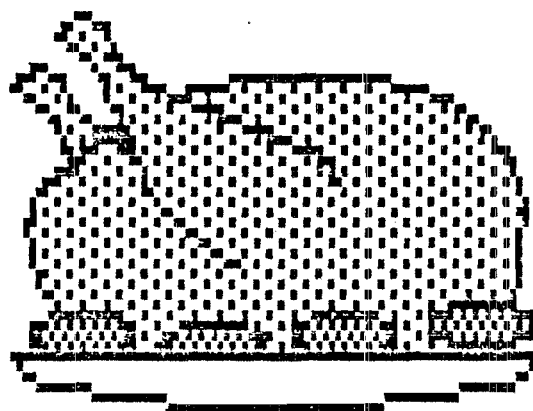


DIPLIMACY WORLD



#40
INDIAN SUMMER
1985

DIPLOMACY WORLD is a quarterly publication dealing with the game of Diplomacy. Subscriptions within the United States are \$12 per year (4 issues) including 1st class mail. In Canada, subscriptions are \$14 per year (4 issues) including 1st class mail. Overseas subscriptions are \$16 per year (4 issues) by surface mail, airmail by special arrangement. Please make checks payable to DIPLOMACY WORLD or I.D.S. and mail to Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102-0416, USA (619-295-6248). Submission of articles or feature materials to Kathy Byrne, 29-10 164th St., Flushing, NY 11358. Submission of news items or announcements to Larry Peery, Box 8416, San Diego, CA 92102-0416.

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Subscriptions received by the 10th of a month of issue (February-May-August-November) begin with the current issue. Others begin with the next issue. Selected back issues are available. See the INDEX AND MENU DIPLOMACY WORLD for an index of articles and ordering info for reprints.

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. DW is dedicated to the goals of covering the entire spectrum of the hobby fairly and to printing the best original articles available. DW is an IDS publication.

STAFF

Founder.....Walt Buchanan

Publisher.....Larry Peery

Managing Editor.....Larry Peery

Comptroller.....Mike Maston

Advertising Manager.Vacant

Auditor.....Vacant

Editor Emeritus.....Rod Walker

General Editor.....Kathy Byrne

News Editor.....Larry Peery

Features Editor.....Kathy Byrne

Strategy and Tactics Editor.....Mark Berch

Variants Editor.....Fred Davis, Jr.

Ratings Editor.....Stephen Wilcox

Artist.....J.R. Baker

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Eastern Canada.....J.C. Hodgins

Western Canada.....Bruce McIntyre

Eastern USA.....Ken Peel

Southern USA.....J.R. Baker

Central USA.....Vacant

Western USA.....Daf Langley

Reprints Series Editor.....J.C. Hodgins

Regular Game Openings.....Gary Coughlan

Variant Game Openings.....Vacant

Guest Gamesmasters & Demo Games.....Lee Kendters, R., Dave Kleiman,
& Stephen Swigger

THE GREATEST DIFFICULTY

Most new publishers of DW have tried to put out a "normal" issue as quickly as possible, just to let their subbers and the hobby know that things were back to "normal." For three months I've been telling you that things were not normal with DW, so I see no need to rush to put out a normal issue of DW. And so this issue isn't; a normal issue that is. It's a special issue. And the issue coming in January won't be a normal issue either. It's going to be something extraordinary. And so will the one after that. But don't take my word for it, take Peeris. He's the one who knows it all. Or ask Kathy, she'll tell you.

The greatest difficulty I have faced since that first mailing last September was in deciding whether to make DW #40 a regular or a special issue. There was a great temptation, because of the peer pressure and abundance of materials on hand, to rush ahead and do a regular job. It would have been relatively easy.

Unfortunately, it would not have been the right thing to do at this time. Loose strings have to be attended to.

I remember years ago attending a board meeting of the now defunct U.S. National Bank (Don't ask me what I was doing there.). I sat there listening as the board debated the relative merits of: (1) Paying a law firm \$240,000 for legal services in a particular case; or (2) Admitting an error on the bank's part and paying for it. The cause and issue was simple enough. The Bank, in its rush to build a particular branch office in Anaheim, and no doubt to save a few dollars, had not bothered to have site surveys done of the construction site. Then; when the six story office building/branch office was finished; they discovered that they had built the building, all six floors of it, six inches onto the adjoining property. The irony of this is that the owner of the adjacent property had told them in advance that he had no objection to their using a piece of his property if his employees could use the bank parking lot during non-banking hours. The bank said, "No deal," and so they paid. Boy did they pay. U.S. National Bank, by the way, represented a \$1.3 billion bank failure just a few years later. And in those days a billion dollars was really worth something.

Before a building is constructed or a magazine is published the foundation work must be done. It isn't glamorous but it is necessary. People aren't interested in up-to-date mailing lists (Unless it is their mailing address that is out of date). People aren't interested in monies owed by or due to them (Unless it is their money that is involved). People aren't interested in replies to back orders (Unless it is their back order involved). Well, you get the idea. These are routine matters. And in routine times they would be handled in routine fashion. Unfortunately, these have not been routine times for DW and routine problems, if not attended to now, could cause our newly reconstructed hobby flagship to flounder again. Those of you familiar with your naval history can probably recall two instances where potential flagships floundered on launching, although for very different reasons.

And so it was that I decided (and it was my decision alone) that this would be a special mailing; to go to past DW subbers, to new DW subbers, to hobby publishers, custodians, etc.---over 500 of you---; to provide each of you with the best and most up-to-date information on DW's current status, the story of our recent past, and our future plans and programs. It may not be as glamorous as a regular issue but very, very necessary I believe. So much of this mailing will be pretty boring to you, unless you are a DW subber, someone who has ordered back issues of DW or other DW publications, a hobby custodian or publisher, or unless you were a DW subber in the past. Bear with the uninteresting parts; they also are part of the DW purpose and tradition. If nothing else, you hold a vintage piece of Peeribleah in your hands. It can't be all glamorous and fun. At least not all the time.

