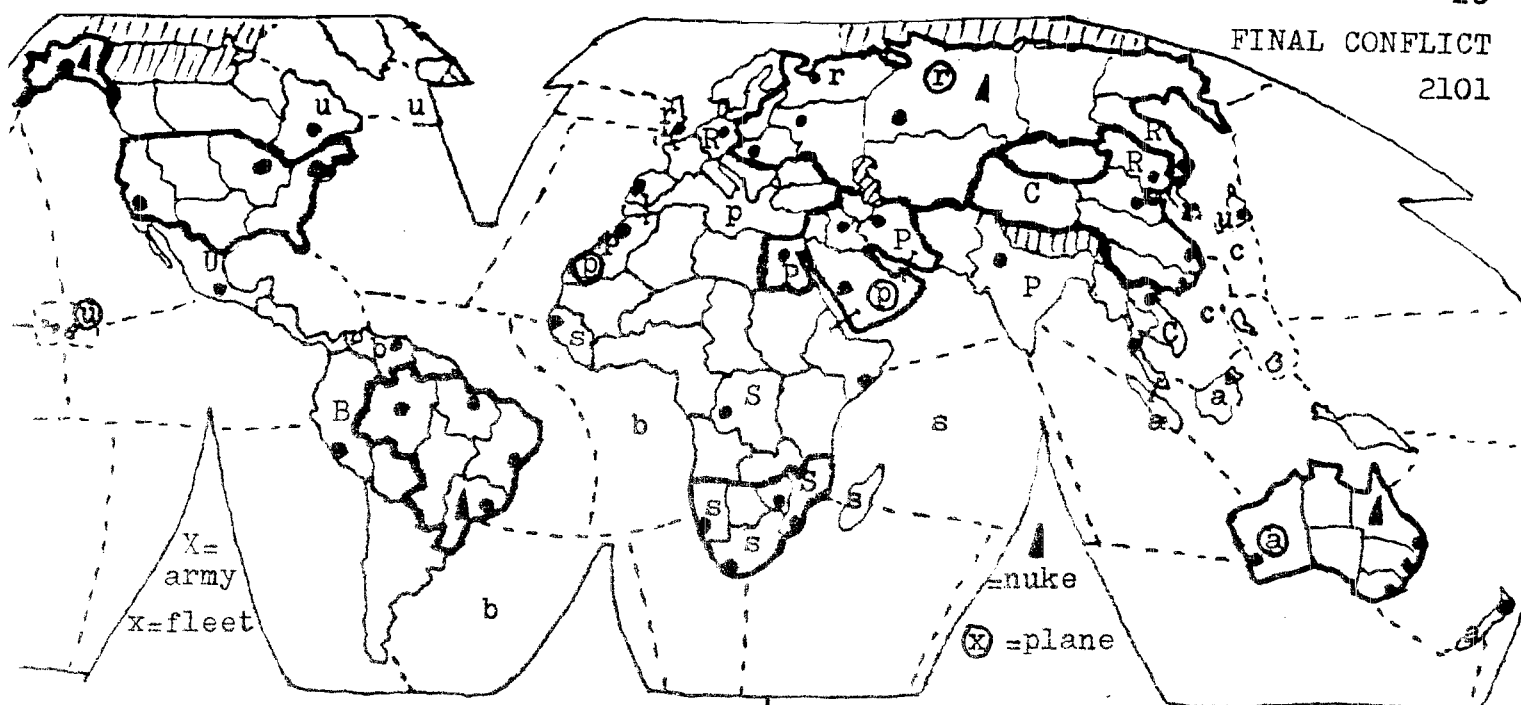
AUS: Build n BRI.  
 BRA: Build n RIO.  
 CHI: No adjustments.  
 PAL: Build a TEH, a EGY, p MOR.  
 RUS: Build n OMS, f ARK, a VLA.  
 SAF: Build a MOZ, f CAP, f NAM.  
 USA: Build n ALA, f QUE.

Mark Luedi and Glen Taylor resign as Australia and China, respectively. The new players are: AUS, Mark Peters; CHI, Kenneth Peel.

### Commentary (Don Ditter)

The first game year is spent in picking up neutral supply centers and land spaces. At the start of the game 29 of the 46 centers were owned by the major powers; at the end of the first year, 43 of the 46 were claimed. The gains were spread very evenly, with the exception of China. A costly NMR and subsequent resignation by the Chinese player certainly hurt that position. Unless the new Chinese player becomes much more active diplomatically than the old, China will be the first to go.

After Winter 2101 builds, some comments could be made about the alliance structure. Russia and P.A.L. have definitely come to some agreement regarding the area between them -- Europe and Western Asia. They have neutralized the area nicely. Russia seems to be heading to the seas with the USA the likely initial target, while P.A.L. will go south into Africa, eventually clashing with S.Af.



P.A.L. and S.Af. are the only two countries who could have build nukes but opted for additional firepower in the way of armies, fleets, & planes. Brazil looks to be headed for Africa with his fleet in MEA. I'm sure Brazil and P.A.L. are considering a joint operation versus S.Af..

The U.S.A. is very strung out, with units heading east, west, & south. It's hard to say who his target is, but I'm sure that Russia will be his major concern in the immediate future. It looks as if a land attack by China or P.A.L. is the only thing that could prevent Russian aggression against the U.S.A.

The alliance structure from movement during 2101 appears to be RUS/PAL/BRA fairly well coordinated against primarily USA/SAF with AUS & CHI allied or nonaligned.

A key to this game may be avoiding unit clustering. PAL took a risk building p MOR as an enemy nuke could cost him both units. We'll see in Spring 2102 if anyone takes advantage of that situation. Similarly, it will be interesting to see whether the strategy of building 3 units or one nuke in Winter 2101 turns out better. It will take lots of income to support all of SAF's & PAL's units--possibly Winter 2102 may find them unable to build a nuke. But of course if you have an ally with one, you have some

protection.

The game should be interesting to watch. The nukes add a new dimension to the game and should make for some devastating exchanges. Again, one's strategy should be never to lose 2 or (God forbid) 3 or more units to 1 enemy nuke. During 2102 there will be more to watch, especially if one of the 4 nukes is unleashed. The alliance structure should also become more obvious.

((Thanks, Don. I've not seen any of the 2102 material yet, so it's not "hindsight" if I suggest that something different may be going on around Europe. SAF's builds look more anti-BRA, and PAL's builds could presage an attack on Iberia and on into Europe against Russia. This would fall into line with Russia's possible accommodation with the U.S. & agreement to cut up China. Indeed, the alliance structure could be USA+RUS+BRA against PAL+SAF, with CHI a victim and AUS as a "wild card" for the moment. As you say, we will see in 2102, but I look for PAL to go full-bore into Europe. The USA build in Quebec is peculiar, but if RUS were really after USA, why army Vladivostok? Anyway, we may well see some nukes tossed around very early here...and if I'm right, 3 of those on the board belong to one alliance. Well, tune in nextish and we'll see.))

# THE PEOPLE'S RATING

USING A HOBBY POLL TO DETERMINE RATING VALUES

Lewis E. Pulsipher

With one exception, every Diplomacy rating system I know of, past and present, is a reflection of the opinion of 1 or 2 individuals about how the game ought to be played. And not surprisingly, those opinions vary considerably. Some ratingsmasters present their evaluations as principles derived from the rules, while others frankly admit that their values are personal preferences; but no one has yet devised a set of criteria that nearly everyone can agree to.

The only exception to values-as-individual-opinion is a rating system based directly on the opinions of the hobby as a whole as to what outcomes are most important, and how one outcome is related to another, as determined by a hobby-wide survey. Such a rating has never been applied to individual players, but the values that could be applied have been determined in 2 cases.

These values are derived from the results of 2 hobby-wide surveys I conducted in 1974 and 1975, the "North American Diplomacy Players' Surveys" #s 1 and 2. Some 140 players responded to the relevant part of #1, and about 160 to #2.

In #1 I asked players to rank the following 13 outcomes from 1 (most important) on down to 13: win, 2-way through 7-way draw, 2nd through 7th places. In NADPS #2, using the same outcomes, I asked players to "assign #s indicating relative value to you of the following outcomes from 0=no importance to 100=highest importance (assign 100 to at least one outcome)." In both cases, I didn't differentiate between placing with survival and placing with elimination.

The results are summarized in Table 1. Column A is the total value given to an outcome in NADPS #2. (Since not everyone valued a win at 100, column A is not a multiple of 100.) Column B is a percentage conversion, with the value for win taken as 100. Column C lists the sum of rankings from NADPS #1, and column D

is a percentage conversion. Because #1 asked for a ranking rather than a relative value (and thus, for example, a 2nd preferred outcome could not be more than half as important as the 1st), I believe it is less suitable for determining rating values, but the outcome is nonetheless interesting.

