

Spring 1992

No. 66

Diplomacy **World**

Block and Parry:



Avoiding a Stab

Editor's Desk

Well, now, this issue was published just about on time! And also right when I was preparing for DixieCon. Pretty darn amazing, if you asked me. At any rate, I think we have an interesting assortment of articles for your reading pleasure once again. And, as usual, I have a good amount of choice material to use for next issue. Issue 67 should be out in late July or early August, and will include such articles as Eric Klien on Electronic Mail Diplomacy, Jack McHugh on Humor and Diplomacy, and an interesting new variant from Phil Reynolds.

Speaking of Phil, please note below that he has been installed as the new Interview Editor. I don't mind telling you there were other good applicants for the job, but I hope I have kept their interest by suggesting topics about which to write in future issues. I expect Phil will have his first interview ready by next issue.

There has been some recent criticism that *DW* does not include enough "fannish" or "hobby" type material, presumably things like zine reviews and general chat. I do want to reiterate that the purpose of *DW* is to focus on the game and its surrounding hobby in a neutral way, with the zine not being used to expound upon the positions of its editor. That is primarily why I have shied away from zine reviews and hobby controversies in the past, and why I will try to do so, for the most part, in the future. There are already a number of zine review sources out there, including Garret Schenck's

Zine Register, Doug Kent and Jack McHugh's *Your Zine of Zines*, and the upcoming second edition of the *CCC Review of Zines* from Michael Lowrey.

Nevertheless, there is something to be said for the idea of having *DW* cover hobby news a little more expansively. Starting next issue we will be supplementing our current coverage of polls, cons and projects to include reports on special issues of certain zines, topics being covered in the hobby's various letter columns, and other such news. If you as a reader think that a particular news item deserves coverage in *DW*, do not hesitate to send such to the editor.

Here's a report on *DW*'s ongoing hobby outreach and new blood program. There are a number of gaming Cons throughout the United States and Canada which advertise the existence of Diplomacy events in their promotional materials, but which are not connected to the "Diplomacy Hobby" as such. By not being so connected, these folks are missing out on potential attendees, as well as the expertise of our hobbyists with respect to tournament procedures and scoring systems. I am in the process of reaching out to the ones of these that I know about. I encourage anyone who sees an ad for a gaming Con to send that info to me so I can send them my packet of info. At present, this will include a flyer to be put out at their Cons, detailing the hobby and its services, as well as a few issues of *DW* to give away at their Cons. If anyone else has ideas on this subject, let me know them.

DipWorld

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Hobby News

The summer Con season is upon us. Please see my article on page 16 concerning details of upcoming events, both of the formal tournament and housecon variety. I encourage you to attend one or more of these events, and to bring a friend along. If we are going to promote this hobby of ours and make it expand, we need to stop bickering and instead concentrate on the future. We should have a goal of ten regional Diplomacy tournaments up and running by 1996.

There are also a bunch of tournaments in other countries, of course. Instead of listing all these events, in nations from Sweden to New Zealand, you'd best contact tournament guru Don Del Grande for his complete listing (142 Eliseo Dr, Greenbrae CA 94904.)

There are several projects which have promotional flyers in this issue. I would particularly like to call your attention to the PDORA auction, which raises money for hobby services, and the Hobby Awards ballot, in which you choose this year's winners for the various awards. Together with the polls advertised last time, these yearly events comprise much of the glue that holds this hobby together.

That, and the various zines that we publishers send out to various hobbyists. One of the hobby's first zines was Larry Peery's *Xenogogic*. Larry has announced plans to celebrate the 25th anniversary of the first publication of this zine by doing a variety of things. One of these is the contest that is

featured on page 30. There is also a Grand Prize drawing, in which the winner will receive a collection of 25 pieces of Larry's writing (dubbed "Peeribleah"). This will include copies of his current and past zines, like *Xenogogic*, *Diplomacy World*, and *World Diplomacy*, and bigger productions like his book *Strategy and Tactics of Postal Diplomacy* or one of the *Diplomacy World Anthology* volumes.

Also, there are two gift certificates redeemable for this Peeribleah attached to two issues zine, on a totally random basis. In addition, Larry is offering 25% off his current stock of Peeribleah products, including the above plus the *Stabbing Gourmet Cookbook*, *Black and Blue Book* and other stuff. Write to him at PO Box 620399, San Diego CA 92102 for a full list of what's available.

Remember the Campaign Trail game that was profiled in DW 63 as part of the focus on elections games? A new zine has just started to run new openings in this game, but you should hurry and contact editor Krissi Linsey of *Elections Headquarters* for info on her limited number of game openings. Her address is 170 Forts Ferry Rd, Latham NY 12110. This is undoubtedly one of the best postal games I have played since joining the hobby, so I encourage anyone to sign up for the fun.

Printed elsewhere in this issue are the results of the Second Annual Hobby Favorites Awards, which is a little poll

run by Phil Reynolds. This is similar to the Rusty Bolts awards, which are humorous and often downright silly. While the Hobby Favorites Awards are not quite so silly, they are still a welcome light addition to the other, more serious zine polls out there.

Time is running out for you to submit zine profiles for Jim Meinel's monster project *The Encyclopedia of Zines*. (I should know, because my promised write-ups have yet to be sent to Jim...) This is going to be a listing of all the zines that have been published in the hobby since its beginnings in 1963 (or at least all the zines that Jim can get information on.) I encourage you to send short blurbs about zines you have read over the years to Jim at 2801 Pelican Dr, Anchorage AK 99515-1364. Also, he is offering the 100-page long publication to the hobby at the pre-order price of \$12, to be sent out in July. Send him the cash - I think this will be a mighty interesting read.

One of the hobby's most important service projects is not listed in the novice section on page 16. Why? Because I hope a novice will never need the service. Eric Ozog has been doing a bang-up job with the U.S. Orphan Service, which he took over from Vince Lutterbie (who also did a bang-up job.) With the rash of folds lately, Eric's efforts in placing the

If you go anywhere for Diplomacy this year, make it to

DIPCON XXV Kansas City / July 3 - 5

Howard Johnson's, Lenexa, Kansas

DIPLOMACY

Three rounds, best two rounds will be scored. The scoring system is weighted toward winning, though there is no penalty for draws.

LOOK WHO'LL BE THERE

Rex Martin, Allen Calhmer, David Hood, Melinda Holley, Dan Sellars, Jason Bergmann, Eric & Claire Brosius, Don Del Grande, Pete Gaughan, Andrew York, Cal White, Marc Peters, Randy Davis, Mark Frueh, Melanie Winters, Tom Johnston, Mark Luedi, John and Ann Michalski, Jeff McKee, Larry Peery, Pat and Jenni Smith, and too many others to fit here!

SCHEDULE OF EVENTS

FRIDAY, July 3

5:30 to 7:00 P.M.: Registration
7:15: Orientation
7:30 P.M.: Diplomacy Round One

SATURDAY, July 4

10:00 A.M.: "Playing the Game"—seminar by Gary Behnen
2:00 P.M.: "How to Publish"—seminar by Cal White
6:00 P.M.: Diplomacy Round Two

SUNDAY, July 5

8:00 A.M.: Dipcon Society Meeting
10:30 A.M.: Diplomacy Round Three
evening: Dinner and Awards Ceremony, including Miller, Holley, Koning, & Walker Awards, Tournament Prizes; we hope to announce the Runestone Poll winner!

FOR MORE DETAILS on the Titan Tournament, Snowball Fighting Tournament, T-shirts, airport shuttles, Royals' baseball, sightseeing, fireworks, and <whew> lots more, write to **Vince Lutterbie**, 1021 Stonehaven, Marshall MO 65340!



games in new parent zines has been a tremendous one indeed. If you are a publisher willing to take on an orphan game, contact Eric at 905 209th Ave E, Bonney Lake WA 98390. While he concentrates mainly on Diplomacy and its variants, I am sure he is also involved to some extent in placing orphaned rail games and other things. Hats Off to You, Eric.

The latest Marco Poll results from Pollster Pete Gaughan are printed elsewhere in this issue. This poll is a "list your five favorites" type set-up, while the Runestone Poll is a "rate from 1 to 10" poll. The results of both are fun to analyze and so forth, but really they should be looked upon as surveys and popularity contests more than anything else. I encourage everyone to put in their two cents in the Runestone Poll, which is still accepting ballots. There was one in last issue of *DW*, or you can write to Eric Brosius, 41 Hayward St, Milford MA 01757 for another ballot.

People often ask me for info on game openings. My usual response is to tell them to check out the list on page 31. That is what it is there for. Also, the New Blood list on the same page is being underutilized, I think. Publishers both new and old should be sending samples routinely to these new folks. There is no way to impress upon them the diversity of the hobby without them having seen samples of lots of zines.

DipCon XXV: The Registration Form!

Please fill this out and mail to Gary Behnen (address below). If you prefer to call, have this form completely filled out and handy when you phone! The number is 913-829-1474. (If you get an answering machine, leave your number and mention a good time to return your call collect.)

Name: _____

Address: _____

Telephone Number: _____

Howard Johnson's — convention rate is \$38/night booked through us; rooms are available at this rate 7/3 through 7/5.

King Size ☐ Double ☐

rooming with: _____

Number of rooms: _____

Number of nights: _____ x \$38.00 = _____

Awards Banquet Sunday night — steak or breast of chicken

Number in party: _____ x \$8.95 = _____

Convention Registration

Names of attendees: _____

of attendees _____ x \$25 if received by June 1 = _____
\$30 June 1 to July 2
\$35 at the door!

TOTAL \$ _____

make check payable to Gary Behnen
Cashier's Check, Money Order, Major Credit Card accepted

Credit Card number: _____

expiration date: _____

Credit Card type: Visa ☐ Mastercard ☐

mail to: Gary Behnen, 13101 S. Trenton St., Olathe, KS 66062

Hobby News

*

1992

AWARDS

BALLOT

*

NAME: _____

HOBBY ROLE: _____

INSTRUCTIONS: Vote for one choice only in each category. The above ID portion MUST be completed. Please help by sending a small donation with your selections. RECEIPT DEADLINE IS JUNE 15, 1992!!