But there is one treasure in this mailing that all of you who are charter subbers to the new DW will get, the INDEX AND MENU DIPLOMACY WORLD (IMDW), a joint effort of Rod Walker (who designed the system and did the original research and work) and Mike Maston (who did the computer work and graphics). They've created a catalogue and index, a menu as it were, out of the first 39 issues of DW. Take time to read it. To remember. To enjoy. Those pages and pages and pages and subjects, titles, and authors tell the story, as nothing else could, of why more than a hundred of you felt it was necessary to save DW, of why it was worth saving DW.

And so I ask your indulgence for another few weeks while we finish off the technical and administrative works.

Polishing the brass cuspidors, washing off the cars, and cleaning out the baggage cars isn't as interesting as promising to "get the trains rolling on time" but, for a first class game of Rail Baron or Diplomacy, it is just as important. So that's the way it is going to be for a few more weeks. Then, come January, look for DW #41, an issue I think you'll remember for a long, long time; especially if you've ever suffered from burn out, stress, conflict, Diploholism, Diplomaniacism, or Necromanyism. But before we can devote our attentions to such essoteric problems we have to worry about the minor ones; like records, files, past correspondence, etc. etc.

NEWS ON OTHER FRONTS

1986 DIPCON

The 1986 DIPCON will be held May 30 through June 1, 1986 at MARYCON in Fredericksburg, VA at Washington-Monroe College. This is the hobby's premier event, at least on the east coast. This year's event is under the stewardship of Ed Wrobel (Chairman), Ken Peel, and Pete Gaughan. Ken has offered to act as liaison for DW family members interesting in attending. He'll keep us posted on the latest developments and plans for this year's event. To keep informed yourself get a copy of For Immediate Release from Ed Wrobel, 3932 Forestdale Ave., Dale City, VA 22193 (Enclose a SASE). I don't know if it will encourage or discourage you from attending but I plan to be there next year.

A NEW ZINE DIRECTORY

Simon Billingsness, 61A Park Ave., Albany, NY 12202---who has published a zine register service in England, has moved to the States and brought a new project with him. He is trying to start up an American Zine Bank and a quarterly zine register, in contrast to most such projects which appear on a yearly (with luck) basis. He needs info about your zine if you are a pubber, wants to trade or sell his zine register with other hobby pubbers, and is working on a zine bank for new players looking for a variety of samples of hobby pubs.

ANOTHER CANADIAN HIT WITH PUBLISHING FEVER

Joining the ranks of Canadian Dippy zine publishers is Alan Stewart, 702-25 St. Mary St., Toronto, Ontario, CANADA M4Y 1R2. Alan's new zine is called PRAXIS and the first issue, published in November, is most interesting. Canadians usually produce fine zines and Alan's looks like it will follow in that tradition. You can get a sample issue for 60¢ and I suggest you do. There's a lot there to bewitch, bother, and befuddle those of you used to simpler vocabularies and ideas.

THE NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY #3

Enclosed in this mailing for most of you is a copy of the form for this long established survey on Dippy players. I've supported this project for years and continue to do so. In fact I urge you to fill out the form and make a copy of your responses. Send one to Bruce or Lew and one copy to me. The reason I'm asking for one is because the more I know about the experience and interest of DW readers the better I can plan the zine. Don't worry about that 20 November deadline. Just fill it out and get it in. We'll have a report on the results next time with a little luck.

NEW YEAR'S AND BEFORE

We are approaching the season for social Dippy events. In fact some of you will read this while attending the Thanksgiving Byrne Con at Kathy Byrne's and John Caruso's in Flushing. Among other events scheduled for this season are BEETHOVENCON III, here in San Diego (hosted by myself and Mike Maston); DAFCON VI, in Sacramento (hosted by Steve and Daf Langley); and another BYRNECON over New Year's. BC III will be December 7/8 and DAFCON will be January 3/5. I'm sure there are others going on so check with your local FTF Dippy host. Better yet have an event yourself.

A REPORT

To tell the whole story of what has happened to DW in the last few months would take a year's worth of issues, and most of you wouldn't read it anyway because it is, now, ancient history. What people are interested in is what is DW going to do. And that is what most of this issue is about. Still, there are some things that need to be put into the record and since this issue is devoted to DW let's take the time to do just that, make them a part of the record. For further information see my Blue Paper, mentioned elsewhere in this mailing.

Official Voting Results

Believe it or not ballots are still coming in, weeks after the deadline has passed. Well, over 10% of the original mailing copies were returned to me by the Post Office; which says something about the state of the DW mailing list. About half of the other ballots were returned or the subber in question responded in some fashion; a very good response to such bad news. The results were far more positive than I expected.

Option #1:	12 votes
Option #2:	12 votes
Option #3:	103 votes
Abstain:	2 votes

Obviously an awful lot of people wanted DW to survive, so the question became one of how.

Financial Report

Enclosed you will find a copy of a computer generated financial sheet. I hope you can make more sense out of it than I can. It tells you the big picture. You'll also find an individual sheet showing your financial status vis-a-vis DW. As you can see most of my financial goals have been met and if all the pledges made to DW are filled the Endowment Fund will be over-subscribed. The Operations Fund is exhausted because of the heavy, non-revenue producing expenses, of putting out the various issues of DWjr, the staff mailings, copying correspondence, and the cost of this mailing. It must be replenished. DW's over-head is huge in comparison with most Diplomacy publications. That Fund must be put back into the black. Sub money will go for subs and special projects income, such as for the Anthology, will go for those projects. A portion of the Endowment Fund will also be used to under-write the initial costs of producing the Anthology and the Reprint Series, and profits from those projects will go back into the Endowment Fund. My hope is that next year's Raffle and Telethon will cover next year's administrative costs.

But for now we're back in the black, thanx to the generosity of all of you. I wish I had the time and space to thank some of you for your special generosity but if I start doing that I'll never get this issue done on time. So, I'll forego it for the moment. I figure you'd rather I get the zine out.