TABLE 1

Outcome	A #1	B	C #2	D
Win	15809	100	140	100
2-way draw	12550	79	295	47
3-way draw	9918	63	502	28
2nd place	9489	60	612	23
4-way draw	7498	47	708	20
3rd place	6823	43	941	15
5-way draw	5563	35	930	15
4th place	4422	27	1147	12
6-way draw	3904	25	1122	12
7-way draw	2691	17	1318	11
5th place	2613	17	1345	10
6th place	1638	10	1521	9
7th place	628	4	(1750)	8

For a rating system, the values in column B or column D would be added together for a player's games, then divided by the number of games to give a single rating number. These values could be modified according to the success of different countries, much as Dave Ezzio suggested in his article in D.W. #36. Table 2 shows how the countries rank according to the 2 survey evaluations, using the same country figures Ezzio used (but including non-win/draws, of course).

TABLE 2

Country	#2 avg.	Rank	#1 scale	Rank
AUSTRIA	31.5	7th	12.0	7th
ENGLAND	41.1	1st	14.5	2nd
FRANCE	40.7	2nd	14.6	1st
GERMANY	34.8	5th	12.9	6th
ITALY	34.2	6th	13.0	5th
RUSSIA	37.6	4th	13.6	4th
TURKEY	39.0	3rd	13.7	3rd

(These figures are based on actual score for an outcome (columns A and C) rather than the rounded score (columns B and D). The average score is much lower for #1 scale than #2 because it is derived from a ranked rather than relative value question.)

Table 3, with results from NADPS #1, shows the variety (and frequency) of ways in which players judged outcomes. It lists the preferences following win ("pure win-only" is a 2-way through 7-way draw in descending order before any place is ranked). As you can see, opinions varied as much in 1974 as they do now.

TABLE 3

This table includes results from British surveys, which weren't included in the original compilation. The British responses are in column 2.)

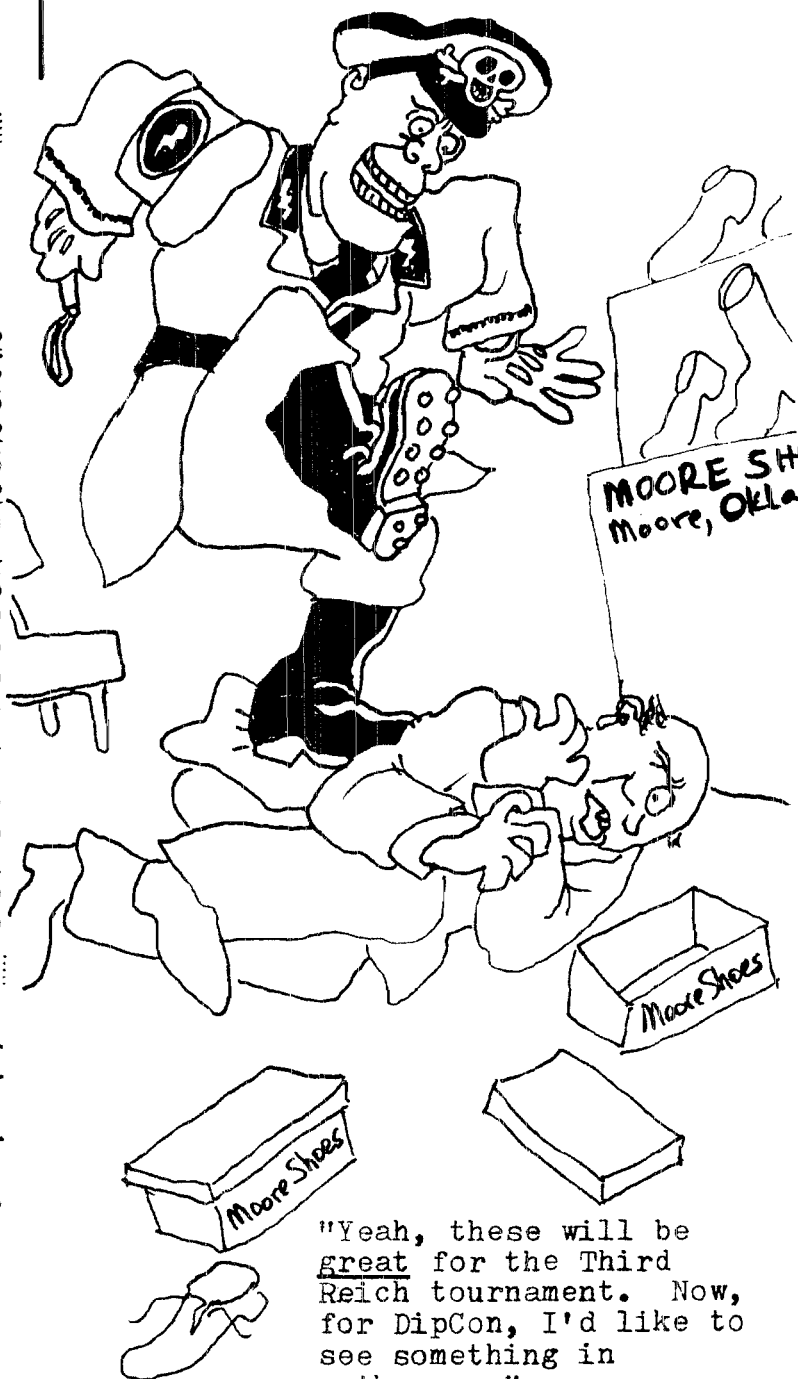
Outcome Sequence	1	2
Pure win-only"	28	3
at 1st. 5-w preferred to 2nd pl.	37	3
2-way, 3-way, 4-way, 2nd	12	2
2-way, 3-way, 2nd, 4-way	14	3
2-way, 3-way, 2nd, 3rd	9	2
2-w, tie 2nd & 3-w, 4-way	2	0
2-way, 2nd, 3-way, 4-way	10	4
2-way, 2nd, 3-way, 3rd	24	6
2-way, 2nd, 3rd, 3-way	4	0
2-way, 2nd, tie 3rd & 3-way	1	0
tie 2-way & 2nd, 3rd, 3-way	1	0
2-way, 2nd, 3rd, 4th	1	0
nd, 2-way, 3-way, 4-way	2	1
nd, 2-way, 3-way, 3rd	3	0
nd, 2-way, 3rd, 3-way	5	0
nd, 2-way, 3rd, 4th	1	0
nd, 3rd, 2-way, 3-way	3	1
nd, 3rd, 2-way, 4th	1	0
nd, 3rd, 4th, 5th	1	0

Hobby opinion may have changed considerably since 1974-75. I am presently trying to decide whether to undertake a NADPS #3, which would include the question from #2 for comparison, perhaps differentiating between survival and elimination in placement.

Given the prevalence of personal computers nowadays, sooner or later someone will computerize the outcomes of postal Diplomacy games so that the different values used by a variety of ratings can be entered and results

will be printed out without further effort. Certainly the results of an annual player poll could be used to modify a "Peoples' Rating" to bring it up to date with the latest opinion about the objectives people play for. Hence the rating would reflect the "true objectives" of the game; that is, what people actually play to accomplish, not some academic or ego-centric evaluation of 1 or 2 persons.

((Comments may be sent to us or directly to Lew at 5102 Catalpa Rd., Fayetteville NC 28304.))



"Yeah, these will be great for the Third Reich tournament. Now, for DipCon, I'd like to see something in spikes...."

# PBEM DIPLOMACY

## revisited

GETTING STARTED IN PBEM DIPLOMACY -- Brad Chase

The popularity of Play By Electronic Mail Diplomacy is growing steadily. The advantages of PBEM play are readily apparent: more rapid communication between players, allowing more intense diplomacy, and less time between turns for a faster-moving game. Many people feel that they cannot afford to get involved in PBEM. This is not necessarily true. This article is intended to provide interested players an idea of what it will cost them to join and play by PBEM.

PBEM Diplomacy is played by using the electronic mail features of national computer networks such as the SOURCE and COMPUSERVE. To access these networks, it is necessary to have a computer terminal or a computer with communication software, and a modem (MODulator-DEModulator). Because home computers are more flexible than terminals, as well as cheaper, this article will focus on home computers for electronic mail.

Okay, so what is required? You need a home computer, a modem, and communications software. You will also require a data cassette recorder for storing programs on. Most people have some idea what home computers do, so it need not be discussed here. Communications software makes your computer act like a terminal. "So why do I get the computer instead of the terminal?" The first reason is that the computer is cheaper, but another good reason is that then you still have a computer that can do all the things which a terminal does not. Perhaps the best reason is that with a computer you can record the e-mail you receive for later reading, and prepare e-mail you want to send in advance. Both these features can save you money in the long run. Lastly, the modem is used to connect the computer to your phone, so you can communicate with the network.

As anyone not cut off from the world entirely knows, there is a LARGE number of computers available today. Selecting the right one for you

involves thinking about what you want. If all you want to do is get involved in PBEM Diplomacy, you probably want the cheapest set-up available. However, there is more to life than PBEM (though some might not admit it), and it pays to consider other uses (such as word processing) for a home computer before buying one.

Computers don't bite, and they are built so that they are very difficult to break. So don't be afraid to use one. It is a little easier to ruin the programs or data, but so long as you follow directions (which include making spare copies of your programs), you won't do any serious damage. It takes more coordination to drive a car than a computer, and most programs these days are easier to use than a road map. There are lots of people who will help (you can get help through Compuserve, for example), and many books, too.

How much will it cost? In one sense, the answer is, "As much as you want to spent;" but this answer is not particularly helpful. To give you some idea of what it costs to get started in PBEM, 3 sample systems are listed below, along with some brief notes on their relative advantages and disadvantages.