1992 DON MILLER AWARD

For service to the hobby:

_____JOHN BOARDMAN: Publishing 600 issues of GRAUSTARK, Oldest active 'zine
_____ERIC BROSIUS: Runestone Poll Coordinator
_____VINCE LUTTERBIE: Orphan Games past Coordinator and BNC assistance
_____ERIC OZOG: Orphan Games Coordinator
_____CAL WHITE: CDO Coordinator, Publishing NORTHERN FLAME

1992 JOHN KONING AWARD

For outstanding play of Diplomacy:

_____GARY BEINEN: DIPCON '91 Winner, PBM wins as all 7 powers
_____MELINDA HOLLEY: All around play
_____BRUCE REIFF: DIP Champ @ AVALONCON
_____MARK STEGEMAN: 1st 2 time DIXIECON Winner
_____ERIC YOUNG: Superb stand-by play in DIPADEEDOODAH'S "European Legacy"

1992 MELINDA ANN HOLLEY AWARD

For quality participation in the hobby:

_____JASON BERGMANN: Multitude of games both FTF & PBM
_____KATHY CARUSO: Consistent & excellent stand-by play
_____MELODY LUTTERBIE: Excellent press writing
_____PHIL REYNOLDS: Multitude of games played
_____JOHN SCHULTZ: Multitude of games played

1992 ROD WALKER AWARD

For literary excellence:

_____ALAN LEVIN: "THE EMPIRE ON THE NEVA" CAVEAT EMPTOR # 15
_____BUZ EDDY: "THE DIPLOMACY BOARD AS AN IMPERFECT MIRROR" PENGUIN DIP # 48
_____GARRET SCHENCK: ZINE REGISTER # 19
_____CONRAD VON METZKE/JIM BURGESS: "REMOVING THE OFFENSIVE SIDE" DIPLOMACY WORLD # 62
_____ERIC VOOGD: "REFLECTIONS ON A YEAR IN THE HOBBY" PENGUIN DIP # 49

* Return Ballots to: RON CAMERON, 14790 Amorose, Lake Elsinore, CA, 92530*

PLEASE VOTE EARLY. Deadline is June 15, 1992! Publishers are encouraged (begged) to reprint this ballot in their next issue. Should anyone wish to receive a copy of the articles nominated for the Walker Award, send \$2.00 with your request to RON CAMERON, address above. Winners receive nice wood plaques, beautifully engraved. This COSTS MONEY, so it would be really appreciated if you'd accompany your vote with a donation.

This will be my third, and last, year as Hobby Awards Custodian. I've liked the job, but it's time to pass it on. David McCrumb will be taking on after DIPCON. I wish him all the best; I've already received several compliments on this selection. The committee this year also helped me enormously. I sincerely thank this excellent representation of our hobby---Robert Acheson, Gary Behnen, Fred Davis, David McCrumb, Cathy Ozog, Garret Schenck, Brad Wilson, and W. Andrew York. Names of all contributors, voters, and donors will be read aloud at DIPCON, July 3-6 in Kansas City. Amounts and voter selection are kept strictly confidential, as are the total tallies of the winners. Hobby Awards has been a tradition for many years---please support them....then come to DIPCON and see the plaques and most of all HAVE FUN!!!!

RON CAMERON, HOBBY AWARDS COORDINATOR

Letter Passing: Cause for Hanging?

by Mark Fassio

For those of you who have been circling some distant planet since the advent of postal Diplomacy (or for those who live in California - same thing) "letter passing" is the art (?) of sending one person's letter, meant for your eyes, to someone else. (Usually the other person is the one mentioned in the letter to you.) The tactic of letter passing invokes heady debates on both sides of the fence as to its ethical employment in actual game situations.

If we can make a relatively safe assumption, most Dip players don't like to think of themselves as a schizophrenic bunch. They look on letter-passers as the pariahs of the hobby; nothing more than greedy opportunists who compromise a trust between two correspondents. This attitude conjures up the old "gentlemen don't read other gentlemen's mail" theme that was prevalent around the turn of the century. However, the people who condemn the intrigues of letter-passing are the same pirannahs who love the game for all its attendant lying, scheming, backstabbing, and other such similar rot! You figure the math... On the opposite side, casual (or hardcore) letter-passers shrug off such monickers, saying that the tactic is merely one extra weapon in the arsenal of a good play-by-mail Dip player.

What are the advantages and disadvantages of such a tactic? The obvious advantage is in gaining the trust of the person you send the letter to. Let's say Turkey sends a Winter 1900 letter to Russia which contains a letter from England. The Englishman mentions how nice it would be for Turkey to join him in a quick carve-up of Russia! Well... it doesn't take a rocket scientist to figure who Russia is going to look favorably upon (especially if the Spring 1901 move is correctly predicted!)

This has enormous potential in our Turkish example. Having gained the trust of the Czar, he can string him along, feeding him both truths and fibs (i.e. the name of the game) and chop him at the knees at an opportune time. This chop will be easier than if there had been mistrust from Russia in the beginning. For gaining an immense psychological advantage with a neighbor, a passed letter ranks near the top for best-used tactics.

Another advantage of letter-passing is that you can "play" someone along, especially if you suspect (or know) him/her to be a letter-passer. What better way to convey false information as near-truth than if *someone else* (the passer) blabs something "personal" to your intended target? I usually

send some identical tidbit to two players in opposite alliances on the board. One of those players (or someone they pass the info along to) helps perpetuate the (false) info, making the hit much more effective when it does occur - usually not when they both repeat and/or pass along my data

Now, to the main disadvantage of letter passing. As I stated earlier, a lot of players see letter-passers as "lower than whale feces" on the Scale of Evolution. Using the schizophrenic association mentioned above, they see nothing wrong with doing every other trick except unleashing a Pandora's Box of letter-passings per game. I cede them this point; after all, the game would rapidly degenerate into a silly exercise if everyone began passing letters for "effect," and then, later, for "payback" to the original letter-passer. No communication would be sacrosanct, and it would create a veritable psychotic's black press/gunboat environment... Blah, the quantity squared.

What is the optimum style for letter-passing, then? For some, there will never be a good reason to pass along a letter. For others, it's so common that they don't give the matter a second thought. Both viewpoints, in my opinion, are misguided and should be rethought. A letter-passing episode, done at the right moment, for the right reason, can be a game-deciding action.

Let's consider you and another person are in a semi-friendly "alliance of convenience" and are rolling up the board. If you two haven't made some blood-brother vow of alliance in 1900 for the duration, you can imagine the tense paranoia that arises as you both approach 11, 12, 13 centers. Is the guy gonna stab me? Then, bingo - player X sends you this guy's proposal to ditch you like a bad blind date so that he can go solo. You decide to show your "partner" the error of his treachery. The rest of the board now has a reprieve; new alliances can possibly be undertaken; and people can make quite a few new moves secure in the knowledge that you, the recipient of the passed letter, have your "trust meter" regarding your former ally now set at "zero." One passed letter, at the right time, is all it takes. The true wizened Diplomacy sage knows from experience just when the right time is.

The other side of the coin is that perpetual letter-passing is Bad Karma. In such a small hobby as ours, even a secret letter-pass may be revealed during the course of a game, or in future meetings. If a person gets a reputation as a "letter-passer" many people will forever equate the guy with "check

forger", "wife beater" or even (shudder) "Democrat"! And despite the avowed goal of all of us to play each game new, with no cross-game ties to previous matches and people, we all know that personalities drive our negotiations to a very great extent.

If you don't appreciate letter-passing, what's the first thought you'll have if you're adjacent to a known, perpetual letter-passer and it's Winter 1900? I rest my case. It will be Ostracism City for that player, and I say "bully" for it.

By now you should know that I, unlike others, admit to be schizophrenic when it comes to letter-passing. I frown on it when it's done routinely, because it cheapens the game and brings bad reputations on both the passer and original author in most cases. However, comma, when done judiciously and with just the right sense of timing, I accept the tactic as a normal game action. I admit to passing about 5 or 6 letters

myself since 1976, and I am considered neither a Dip Hall of Famer nor a candidate for effigy or Mafia assassination.

Did the passed letters impact the games in any way? In one match, absolutely; in the remaining games, not a whit. But that's true of all the tactics you have available as a master gamesman. Like Kenny Rogers sang in "The Gambler": you got to know when to hold 'em, and know when to fold 'em. Don't reject any tactic until you've tried it (except blatantly illegal or unethical ones, naturally.)

Next article: Forgery - The Overlooked Art. (Nah, just kidding!)

>Mark Fassio (CAD-B, Unit 26708 Box 5265, APO AE 09235) is an Air Force Detachment Commander in Berlin, Germany, and has been playing Diplomacy since 1976, mostly in the zines *Terran* and *Europa Express*.

Block and Parry: Avoiding a Stab

by Jack McHugh

In *Diplomacy World 65* we were treated to "A Stabbing We Will Go", a nice little tactical article by General John McCausland on how to stab. While knowing how to stab is nice, it is just as important for players, especially novices, to know how to avoid being stabbed in the first place.

Diplomacy is a game that can be won alone but not right away. Like it or not, you will need allies early in the game. Given that, it is impossible to ignore the problem of avoiding a stab. You can't stab all of your neighbors and expect to win.

So, let's say it is 1902 or 1903, you've made your alliance choices which so far seem to be working out. If, for example, you are Turkey, Italy has gone west, and AR have decided to attack you. Don't bother reading this article for help in that situation.

But let's say things are going nicely and you have reached 1905 or 1906, you've grown to 6-9 centers, and you are planning to go for a draw with your ally or allies. Or so they have assured you.

Don't be fooled into thinking that simply by writing letters you can assure a successful alliance. Yes, writing letters is important, but what's just as important, particularly later in the contest, is how you play the game. Here are some do's and don'ts to help you be the victor, rather than the victim, in your Diplomacy game:

First, don't leave any portion of your holdings wide open. Even if it is just a lone army or fleet, it will discourage a stab. For example, if you are playing a RT alliance as Russia, leave an army in Rum or Sev to guard your holdings. Don't let Turkey get into a situation where he could swipe two or three centers in one move. If you do, and the Turk stabs you, don't

blame him - blame yourself. Remember that all Dip players are thieves at heart, or they'd be playing Chutes and Ladders instead.

Second, while you may cede certain areas to an ally, don't believe that means you are not entitled to defend yourself or have certain capabilities. For example, if you are Germany in an EG, naturally England will want naval supremacy. Since you want this alliance to work you'll agree, but don't let England bully you into no fleet builds at all. Try and work out a reasonable formula, like one German fleet for every three English fleets. If England can move around Europe at will, he will be more likely to stab you since it is doubtful you can either attack or defend successfully against all his fleets and convoys.

Third, maintain as even a growth rate as possible. No alliance will be secure if one party is at ten centers and the other at five. You simply aren't as valuable to an ally if you have significantly fewer centers. It becomes easier to destroy you than work with you. Don't forget an alliance requires some degree of work on both sides, therefore it isn't as cost effective to work with smaller powers later in the game. Make sure you're getting your fair share of builds or get a new ally.

This will become even more true as the board becomes divided into great and small powers. While it is true that the larger powers may fight in the end, if your country is too small you won't be around to see that fight. Don't believe that you're indispensable to your ally.

Fourth, look at the board and see how you can maneuver your units to help your ally. If an ally needs you he will be less likely to stab you. Do watch out for McCausland's "Planned

Stab" where you are helping an ally in one place while he stabs you in another. That is less likely to happen if you've been a helpful and reliable ally throughout the game.