The Correspondence File

If there is any "extra" space left in this mailing it is going to go to printing excerpts from some of the letters I've received in the past few months. Nothing else will answer the question so many of you have asked, "Why did you try?" You answered it yourself in your letters. I received well over a hundred, probably closer to two hundred letters, pertaining to DW. Most of them were encouraging and supportive. What amazed me and continues to amaze me is the out pouring of support for DW that came from people I've never heard of (and who I presume have never heard of me). It wasn't the hobby's old farts, or its

big names that saved DW, it was its Ordinary People, ordinary people like you and him, who just want to play the game and have a good time doing so. That's something I don't intend to forget and I don't intend to let the rest of you forget it either. For the first month I tried to keep up with the letters and calls. I did to. But finally I just gave up. I couldn't do that and keep working on DW also. But I've kept all those letters and when I get discouraged---and I already have at times---I thumb through them. They're the best battery recharger I've seen. In addition to letters I had a number of interesting calls on DW's behalf, including some from people who did not follow through on their verbal promises. That's part of the negative input I got and, as to be expected in a project like this, there was some. But it was a small, small fraction of the total input and, frankly, most of it was so funny it provided comic relief more than anything else. Still, being called an "asshole" for trying to do something like save DW isn't what I expected.

The Staff

The DW staff presented an interesting challenge to me. Dealing with talented and highly opinionated people always is, especially in a hobby like Diplomacy. I faced the usual minor problems confronting any new publisher: my editor quit on me, but I told her she couldn't quit but that I could fire her; I refused to do that. My strategy and tactics editor resigned in a huff; but I ignored that. My art editor rejected his title as being inappropriate, in a fit of artistic temperament. Who cares? They are all still on the job. In addition some very talented people volunteered to join the DW staff in a variety of roles. We've put together a good one and I hope to fill the vacancies before the end of the year. I don't want a staff of "Yes People", I want a staff of dedicated individuals devoted to DW. I think I've got one. Course, I can always use a few more.

A Time for Changes

Most of my changes at DW are in the form of tinkering with what I think is an already pretty good product. DW's problems in scheduling and finances have been or are being worked out. It will take a bit of time to iron out all the details. One can never do as much as one wants as quickly as one would like to. And when one is trying to do so many different things so quickly and make it all work together smoothly one is bound to run into problems. I have, believe me. Still, progress is being made. More will be made in the months to come. I hope, by the end of the year, to have the backlog cleared away and be ready to tackle 1986 head on. The only thing I want for Christmas this year is to be able to sit down in the living room and see the top of the coffee table and dining room table without a stack of papers on it. Amen.

Elsewhere in this mailing you'll read about our new policy in regard to classified and commercial ads. I hope you'll take advantage of these opportunities to communicate with the DW family and hobby at large about what you have to offer and what you are looking for.

Regional Editions offer an exciting opportunity to bring DW and the individual subber and hobby member closer together. For too long we've talked about the FTF and PBM hobbies as separate groups. They aren't. They are all a part of the whole and DW should serve them all. We are too small a group to do otherwise and continue to survive. That is reality. And so DW is going to pay more attention to the FTF, Convention, and Tournament aspects of the hobby. Regional editions will do much of this by focusing on local events of interest to all types of players. In addition the Calendar of Events will publicize all types of Dippy events in a systematic fashion and hopefully with enough advance notice so that people can plan to take part in them.

The idea of theme issues appeals to me, as anyone who has read XENOGOGIC knows. We're already working on several of them and our January issue will feature a theme oriented discussion of various major topics in the hobby in a medical context. Talk about a quack idea! Columns are another pet interest of mine and I hope to see more of them in future issues of DW. Columns can be about specific subjects, such as Chris Carrier's on BRIDGING THE GAP, or by a specific author, such as ASK LOKI, Dippy's version of Ann Landers. They can be about most anything or by most any one if they are dependable and of interest to DW readers. As you will see Kathy and I have definite ideas about the Demo Games and they will change as a result of those. I hope many of you will take advantage of this chance to play in a DW Demo Game.

These are just some of my ideas, things I can do. I'm always open to new ideas and, as Kathy will tell you, if a good idea comes along I'll respond with a quick yes and go for it. A few months ago my goals were to see DW survive and resume publication on a timely basis and in a financially responsible manner. As we move closer to achieving those goals I have already established new ones: to make DW once again the hobby's premier publication and to use DW as a role model for those publishers/editors who would like to see the hobby move forward in a positive manner. Stick around, it won't be all smooth sailing but it will be an interesting ride.

Conclusion

I had intended to include two more things in this report, which is a summary of my Blue Paper, a complete financial statement and quotations from all the letters and ballots I received. However, it seems pointless to publish a full financial report in this mailing since we're going to publish a report for the full year with the January issue. So I'll defer that until then. It has also occurred to me that I am rapidly running out of space and reaching my postage weight limit. To publish all your letters would take a lot of space. Even to publish a list of thank yous for those of you who contributed to DW's survival effort would take a long, long time. So many of you contributed in so many ways that it would be impossible to mention you all by name. Instead, I'm going to send you all one big Thank You and then get on with putting out the next issue of DW. After all, that's what it is all about. Right?

My only hope is that in the coming year or longer if it takes that long we will be able to realize all the hopes and wishes you expressed in your letters. We'll try.

A STATE OF THE HOBBY REPORT

In a separate enclosure with this mailing to the hobby's service providers, custodians, and officials I am asking each of them to submit a brief report on their Dippy activities for the past year. I hope to include all of these in a "state of the hobby report" with the January issue. If you did something special last year pertaining to Dippy and you'd like to include it in the report send it along. Please, no more than one page; and make it camera ready, typed copy. We'll put it all together and try to make sense of it. I'm particularly keen on hearing from those of you who usually keep a low profile in the hobby.

THE BLUE PAPER

I've written what Mike calls a "vintage piece of Peeribleah." It is. In fact it is so long and so boring even I am embarrassed. I just don't have the nerve to publish it in DW. However, I will publish this brief 12 page summary of the original. Well, not quite.

The Blue Paper tells the story of DW's last few months as seen from my perspective. It also includes some of my ideas and thoughts on DW's past, present, and future. It is the first (to my knowledge) time any DW publisher has laid out in advance and in detail exactly what he hopes to do with DW. It may be boring but it is also part of the DW story. If you'd like a copy of it send me a large, SASE or a couple of stamps.

The Blue Paper (Which is not printed on blue paper for economic reasons!) opens with a discussion of the word "blue." That seems appropriate. A Preface and an Introduction follow, mostly devoted to prefacing and introductory remarks.