### System I

Commodore VIC-20	\$80
Commodore Dasette (recorder)	50
VIC-modem (+software & Compuserve)	55
	<u>\$185</u>

The VIC-20 is the cheapest route into PBEM. As noted, the VIC-modem includes both the basic communication software and a membership with Compuserve. As with all computers discussed, the VIC-20 connects to your TV set. The main disadvantage with the VIC-20 is that in the standard configuration, each line will contain only 22 characters (letters). This can be a bit awkward to read, and it is strongly recommended that you see this and decide if you can live with it before buying it. This problem can be

corrected by adding a "40/80 column board" to the VIC-20; this costs \$90. The other problem is limited memory. This can be corrected (again) by adding more money, but it will only be a problem if you intend to do larger programs or word processing. All prices are discount, not list.

System II

Radio Shack Color II (std. BASIC) \$160  
Cassette for program storage 60  
Anchor Automation Volksmodem(+cable)65  
Rd.Shk. Vitex Software (+Compuserve)30  
\$315

This system has more memory than the VIC-20 and is, overall, more complete. The 16K memory is fine for most home applications, and this system includes some external interfaces the others do not, as well as a 40 column screen. The main disadvantage is in "bang for the buck". While the prices above are list price, that is what Radio Shack likes to sell them at. I have seen 20% discounts advertised in magazines, and Radio Shack does run relatively frequent specials on computers, so you can probably get the price down to about \$260. The Anchor Volksmodem was chosen for 2 reasons: (1) While Radio Shack may try to tell you differently, it will plug right into the Color Computer II with the proper cable), and is somewhat cheaper and sleeker than Radio Shack's \$100 job; and (2) if you order the Volksmodem from AB Computers (look in almost any computer magazine for an ad), you can get a subscription offer to the Source with it.

\*\*\*SYSTEM III\*\*\*

Commodore 64 \$200  
Datassette 50  
VIC-Modem (+software & Compuserve) 55  
\$305

This is probably the best buy going in starting systems. The 64 has 64K of memory, which is more than you are likely to use ever. There are 40 characters per line when the C64 is connected to your TV, though they are a little fuzzy (the only real disadvantage to this system). The screen problem can be corrected with a few dollars in parts and no special tools (see the November 1983 COMPUTE!). My reference would be to get the system with a disk drive instead of the datassette (see below). The problem with this is that the software included

with the VIC-modem is on cassette, but you could probably get the store (or another C64 owner) to move it to disk for you.

System IV

Coleco Adam (+printer & word proc)\$600  
Anchor Volksmodem 70  
Compuserve (+6 hrs. free time) 35  
\$705

The Coleco Adam is a relative newcomer to the home computer market. It is the most expensive system here, but it offers a great deal also. It has 80K of memory (expandable to 144K), which is enough for even an esoteric programmer. It also includes high speed tape drives, a daisy-wheel (letter quality) printer, a detachable keyboard with coiled cord, a built-in word processing program...and it plays great games too! Another real plus is that it runs CP/M (which, I believe, is included), the most common home computer operating system. If you can afford the Adam, you may want to consider it.

A few tips: First, you can expect to pay a few dollars more for manuals and such. While the information included with the computer will tell you how to run it, it probably won't tell you how to program it. Second, while you can get the best prices from mail order houses, it may be a good idea to buy your computer (though not necessarily the attachments) from a local store (not a Bradlee's type store, either). The main reason: the computer store will be able to help you with problems, while typically mail order and discount stores forget you after you have paid them. Third, there are a lot of different computers out there. While I recommend you stay with a name brand (Atari, Apple, Commodore, etc.), that still leaves quite a few choices.

You should try the computer out before you buy (another reason to buy from a computer store). The systems above are ones I am familiar with, not necessarily the best for you. Let the salesman do his demo, then get him to set you up with a program or two to run by yourself and try them. Keep track of the things you like and don't like. This is a lot like buying a car.

What about the networks and electronic mail? Compuserve's GAMESIG has

developed as the home of PBEM Diplomacy, so CompuServe is the network to All the systems above include a CompuServe subscription (saving you \$20-30, though you will probably want to buy CompuServe's manuals for about \$10). CompuServe costs \$6 an hour (for 300 baud--the data rate--which the above modems use). If you budget your time, you should be able to play a typical PBEM game with about 1½ hours per month. That's \$9 for 2 moves (most PBEM games run 2 moves a month). Currently, PBEM Gamesmasters charge no fees, and you won't be paying postage, so it's not that much more expensive per move than normal PBM.

(The \$9 does not include the phone call to connect to CompuServe, which for most cities is local. In some areas, you may have to connect through Tymnet or Telenet--data carriers--which will cost \$2 an hour extra. Or a long distance call is required. Rarely will the total connection cost be over \$10 an hour.

You can add extras to your system to make it a lot more enjoyable and useful. The cost and availability of extras you might want is something to keep in mind when you select a computer.

(1) Disk Drives. Disks are MUCH faster than cassettes (though the "memory drives" on the Coleco Adam are supposed to be pretty fast). Many programs are available only on disks. Disk drives for Commodore systems run about \$200 each, and about \$400 for the Radio Shack Color Computer.

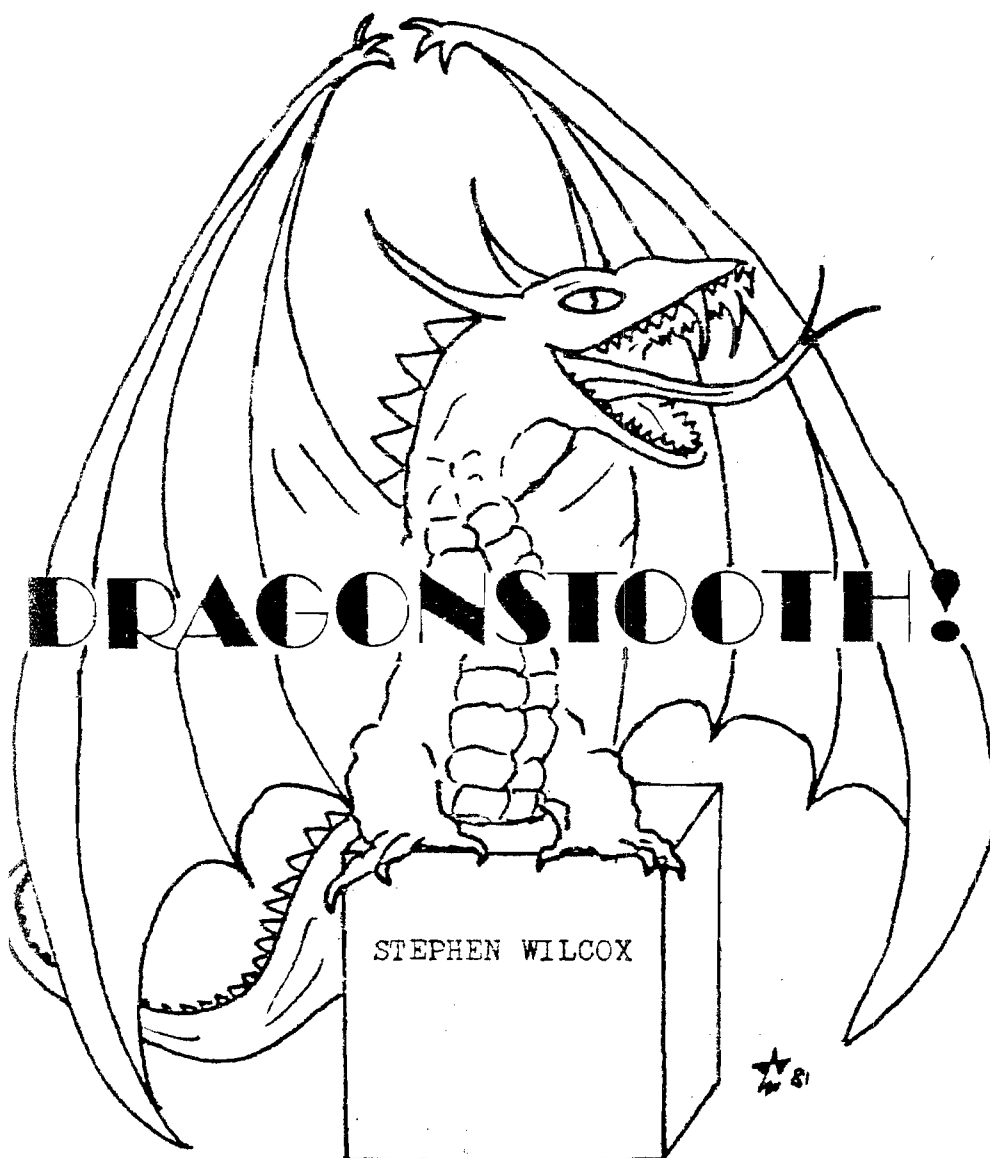
(2) Better Communication Software. The software you receive with the VIC-modem is very rudimentary. All it does is send characters from the keyboard to the modem and from the modem to the screen. I do not know the capabilities of the Radio Shack software. More powerful software allows you to save what you receive from the network on disk or in memory, or send it to a printer. This allows you to review it later, rather than take notes as you receive it. Most also allow you to type the text you want to send in advance, and transmit after you connect to the network. This can save a great deal of money and frustration. Many packages also allow you to send and receive programs. Commercial communications packages range \$30-\$200, depending on what is included

and to some extent on the whim of the company. Some good software (as well as other programs) are in the "public domain", which means they are basically free (you may have to pay a nominal fee for handling and/or disks and cassettes). They are available through a number of outfits. One in particular to look for is the communication program "XMODEM", written by Ward Christiansen, which is excellent.