An ally is an asset. The more valuable you make yourself, the higher the return must be on a stab to make such a move worthwhile. A valuable ally will only be stabbed to go for the win, and any good player should be able to count the 18 centers and see what's coming.

Fifth, keep an ear to the board. Sometimes you can get wind of a stab from another player. Be aware, however, that most information is worthless. The other players usually have a vested interest in seeing you have a falling out with your ally, and will constantly warn you of stabs, most of which they are simply making of whole cloth. Other players are the

most useful at pointing out tactical deficiencies in your defenses. They will point out nasty ways that your ally could stab you and take many dots in one season.

Finally, remember that units speak louder than words. An army or a fleet can do more to convince your ally that you will defend yourself than a hundred of your most persuasive letters. The reverse is also true. No matter how sincere a letter your ally writes, watch the board and see where he is moving his units. The game is won or lost on the board, not in your mailbox.

➤Jack McHugh (280 Sanford Rd, Upper Darby PA 19082) is one of *Diplomacy World's* Senior Writers, and is one of the producers of the zine review pub *Your Zine of Zines*.

History

A History of the Hobby Awards

by Fred Davis

This article relates a brief history of the Hobby Awards program, which began with a single award back in 1983. The Awards program was chaired by Larry Peery from 1983 through 1989, and by Ron Cameron since then. I have served as Treasurer for this entire time and have retained some, but not all, records of the nominations and winners over the years. I also have some photocopies of the Perpetual and Individual plaques that have been awarded.

The Don Miller Award differs from the others in that no one may be nominated who has won the award in the previous two years. Thus, no one can win this award more than once every three years. There are no limits on nominations for the other awards, except that the Chairman cannot be nominated for or win any category, and committee members cannot nominate other members of the committee. The Miller Award was the first one established, and is considered the highest award which can be granted by the North American Postal Hobby.

Each year, a representative committee has been formed to review the nominations for the various awards. Wherever more than five people have been nominated for an award, the committee does a preliminary screening to narrow the list to just five names. An attempt is made to have committee members from all parts of North America. The membership is usually between seven and nine hobbyists every year.

In the listing below, quotations taken directly from the ballots have been used in some instances to identify the winners. Where used, they are enclosed in quotation marks. In some cases, copies of the ballots are no longer available,

and in some cases there was no need for such elaboration. In such case, I have used a simple expository statement.

Don Miller Memorial Award

Established by Larry Peery in 1983 as a tribute to the memory of the late Don Miller. As it states on the Perpetual Plaque, "Presented annually for Meritorious Service to the Postal Diplomacy Hobby, in memory of Don Miller (1933-1982), preeminent hobby pioneer."

1983 Rod Walker For multiple services as MNC, BNC, the IDA, and various aspects of editing and publishing over the period 1968-1982. (For this first year, a person's entire contribution to the Postal Hobby was considered. Thereafter, consideration was limited to what a nominee had done in the preceeding year.)

1984 Lee Kendter, Sr. "For taking over the Miller No. Custodianship in late 1982, at a time when there had been no official publication of the MNC journal for nearly a year. He published the first issue of the new MNC journal, *Alpha and Omega*, in May 1983. By the time the next issue came out, he had caught up on the backlog of games to report, and all known games in North America had been issued Miller Numbers."

1985 Bob Olsen For his services as Boardman No. Custodian in 1983 and 1984.

1986 Bill Quinn For his services as Boardman No. Custodian in 1985.

1987 Bruce Linsey For services in running the Runestone Poll, and for publication of the report of the same in the book, *The Cream Shall Rise*.

1988 Simon Billenness

John Caruso Awarded jointly for their services in running the Peoples Diplomacy Organization Relief Auction (PDORA), which raises funds for the support of several hobby services.

1989 Doug Acheson For his work in running the Canadian Diplomacy Organization.

1990 Fred Davis For his work as North American Variant Bank custodian, heading up the Mensa Diplomacy SIG, and for eighteen years of publishing the leading variant zine *Bushwacker*.

1991 David Hood For editing and publishing *Diplomacy World* since 1990, and for hosting the 1990 DipCon and World DipCon II in Chapel Hill, North Carolina.

Rod Walker Literary Award

Established by the Avalon Hill Game Company in 1983 in Rod's name, to mark the 25th anniversary of the commercial sale of the game Diplomacy. Inspired by the success of the Miller Award, Avalon Hill purchased a large Perpetual Plaque, and presented it to Larry Peery for coordination of the voting along with the Miller Award each year. This was done in Rod's name since he was one of the leading lights in the Diplomacy literary field at that time. He authored a book, *A Gamer's Guide to Diplomacy*, which Avalon Hill publishes and sells. At the bottom of the plaque, it states: "Celebrating Diplomacy's 25th Anniversary, 1958-1983." This award was set up some time after the results of the 1983 Miller Award had been announced, so the first year there could be any voting for the Walker Award was 1984.

1984 Mark Berch For the fictional piece "The Sleaziest Player of all Time: Shep Rose", in *Diplomacy World*, Spring 1983.

1985 Bruce Linsey "For five years of publication of *Voice of Doom*, including the most active letter column in the hobby's history," and producing and distributing the "novice publication, *Supernova*."

1986 Daf Langley This was for a factual piece she wrote for *Diplomacy World* #39, "The Making of a Major Con."

1987 J.R. Baker For the various cartoons he drew for *Diplomacy World* over the years.

1988 Mark Berch For an article in *Diplomacy World*

(Tie) Fred Davis For production of *The North American Variant Bank Catalog*, 1987-88.

1989 Rex Martin et. al. For producing a Diplomacy-featured special issue of *The General*, (Vol 24 No. 3) in 1988.

1990 Larry Botimer "Playing Italy" in *Kathy's Korner* #155

Francois Cuerrier "Lowballing" in *Passchendaele* #97

1991 Mark Berch "The Power & the Glory", in *The General*, Vol 25 No. 4.

John Koning Best Player Award

Following the success of the Miller and Walker Awards in gaining the acceptance of the hobby, Larry Peery felt that it was time to include an award for the best player of the year. It was left open whether this was to be for postal, electronic mail, or tournament play. A person could be nominated for

Always a Bridesmaid

Not every big name in the postal hobby has won a Hobby Award, of course. Many people have been nominated more than once for awards, but have never walked away with the brass ring.

Gary Coughlan was nominated for the Miller Award in three consecutive years, from 1984 through 1986, for his work in *Europa Express* in promoting the international aspects of the postal hobby.

Larry Peery was nominated on multiple occasions for the Miller Award for his work in saving the hobby flagship zine, *Diplomacy World*, as well as for his other efforts, such as maintaining the Hobby Archives. However, Peery declined all such nominations as long as he served as Secretary of the Hobby Awards Committee. His name appeared on the official ballot for the Holley Award in 1990 and the Koning Award in 1991.

Kathy Byrne Caruso was twice nominated for the Walker Award, in 1985 and 1986, the Holley Award in 1990, and Koning Award in 1991.

Tom Nash was nominated for a Miller Award in 1990 and the Holley Award in 1991.

In addition, some of the winners have received nominations in different categories, or the same category, over the years. Longevity in the hobby may have something to do with being a winner, providing the person is doing a useful service or is a good writer. The existence of a 7-9 person nominating committee assures that such people will not be overlooked.

play in a single game, or a series of games, or for winning a tournament. Peery announced the establishment of this category in the fall of 1985, with the first nominations and voting taking place in 1986. John Koning was one of the outstanding Diplomacy players of the 1960's and early 1970's, and was also the founder of DipCon, hosting the first two such Cons at his home in Youngstown, Ohio. He also published *sTab*, one of the best of the pioneer dipzines. He passed away at a young age in 1974, so this is also a memorial award.

1986 Dan Stafford For leading the Dragonstooth Rating System throughout 1985. (This was a rating system for all Postal Diplomacy players, last seen in *Diplomacy World* #60.)

1987 Randolph Smyth For a career of excellent postal play. (I believe Randolph is one of the few people to have won a postal game with every country.)

1988 David McCrumb Won the 1987 DixieCon, and was top-ranked in the Dragonstooth Rating System.

1989 Marc Peters For winning the 1988 CanCon and a third place finish at the 1988 DipCon.

1990 Gary Behnen For his overall postal play in the previous year.

1991 Gary Behnen For his overall postal play during the year 1990. (This was awarded before he won the 1991 DipCon!)

Melinda Holley Award

Ron Cameron presented this idea at the 1989 DipCon, held in San Diego, California. It was originally to be presented to the lady member of the hobby who had done the most for Diplomacy in the preceeding year. However, before the first voting was held in 1990, the standards were revised to make it an award for "Quantity Participation" in the hobby. It was named for Melinda Ann Holley, who was the leading lady publisher and player in the hobby at that time. Cameron originally received a very large trophy donated by Jack Jewart of Spokane, Washington, which was to be presented to each year's winner. However, this trophy was too large to ship by mail, and had no room on it upon which to engrave the winner's names. Accordingly, in 1991 a Perpetual Plaque, similar in design to the Walker and Koning Award Perpetual Plaques, was bought for presentation to the winners.

1990 Melinda Holley For the publication of the zine *Rebel*, which carried more games than any other current North American zine; and for his personal participation in so many Diplomacy games.

1991 Melinda Holley Same as cited above for 1990.

>Fred Davis (3210K Wheaton Way, Ellicott City MD 21043) was the long-time custodian of the North American Variant Bank.

Zines

Misuse of the Runestone Poll

by Michael Lowrey

With the onset of spring comes the return of many familiar things: warmer weather, longer days and the reappearance of flowers and leaves on the trees. And in the North American postal and E-mail Diplomacy hobbies, the Runestone Poll. While it's hard to make too little of the return of spring, our hobby frequently makes too much of the Runestone Poll.

Figuring out the top zine in the hobby would be easy if we knew everyone in our hobby's opinion on the matter. Given that this is an amateur hobby and that we live in the real world, everyone will never vote in something like the Runestone Poll. So the best we can do is try to get a valid survey and go from there.

With a survey comes uncertainty. We can only infer how

those that didn't participate would have voted. To see whether we can actually say (and with what certainty) that, for example, *Northern Flame* is better than *Perelandra* is a statistical question. The answer depends on the distribution and number of votes we have for both zines and the difference between them (assuming we have a random survey, which we don't have; see below). In the RP we usually can't statistically tell two zines that are ranked close to each other apart. So there probably isn't a meaningful difference between say 1st and 2nd, 16th and 19th or 35th and 39th.

Even beyond this there are other reasons to be cautious when interpreting the poll. For a survey to be reliable, it must be random; every one must have an equal chance of participating. If the sample isn't random, for whatever reason, the

computed means and standard deviations — your score, in other words — need not be right. The most famous case of this happening involves the 1936 presidential election. A magazine decided to do a poll to see who would win, so they called voters and asked. Unfortunately, back then a telephone was something that only the more affluent members of society could afford. And, of course, these people also tend to vote Republican. So the magazine, based on their poll, boldly predicted that Alf Landon would beat Franklin Roosevelt. The rest is history, including the magazine's bankruptcy.