A section called "How We Got Here" discusses DW's past, good and bad; scheduling, financial, staff, feuding, and problems with lack of direction; and the first DW "bankruptcy" mailing and the subsequent DWjrs.

"Where We Stand Now and Why" discusses the official voting results, the zine's current financial situation, the input from DW subbers and hobby members, various phone calls and face to face meetings, and some of the negative feedback I received. A long and boring discussion of the dangers DW faces and my philosophy for dealing with them follows.

A discussion of "Where We Are Going" discusses the future in general of the hobby, and DW; my programs and plans for DW; the staff, the new DW look, and some of the zine's new programs and changes. It brings together all these changes and explains how they relate to each other and DW as a whole. Things like the use of classified and commercial ads, regional editions, the calendar of events, theme issues, columns, demo games, and other things begin to fall into place.

Near the end where everyone would be asleep I included a section on Peeribashing, Organizations, and DIPTAX just to see who was still awake and reading. Finally a couple of brief sections on "New Road Signs" and a Conclusion wrap things up for the moment.

If you don't read it you won't be missing much. If you do you might learn a bit more about the story behind the story in this mailing. Like I said, it is free for a SASE.

THE XENOLOGIC XXTH ANNIVERSARY ESSAY CONTEST

Some of you may not know it but I also publish my own Dippy zine, XENOLOGIC, which will be 20 years old next year. To celebrate we are sponsoring an essay contest. Anyone may enter and there are some very nice prizes, including \$100, \$50, and \$25 cash prizes as well as game donations from Avalon Hill. The winners will be published in XENO and perhaps even in The GENERAL. The deadline for entries is May 1, 1986. For a copy of the contest rules send a SASE to: X/XXth Contest, Box 8416, San Diego, CA 92102-0416. Entries on any aspect of Diplomacy and in almost any style are welcome. This is the biggest prize ever offered in the hobby for a literary achievement so I hope for a lot of entries.

NOT ONE, BUT TWO

Just in time for the holidays come two special publications from DW. The first is the long awaited Anthology, a selection of the best articles from the first 30 issues of DW as chosen by its past editors: Walt Buchanan, Conrad von Metzke, Rod Walker; and even one from its present editor, Kathy Byrne.

The articles include some of the best ever published in DW and some of the magazine's most distinguished contributors. All types of materials are included: serious discussions of strategy, tactics, diplomacy; humorous looks at hobby events and history; fiction and fantasy; items on publishing, gamesmastering, and other technical subjects. All there in one collection for the first time ever.

The Anthology will be compiled from the original manuscripts and reprinted in facsimile editions from the originals. So what you'll read will be exactly what was written then; not something revised for later consumption. Warts and all, it's all there. The book will be printed on legal size paper, in a sturdy cover, and with a comb binding so you can read it easily.

The pre-publication price is \$8.00 a copy for orders received by 31 December 1985 and \$10.00 per copy thereafter. That includes book rate postage. Only a limited number of copies will be printed so if you want one order it now.

Coming right behind the Anthology is the Reprint Series, nothing less than a complete reprinting of all the major articles from the first 39 issues of DW. Over 400 articles, over 130 authors, over 1,000 pages will be available dealing with every major aspect of the game, the hobby, and much, much more. Later on individual articles or groups of articles by subject, author, or volume will be available. For now it is possible to order a complete set of all the reprinted materials on a one time only basis. The charge will be \$75.00 and orders must be pre-paid in US dollars prior to the December 7th printing date. Order now.

The catalogue for the Reprint Series is the Index and Menu Diplomacy World which lists all the items from the first DW arranged in a 3 part computer generated index arranged by author, subject, and issue number. A copy of the 30 page IMDW is \$2.00, postpaid, and includes complete information on ordering items from the Reprint Series. A complimentary copy of the IMDW will be sent to all charter subbers to DW during the remainder of 1985.

One major deficiency of the IMDW is that it doesn't tell the user what the articles deal with or for whom they are intended. To remedy that I have asked J.C. Hodgins to serve as Reprint Series Editor and to prepare an annotated commentary on the Series. This will be a long term assignment and should provide an invaluable service to the DW family.

With the publication of the Anthology and Reprint Series all of the wit and wisdom of DW's first 39 issues will be available to anyone in the hobby for the first time ever. This is such a simple and basic thing and yet it represents a major publishing and information breakthrough for the hobby. I hope you'll support these two important projects by ordering a copy of the Anthology and making frequent use of the Reprint Series project.

WRITING FOR DIPLOMACY WORLD

Writing for DW is easy. All you have to do is do it.

Basically writing for DW falls into two broad categories: Features and News. Features are materials that aren't dated in content or deadline. Kathy Byrne, 29-10 164th St., Flushing, NY 11358 (718-353-9695) is our General Editor. She also handles feature materials for DW. Articles on game history, strategy, tactics, diplomacy techniques, humorous stuff, fiction, fantasy, puzzles, etc. should go to her first. If needed she'll pass it on to the appropriate editor who handles various special areas like strategy & tactics, rating systems, etc. She'll also get back to you on your article if she thinks it can be improved or expanded or whatever that might make it more suitable to DW. Normally there is a lot of time to spend on these kinds of articles. If they need maps, or illustrations, we can work them into the material. We have that capability. The important thing is that you tell Kathy that you are thinking about writing an article for DW on such-and-such a topic. That starts the ink and blood flowing.

The other materials for DW are mostly news items and announcements of services, projects, etc. Those go to me, Larry Peery, Box 8416, San Diego, CA 92102-0416 (619-295-6248). These are dated items. That doesn't mean they are old but it means that they deal with either a specific event (such as a con, tournament, etc.) or a project (such as a poll, election, etc.) that must meet a specific deadline. Hopefully we'll be able to give each such event or item a two-shot approach in DW. First an article before the event occurs and a second post event write up. For example, if you are planning a FTF Dippy event in June, you should let us know about it (with all the detailed information) in March. That way we can publicize the event in the April issue. Following an event you should send us a report on it so we can publish that in the July issue. Ideally we'd like to do a follow up report on every event, project, or publication we give a pre event write up on. Enclosed in this mailing, or available from me, is a copy of the DW News Release Form & Services Listing form. I urge you to use them. Use them plentifully. I hope, as people begin to realize that our deadlines mean something, that people will get their info in on time. That will make it a lot easier for us to do our job.