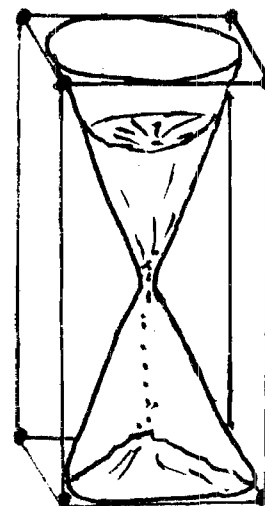
(3) High Speed Modem. The 300 baud rate is slow (about 30 characters a second), though still faster than most people can type. There are modems that operate at 1200 baud, or 4 times faster. (There are even faster modems, but they are for special use.) The 1200 baud modems run \$300-600. My personal "best-buy" is the Anchor Automation Mark XII at \$300 (discount), which offers all the features of much more expensive modems. I recommend you get a modem that operates at both 300 and 1200 (the Anchor does) and has at least some command functions (the Anchor has a full set). Using a 1200-baud modem and good communications software, you can cut your connect time by 60% or more. While CompuServe charges more for 1200 baud connections (the Source does not any more), you can still save money.

(4) A Printer. A printer is a must for word processing (and printouts of the e-mail messages you receive), and is important if you plan on doing any serious programming. There are 2 major types: dot-matrix and formed character. Dot-matrix printers are generally faster and cheaper, and will do nice graphics, while formed-character printers (also called daisy-wheel or spinwriter) generate better-looking characters but are limited in their graphics capabilities. The better quality dot-matrix printers are rapidly approaching formed-character ones in print quality. You can get a 40-column dot-matrix printer starting at \$100, and 80-columns starting at about \$200. I would recommend getting a better quality, brand name (Okidata or Epson for example), 80-column dot-matrix printer, starting about \$325. For the extra money, you get more speed, better print quality, and better reliability. I recommend

(Continued bottom of p. 35.)



AND

**LIFE DIP!**

Rod Walker

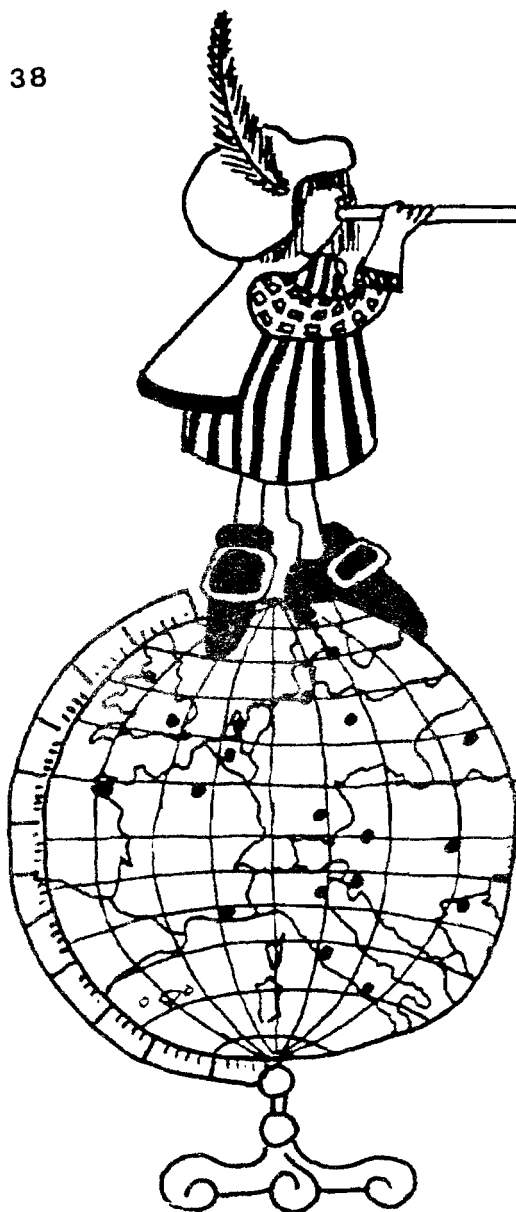
a highly fortuitous and extremely planned-in-advance coincidence, Stephen Wilcox and I have calculated our respective rating systems based on the games reported in EVERYTHINGS 43-58. So now you will be able to compare the results of these two different systems when they use approximately the same data base. However, because of slightly different criteria, some games are omitted in one system and not the other....e.g., I do not rate most of the so-called "Post-1 Diplomacy Tournament" games because these games did not use replacement players and this resulted in significant numbers of units going into civil disorder in most games: as many as 50% of the units in one game-year!) Stephen so rates only starting-player positions, while I include any replacement position which is maintained for 4 game-years or more (and I include all drops, regardless of how long the position was played). I include players only when they have completed 5 or more rateable games; Stephen includes all players. We rate only active players (although Stephen's criterion for "active" is more ill-defined than mine)...in the list below, a player marked \* will be dropped from DragonsTeeth if he or she does not appear in a game reported in EVERYTHING. I am gradually developing dual ratings for players whose careers have 2 or more distinct phases or who play significantly more standby positions than original ones. In this list, Ron Kelly's higher rating is as an original player only; Jack Brawner's higher rating is with all his drops (incurred at a stage when he was dropping out of the hobby) removed. Both are marked \*. Complete results of DragonsTeeth RS can be obtained in THE DRAGON'S LAIR, obtainable for \$1.00 from Stephen Wilcox, 5300 W. Gulf Bank, #103, Houston TX 77088. The method of computing DTRS is given in DIPLOMACY WORLD 36. Complete results of the

LifeTime RS can be obtained in LAPUTA (or LA PUTA), obtainable for 50c from Rod Walker, 1273 Crest Dr., Encinitas CA 92024. These prices apply only in North America and are U.S. funds only. The method of computing LTRS is given in DIPLOMACY WORLD 31, p. 28. We have the results for the top 100 players for each system...space limitations may force us to print a smaller number, so we'll see how far we get.

For DTRS, columns are rank, score, name, W (wins), D (draws), S (survivals), and E (eliminations). For LTRS, the columns are the same, plus R (resignations) and X (drops). (By the way, I've omitted both Ron Browns until data are clear.)