The Runestone Poll is much like that 1936 phone survey: not particularly random. The pollster depends on individual zine publishers to distribute the ballot. These publishers decide whether or not to print the ballot or not, effectively determining subscribers' knowledge of and often shaping their perceptions of the Runestone Poll. History has shown that those that "support" (read: print ballots and say good things about the poll) tend to do better than those that don't. The extreme example of this are certain publishers who in the past printed reduced size ballots on the back of postage-paid post cards. Furthermore, publishers vote at a much higher rate and tend to give lower scores than nonpublishers.

There are two more problems with the RP as a survey. The first is one of timing. For a survey to have meaning, it must be taken over a short period of time so that people's opinions are based on the same information. In order to attract votes, the voting period in the RP runs from the middle of March to the end of June. In those three plus months many things can happen — political candidates can self destruct, empires can fall and, yes, even the quality of Diplomacy publications can change drastically. My vote in June would well look very different from my vote in March; zines that were MIA could reappear and become regular again while others could be sucked into a black hole. Smaller, subtler changes could easily change a 7 to a 6 or a 8 or even a 5. Yet we assume that the poll is based on people voting at the same time on the same material.

The other problem is how people grade. The scale for the RP is from 0 to 10, excluding fractions. It is up to the individual voter to determine what each rating means. People's grading scale might and will differ from others. To one person a 5 might be average while someone else might regard a 7 as the norm. Over a large enough survey, this might all even out or become marginal but the RP isn't a large sample. Having a few more high or low graders voting for your zine can easily move it up or drop it several places. In the GM poll, where the average GM gets less than ten votes, it can make all the difference; for example, no GM I play under will ever win the poll as I don't believe that any game I have seen in the postal or PBEM hobby is complicated enough to warrant more than a 7.

It is also worth mentioning that votes are not usually

People's Diplomacy Organization Relief Auction

Douglas Kent 54 West Cherry St, #211 Ruhway, NJ 07065

3-23-92

Greetings!

It's that time of year again - time for the PDORA to try and raise money to help fund hobby services. Last year we raised over \$525. This will be my first year running the auction, so hopefully we'll be able to make it as successful as those that John Curuso did.

It's you the hobbyist who makes the auction a success. So please, if you're a publisher, plug the auction. If you have something you'd like to auction off to help raise money, by all means now is the time to contact me. What I need at this time is the information on the items you wish to auction, not the items themselves - those should be sent to the successful bidders later on. You may give me a short description to include, and minimum bid and any postage costs. All items provided for auction will be listed in a booklet which will be mailed out around the end of May. If you do not receive a copy of the auction booklet by mid-June, they may be obtained from me for a SASE of simply by request for one. No request will be refused.

The kinds of items you may offer for auction may include but are not limited to: subscriptions to your zine, game openings, games, horoscopes, coins, stamps, old zines, Diplom memorabilia, photographs, or any number of other items whether related to Diplom or not.

If you have a hobby service that you'd like to submit a funding request to PDORA for, by all means do so. All you need to do is let me know what the service is, and how much money you are requesting. If I need further information about your request I'll be in touch. All funding requests will be passed on to the Financial Committee for consideration, after the auction has ended and the bids collected. If you have any questions, please let me know.

Thank you for your help in making the PDORA a success.

based purely on quality. Think of producing a zine as performing a dive in competition. Certain dives have a higher degree of difficulty and will produce higher marks. The same is true in zine production; Dip and gunboat warehouses are common and fairly easy to do. As a result, they usually get overshadowed by zines that specialize in different games, have more reading material or otherwise fill a unique niche in the hobby. These formats all start off with a higher perceived degree of difficulty in most people's minds. Hence, it's best to compare similar publications to see which better fills that niche or subsegment of the hobby.

There is an alternative to all these caveats. It is to say the RP is not a random survey and accept it as an election. The sample population becomes those who voted and, by definition, you have votes from that entire grouping, so there are no questions about statistical significance. This is ok if you don't mention the terms "the hobby" in commenting on the results as in "The hobby feels that *Northern Flame* is the best zine" which is presumably why you are undertaking such an exercise in the first place.

So what's the conclusion from all this? In spite of obvious shortcomings, the Runestone Poll is the best thing the hobby has and will likely ever have. It's probably safe to make general statements, such as *Perelandra* is one of the top publications in the hobby, based on the results. Those, however, who read more than this into the results do so at their own risk and without any meaningful basis in fact.

>Michael Lowrey (3005 Kenninghall Court, Charlotte NC 28269) is Assitant Editor of *Diplomacy World*.

Gusher Diplomacy

by Fred Davis

This variant is based on a characteristic of an old board game called "Gusher", in which players bid for the right to drill for oil on certain properties. Highest bidder got to buy the property. He would then set up a device called a "drill" on a hole on the property (the hole was already on the board, of course), and plunge a built-in plunger down. There were jigsaw puzzle-type pieces of wood inside the game board, which were scattered about by shaking the board before the game began. If the plunger hit one of these pieces, he had a dry hole. If the plunger went all the way to the bottom, he had a gusher. Each producing well paid, I think, \$50,000 each turn. The more producing wells you had, the more money you could afford to pay for future pieces of property. Eventually, the big guys drove the little guys into bankruptcy.

Instead of a drill, Gusher Diplomacy uses either a deck of cards or a special number system to determine the value of each supply center. Instead of an "all or nothing" system, I've devised a way of allowing a center to be worth from 0 to 3 supply sources. These have names from Zero Centers (Z) to Triple Centers (T). Whenever a player occupies any supply center other than a Great Power capital, he will never know how much it is going to be worth until the GM performs certain card draws or calculations. This will add an element of chance to a Diplomacy game which, if nothing else, ought to make things quite interesting. No two games will be the same.

A further refinement of this game could include money, and permitting players to bid on supply centers, as in Gusher. This is not considered in the present rules to Gusher Diplomacy, which are printed below:

1. The 1971/1976 Rulebook will apply to all situations not otherwise covered in these rules.

2. Each Power initially owns only its own capital, which begins as a Double Supply Center, and thus contains two units. Russia's capital is Moscow, not St. Petersburg.

a. England and Italy begin with one army and one fleet in London and Rome, respectively.

b. All other Powers begin with two armies in their capitals.

c. All other centers are unknown quantities, able to support anywhere from 0 to 3 units each. Upon capturing a center, after the fall moves, players follow the procedures outlined in Rule 9 to establish the center's worth. Thereafter, each time a center changes hands after Winter 1902, that center can change in value.

3. Certain spaces have been added to the standard board, to increase the number of potential supply centers, and to improve maneuvering abilities. See the map for complete changes. The following changes should be especially noted:

a. Archangel, Ireland, Morocco and Switzerland are new supply centers. Spain consists of three spaces of which two, Castille and Catalonia, are supply centers.

b. There are no two-coasted provinces.

c. Two Ocean Boxes (Western and Southern Oceans) permit fleets and army/fleets to move between the Atlantic and Mediterranean areas.

4. There are a total of 39 supply centers, containing a total of 45

supply sources. As the seven Capital Centers all begin as Double Centers, there are 32 remaining centers in which to raise the remaining 31 supply sources. Here is the breakdown on the number and types of supply centers:

	Number	Total Units
Zero Centers	9	0
Single Centers	18	18
Double Centers	9	18
Triple Centers	3	9
	39	45

Note these figures relate only to the start of the game. When the random assignment rule goes into effect in 1903, these figures will vary somewhat. Changes in value do not go into effect until 1903. 5. The victory criterion is ownership of 23 supply sources at the end of a Fall move, regardless of how many physical supply centers are needed to reach that total. However, the winner must control at least 15 centers.

6. The Initial Move:

a. The first move is Fall 1900. On this move only, a unit may move either one or two spaces, providing no unit may enter any space in another player's Homeland, or enter Switzerland. In the event of a standoff, units will retain their positions in the first space occupied. (Standoffs are impossible if players seek to develop their own territories first.)

b. Fall 1900 is followed by the Winter 1900 building season, during which the following special rules apply:

1. In Winter 1900 only, a Power may build one fleet in a supply center in its Homeland which has just been occupied by an army.

2. A Power may build two units in its Capital Center, assuming it has the needed supply sources.

3. In both instances, if both units are forced to remain in the same province after the Spring 1901 moves, one of the two will be annihilated. Owner of the units involved can choose which to remove.

c. Thereafter, normal building rules apply, and no two units can occupy the same space, except as provided under the army/fleet rules for convoys, and in the Ocean Boxes.

7. Building Rules:

a. Units may be built only in a player's home supply centers. This includes Archangel for Russia.

b. A Zero Center can still be used as a province in which to raise a unit. The Zero refers only to the number of units sustained by the center; it does not effect the ability to build there.

8. Change of Supply Center Values:

a. Once all supply centers are owned, or after Winter 1902 (whichever comes first) the value of a center will be subject to change each time it changes hands. Centers changing ownership in 1901 or 1902 will not change in value.

b. The procedures outlined below will be used to establish a new value of 0 to 3 for each center. The Power losing the center drops in strength by the former value, while the gaining Power adds the new value.

c. Thus, at times there can be a total of more or less than 45

supply sources on the board. This is why the victory criterion is set at 23 rather than one-half plus one. As centers rise and fall in value, players will have to be ready to adjust to sudden shifts of strength in the fortunes of war.

9. Mechanics of Establishing Values:

a. **Setting up the Card System:** The GM will prepare a deck of 39 cards, using either blank index cards or business cards, or by adapting playing cards. Each card represents one of the 39 possible values for the centers, such as 3 Triples, 9 Doubles, etc. (If playing cards are used, use 3 spades to represent Triples, 9 hearts for Doubles, 13 Diamonds plus 5 other face cards for Singles, and 9 clubs for Zeros. Since 7 Doubles have already been assigned to the Capitals at the start, place 7 Double cards at the bottom of the deck at start.

b. **Initial Valuations:** Whether in FTF or Postal play, the cards are drawn one at a time in consecutive order (after initial shuffling,) to determine the value of each center as it is captured. The GM must exercise care to insure that each card goes to the bottom of the deck after use, so that all 32 unused cards will come up. In adjudicating postal orders, it is suggested that the GM arrange to assign centers in random order before beginning his adjudication, rather than sticking to a standard pattern, such as the ERGIART method.

c. **Subsequent Revaluations:** Since each change from 1903 on must be completely at random within the established percentages, a full system must be used for every change. All cards in the deck must be shuffled before each draw. After a card is drawn, it must be returned to the deck, and the deck shuffled, before another drawing is made.

d. **Exceptions:** The following provinces can never be Triple Centers: Archangel, Ireland and Morocco. If a Triple card is drawn, it becomes a Double instead. Record as if it were a Triple, and return the Triple card to the deck as if it had been used.

e. Any alternative method may be designed, based on dice, spinner, mathematics, or computer, so long as the proper proportions are maintained.