In the meantime here are a few suggestions that both Kathy and I would appreciate your following in submitting materials for DW:

1. Print or type double-space. Use a 40 space line if using a computer.
2. Use one side of the paper only.
3. Number the pages and put the article title, author's name, and date on each one.
4. Indicate where and when the item will be published elsewhere.
5. Send an original and one copy.

These guidelines are designed to help us keep track of DW's immense paper flow and if you don't believe that you'd better look at my dining room table, the coffee table, the computer table, the desk, etc.

We are still working on the problem of how to compensate contributors to DW. Normally they have received complimentary copies of the zine in lieu of payment. Eventually we may get back to that but for now it isn't financially viable. One possibility I am considering is somekind of credit arrangement for contributions to give the author credit toward the purchase of DW publications or services. When we know, you'll know. In the meantime, Kathy and I both stress the idea that DW is your zine and you are the writers that must fill its pages; unless you like reading pages and pages of Peeribleah.

ADVERTISING IN DIPLOMACY WORLD FOR 1985 & 1986

DW has offered advertising in the past. It will do so in the future. Advertisements are designed to provide information about goods and services which may be of interest to its readers and to provide revenues for the magazine.

Two types of advertising are offered: classified and commercial. Classified ads are service ads for DW subbers only. Commercial ads are available to any business or individual subject to the publisher's approval. Contract ads are acceptable. Mutual ad exchanges are also possible. Inquire for details.

I. CLASSIFIED ADS

Classified ads are available only to DW subbers. They are provided as a service to DW family members. They may be used to find players, game openings; sell privately owned games, or other gaming materials, to find such items; or to buy or sell Diplomacy related merchandise; or to advertise services, etc.

Ad copy must be submitted by the first of the month for the issue to be published in that month. Ad copy must be typed or printed neatly. A single ad may contain up to 100 words (e.g. 500 spaces) and should be printed on a 50 space line. The ad must include a name, address (If a PO Box is used, a street address must also be provided.), and phone number. A one time ad costs \$5.00. A year's ad (4 issues) costs \$15. Ads must be paid for in advance and in US dollars.

If a game, publication, or service is being offered a sample of the item or details on the service should be provided. DW will attempt to review such items periodically but makes no guarantees to do so.

Classified ads are designed for the personal use of DW subbers.

II. COMMERCIAL ADS

Commercial ads are available to anyone in the hobby or related areas. These are provided as an informational service for DW family members. DW reserves the right to refuse any ad without explanation.

Ads must be in either page (8 by 10 inches) or one-half page (4 by 5 inch) format. Camera ready copy must be provided. Only black and white copy is acceptable. Ad copy must be submitted by the first of the month for the issue to be published in that month. Ad copy will not be returned, unless requested. The ad must include a business name, address (If a PO Box is used, a street address must be included), and a phone number. If a game, publication, or service is being offered a sample of the item or details of the service must be provided. DW will attempt to review such items periodically but makes no guarantees to do so. Such items will be donated to an appropriate hobby service fund raiser.

For issues number 41 (1/86) or 42 (4/86) the rate will be \$25 for a full page, and \$15 for a half page. For issues number 43 (7/86) or 44 (10/86) the rate will be \$50 for a full page and \$25 for a half page. Yearly contracts are discounted by one-fourth, if paid in advance, and highest rate to prevail (e.g. four issues' ads cost the same as three would if you use the same size. If you mix ad sizes the higher rate will prevail.) Ads must be paid for in advance and in US dollars. Rates are expected to rise significantly later in 1986.

Rates for distributing flyers or brochures in DW on request.

DIPLOMACY WORLD is also part of the IDS family of publications which includes XENOGOGIC, the BLACK AND BLUE BOOK, and other Diplomacy oriented pubs. A combined publications advertising rate is offered for all the IDS publications.

Write for details on prices and scheduling.

DIPLOMACY WORLD no. 41, WINTER 1986, January 1986: A SNEAKY PREVIEW

I'm determined to make DW #41 the best issue of DW to appear in a long time. That is why I've cut the numbers of articles in it written by me from 14 to 1! The theme of the issue will be DIPLOMACY PAST THE ISSUE OF FORTY. It will feature a number of articles devoted to various common, and some not so common, problems that confront DW and Diplomacy players when they reach The Big Four O.

Here's a sneak preview of what you have to look forward to:

J.R. BAKER: The 1985 DIPCON Champ tells all, or almost all, about how he did it in an inspirational story called "Title to be Determined." Along the way he supplies some of the funniest cartoons ever to appear in DW.

MARK BERCH: DW's S&T Editor discusses the use and misuse of the Hold order in Diplomacy games and explains why a simple H can lead to Heaven or to ...

WALT BUCHANAN, ALLAN CALHAMER, & REX MARTIN: Contribute words of wisdom, advice, and other goodies to the new leadership.

KATHY BYRNE: The General Editor editorializes generally and discusses Woody Arnawoodian specifically.

FRED C. DAVIS, JR.: Our own Variants Editor contributes an original variant game with endless variations on the same old rules.

J.C. Hodgins: From Canada comes a discussion of Albania and an essay on "The Importance of Naval Power in Diplomacy." Mahan, are you reading this?

TOM HURST: Player types in Diplomacy offers a look at the types of people who indulge in America's favorite form of mental sado-mac...well, you know what I mean.

MELINDA ANN HOLLEY: The girl of a thousand Dippy games talks about Burn Out! Can you imagine what would happen if...???

LOKI: "Ask Loki" offers DW readers their own Ann Landers/Erma Bombeck look at the hobby, at premarital Dippy, and FTF Dippy etiquette, and so forth.

MIKE MASTON: DW's own eminence griese talks about doors. Not as boring as you might think, especially when you remember that the author just turned forty and spent a professional career as a doorman at Studio 101.

CRAIG MILLS: Offers a humorous look at "PEOPLES DA FUNNIEST THINGS," the original and banned version of TAILS FROM THE SOUTH by Uncle Remus.