<u>DTRS</u>							<u>LTRS</u>								
<u>RK.</u>	<u>SCORE</u>	<u>NAME</u>	<u>W</u>	<u>D</u>	<u>S</u>	<u>E</u>	<u>RK.</u>	<u>SCORE</u>	<u>NAME</u>	<u>W</u>	<u>D</u>	<u>S</u>	<u>E</u>	<u>R</u>	<u>X</u>
<u>TOP BOARD</u>															
1.	35.51	Jack Masters	5	1	0	1	1.	14.33	Greg Haskew	3	1	1	1	-	-
2.	30.80	Greg Haskew	3	1	1	1	2.	12.75	Mark Berch	3	4	-	-	1	-
3.	29.97	Dan Stafford	3	5	0	1	3.	12.40	Jim Meinel	2	3	-	-	-	-
4.	28.67	Mark Berch	3	3	0	1	4.	12.30	Tom Thornsens	4	3	2	1	-	-
5.	28.39	Kathy Byrne	7	7	6	1	5.	12.09	Kathy Byrne	7	7	6	1	1	-
6.	28.06	Fred Townsend	3	1	2	0	6.	11.80	Tom Ripper	4	4	-	2	-	-
7.	28.01	Andy Lischett	2	1	0	0	7.	11.57	Doug Beyerlein	2	3	1	1	-	-
<u>SECOND BOARD</u>															
8.	27.65	Tim Burton	2	1	1	0	8.	11.33	Uli Baumeister	1	4	1	-	-	-
9.	27.54	John Stewart	2	0	0	0	9.	11.20	Bill Bryg	2	-	2	1	-	-
10.	26.88	Tom Ripper	4	4	0	2		11.20	Randy Ellis	1	2	2	-	-	-
11.	26.35	Arturo Guajardo	2	5	0	0		11.20	George Leritte	-	2	3	-	-	-
12.	25.41	Tom Williams	2	0	1	0	12.	11.13	Jack Masters	6	4	1	-	3	-
13.	23.79	J. Ron Brown	4	3	4	2	13.	11.00	James Lawniczak	1	2	1	1	-	-
14.	22.99	Russ Rusnak	2	2	0	1		11.00	Al Pearson	2	2	3	1	-	-
<u>THIRD BOARD</u>															
15.	22.74*	Eldon Nichol	3	0	2	2	15.	10.92	Bob Osuch	3	4	4	1	-	-
16.	22.44	Drew McGee	2	0	0	1	16.	10.67	Peter Reese	1	2	3	-	-	-
17.	22.33	Bill Hart	4	3	2	4	17.	10.60	John Stewart	2	1	1	1	-	-
18.	22.24	Lee Kendter Sr.	4	7	4	1	18.	10.40	Gary Hamlin	-	5	-	-	-	-
19.	22.20	Kevin Kozlowski	1	2	1	0		10.40	Tom Kissner	1	2	1	1	-	-
20.	22.04*	Rick Kassel	2	0	1	1	20.	10.20	Terry Tallman	1	3	1	1	-	-
21.	21.92	Randolph Smyth	4	0	4	2	21.	10.17	Russ Rusnak	2	2	-	1	1	-
<u>THE THUNDERING HERD</u>															
22.	21.89	Peter Fuchs	2	0	0	1	22.	10.00	Arturo Guajardo	1	3	1	-	-	-
23.	21.66	John Zipper	2	0	1	1	23.	9.60	Kevin Tighe	1	1	2	1	-	-
24.	21.54	Al Pearson	2	1	2	1	24.	9.50	Jim Williams	-	4	1	-	-	1
25.	21.46	Tom Thornsens	2	2	1	1	25.	9.47	Don Ditter	4	6	3	3	-	1
26.	21.39	Tim Haffey	2	1	2	1	26.	9.39	Lee Kendter Sr.	3	11	6	2	1	-
27.	21.15	Don Ditter	3	6	3	2	27.	9.33	H. D. Basset	1	1	3	1	-	-
28.	21.04	Brian Flower	1	1	0	0		9.33	Bill Becker	2	4	3	2	-	1
29.	21.03	Jim Meinel	1	3	0	0		9.33	Randolph Smyth	4	3	4	4	-	-
30.	20.64	Bob Osuch	3	4	4	2	30.	9.29	Doug Landon	1	4	-	1	1	-
31.	20.60	Geo. Cunningham	1	2	0	0	31.	9.14	Mike Mazzer	-	5	1	1	-	-
32.	20.42*	Ron Kelly	2	0	2	1	32.	8.83	Mark Fassio	-	4	2	-	-	-
33.	20.39	Uli Baumeister	1	4	2	0	33.	8.60	Bob Bragdon	1	1	1	2	-	-
	20.39	Paul Rauterberg	2	5	0	2	34.	8.59	John Caruso	2	8	8	2	2	-
35.	20.36	Peter Reese	1	2	3	0	35.	8.40	John Zipper	2	1	-	-	1	1
36.	20.33	David Ezzio	2	0	0	2	36.	8.33	Bruce Hammer	-	2	3	1	-	-
37.	20.16	Dan McLellan	1	5	2	2	37.	8.27	Dave Ditter	2	4	2	2	-	1
38.	19.90	Dave Ditter	2	4	2	2	38.	8.26	Bob Sergeant	5	2	5	4	3	-
39.	19.86	Robert Kraus	2	0	0	2	39.	8.08	Paul Rauterberg	1	6	3	2	-	-
40.	19.70	John Kevern	1	3	1	0	40.	8.00	Gary Coughlan	-	5	-	-	-	-
41.	19.47	Joe Tuharski	1	0	2	0		8.00	Eric Kane	-	2	2	1	-	-
42.	19.36	Bruce Linsey	1	1	1	0		8.00	Dick Martin	4	4	6	4	-	1
43.	19.28	Keith Sherwood	0	5	1	0		8.00	Keith Sherwood	-	6	2	1	-	-
44.	19.04	Bob Sergeant	3	2	3	3		8.00	Peter Walker	1	-	3	-	-	1





# WINNERS

## EVERYTHING 58

The latest issue of EVERYTHING (Winter 1983) contains a total of 25 game finishes, of which two (1981CC and CO) are simply repeats of games reported in the previous issue. Perhaps the most amazing game report is the finish of 1983CD! This game was a PBEM game run by Russ Sipe on the Source, and went all the way to 1912 in about 6 months or so! Nothing like keeping your interest up with a fast-moving game. Anyway, of the 12 victories reported, Austria posted 1; France, 3; England, Germany, Italy, and Russia 2 each; and the Sick Wicked Witch of the South none. The draws were: 2-way, 3; 3-way, 5!; 4-way, 1; 5-way, 2.

DIPLOMACY WORLD would like to congratulate the winners of the following postal games (\* indicates a replacement player):

1976EP: RUS, \*Paulette Struckman.  
 1978I: ENG, Frej Wasastjerna.  
 1978Q: GER, Randolph Smyth.  
 1979HW: AUS, Tom Thorsen.  
 1980F: ITA, \*Steve Arnawoodian.  
 1980KJ: FRA, J. Ron Brown.  
 1980LR: ENG, Mark Larzelere.  
 1981Q: FRA, Kathy Byrne.  
 1981Y: ITA, Stuart Schoenberger.  
 1981HJ: FRA, Brian Flower.  
 1981HU: RUS, Robert Jewett.  
 1982AX: GER, \*Jim Meinel.

### GETTING STARTED (Brad Chase) (Continued from p. 34)

80-columns because that is what you will want for word-processing as well as many other applications. Starting at \$450, you can get some really good dot-matrix printers with very high quality characters and/or programmable fonts. If print quality is a must, look at the formed-character printers, which start at about \$400. One thing in favor of the formed character printers is that you can get some that are also typewriters.

In conclusion, you can get started in PBEM Diplomacy for \$200 to \$300. This will give you the basics. If you decide you don't like it, chances are

you can recoup most of your investment. Computers are a pretty good second-hand item (you might even keep this in mind when buying) because solid-state electronics typically fail in the first few hours of use, or not for a long time. While PBEM Diplomacy does cost more than PBM, the difference is not great on a month by month basis, and the excitement level can be much higher. It is worth noting that once one owns a computer, he generally finds more things to do with it than he ever thought possible. And there is the fun of being one of the first involved in this growing segment of Diplomacy gaming.

# the bloated mailbox

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//DIPLOMACY WORLD likes letters we can print, about Diplomacy only thank you, and preferably about items which have already appeared in these pages. Editorial decisions about what to print and what not to print, and when, are final. Editorial comments are set off by double slashes.//

Rod,

Here is my subscription for another year of DW. Issue #36 was outstanding, thanks. And thanks also for printing my comments regarding the Demo Game analysis. As a result, Edi Birsan sent me copies of the correspondence he's received in the game so far. Even though much of the diplomacy was conducted by phone, the letters conveyed the essence of what was going on. I thought that was most thoughtful and considerate of Edi, even though we have never before corresponded.

I thought that the Sherlock Holmes article was exceptionally well done, and I'm looking forward to more from John Schuler.

.....Dave Lincoln.....

//Thanks, Dave. Just never turn your back on Edi, that's all. Seriously, though, I am also very pleased with John Schuler's pastiche.//

Dear Mr. Walker,

I would like to inform you of a new Hobby Service which I have begun. It is called the Hobby Non-Reprint Service. My Non-reprints are published monthly and are called POLITESSE. Subscriptions are fully-adjustable and are available from Ed Wrobel, P.O. Box 3463, Arlington VA 22203. Please give me a prominent, permanent plug on the inside back cover of DIPLOMACY WORLD.

.....Ed Wrobel.....

//Gee, Ed; I thought that was my service. My Non-reprints are called GREHWON and also appear monthly. Come to think of it, Gary Coughlan's Non-reprints are called EUROPA EXPRESS, and Brux Linsey's are called VOICE OF DOOM, and John Boardman's are called GRAUSTARK. Maybe it would

be less confusing if we did not publicize a service which most hobby publishers provide. But POLITESSE is a nice Non-reprint....//

Dear Rod,

I wish to reply briefly to the guest editorial in #36, by John Caruso. As you know, I do not agree with his (and your) adjudication of A Bel S A Hol, A Bel H. Without going into great detail, since that has already been done in other 'zines, my opinion is that any unit receiving two different legal orders should be considered double-ordered, and therefore unordered. I do not consider a support order to supercede a hold order. Nor do I think that Caruso's example of A Bel-Hol ordered twice is analogous to this situation, since we are not dealing with 2 different orders.

What I really object to more than the article itself is the way you replied to it. When you high-handedly declare that "the support should be allowed," as though it is the only acceptable way to rule on the orders, you are failing to acknowledge the fact that a significant number of GMs do not concur with your position. Whether you personally agree with my position is beside the point. Hundreds of Diplomacy players are reading this statement, and a good percentage may now be under the (erroneous) impression that yours is the correct ruling, rather than simply a correct ruling. Consequently, they may just assume that the hold & support double-order will be automatically ruled as a support under almost any GM. I think that you are doing some of your readers a disservice by failing to inform them that the opposite ruling (disallowing the orders) is widespread. Players in games run by me, Steve Hutton, Dave Kleiman, both Ron Browns, Jim Melnel, Paul Rauterberg, John Boardman, or Mike Conner (to name a few examples) may be surprised to learn that in those games, holding and supporting is not ruled as a valid support order. Additionally, I polled my

readers on this question a few months ago, after they were presented with arguments from both sides, and found that a substantial majority (35 of the 61 replying) felt that the support should be disallowed.

Yes, you do make reference to "some GMs" who are in disagreement with your position. While I don't begrudge your right to your personal opinion, I feel that in fairness to your readers, you should make it more clear that the opposing viewpoint is very widespread throughout the hobby.  
.....Bruce Linsey.....