10. **Direct Passage (Moses Crossing and Fleet Jump).** All units may move directly between Naples and Sicily, Andalusia and Morocco, and Ireland and Clyde, without the need for a convoy. Support may be given by all units. Existence of these crossings does not affect the ability of fleets to make normal passages between the adjacent sea spaces. In addition, fleets may jump from Baltic Sea to Skagerrak, but may not support between these two spaces. This does not affect the usual moves of all units between Denmark and what is now called Malmo.

11. **Convoy by standard Diplomacy rules** is allowed only if it covers the crossing of a single sea space. This convoy order will be written as "Fast Ferry." All other convoys are done by the Army/Fleet rules described below. In the alternative, players may choose to utilize regular convoy rules in lieu of army/fleets.

12. **Army/Fleet:** All convoys involving the crossing of more than one sea space will be undertaken only by the formation of an army/fleet. The Army/Fleet Rules Module common to all Davis variants is hereby incorporated by reference into these rules. (Copies are available from me by request.) The following parts of those rules should be specifically noted:

a. An A/F can only consist of two units belonging to the same country.

b. An A/F can remain physically intact on the Board for 3

consecutive moves, excluding Winters. Thus an army can be on the seas for a total of 4 consecutive A/F moves before exhausting its rations. If the army is not successfully disembarked before the end of its fourth move, it is annihilated.

13. Use of Ocean Boxes:

a. Any number of units may occupy the Ocean Boxes at the same time. These can be fleets or A/F's.

b. Fleets within a Box may support other units in the same Box into adjacent spaces, but may not support units already in normal spaces into other spaces. A fleet in a normal space may support a unit in a Box into another normal space.

14. Retreats and Removals:

a. Retreats are made by Just's Right Hand Rule if a player fails to submit a retreat order. Normally, this will occur only at the conclusion of a spring move for a unit for which no tentative retreat has been written. After a fall move, players should submit their retreat orders with the winter adjustments; and the other players may make their builds contingent on the nature of the retreat orders. The RHR will be used for fall retreats only when a player fails to submit the retreats with his winter orders.

b. The Justs Right Hand Rule provides that if no retreat order is on hand, or if none of the provinces listed are open, the GM determines the retreat by moving the dislodged unit to the province immediately to the right of the "front" between the attacker and the dislodged unit. If that province is closed, then the unit is moved to the first province to the left. If that is closed, then to the province next nearest on the right, and so on. Bodies of water are included in counting provinces, but in the case of armies are passed over in favor of the next province.

c. A player may not write "Off the Board" or "Disband" orders for a retreat. Any retreat order must be to an existing province. A unit will be forced off the board only if the GM finds no other move for it.

c. Removals in a postal game will be made by the GM when a player fails to submit a removal order. There is no requirement that the GM must remove fleets before armies or away units before home units, where he finds that such a procedure would result in the gift of a supply center to another power. In all such cases, the GM is required to remove the unit or units which, in his judgment, would have the least effect on the course of the game.

15. Map Notes:

a. Ankara is now Sinope, Livonia is now Courland, Helgoland Bight is now Jutland (and touches Skagerrak, North Sea does not touch Denmark).

b. Trieste has been divided into Zara, a center, and Croatia, a regular space.

c. The Western Ocean Box connects with Norwegian Sea, North Atlantic, Mid-Atlantic and South Atlantic. The Southern Ocean Box connects with Malta Sea, Ionian Sea and Eastern Mediterranean. The two boxes connect with each other.

d. Piedmont now connects with Burgundy, cutting Marseilles off from Switzerland. Swabia cuts Munich off from Switzerland.

e. Greece is divided into Greece, a center, and Macedonia (abbreviated as Mac), a regular space.

f. Malmohus province is abbreviated as Malmo.

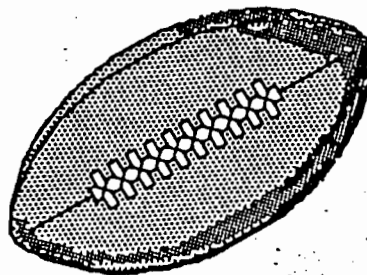
>Fred Davis (3210K Wheaton Way, Ellicott City MD 21043) is a prolific variant designer and zine editor.

Calling all football fans!!!! Try your hand at...

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If you're a red-blooded American football fanatic, you've probably dreamed of building and owning your own championship football team. In Gonzo Football, you'll have the chance to do exactly that — right in the comfort of your own home.



As a Gonzo Football League team owner, you will start by drafting a team consisting of real NFL players. *You* trade with other GFL owners and decide which players will start. *You* decide whether to sign that swift young rookie receiver, or keep that crafty but aging veteran around for the playoffs. *You* coach your team — if you can — to victory in the coveted Gonzo Bowl! Don't get too cocky, though, because each of the other owners in your league is a football genius too — or so they think. Can you outcoach and outplay them all?

Gonzo Football is played by mail. During the football season, you submit your lineup each week to the Commissioner. The scores of the games are based on how well your starting players actually perform in their NFL games that weekend. Game results and league standings are mailed to you on a weekly basis. If your team wins enough games, you'll have a shot at the Gonzo Bowl Championship.

The League keeps busy during the off-season, too. You'll keep your team from one year to the next. One of the high points of the year is the GFL draft, which takes place shortly after the NFL draft. You compete with the other owners to acquire the best rookies — or available veterans — to keep your team strong.

This game is a blast!! If you watch football on Sundays, you'll be able to root for your players on TV.

You are cordially invited to play... A new league is being organized now, and we'll be drafting our 1992 teams in the next couple of months. If you would like information on joining the GFL, write the Commissioner:

Bruce Linsey 170 Forts Ferry Road Latham, NY 12110
--

...or call me at (518)785-5507. I will send you a free Gonzo starter kit containing the GFL scoring rules, a sample game report, and information on how to join the League. Good luck, and may you enjoy Gonzo Football for many seasons to come!

Hut one! Hut two! Play!!!

A Survey of Upcoming Cons

by David Hood

One of the best ways, if not the best way, to draw new blood into our postal hobby is having a healthy selection of Diplomacy tournaments around North America. (This is true in other countries as well, of course.) If we are to compete with hobbies like Chess or Bridge then we need to look like we are serious about crowning regional and national champions, and serious about introducing novices to the rigors of face-to-face Diplomacy.

I have often said that I do not think DipCon, the North American Championships, is the best venue in which to bring in new blood, primarily because novices tend to be scared off by the "championship" label that attaches of necessity. (Of course, without said label, there is no *raison d'être* for DipCon - we already have a number of hobby get-togethers at homes of hobby members.) So, if we are to utilize face-to-face Dip to bring in new folks, we've got to have well-run tournaments in which we promote the existence of the postal hobby.

The reason I write this in the novice section is that you novices out there should give FTF Cons a go, and BRING YOUR FRIENDS! There are some areas in the country that need Dip events, but for now the following tournaments should be kept in mind:

DixieCon, Chapel Hill NC, May 22-24, should be going on when you read this. I run this myself, so contact me if you want info for next year.

MadCon, Sun Prairie WI, June 19-21, has had a formal Diplomacy tournament in years past, but I am not sure about that in its current housecon format. (Of course, housecons can be fun too, see below.) For details, contact Marc Peters, 370 North St, Sun Prairie WI 53590.

DipCon, Kansas City MO, July 3-5, is the North American Diplomacy Championships. Contact Vince Lutterbie for details: 1021 Stonehaven, Marshall MO 65340.

AtlantiCon, College Park MD, July 3-5, has an established Diplomacy tournament and many other gaming events to tickle your fancy. Contact Robert Sacks at 4821 Broadway 5-V, New York NY 10034.

AvalonCon, Camp Hill PA, July 31-Aug 2, is Avalon Hill's own tournament, so of course it features a Diplomacy event. Jim Yerkey is running that part this year, contact him at 4 Dutton Ave, Catonsville MD 21228.

CanCon, Toronto Ontario, July 31-Aug 2, is the national championships of Canada. This also generally has a good American turnout as well. Contact Cal White, 1 Turnberry Ave, Toronto Ontario, M6N 1P6.

In addition, there are four formal Diplomacy tournaments of which I know few details. PacifiCon is held in San Mateo, CA, near San Francisco. Contact Don Del Grande, 142 Eliseo Dr, Greenbrae CA 94904 for the skinny on

Diplomacy. Also contact Steve Cooley for info on the StrategicCon event in Los Angeles this summer: 23845 Arroyo Park Dr #604, Valenica CA 91355. MichiCon is an annual tournament in Michigan that includes a Diplomacy event, about which Herb Barents should have details: 17187 Wildemere, Detroit MI 48221. Finally, GenCon in Milwaukee WI has a Diplomacy event, but the only contact person I know would be TSR games itself.

Housecons are great fun for those who attend, but be forewarned that Diplomacy may not be on the list of games to be played. These are more laid-back affairs, which is great for current hobbyists, but more problematic for new blood attraction. At any rate, try one of the following: ShoreCon, June 3-10, Avalon NJ, Brad Wilson, PO Box 126, Wayne PA 19087. PoolCon, July 6-12, Vince Lutterbie, 1021 Stonehaven, Marshall MO 65340. PeeriCon, July 24-26, Larry Peery, PO Box 620399, San Diego CA 92102. I also know that Brad Wilson will be doing Vertigo Games in September, and that I will be doing HickCon here in October.

Where do we need events? Should be obvious we need one in New England or New York. Potential hosts: Eric Brosius, Jim Burgess, Jeff McKee. We also need one in Georgia or Florida. Stven Carlberg, Phil Reynolds, Kevin Brown, call your offices. And Texas; how about Jason Bergmann or Andy York? Let's lean on these and other folks and convince them to run tournaments in their areas.

North American Hobby Services

Boardman Number Custodian (BNC): Records Dip gamestarts and finishes. Gary Behnen, 13101 S. Trenton, Olathe KS 66062.

Miller Number Custodian (MNC): Records Variant gamestarts and finishes. Lee Kendter, Jr. 376A Willowbrook Dr, Jeffersonville PA 19403. or Brad Wilson, PO Box 126, Wayne PA 19087.

Canadian Diplomacy Organization (CDO): Cal White, 1 Turnberry Ave, Toronto Ontario M6N 1P6.

Zine Register/Zine Bank: Sends sample zines or list of zines. Garret Schenck, 40 3rd Pl, Basement Apt, Brooklyn NY 11231.

Novice Packet: Tom Mainardi, 45 Zummo Way, Norristown PA 19401.