AL PEARSON: Discusses hobby services and what is and which aren't.

LARRY PEERY: Contributes an essay on Stress, Conflict, and Diploholism.

KEN PEEL: From Washington comes a public discussion of Private Postal Diplomacy.

ROD WALKER: Now that he doesn't have to publish DW Rod has lots of time to devote to writing on things like, "On Gestalt Diplomacy," "Confessions of a Diplo-maniac," "Necromancy in Phulooshyngg," and "Tooti-frutti vs. Burgundy Cherries."

STEPHEN WILCOX: Our Ratings Editor talks about rating systems, always a good bet for a ratings editor.

These are just some samples. There will be more articles, of course. These are just the ones I have on file now. More are promised and I hope more people will volunteer articles in the coming weeks. I know there are more coming. Come on, Kathy, can I tell? Oh well.....

In addition we'll have news about DIPCON 1986, the 1986 Don Miller Memorial Award and 1986 Rod Walker Award nominations, the exciting conclusion to 1983 X (Remember guys, I get the last word!), DW's regular Demo Game, perhaps the start of our new Demo Game, and lots of other surprises. DW's back, with gusto.....

THE DIPLOMACY WORLD DEMONSTRATION GAMES

Have you ever played in a DW DEMO game? Have you ever wanted to? Have you ever wondered if Demo really stands for Demonstration or Demolition? Now you can find out.

Playing in a DW Demo Game has always been an experience. For some, the winners, a joy. For others, the losers, a crushing defeat. Of course, I'm totally unbiased about it all. Just look at what happened to me in 1983 X, DW's current Demo Game. There I was, poor little Italy, an innocent surrounded by wolves such as Austria, played by Edi Birsan, perhaps the greatest player in the hobby's history; and France, played by Lee Kendter, Sr., perhaps the greatest knave of all time. The wonder is not that I was destroyed so quickly but that I survived so long. Of course, I did the Peerisque thing and copped out, only to be replaced by Kathy Byrne. Even Kathy, probably the greatest Italian player ever, couldn't save my position. On the other hand, there is a certain honor in being stabbed by the greatest Diplomacy player of all time. I guess. Did Caesar feel that way about it? Who was the first person ever stabbed in a PBM Dippy game? Any one remember?

But DW Demo games should be fun as well as instructive. For too long they've been restricted to the hobby's so-called best players or big names. Both Kathy and I agree the system needs to be changed and so we are going to change it. What we propose to do is to open the Demo Games to any DW subber who wants to play in them. That's right, you can play in a DW Demo Game. We'll have a couple of top-notch guest gamesmasters to make sure you don't do anything too embarrassing. And with some luck we'll have a couple of commentators and perhaps even a commentator for the commentators. Hopefully there will be some press to entertain you, and maps so you can follow along the events in the game.

Here's your chance; whether you are a novice, an old pro, or a hobby old fart to try your hand in the public forum. You'll get to play with some of the best players and some of the most miserable creatures ever to crawl the face of the earth. And all you have to do is have a sub to either play or watch. Well, not quite. But if you do play you'll know that Everyone who is Anyone is watching you make a fool, or a hero out of yourself in public. Don't worry about that, I've been doing it for years and it hasn't hurt me one bit. They still won't let me leave home for a DIPCON without an American Express card. Still; whether you participate as a winner, or in a draw, or as a loser I'll guarantee you one thing: you'll have a good time.

And DW will benefit as well because your gamefee will go to benefit the DW Endowment Fund.

So think it over. If you want to join one of the two games open be sure to send me the \$15 gamefee. You must be a current DW subber and maintain a sub to DW for the duration of the game, of course. You may also include a country preference list which I'll pass on to the guest gamesmasters when we get going. We need 7 players, and 2 standbys, for each of the games. Reservations should be in by 1 January 1986. If I get seven players from Alaska, or 7 women players, or 7 Leos, or 7 gourmet cooks, or whatever; I'll put you all in the game. But it is pot pourri for the rest of you. Here's your chance to show you've got what it takes.

And now, Kathy, please explain to me why you used that Army I had in Armenia in Fall 1903 to support a Chinese attack on Syria. That wasn't part of our master game plan.

THE DW STAFF

One of the ways I hope to make DW more responsive to the needs of the hobby is to make it more decentralized in both geographical location and function. We're trying to bring more people into an active role in putting DW together. It's a gamble but if it works the zine should improve dramatically. If it doesn't we'll keep working until it does. In theory here is how DW is set up. We're telling you this so you'll know what jobs remain to be filled, where to go if you need information or help concerning DW, and to give you an idea of how many people are working to make the new DW a success. We hope you'll join them.

One group of people is responsible for the publishing of DW and its other publications and projects. They also tend to the magazines financial affairs. These include the Publisher, Larry Peery; Managing Editor, Larry Peery; Comptroller, Mike Maston; and soon, we hope, an independent auditor and an advertising manager. These people are concerned with the physical product you receive not the contents.

The editorial staff is broken down into four groups: (1) A series of regional editors, each responsible for a given territory in North America, etc. They act as our conduits to and from these areas for all types of Diplomacy related information. They contribute a regular column on their area's Dippy activities, and general information of interest to the entire hobby. They are very important people because they multiply by a factor of six our ability to keep up with the hobby as a whole. (2) A series of topical editors for some special areas such as strategy and tactics, variants, art, ratings. These people oversee all DW's interests in these given areas, where ever they happen. They are also expected to provide a regular contribution to the zine's literary content. (3) Specialists are people who are working on a particular project or activity: such as game openings, variant game openings, the Reprint Series, the Anthology, the Telethon, the Raffle, polls, awards, guest gamesmasters, etc. etc. They handle irregular or infrequent publications or activities for DW and the hobby. (4) Generalists include the General Editor, Kathy Byrne; and Kathy again, this time as Features Editor; and Larry Peery, this time as News Editor; whose roles are to tie the whole thing together and see that everything that needs to be done is done on time.