//Ah, the archvillain himself! Well, of course, Bruce, the first thing is to realize that the purpose of an editorial (as opposed to any other part of a 'zine) is the advocacy of a position. I mean, does Wendy's tell you there's beef in Burger King too? To the extent that your complaint may be valid, your letter here sets things straight. I am sure that the GMs you mention have informed their players of their ruling, just as I have informed my players of mine. However, the real moral of this story is that you should avoid double-ordering your units.

//H & S to the same unit is a double order, certainly. The question is, so what? A double-ordered unit is not necessarily an unordered unit. Not only do the Rules specify otherwise, but so did the game's inventor at the last DipCon. (To be fair, while Kathy Byrne recalls a positive statement by Allan early in the seminar, Mark Berch says that toward the end Allan seemed far less certain that he would allow the support. Be that as it may, your ruling does not disallow both orders, but in effect accepts the "hold" order only.

//The Rulebook specifies that a mistaken order is followed if possible (and a double-order of H & S, or C & S, is certainly "mistaken", even if the player is making the "mistake" deliberately). Furthermore, the Rules specify (IX.6) that a unit ordered to hold or convoy is also holding. It may be that many, many GMs choose to ignore the flat requirement of the Rulebook. Their numbers do not make them right. Based on the clear statement of the Rules, and Allan's statement, we

stand by our editorial position as stated by John Caruso. (See the "Life, the Universe, & Everything" for our statement regarding the misattribution of that guest editorial to Kathy Byrne.)//

Dear Rod,

I want to comment on the question of whether A Bel S A Hol, A Bel H, is a double order. I was the Ombudsman in the original GM-player dispute. You state, "But a pair of orders...is really a single badly-written order..." (emphasis added). Really, if you are going to start by assuming 2=1, you can prove anything you want.

I'm a great believer in Rule VII.4. I wrote a big article on the subject in DW #20, and I listed a number of circumstances where I felt GMs were wrongly refusing to use Rule VII.4, and I took some heat for that criticism of GMing practices. But this isn't one of them, and you cannot twist the English language to make it fit. VII.4 says, "a badly written order". Neither A Bel H nor A Bel S A Hol is badly written. You seem to want the rule to read, "a badly written order, or set of orders, each of which is correct but taken as a whole is badly written...". Well, fine, but that's not what the Rulebook says. Rule VII.4 cannot apply to any order unless that order itself is badly written.....Mark Berch.....

//The problem is that there is nothing in the Rulebook which tells the GM to disallow a "double order". On what authority do you disallow it? Rule VII.1 (the most commonly mis-cited rule)? It says, "a unit may be ordered to do only one thing on each move...", but it does not say that if a unit gets 2 orders it must hold. Only VII.4 tells the GM which orders to allow and which to disallow, and all of its examples are in the singular. In order to determine whether to accept or disallow a pair of orders, you are going to have to read the language of VII.4 in the plural, no matter which way you rule. Considering the language of IX.6, the double orders H & S or H & C are not illegal and do not "admit of two meanings" (which would justify your

disallowing the orders). Taken together (as they must be), they are "badly-written" or "mistaken", depending on your point of view, but in either case can you disallow the orders. Rule VII.1 doesn't let you disallow any orders either. Only by taking them together (your "2=1" formula) can you disallow them (as illegal under VII.4). But IX.6 makes it clear this is not an illegal pair, but only a case of a redundant order (the "hold").//

Dear Rod,

David Ezzio's article on pp. 10-15 //of DW36// was a very fine and comprehensive treatment. A fresh look can often provide interesting insights, which he did. My only complaints arise from the need to touch down to reality every so often:

1. His "Hyperbolic Function" (H-scale) is precisely named I'm sure, but he should also have included the name we old fogeys know it by, viz., Calhamer Point Count".

2. His A-scale is just a mathematical construct, and bears no relation to the game as it's actually played. It says that the difference between a 6-way and 7-way draw is the same as the difference between a win and a 2-way draw. I've never met anyone who actually thinks that; have you? People consider the former difference to be small or nonexistent, and the latter very important indeed.

3. Since Ezzio is not interested in evaluating people's careers, he should not call these "rating" systems, since that is the way the word is normally used in the real world of the hobby. The title should have been "Scoring Systems", since that deals with tournaments, which is his main interest.

4. Ezzio derives his country handicaps from postal data, which makes the tacit assumption that country strengths are the same in postal play as they are in tournaments. My own analysis of 204 games in 7 tournaments shows this is not true. For example, in only one of these tournaments did Russia finish better than 10th.

5. While I agree personally that draws should outrank survivals, one

must take into consideration that this is probably not a majority view. My survey of over 150 people at DipCon XV showed that 65% felt that coming in 2nd to another's win should be given more points than being in a 4-way draw.

6. It's nice to talk about, as he does in Point V, rating the conclusion of the game, not its progress. But this ignores the fact that most tournament games don't have a real conclusion; they are simply called on account of time....Mark Berch.....

.....  
//And, on public opinion on the matter, see Lew Pulsipher's article earlier this. And speaking of Lew://

Dear Rod,

D. Ezzio's article on rating systems deserves some comment. I quite agree with him that any draw is better than any non-draw, non-win outcome-- I've always believed in the "H-scale"--but he must be aware that many players don't think that way. And shouldn't a rating system reflect the rewards/objectives people actually play for? Any rating system devised by one or a few people suffers from this problem: in the end, it is a matter of the opinion of the rating designer. More about this in the accompanying article.

As a practical matter, giving points for supply centers held will help break ties in a tournament rating system, but as a matter of principle I think that number of centers is irrelevant. Diplomacy is a game of relationships among players, not a game of center-counting. The objective is to break the enemy's will to resist, not to accumulate centers. At least twice I won postal games by concession by convincing the other side that they had lost, though I privately was unsure I could force a win militarily. Similarly, many draws are manifested more in the minds of the players than in the number of centers. A player with 2 or 3 centers can be the de facto leader of the faction forcing the draw. Supply center counts have nothing to do with the outcome of the game, except when someone actually accumulates enough centers to win outright. (And in that case, why should

a winner with 23 centers be given more points than a winner with 18? Theoretically, either one is able to go on to 34 centers if the game is played out.)

One may argue that the danger of the above view is the bizarre concession. If the game is only player relationships, not center counts, how can we exclude from any rating a game that is, say, a win conceded to a one-center power? Perhaps the player has actually convinced the others that he'll win! But more likely this kind of concession is a joke or a protest against ratings. Fortunately, such outcomes aren't likely in tournament play, but I believe they occur in postal play. Ezzio appears to be interested only in tournament ratings, if I read his objections to career ratings aright, so I think we can ignore the "bizarro concession" problem.

If the only way for a country to succeed is to participate in the new power balance, as Ezzio describes it, one could argue that any draw is as good as a win. In the real world the largest country of the "balance" does not always enjoy the greatest fruits of the hegemony. Why not rate any win or draw as 100, and any other outcome as 0? Granted, this wouldn't be practical for a tournament, but is it a less appropriate principle than Ezzio's #VII?.....Lew Pulsipher.....

//As one of those players who believe that a 2nd place is much better than a 6- or 7-way draw, I obviously don't accept the philosophy which leads to such things as the Calhamer Point Count, although that is a very simple and elegant rating system. My own rating system rates a 2nd place as equal to a 3-way draw or better than a 4-way, although in an actual game I might prefer the draw to the place.

//In the real world, even a totally defeated power can quickly recover its strength and influence...as witness Egypt after its defeat by Assyria, or France after the Napoleonic Wars, or Japan after World War II. So counting centers does have justification in the sense of assessing the base on which a survivor builds for the next war.

//It isn't that David is uninterested in hobby-career ratings; he is

opposed to them. But in the "real world" of the hobby, such things are always going to exist, so a discussion of how best to do them is always relevant. His implied argument that such ratings convert the hobby into a sort of giant game, or tournament, (and that this isn't good) has it backward. The hobby already is (especially among the "in group" of players) a sort of super-game or tournament, and the ratings simply reflect this sort of megadipping.

//The bizarre concession--and the do occur very rarely--is easily dealt with. I treat it as a draw.

//In a tournament situation, it is vital to prevent tied scores, and a rating system for it necessarily has to be on the complex side (e.g., including supply center counts). If I were running a tournament today, I would seriously consider keeping the exact scoring system a secret (letting the players know only which results were "better" than which other results in order to prevent megadipping at the tournament. Another good idea, proposed before by others but never yet tried, is to score the tournament by 3 very different systems and give each player a composite score.//

Dear Rod,

David wrote a thoughtful, well organized, technical article on rating systems, but it seems to me it was seriously flawed in 2 respects.

Mr. Ezzio fails to address adequately the fact that rating systems are reflections of the philosophies, values, and personalities of their respective creators, and as such the only necessary requirement for a "good" system is that it be internally consistent. What he does is present a strong rationale for his particular philosophy, which seems to be a variant of the "win only" school of thought in which draws are favored over strong 2nd-place survivals. He makes an analogy between Diplomacy play and actual war, likening winning, drawing, and surviving to winning differential amounts of political and economic control in warfare. He even judges which (political or economic control) is more important. This is his right, as thinking about symbolic aspects of the

game is one of the things many players enjoy about it.