North American Variant Bank (NAVB): Keeps a catalogue of variants available for sale. Lee Kendter, Jr. 376A Willowbrook Dr, Jeffersonville PA 19403.

Pontevedria: A list of game openings. Phil Reynolds, USF #4286, 4202 Fowler Ave, Tampa FL 33620

The 1992 Marco Poll

Zines (38 voters, 3 votes minimum)

1.	Maniac's Paradise	63
2.	Upstart	56
3.	Kathy's Komer	33
4T.	Diplomacy World	29
4T.	Northern Flame	29
5.	Cheesecake	28
6.	Your Zine of Zines	23
7.	Home Office	22
8.	Hoodwink	21
9.	Ramblings by Moonlight	18
10.	Crimson Sky	15
11T.	Carolina Command	14
11T.	D.O.G.S. of War	14
11T.	Rebel	14
11T.	Well, Martha...	14
15T.	Canadian Diplomat	13
15T.	Dipadeedoodah	13
17.	Vertigo	12
18.	Eyewitness News	10
19T.	Abyssinian Prince	8
19T.	Canyon	8
19T.	The Prince	8
22T.	Ter-Ran	6
22T.	Excelsior	6
24.	Acropolis	5

Zines which were named on two ballots:
Perestroika 6; Pilot Light 6; Comrades in
Arms 5; So I Lied 5; Fruch's Folly 4.

Players (32 voters, 3 votes minimum)

1.	Gary Behnen	35
2.	Mike Gonsalves	24
3.	Kathy Canuso	22
4.	Fred Hyatt	18
5.	Jim Diehl	15
6.	James Goode	14
7.	James Wall	13
8.	Doug Acheson	10
9.	Mark Fasso	12
10.	John Schultz	9
11T.	Melinda Holley	8
11T.	Chris Hurley	8
13.	Ed Avila	7
14T.	Jason Bergmann	5
14T.	Eric Klein	5
14T.	Don Williams	5
17.	Douglas Kent	4

Players who were named on two ballots:
Scott Beckett 10 points; Larry Botmer 4;
Pete Clark 9; Randy Davis 3; Jack Garrett 4;
David Hood 4; Stan Johnson 9; Kevin
Kozlowski 5; Paul Milewski 7; Paul Reynolds
7; Randolph Smythe 4; Eric Voogd 5; Cal
White 7; Eric Young 4.

Pollster's Notes: Many thanks to the several editors who publicized the Marco Poll again this year, and congratulations to the winners. My impression is that there's relatively little interest in the player poll, so we'll discontinue it next year. I have one idea for the zine poll, and your input is welcome: I believe I'll request ballots on the top ten zines, awarding points 10-9-8-7 etc. This should both draw more response and recognize more zines.

Zines By The Pound!

North American Zine Bank (NAZB)

Garret Schenck, 40 3rd Place, Bsmt. Apt., Brooklyn, NY 11231-3302

Looking for a new zine to subscribe to? Thinking about signing up for another game? You *could* dig up some publishers' names and addresses out of one of the zines you're currently getting, send each a buck or some stamps for a sample, and wait until they get around to sending you their latest. But instead, why not write to the North American Zine Bank (NAZB), the service I run as a complement to *Zine Register* (ZR).

You see, most PBM publishers trade their zines for ZR. This keeps me current on the state of the hobby, allowing me to write up-to-date reviews for ZR. In return publishers get ZR when it comes out, approximately twice a year, *and* I also distribute the zines they send me. This means their trades do double duty, and help bring in additional subscribers for their zines, almost always a "good thing" for any publishing venture.

If you send me the modest fee of **\$3.00** (which covers 4th class postage rates), I'll bundle up as many zines as I can cram into a large manila envelope (at least two pounds of zines, and as much as four pounds, depending on how close you live to New York and the stock of zines on hand). This usually works out to anywhere from 20 to 40 samples, a real zine bonanza!

I have a pretty organized collection of back issues. This means you can request particular individual zines, certain classes of zines (i.e., all the rail or "choo-choo" zines, or only Diplomacy zines, that sort of thing), or you can tell me which zines you've already seen and don't need samples of. Personal service is more than just a marketing ploy at this bank!

Finally, for a limited time, you can get the NAZB/ZR super-duper combo package deal. Yup, for just **\$5.00** I'll send you a NAZB packet, with a set of zines personally selected just for you, along with the Fall 1991 issue of *Zine Register* (#19). This shaves fifty cents off the combined price of NAZB/ZR. Or, if you just want ZR you can get that for **\$2.50**. ☐



1991 BRITISH POSTAL DIPLOMACY ZINE POLL

Zine	Avg	Pref	Total	Age					
Dolchstoß	8.426	18.364	26.790	88.111	A Little Original Sin	6.986	9.091	16.077	48.433
Y Ddraig Goch	7.998	18.636	26.634	87.535	Pigbutton	7.957	8.000	15.957	47.989
Electric Monk	8.254	18.364	26.618	87.474	Up Around The Bend	6.750	8.818	15.568	46.549
Greatest Hits	8.179	18.091	26.270	86.149	Die Große Dampfmaschine	6.982	8.273	15.255	45.389
Arfle Barfle Gloop	8.203	15.091	23.294	75.163	Hopscotch	6.977	8.000	14.977	44.359
Realpolitik	7.328	15.636	22.964	73.942	Ode	6.748	6.909	13.657	39.471
A Step Further Out	7.304	15.091	22.395	71.833	Ac-Mong	6.735	5.818	12.553	35.382
C'est Magnifique	7.447	14.818	22.265	71.353	Springboard	6.800	4.727	11.885	32.908
Small Furry Creatures Press	8.882	12.909	21.791	69.596	Variants and Uncles	5.521	5.818	11.339	30.886
Cut and Thrust	8.107	13.455	21.561	68.746	Pyrrhic Victory	6.398	4.727	11.125	30.094
Bloodstock	8.125	12.091	20.216	63.763	Age of Reason	7.158	3.909	11.067	29.878
Take That You Fiend	7.934	11.272	19.206	60.025	Garbage In, Garbage Out	5.376	2.545	7.921	18.226
Smadnoc	7.811	11.273	19.084	59.569					
Argle Bangle	7.429	11.545	18.974	59.165					
NMR!	6.710	11.273	17.988	55.442					
Prisoners of War	7.852	9.636	17.488	53.659					
Masters of the Prime(Mopsy)	7.281	9.909	17.190	52.555					
Mouth of Sauron	5.894	10.727	16.621	50.449					
Borealis	6.573	9.909	16.482	49.934					
Now Eat The Rabbit(NERTZ)	6.821	9.636	16.457	49.842					
Gallinaufry	6.510	9.636	16.146	48.690					
Kianna Games Review	6.472	9.636	16.108	48.549					

In conclusion, 142 people voted in the poll this year. Down 3 on last year, but the cause of this was international votes down 11 from 13 to 2. So within the UK at least the poll grew in size, slightly. The qualification for entry was 12 votes cast, 1 must admit to being slightly unhappy about this as with such a low number of votes the preference matrix looks bare in places.

The largest number of votes received was by Harry Bond's Up around the bend which received 51 votes, four more than its rivals Smadnoc, Electric Monk and Dolchstoß which all gained 47 votes. Only one zine Argle Bangle gained the minimum 12 votes, with Kianna Games Review and The Small Furry Creatures Press only getting 13.

Scandinavian Zine Poll Results

Below are the results of the 1991 Scandinavian Zine Poll, as reported in "PollPrat #1", a feature in Per Westling's zine *Lepanto 4-Ever*. You may want to contact Per because his zine is written in English. The others are either in Swedish or Norwegian, but if you can read those, get with Per to get addresses on the other zines (c/o Lindh, Drabantgatan 11, S-58346, Linköping, Sweden.)

Place	Zine	Points	Preference
1.	Granslandet	106	29
2.	Rosten fran Avgunden	92	27
3.	Dipsosis	75	24
4.	Lepanto 4-Ever	65	22
5.	The Backstabber	40	11
6.	Desiderius	36	15
7.	Ad Arma!	27	9
8.	Post Scriptum	21	6
9.	Ancalagon	12	5

A Survey on World DipCon Rotation

by Mark Nelson and Shaun Derrick

(Editor: Between now and World DipCon IV in Birmingham, England in 1994, the international hobby will embark upon a discussion of how the World DipCon concept should be handled in the future. The WDC has now completed its trial run, with WDC I in 1988 held in Birmingham, WDC II in 1990 in Chapel Hill, North Carolina, and WDC III this past January in Canberra, Australia. The following are two sets of ideas concerning the rotation system to be used in future years. Mark Nelson writes about ideas floating around various places in the hobby, while Shaun gives his own perspective from the pages of his zine Globetrotter. Read, and think.)

Mark Nelson: For some reason, people think that doubling the frequency of WDC can only work if you increase the number of zones. I don't see this as being the case, and no one has actually explained why this should be the case. It just seems to be taken for granted as being a good thing.

Pete Sullivan in *C'Est Mag* 104 illustrates this point: "it would be perfectly reasonable to have a separate Franco-phone Europe and Germanic Europe zone as well, certainly if you're taking hobby population size into account. As such, an annual World DipCon is needed, if only to ensure that everyone gets a go! My previous objection, that an annual WDC wouldn't allow the true devotees to go every time, is probably pretty hollow anyway."

Why should there be two zones for continental Europe? Why should we want everyone to have a go? These questions need to be answered. Shaun Derrick in *Y Ddraig Goch* 59 goes even further: "There are plenty of countries with enough conventions to be able to host WDC. The odd-numbered years can be staged in Europe, North America or even one of the developing Diplomacy countries such as South Africa, Singapore or Hong Kong... The intermittent years could become floaters, open to bids at a WDC two, or even three, years in advance. Furthermore, four-day conventions must become the norm, as there are other games in the world besides Diplomacy and trying to find time to play them is almost impossible when you have four Diplomacy games to play over a weekend."

To my knowledge, there are currently no players in South Africa and only a handful of players in Singapore and Hong Kong. I doubt that the total number of postal players in Singapore and Hong Kong is in double figures. Of these three countries, none has run a Diplomacy event. Are we seriously suggesting these sites as possible WDC sites? The final nail in the coffin comes from *Victoriana* 47, where Daniel Jew (one of the few Singaporean players) writes "I don't think that

there is what you call a 'Dip Hobby' here." I would be very surprised if any of these countries is able to run a WDC before 2005. Similarly, there are not as many countries as Shaun suggests which have experience in running a large Diplomacy Con.

The idea of bidding for the right to run WDC is an excellent one, and one I have suggested on several occasions. I would go further than Shaun and say that all WDC sites should be selected by bidding. It should be a straightforward fight between any site in the right zone that wants to host WDC. This would eliminate most of the problems effecting WDC site selection. So, when WDC goes to North America, other sites besides the DipCon site could bid to run WDC. Finally, I agree that four-day cons should be the norm, not to give people the chance to play more games but the chance to meet more people - though these are to some extent synonymous activities.