You will note that a couple of people seem to be wearing an awful lot of hats and doing an awful lot of different jobs. That's not by choice. In time we hope to fill these positions and roles with other people. But for the moment this is what we have to work with. There are job openings (if you can call this a job) on the DW staff and we are looking for volunteers to fill them. The work isn't hard and it needed take a great deal of time. It can be very rewarding and you'll be doing something positive for the hobby if you join the DW staff. We're looking for self-starters, people who will do the job without being prodded every week or two. We want people who will make a dependable and reliable commitment for a task, not just people looking for the glamour of a title. Believe me, there is no glamour to putting out DW, just lots of hard work. Enthusiasm is more important then knowledge or skill for most DW jobs although talent doesn't hurt. Here are some of the jobs that are open on the DW staff. If any of them interest you contact me. We need an auditor and an advertising manager to handle advertising for DW; a Central Regional Editor and correspondents for Europe and/or Asia; a Conventions and Tournaments Editor; Specialists for Variant Game Openings, PBEM Dippy, and FTF Dippy. I'm still looking for a Telethon and Raffle Director to handle these fund raising events for DW. If there is something else you think DW should be doing and you are interested in doing it; then by all means let me hear your ideas. Now, not a year from now, is the time to try new ideas and concepts. We have a chance to move DW forward in a positive way. Let's grab it and run.

DIPLOMACY WORLD

Since its founding in 1974 by Walt Buchanan DIPLOMACY WORLD has served as the Diplomacy hobby's flagship publication, providing an invaluable service to the Diplomacy hobby at large and as a publication-of-record for hobby stats and other data. DW is dedicated to the goals of covering the entire spectrum of the hobby fairly and to printing the best original articles available.

DW is published quarterly in February, May, August, and November.

Subscriptions are \$12 per year (4 issues) in the United States, \$14 per year (4 issues) in Canada, and \$16 per year (4 issues) overseas. Copies are sent by first class mail in North America, surface mail elsewhere. Individual copies are \$4.00 each. Please make check or money order (US funds only) payable to DIPLOMACY WORLD or IDS and mail to: Larry Peery, Box 8416, San Diego, CA 92102-0416. Allow about one month for receipt of your first issue. Subscriptions received by the 10th of the month of issue begin with the upcoming issue. Back issues are available. Inquire as to which.

DW encourages submissions from its readers and hobby members. Features should go to Kathy Byrne, 29-10 164th St., Flushing, NY 11358. News & announcements to Larry Peery, address above.

Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and marketed by the Avalon Hill Game Company of Baltimore, MD. In the past 25 years Diplomacy has generated more written comment than any other game in history, with the possible exception of chess. Much of the best of that comment has appeared in DW. Each issue contains a collection of articles on the game itself dealing with issues of strategy, tactics, and diplomacy; the hobby and its many aspects: face to face play, tournament and convention play, play by electronic mail, computer play, and postal play; records of game results, tournaments, surveys, polls, etc. etc. Demonstration games of both regular and variant Dippy games are featured along with a letter column, reviews of new hobby publications, announcements of interest to hobby members, a listing of hobby services, and much, much more. Articles and contributions from all over the hobby, written by many of its best players and gamesmasters.

DW is the only publication in the hobby that actively tries to cover everything of importance to the entire hobby. As such it provides a bridge between hobby members of all interests, where ever they are located. If you are or think you might be interested in Diplomacy; then you should subscribe to DW now.

As a charter subber to the new DW (for subscriptions received before 31 December 1985) you'll receive certain advantages: a complimentary copy of the Index and Menu DW, the catalogue to the first 39 issues of DW; and your guide to the Reprint Series; which makes available to you all the articles from those early issues; news about how you can order a copy of the DW Anthology at a special pre-publication discount; and a copy of the special DW #40, Indian Summer, issue at no charge to you. But most important you'll have a chance to read the next four issues of the hobby's most exciting magazine, DIPLOMACY WORLD.

After months of work by a lot of dedicated people DW is once again launching itself on a journey to go where no Diplomacy zine has gone before. If you don't believe me; then come along for the ride.

SCHEDULE

<u>Month of Issue</u>	<u>Deadline for Submission of Materials to:</u>	<u>Publication Deadline Date</u>
February	Byrne/Features 1 January 1986	15 January 1986
	Peery/News & Announcements 1 January 1986	15 January 1986
May	Byrne/Features 1 April 1986	15 April 1986
	Peery/News & Announcements 1 April 1986	15 April 1986
August	Byrne/Features 1 July 1986	15 July 1986
	Peery/News & Announcements 1 July 1986	15 July 1986
November	Byrne/Features 1 October 1986	15 October 1986
	Peery/News & Announcements 1 October 1986	15 October 1986

PRICE LIST INFORMATION

I. DIPLOMACY WORLD

A. Back Issues: 4, 10, & 14-19 are available from Walt Buchanan, 3025 W. 250 N., Lebanon, IN 46052 @ \$1.50. Issues 21-38 are partially available from Larry Peery. Inquire.

B. Current Issue: \$4.00 for the current issue mailed 1st class in North America, surface mail elsewhere. Air mail overseas: add \$3.00.

C. Subscriptions: Within the USA are \$12 per year (4 issues) by 1st class mail. In Canada subs are \$14 per year (4 issues) by 1st class mail. Overseas subs are \$16 per year (4 issues) by surface mail. All prices in US\$.

D. Reprint Series: US\$75.00 for the complete set through December 9, 1985. The series includes over 400 articles, by some 130 authors. Reprints are facsimile copies of the original.

II. DIPLOMACY WORLD ANTHOLOGY

Available for \$8.00, postpaid, until 1 December, 1985; \$10.00 afterwards. Includes the best articles from the first 30 issues of DW as picked by its previous editors. Reprinted in facsimile edition.

III. INDEX AND MENU DIPLOMACY WORLD

\$2.00 for a 30 page guide to the Reprint Series includes indices by author, title and subject, and volume. Also contains ordering information for the series.

IV. BLACK AND BLUE BOOK

\$5.00, postpaid, with \$1 to the DW Endowment Fund, for a computer generated list of over 1,000 Dippy players, publications, services, and other info. The three part index lists players by name, ZIP Code, and area code. A true hobby phone book.