What he fails to do is clearly label his ideas and principles as assumptions underlying his particular conception of what is important in judging player skill. He gave me the impression that he considers his own assumptions to be absolute principles in designing any rating system. Of course, his assumptions are just as good as anyone else's, which is why there are many rating systems, and none will ever be the definitive one. The tradition of the postal Dip hobby being essentially anarchic, this is quite consistent with it.

If one cares about ratings, for maximum enjoyment of them, one should pay attention to the system which most accurately reflects one's particular philosophy, and ignore those at odds with it.

Which brings me to my second point--the purpose of any hobby is recreation, and Diplomacy is no different in this regard. Mr. Ezzio's "Principles of Designing, Selecting, and Applying a Rating System" seem needlessly restrictive in this regard. Why, for example, is it detrimental to the hobby to see one's participation as a competitive event over many games or a career? Any ranking activity by definiting covers a period of time. The scope of the time considered is basically arbitrary, based on whatever criteria the rater considers important.

It seems to me that the use of ratings to judge career standings is a legitimate activity which is accepted in all sports. What is not accepted is which criteria are the most important, how each criterion will be weighted relative to others, and whether old data are comparable to more recent data due to changes over time in the game and the playing population. Of course there will be disagreement, but debating the relative merits of a given player is enjoyable in its own right.

Even baseball fans can't agree on which statistics are most important in judging contributions to the game. And there are always the intangible qualities of personality. The annual debate surrounding admission to the Baseball Hall of Fame is one of the things I like most about baseball.

Even though there will never be a definitive list of the best players which all can agree on, this does not mean that we can't compile our own lists according to our own personal criteria.

To take issue with several of David's other principles as laid out in his article: Order of elimination (principles V & VI) is a legitimate measure of playing skill, though I will grant him the right to consider it unimportant. It is just as arbitrary a measure as number of supply centers held at the end of the game (#IX).

The only polls I have seen have disagreed with the premise that there are great differences between survivals and draws (#VII). While most seem to agree that a 2-way tie should be rated above a 2nd-place survival, the rankings of ties vs. survivals after that is by no means clear cut.

It is important to recognize that assigning negative values to drops and resignations reflects a personal value about these behaviors. The consensus seems to be that it is reasonable to hold a value that drops and resignations should be punished (so as not to encourage them), but the negative weights (specific numeric values) assigned are basically arbitrary.

Finally, I would have liked to have seen Mr. Ezzio compare his ideas with more than one rating system. I agree with many of his premises, and I think his ideas would make for an excellent rating system. What bothered me about his presentation was that he seems to lack awareness that his assumptions are only one set of perfectly acceptable bases for building a rating system, and that different folks see things differently and enjoy different aspects of the hobby.

.....Steve Nozik.....  
.....

//I feel that David's pretty well informed on the ins and outs of ratings in this hobby. What we have here, Steve, is a hyperbolic presentation of a point of view, presented to an audience which should know that there are several valid positions on the subject. In any event, I didn't feel that David was being quite that inflexible. I agree with your comments otherwise, however, and I hope to see several active and different ratings going at once. Ratings require variety.//

# LIFE, the UNIVERSE, and EVERYTHING

LU&E is DW's general column for announcements and general information and so on.

**Z** CORRECTION TO LAST ISSUE (#36): Guest Editorial #1 ("Common Sense and Rule VII.4") was written by John Caruso, editor of WHITESTONIE (not by Kathy Byrne as noted there). I very much regret the error. However, the ms. was not signed and did not bear any other indication of authorship, so when I came to printing it, I had to guess who wrote it. Our guidelines are very clear in requiring that you put your name on whatever you're submitting to us. In case anybody assumes that's just a whim on our part, please note this very unfortunate result of someone's failure to observe the common-sense precaution of putting his name on what he writes. Really, that's such an obvious precaution we shouldn't even have to mention it in our guidelines. Once burned, twice careful; right, John?

**Y** CORRECTION TO D.W. INDEX (also in #36): Three articles in D.W. 27 were by typo error attributed to #26. There is 1 in Section G (by Linsey) and 2 in Section O (by Berch (the "Lurch" and the "Lunacy" pieces).

**X** CORRECTION TO "DIPLOMACY CHRONOLOGY" by Fred Davis in #35:  
1. 1975, #2, "DipCon VII" should read "VIII". 2. 1977, #1, the reference to the current custodian of the Rune-stone Poll should have been to Randolph Smyth (Medicine Hat, Alberta), not to Ron Brown. God knows where my brain was the day I typed that....

**W** A NEW COLUMN will begin in in DW, starting nextish. The title will be "If A=Z Then This Must Be Dippy" & it will be edited by none other than Russell Sipe, the highly successful & knowledgeable editor of COMPUTER GAMING WORLD. The electronic segment of PBM Diplomacy is growing fast and some people are still a little uncomfortable with this new mail medium. And that's all it is, a new mail technique --electronic mail games are in no other way different from games conducted by other sorts of mail. We'd like everyone to have all the latest information on e-mail games, and Russ has

generously volunteered to help keep an on-going column for D.W.

**V** DOUG BEYERLEIN has just published a very excellent booklet on adjudicating postal dip games, and even if you're an experienced GM you might pick up some useful ideas from it. I'm really impressed with how concise clear, and informative the booklet is. Send \$2 to Doug Beyerlein, 640 Colleg Menlo Park CA 94025, and ask for "Adjudicating Postal Diplomacy Games".

**U** EREHWON is back! Those who remember this classic 'zine from the hobby's "Golden Age" are in for a nostalgia trip. Get in on the best in today's hobby humor. See the article in this issue for details.

**T** VOICE OF DOOM's Fourth Anniversary Issue is still available. I can't recommend this gigantic (170 pp.) 'zine too highly, as it is fascinating reading, with 67 contributors (!!) and nearly 30 articles, not to mention cartoons, 46 pages of letters, the complete Brux Houserules, and God knows what else. Don't miss out on getting a copy: \$3 to Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton MA 01226.

**S** NEW 'ZINES! The 1984 crop is well under way. We would like to call your attention to two:

STABBACK, Howard R. Christie, Cadet Capt., Box 284, MMI, Marion AL 36756. Games are \$5 + sub (10/\$3), and a sample is 30c. Game openings in Diplomacy.

FROBOZZ, Jeff Richmond, 3313 Platt Rd., Ann Arbor MI 48104. Games are \$4 + sub (10/\$3.50). This 'zine will be games only ("warehouse format"), so if you want to play Diplomacy without a sideshow, this is it.

**R** FEUDIST is something else. If you like hobby feuds, this is it. No games, no "how to win" articles, no humor, no musicpoliticsreligion--just feuds! If you want to be utterly nasty to somebody, FEUDIST is the place to do it. And then hope your doctor knows how to cope with ulcers. Anyway, subs are \$6/year & FEUDIST will trade. Dan R. Wilson, 215 Radiance Dr., San Antonio TX 78218.

**Q** DIPCON XVIII will be 21-24 June at Market Hall Convention Center & the Regency Hotel in Dallas TX. That is the latest word from Al Pearson, Chairman of the DipCon Committee. All events will be in the same location for DipCon and the host con is Origins 84, of course. There will be a 2-round Diplomacy tournament on Sat and Sun (1pm and 8:30am respectively) and a variant tournament (at least 1) on Fri, with a panel discussion on Sat morning. Bidding for the 1985 DipCon will be at the DipCon Society meeting, 9pm, Sat. If you are interested in bidding, write for a Bidder's Packet to Al Pearson, Box 898, Charles Town WV 25414. Regions III and IV (essentially anywhere W of the Mississippi) are eligible for 1985, and I know of one definite bid, from Strategicon in Anaheim. Al promises further details later. Delta Airlines is offering a 30% discount on tickets to Dallas for Origins.

**P** PDO RELIEF AUCTION. Probably the most original and fannish group to come on in years is the "People's Diplomacy Organization", a half-spoof, half-serious group headed by Mike Mills. Over-organized in fin style, PDO even has a "bureau" for people who are retiring from postal Diplomacy. In a really bizarro-fannish move, PDO has even appointed a Chaplain...the "Abbot of Leng" (Lovecraft fans, take notice). This is all fine fun, but PDO also does some very useful things, especially its "Relief Auction". Available items have ranged from a Dutch Diplomacy set to a pigtail of "Judy Winsome". The last auction raised over \$320 for hobby services, including \$48.10 donated to the hobby game opening service, PONTEVEDRIA (for which my sincere thanks, Mike!). The auction is a lot of fun and is a really effective fund-raiser. The next installment is shortly upcoming (donations were due by 17 March). It will include shavings from Rod Walker's beard, a copy of the fake "DIPLOMACY WURLD 31a", and some genuine Poderkagg postage stamps. (On the last, see EREHWON 121 or 122 for the Poderkagg listings from Sott's Postage Stamp Catalogue.) For a copy of the catalogue for the upcoming auction, send SASE to Mike Mills, 26 Laurel Rd., Sloatsburg NY 10974.