More discussions of a new zonal system come from *C'est Mag* 106, from Pete Sullivan: "My own ideas on the World DipCon rotation are crystalizing to:

Zone A	British Isles	1994, 2000, etc.
Zone B	Francophonic Europe	1995, 2001, etc.
Zone C	North America	1996, 2002, etc.
Zone D	Germanic Europe	1997, 2003, etc.
Zone E	Australasia	1998, 2004, etc.
Zone F	Rest of the World	1999, 2005, etc.

I am aware this means that there are three zones (partially) in the E.E.C., but these are very much national/linguistic hobbies rather than a "European" one at the moment, and I doubt that this will change much. Furthermore, they probably each have a hobby population at least as large as North America - this is certainly true of the British Isles."

There are good reasons why there should be separate UK and Continental Europe zones. The British Hobby is probably the largest Diplomacy hobby in the world; the British Hobby has wide international links (whilst the separate European communities don't) and the two areas share little common hobby-wise other than geography. Indeed, if you want to reduce the number of zones by teaming up two potential zones into one it would arguably make more sense to team up the Continent with North America!

More seriously, it is time to dismiss Pete Sullivan's scheme. I see no reason why we need to have two continental European zones. These postal Diplomacy hobbies are very small, and have very little contact with the rest of the world.

I see no reason why they should not be combined into one zone. Such a setup would encourage them to expand their horizons. Should every separate language-group have its own zone? If we are to include a French zone, why not a Swedish zone?

Similarly, I do not see a reason for setting up a "Rest of the World" zone. Just exactly where is the con going to be in 1999? Given the planning and preparation that is required to organize any con, this isn't giving any emerging new Dip community much time to get started and moving.

No, if additional zones are required then they can be added as appropriate. Personally, I see no reason for having more than five zones regardless of the number of countries wanting to run WDC, and ideally I would like the number to be four at most. Zones should be kept large, so that WDC moves around the world at a reasonable pace. Consider the problem of Scandinavia, where towards the end of the century they might press to run a WDC. Fair enough - they can run it when it is in the European Zone.

My own preference is for a four-zone format: UK, North America, Continental Europe, Australasia. Note this avoids having successive WDC's in Europe. I consider this to be desirable so as to maximize overseas attendance. US fans will probably not want to go to successive WDC's held in Europe, and will be faced with the choice of going to one or the other. Separate them by a third WDC and there is a greater attraction to going to both. Given the greater costs of traveling to Australasia, I wonder about having a blank year before any WDC held there so that fans can save up.

Shaun Derrick: With WDC III having now passed, we have over two years before the next World Diplomacy Championship here in the UK. In the meantime, it is imperative that the future of WDC be thrashed out amongst the national hobbies of the world. We all need a clear idea of what is going to happen, otherwise we could get "rebel" WDC's all over the world, all purporting to be the "official" event. This would do no more than damage irrevocably the strides we have made in bring the Diplomacy hobbies of the world together. I would appeal to all parties involved, in particular convention organizers, to put forward their ideas and ensure that World DipCon will be the most prestigious event in the International Diplomacy Hobby.

The following suggestions are my own personal ideas for WDC. I have attended all three previous WDC's, met many people from a number of different nations, and believe that I have a broad idea of how "the World" wants WDC to be organized. Clearly the main problem seems to be deciding on the venues after 1994 - there are now a number of countries which could successfully stage WDC (UK, USA, Canada, Australia, France and Austria.) I have included the latter two as these hobbies are well-organized but do not have large

postal hobbies, relying on their prolific convention organizers to maintain popularity.

Holland, Germany and New Zealand are potential candidates, though their hobbies are rather small and, in the case of Germany, the hobby is certainly not Diplomacy-oriented. So, we need an annual convention, not biannual as at present! This seems more acceptable to most players I meet, contrary to what the ManorCon committee or some American convention organizers would have you believe.

If we are to have an annual event we need to establish a rotation system to ensure fair distribution of the event. The critical question is: How do we decide?

Well, I believe the following rota should be acceptable to the vast majority of Diplomacy players worldwide:

1. U.K. / Ireland
2. U.S.A. / Canada
3. Europe
4. Oceania
5. "Floating Year"

The idea of the floating year is to enable a country not part of the other four groups to be able to "bid" for WDC, or for a country with a special reason for wanting to hold WDC (e.g. Austria wishes to hold WDC in 1996 as it is their millenium year.) The decision on where the floating convention will be held needs to be ascertained at least two years in advance. It should also be possible to trade-off your allotted year with other hobby populations. So, if the UK organizers want to run it one particular year they could trade with the North Americans, and so forth. Bids for the floating year should be received as soon as possible, and they can come from any country, even those already in one of the other four groups, though I doubt that one national hobby can support two successive WDC's.

Whom do the bids go to, you may ask? Well, they can go to any zine editors that have an influential part to play in their nation's hobby - obviously, if you want to hold WDC you need to publicize your bid as widely as possible. As this floating year is every five years, there is plenty of time for a consensus of opinion to polarize into one venue, though a final decision should be made at the European convention two years before, or maybe in the USA/Canada convention if popular opinion for a particular venue is a foregone conclusion, or if there has been only one bid, and this is generally acceptable. Obviously there must be a representative from each of the bidding countries to put their case forward and a vote carried out amongst all the delegates at the relevant WDC - one proviso is that the hosting nation at which the vote takes place cannot be one of the bidding nations. The votes could be gathered by enclosing a voting form in with the programme booklet, and, once completed, handed to an

organizer of the convention, or a nominated official. Of course there should be a meeting at some stage of the convention to allow bidders to put forward their "manifesto."

The final decision on venue within each group must be decided internally, although I can foresee problems within Europe. I would hope that all the potential European hosts can decide on the venue amongst themselves. In fact, I have a strong preference for the floating year to be awarded to Europe more times than not, although there may be opposition from the USA/Canada group.

My rota for the remainder of this century is thus:

1994	U.K. (already assigned to ManorCon)
1995	USA/Canada
1996	Austria
1997	Australia

1998	France?
1999	U.K.
2000	USA/Canada

As mentioned before, Austria wants WDC in 1996 due to it being their millenium; France in 1998 as they have the strongest case for holding WDC out of the remainder of the world's hobbies.

➤Mark Nelson (21 Cecil Mount, Armley, Leeds, W. Riding, LS12 2AP, England) is International Editor for *Diplomacy World*. Shaun Derrick (313 Woodway Lane, Walsgrave, Coventry CV2 2AP, England) is a three-time World DipCon attendee and publisher of *Globetrotter*. We welcome reader comment on the entire WDC issue for inclusion in *Diplomacy World*.

The Second Annual Hobby Favorites Awards (for 1991)

Category	1991 Winner (# of votes)	1990 Winner (# of votes)
Favorite Diplomacy Variant	Colonia Diplomacy (3)	Gunboat Diplomacy (4)
Favorite Player	Tie: Chuck Hanna (2), Jack McHugh (2), John Schultz (2), Andy York (2)	Tie: Kathy Caruso (3), John Schultz (3)
Most Feared Player	Gary Behnen (5)	Tie: Kathy Caruso (3), Tom Nash (3)
Favorite Press Writer	Tie: Mike Barno (2), Paul Bolduc (2), Melody Luterbie (2), Jack McHugh (2), Phil Reynolds (2)	Tie: Kathy Caruso (2), Phil Reynolds (2)
Favorite GM	Andy Lischett (5)	Fred Hyatt (5)
Favorite Hobby Personality	Jack McHugh (6)	Jack McHugh (3)
Outstanding Hobby Service	Tie: Doug Kent (4), Eric Ozog (4)	David Hood (7)
Favorite Feature Writer	Tie: Larry Botimer (2), Eric Brosius (2), David Hood (2), Phil Reynolds (2)	—
Favorite Subzine	DIDOES (3)	One Regular Guy (5)
Favorite Zine Not Being Published	Tie: <i>Been There, Done That</i> (4), <i>Diplomacy Downs</i> (4)	Retaliation (3)
Favorite "Playing Zine"	<i>Cheesecake</i> (6)	The Home Office (6)
Favorite "Reading Zine"	<i>Northern Flame</i> (4)	Kathy's Korner (6)
Favorite New Zine	<i>Eyewitness News</i> (8)	Diplomacy Downs (4)
Favorite Overall Zine	<i>Perelandra</i> (5)	Upstart (4)

Hobby Favorites Awards Survey Results (for 1991)

Number of Ballots Received 30

Age of Voters -20: 0 20's: 6 30's: 17 40's: 3 50's: 1 60+: 2

Years Playing Diplomacy -2: 1 2-5: 3 5-10: 8 10-20: 11 20+: 5

Years in PBM Dip Hobby -2: 2 2-5: 7 5-10: 10 10-20: 7 20+: 3

Most Favorite Country to Play A: 1 E: 6 F: 5 G: 2 I: 2 R: 4 T: 5

Least Favorite Country to Play A: 7 E: 2 F: 1 G: 3 I: 7 R: 4 T: 2

General Playing Style Keep allies to the end of game (i.e., will never stab an ally): 8
Prefer to keep allies to end, but will stab for the win: 13
Won't hesitate to stab an ally at any time to better position: 3
Act independently without actively pursuing alliances: 0

State / Province / Country
of Residence

ALB: 1	CA: 7
CO: 1	FL: 1
IN: 1	IL: 1
MD: 1	MI: 1
MO: 1	NC: 2
NJ: 2	PA: 3
SC: 1	TN: 1
TX: 1	VA: 3
UK: 1	WI: 1

Watch for the Third Annual
Hobby Favorites Awards
Ballot Next Winter!

Voters: Bob Acheson, Chris Brandt, Bob Brill, Doug Brown, Ron Cameron, Roger Cox, Fred Davis, Randy Davis, Pete Fuchs, John Galt, Pete Gaughan, James Goode, Bob Hartwig, David Hood, Stan Johnson, Doug Kent, Kevin Kinzel, Jim Lewis, Vince Luterbie, George Munn, David McCrumb, Jack McHugh, Mark Nelson, Phil Reynolds, John Schultz, James Wall, Richard Weiss, Brad Wilson, Andy York, Bill Young.

The Earth-Shattering DW Letter Column

This is the sixth installment of the *DW* letter column, a forum for the discussion of the zine and its contents. Please feel free to write in with your comments, particularly of the negative variety, as such criticism is the best way for the *DW* staff to improve and grow. The editor will not comment on the letters unless asked a specific question, so you can be sure we won't try to get the last word in. So, tell us what is on your mind.