V. OTHER PUBLICATIONS

A. PONTEVEDRIA: Lists game openings in regular PBM Dippy games.

B. BARATARIA: Lists openings in variant PBM Dippy games.

C. ZIAMVIA: Lists those who have inquired about game openings through the game flyer, DW ads, etc.

All available for a SASE.

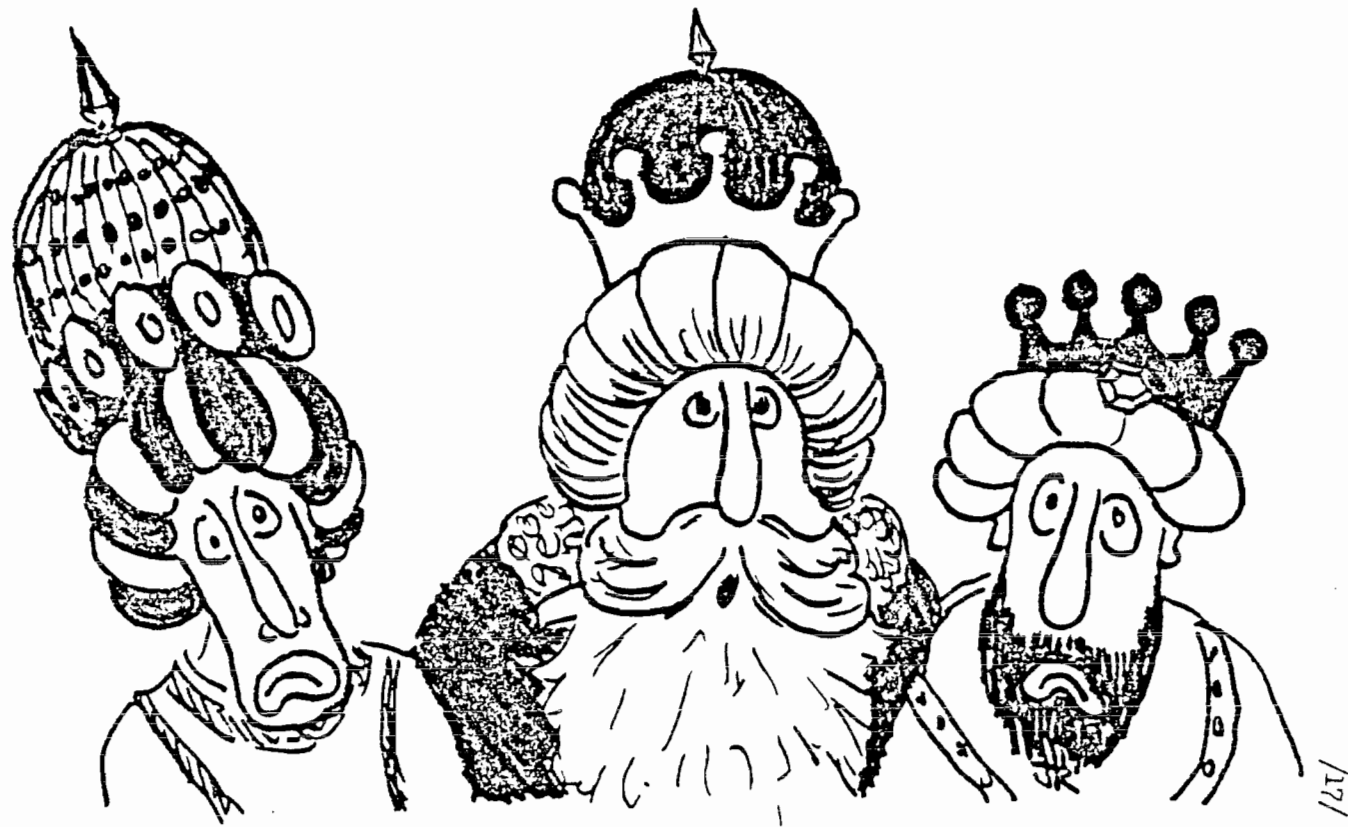
D. DW REGIONAL EDITIONS: 22¢ for each regional edition insert out of your region.

A REMINDER

If you want a copy of the Anthology, the Reprint Series, the BBB, or a charter sub to DW; order now. Copies may not be available later and if they are they are going to be expensive.

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And that's what they got this year. Attendees to both ORIGINS '85 and GENCON 18 were high in their praise of the new products showcased in this ad. We take pride in presenting eight new products that appeal to diversified gaming interests.



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- ☐ Devil's Den @ \$23
- ☐ ASL @ \$35
- ☐ Beyond Valor @ \$40
- ☐ Streets of Fire @ \$22

- ☐ Vikings @ \$21
- ☐ Human Adventurer Supplement @ \$10
- ☐ Non-human Adventurer Supplement @ \$10
- ☐ Microcomputer Catalog @ N/C
- ☐ Full Line 200 Products Catalog @ \$1

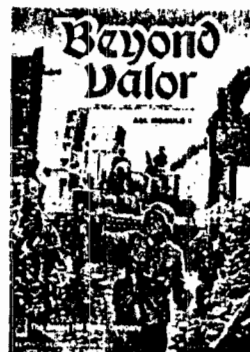
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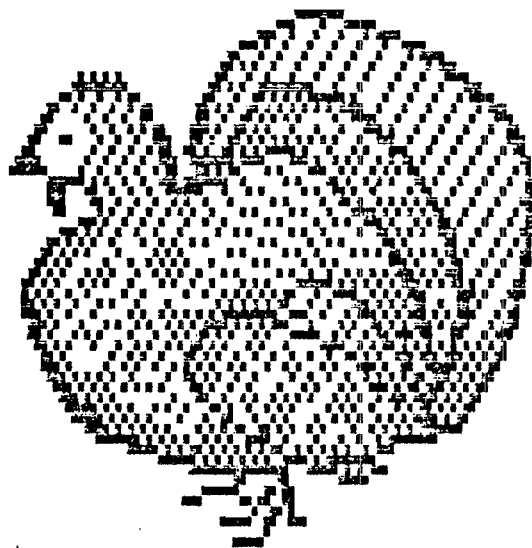
last day at this convention, check the dealer booths to see if what you want is still available. Otherwise, feel free to order direct from the company.



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DIPLOMACY WORLD



#40

INDIAN SUMMER
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