**O** CONRAD MINSHALL, 3702 Tarragona Ln., Austin TX 78727 has some "classifieds" for us: Wanted to buy: Out of print DW back issues needed for noble cause. Reasonable prices only. Want list: 1, 2, 5-9, 11-13, 20, 25, 26, 28. Wanted to trade: Complete set plastic Dip pieces (like new) for light blue (French) wooden ones. Blue is Beautiful. Wanted to obtain: I'm looking for an old Dip board--3 pieces are too formal.

**N** MARYCON. The 2nd Annual MaryCon will be held 1-3 June (Fri-Sun) at Mary Washington College in Fredericksburg VA. A 1-round variant Dip tournament will be held 1 Jun beginning early in the pm. Participants will be able to choose from a range of faviants and awards will be presented to high performers on each board. A 2-round regular Diplomacy tourney will be held 2-3 June, with awards going to top players over both rounds. You may register for either or both tournaments. There will be a beer bash to benefit hobby services the night of 2 June and an awards ceremony late afternoon/early evening of 3 June. Meal package and dorm accommodations are available. Contact Dick Warner, Dept. of History, Mary Washington College, Fredericksburg VA 22401 for registration information.

**M** CONS AND MORE CONS. Eric Kane, 109 Hicks Ln., Great Neck NY 11024, has compiled (is compiling) a listing of local and regional cons held through-out the year. It's 2 pp. right now, and if you send Eric information on your upcoming or recurring Diplomacy con or get-together, I'm sure he'll print it. If you'd like a copy of this list, send SASE to Eric. Of immediate interest:

MadCon (?Memorial Day Weekend)--Contact Mark Frueh, 1013 Milton St., #304, Madison WI 53715.

Others listed include PudgeCon in Wichita over Labor Day, PeeriCon in San Diego in July, Con of the Barbarians in Santa Barbara in mid-October, and many, many others. Write Eric for a copy of his listing.

**L** POSTAL DIPLOMACY CENSUS--the 1983 Census is all done and can be obtained for \$1 from Dick Martin, 26 N. Orchard Way, Rockville MD 20854. 800+ listings, name & address.

**K** DIPLOMACY DIGEST #79 was rather and interesting issue and something of a departure from Mark's usual policy. In the main it consists of 3 long letters and replies, wherein Mark takes on 3 other members of the hobby "establishment" on a variety of subjects. If fussin' and feudin' are your bag, this should be a must. Subs are 10/\$4 (and this issue is 40c) from Mark Berch, 492 Naylor Pl., Alexandria VA 22304.

**J** HOUSE OF LORDS is perhaps one of the hobby's most interesting 'zines. It is strictly a discussion 'zine, and input is limited to the publishers and GMs of the hobby. It is quite an extensive effort, with ongoing discussions of many topics of hobby-wide interest, very effectively moderated by Dick Martin. If you are a non-pubber and want to subscribe, to read what the pubbers are saying to each other, subs are \$2.50/issue, to Dick Martin, 26 N. Orchard Way, Rockville MD 20854. If you are a pubber, you can sub at \$1/issue or trade or get sub credit by contributing your thoughts and ideas. Recommended!

**I** THE CASE FOR PBEM is a 44-page booklet compiled by Russell Sipe, editor of COMPUTER GAMING WORLD and editor of our new PBEM column. It is a compendium of letters, articles, and other materials relating to the play of Diplomacy by e-mail rather than USPS. New technologies always generate waves of latter-day Luddites who want to smash anything they don't understand. E-mail Dippy is no exception, and is meeting with some ugly disinformation being handed out by people who, a century ago, would have been among those who opposed the use of antiseptic cleaning and anaesthetics in surgery. I do not know what Russ would charge for this, but if you are interested in the full package on this new mail medium, write to Russ at P.O. Box 4566, Anaheim CA 92803-4566.

**H** BRAD CHASE, another e-mailer, has written a truly concise and clear letter on the e-mail issue to Kathy Byrne (dated 19 March 1984). The BNC has shown remarkable and commendable open-mindedness and willingness to help in this matter. Brad has set forth his thoughts, which show clearly that the inexplicable and illogical

statements we see in a few places, against the use of e-mail, are just so much hot air. If you'd like a copy of this excellent letter, I'm sure Brad will send you one...write him at P.O. Box 151, Raymond NJ 03077.

**G** THE RUNESTONE POLL! The Hobby's most senior and most respected poll is now in its 1984 mode. Send your votes to Randolph Smyth, 212 SE Aberdeen St., Medicine Hat, Alberta, CANADA T1A 0R1. Deadline is 29 June 1984. The Runestone Poll consists of 2 parts:

1. 8th Annual North American 'Zin Poll. Rate any publication substantially devoted to Diplomacy, and of which you've seen at least 2 issues since last April. Rate each on a scale of 0 (lowest) to 10 (highest). Do not rate your own 'zine. Sign your ballot & indicate at least 1 way in which you participate in the hobby. Please list 'zines ALPHABETICALLY.

2. 7th Annual N.S. GM Poll. Rate any GM in whose postal game(s) you were a player during the year beginning 1 April 1983. Rate by name, not by 'zine, in alphabetical order. Rate on a scale of 0 (worst) to 10 (best).

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

DIPLOMACY WORLD really encourages its readers to participate in this, the oldest and most important hobby poll. (And, of course, needless to say, we hope you'll give us a high rating. Don't worry, though; Randolph keeps all results confidential.)

**F** WORLD GAME REVIEW is a new publication edited by Michael Keller, 9 Chadman Ct., Baltimore MD 21207. Subs are \$8/year (4 issues) or \$2.50 each. This 8½x11 publication covers the field of games, games, and more games, with articles, reviews, rules, and whatnot. If you are interested in the general gaming field, and want an interesting bit of reading, you can scarcely do better than this spritely and wide-ranging publication.

WELL, THAT DOES APPEAR TO BE IT  
**DW** for this issue. See you this Summer!

# Hobby Services

Many services exist to help Diplomacy players and we feel our readers should be informed about them. Hence this regular feature in D.W., which lists many of those available. If you need a service not found in these pages, drop us a line and inquire (a SASE would be nice) and we'll see what information we can find for you.

**OMBUDSMAN SERVICES.** If you have a dispute you'd like resolved, and need help, contact the Ombudsman Service System, c/o John Caruso, 160-02 43rd Ave., Flushing NY 11358 (212-353-9695). John will help you find a neutral party to attempt to resolve your problem.

**UNITED STATES ORPHAN SERVICE.** If your postal game has been abandoned by your GM, or is being mishandled in such a way that it might as well be abandoned, contact the USOS, c/o Scott Hanson, 233 Oak Grove, #306, Minneapolis MN 55403. Players in Canadian games should contact the CDO Orphan Service, Andy Lischett, 3025 N. Davlin Ct., Chicago IL 60618. Scott or Andy will help you find a new home for your game.

**BOARDMAN NUMBER CUSTODIAN.** Kathy Byrne, 160-02 43rd Ave., Flushing NY 11358. The BNC assigns Boardman Numbers to new postal sections of regular Diplomacy in North America. Statistics on new and completed games are reported in the quarterly BNCzine EVERYTHING. (Subs are \$5 for X issues at cost.) The BNC also determines whether a postal game includes irregularities which render it potentially unrateable in various rating systems. Inquiries or allegations regarding a game which may be "irregular" should be sent to the BNC.

**MILLER NUMBER CUSTODIAN.** Lee Kendter, Sr., 4347 Benner St., Philadelphia PA 19135. Assigns Miller Numbers to new variant postal games and reports statistics on new & completed games in ALPHA & OMEGA. (Subs are \$5

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for X issues at cost.) The question of "irregularity" does not arise with variants, but if a neutral opinion regarding a game problem is desired, refer it to Lee.

**'ZINE DIRECTORY.** This is a listing of postal Diplomacy 'zines and services throughout the world. It (the 1983 edition) is \$2 from Roy Henricks, 128 Deerfield Dr., Pittsburgh PA 15235. If your 'zine is not listed in ZD, be sure to contact Roy to make sure it's in the 1984 Edition.

**NOVICE SERVICE.** If you're new to postal Diplomacy (or even if you are not but would like to know more about it), get a copy of SUPERNOVA. This is a generous collection of articles about the game and the hobby. It is \$1 from Bruce ("Brux") Linsey, 73 Ashuelot St., #3, Dalton MA 01226.

**HOBBY REPRINT SERVICE.** The published literature of Diplomacy is vast. Most of it is out of print. Mark Berch, 492 Naylor Pl., Alexandria VA 22304, publishes DIPLOMACY DIGEST, which specializes in reprinting the older, but still valuable (or interesting or amusing) material and making it available to everyone. Many back issues, including the invaluable "Lexicon" (\$1.25) are available. Subs to DD are \$4 for 10 issues.

**GAME OPENINGS.** These are contained, in detail, in PONTEVEDRIA, a bimonthly publication which is also continuously updated between issues. For a copy any time, just send SASE (self-addressed stamped envelope) to Rod Walker, 1273 Crest Dr., Encinitas CA 92024. We typically list 2-3 dozen GMs with openings, so you'll have plenty to choose from.

**OTHERS.** Hobby services are done on a volunteer basis by independent workers. If you'd like to do some particular thing, or anything, contact us and we'll refer you to the right person or give you helpful info. The hobby can always use help.

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