Newmaster's Idealized Diplomacy Board

Garret Schenck (40 Third Pl, Basement, Brooklyn NY 11231): In response to Ron Newmaster's query concerning "shoehorning" the map into a hex grid - I don't think it can be done. Back in the 70s, during several months when I was obsessing about Diplomacy without ever quite joining the postal hobby, I tried to do what I think he is suggesting. I was trying to design a Diplomacy map where the following rules would be observed: all borders between countries would be of unit length, and all angles of these borders would be at 0, 60, 120, 180, 240, 300, or 360 degrees. For thi task I used a blank hex sheet I had lying around, plus some toothpicks that I cut down to the width of the hexes.

I spent many hours trying every conceivable setup, but without success. I tried it both with Portugal left as a single toothpick, with no enclosed area, and with Portugal ignored altogether. The whole exercise was more in the nature of a geometric puzzle rather than an attempt to produce a useable map. I came close, but there always seemed to be one space that just refused to fit. (If memory serves, the 11-sided North Sea was one of the real sticking points.) While this is obviously not a proof of the impossibility of a totally "geometric" Dip board, I am of the opinion that it can't be done. I would be interested if any other readers ever tried this experiment, or if they can come up with a valid proof of either possibility or impossibility.

Layout and Production

Alan Levin (7042 Carol, Niles IL 60648): I like the regular paper and appreciate the timeliness of first class mail, but I miss the newsprint. Am I the only one? It gave the professional-caliber layout and graphics the feel of a genuine, real world periodical.

Editor: Strangely enough, you are not the only one to lament the passing of the newsprint. Fact is, I would prefer that format myself because I liked having the zine open like a conventional magazine.

However, that's just no longer technically possible for me. We'll just have to put up with the corner staples and get good-quality paper.

Meinel's First Postal Game article

Alan Levin: I thought that Jim Meinel's article on the first PBM Dip game was excellent. I've seen a number of articles discussing the origins of the hobby in other zines, but no other author ever mentioned that 1963A was a variant!

Letter Column

Alan Levin: I found the letter column discussion of the reasons why so many games end in draws to be very interesting. I think it is quite likely that some of these draws are accidents produced by an NVR=yes houserule. Of the half-dozen or so zines I receive, I know that, within the past year, three have had games that ended in draws only because one or more players who meant to vote no forgot to vote. Perhaps one of our friendly hobby statisticians might want to compare the number of draws versus wins played with NVR-no versus NVR=yes houserules.

Mark Fassio (CAD-B, Unit 26708 Box 5265, APO AE 09235): As you mentioned in your response to Larry Peery in the lettercol, everyone has their own preferences on what to read. I, for example, like the Demo Game, strategy and tactics articles, and letters, whereas I couldn't give a hoot about pentagonal-sided Portugese provinces in Variant Number 5647.98 (why fix something, like Dip, that just isn't broken?) But you cater to a great variety of desires, and you're to be commended. I think Peery's a little to sensitive about past *DW*'s and criticism. Much of the previous criticisms are not so much about the zine, but the era in which it was printed. The Great (Stupid) Feuds were ongoing, with all the booshwah attached to them. A lot of it made its way into the zine, which became a soapbox for blowhards of all colors to take sides or digress to sideshow issues. Bottom line: pubbers also have their own style, and yours fits nicely with the current Dip climate. I'm happy!

Jack McHugh (280 Sanford Rd, Upper Darby PA 19082): While I enjoyed Larry Peery's company the one time we met, I have to say that most of his writing isn't very good. It is far too long, and half the time has nothing to do with the topic stated in the opening paragraph. As for his *DW*, I never wrote for it because I couldn't afford his outrageously overpriced

issues. Quite frankly, I also got the impression Larry didn't want anyone else to write for *DW* since he seemed quite willing to go on for 50-100 pages.

The Contents in General

Phil Reynolds (USF #4286, 4202 Fowler Ave, Tampa FL 33620): I think that issue 65 was strategy-heavy, though perhaps that's what you want it to be. I'd like to see a lot more hobby news and state of the hobby stuff. Maybe you can create a specific position to handle 1-2 pages of recent hobby developments (new zines, folds, services, controversy, whatever.)

James McQuinn (214 E Church St, Adrian MI 49221-2902): I recently subscribed to your zine and am very pleased. The articles are all interesting and I am enjoying the demo game (and looking forward to the next moves!)

The Zine in General

Ferdinand de Cassan (Raasdorferstrasse 28-30, A-2285 Leopoldsdorf, Austria): I am very pleased with your publication and look forward to receiving the next issue. I want to receive back issues #54 and #60 if this is possible.

You've made the Final Four!



Game can now replay an entire 64 team NCAA college basketball tournament.

Game comes with pressure-sensitive labels and rating formulas which allow you to transform the game pieces into the actual team colors of every team in any future tournament field.

MARCH MADNESS uses a combination of statistically-derived player ratings and specially color-coded dice to enable replays of whole games from the opening tip to the statistical wrap-up in a matter of minutes. Competitive players will also enjoy the fact that it's more than just a dice game. Their decisions really influence the outcome by play of strategy cards at critical moments. Great solitaire rules allow enjoyable play whether alone or in the company of other players. For those craving more statistical accuracy and star appeal, the Advanced Game includes 120 rated final four teams of the past 30 years. Now one can span the decades to pit the college teams of Magic Johnson, Larry Bird and Michael Jordan against the greats of a bygone era: Jerry West, Bill Russell, Wilt Chamberlain, Elgin Baylor, Oscar Robertson and dozens of other hoop greats, past and present. One can even match the UCLA of Lew Alcindor against the Bruins of Bill Walton, or hold a fantasy tournament of the greatest teams of history to determine which was truly the best collegiate basketball team of all time.

No.	TITLE	Players	Age	Complexity	Initial Subsidy	Suggested Retail
9265	March Madness	2 to 4	10 & up	Easy	Excellent	\$25.00

(Wholesaler note: 6 to a master pack, 12 lbs.)

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Team	Coach	Player	Rating
C. Jim Vukobratovic	D		
L. Larry Bird	B		
M. Magic Johnson	B		
L.G. Bob McAdams	D		

Team	Coach	Player	Rating
C. Alan Gelfand	D		
L. Larry Bird	B		
M. Magic Johnson	B		
L.G. Bob McAdams	D		

Team	Coach	Player	Rating
C. Sam Perry	C		
L. Larry Bird	B		
M. Magic Johnson	B		
L.G. Bob McAdams	D		

Team	Coach	Player	Rating
C. Bill Walton	B		
L. Larry Bird	B		
M. Magic Johnson	B		
L.G. Bob McAdams	D		

Team	Coach	Player	Rating
C. Bill Russell	B		
L. Larry Bird	B		
M. Magic Johnson	B		
L.G. Bob McAdams	D		

Team	Coach	Player	Rating
C. Lew Alcindor	D		
L. Larry Bird	B		
M. Magic Johnson	B		
L.G. Bob McAdams	D		

Team	Coach	Player	Rating
C. Bill Russell	B		
L. Larry Bird	B		
M. Magic Johnson	B		
L.G. Bob McAdams	D		

Team	Coach	Player	Rating
C. Lew Alcindor	D		
L. Larry Bird	B		
M. Magic Johnson	B		
L.G. Bob McAdams	D		

Team	Coach	Player	Rating
C. Lew Alcindor	D		
L. Larry Bird	B		
M. Magic Johnson	B		
L.G. Bob McAdams	D		

Editor: Issue 60 is on the way. Generally speaking, any issues from 60 on are available from me at \$3.00 each. Much of issues 41-59 are available from Larry Peery. I can also supply reprints of issues 1-10 at cost. Write to the editor for a full list of back issues available.

Mark Fassio: Here are the answers to my trivia questions last time: "Boffo" is short for the words "BOx OFFice", used in the 20s and 30s by newspaper columnists to inform the readers about an excellent public film or show. If the event was a 4-star performance that just had to be seen, then it was a "Box office smash", or BOFFO.

"Posh" is a term from passenger liner days, and applied to rich people sailing from New York to South America. It stands for "Port Out, Starboard Home", and referred to berths on the ship. Only the wealthy could afford the cabins that let them see the sun rise during the entire trip (on the port side going out of the harbor, on the starboard side when going back to the States.) As such, they were "posh" people.

"Wop" is now used as a derogatory term for persons of Italian descent. It originally applied to any immigrant who arrived at Ellis Island "WithOut Papers." It seems the Italian immigrants tended not to have their entry papers more often than other nationalities, so the term naturally settled on Italians as those "Wops."



The Wacky World of WRASSLIN'

WRASSLIN' is a quick-playing, hilarious strategy card game that portrays the rough and tumble world of professional wrestling. Wrestlers of varying size, skill, and nastiness wreak havoc upon one another by playing various Hold cards to better their opponents senseless en route to a quick fall or submission.

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1903 Twists in the Demo Game!

This Demonstration Game is truly turning out to be an interesting one for novice readers, as well as Hobby Old Farts. Pay attention to these moves, and see what you think of the commentary which follows. If you find these Demo Games instructive, you may want to order the Anthology book which reprints the moves and commentary for all previous Demo Games in the series. Contact Larry Peery, PO Box 620399, San Diego CA 92162 for more details.

Spring 1903

91AH

England Takes First Center; Turkish Defenses Breached

Austria (Bill Quinn): A Bud S Turk A Bul-Rum, A Ser S Turk A Bul-Rum, A Gre-Bul, F Aeg S A Gre-Bul, A Vie-Gal

England (Mike Ward): F Ska-Den, A Lon-Wal, F Nth S F Ska-Den

France (Mark Berch): F Eng C A Bel-Wal, F Mar-Spa(sc), S Spa-Gas, A Bel-Wal, A Bur-Bel, A Par-Bur

Germany (Mike Gonsalves): A Kie-Ruh, A Hol S A Kie-Ruh, A Sil-Mun, A War-Gal(d. retreats to sil), A Den H(d. retreats to Kie), F Hel-Nth

Italy (Randolph Smyth): A Tun-Smy, F Ion C A Tun-Smy, F Eas C A Tun-Smy, A Apu-Ven

Russia (Kevin Kozlowski): F Sev-Bla, A Mos-War, A Ukr S A Mos-War, A Nwy S F Swe, F Swe S English F Ska-Den, F Rum S Austrian A Ser-Bul(d. retreats to sev), A Ank S Austrian F Aeg-Con(NSO)(. retreats to Arm)

Turkey (Dave McCrumb): F Bla-Ank, A Con S F Bla-Ank, A Bul-Rum

Commentary:

Garret Schenck: The English/Russian hammerblow finally fell on Denmark, and the Germans were sent packing. Due to

the German attack on North Sea, Russian support proved crucial, and will undoubtedly help cement an ER alliance, at least in the short term. (There are, of course, many impediments to a long-term ER alliance, but if there is any game where it could be made to work, I'd say it's this one.) At any rate, now that France has proved deceitful, England has no other ally than the Tsar; the Russian is similarly without other friends of significance. If, next turn, Kozlowski shifts the fleet to Baltic Sea, and the army to Sweden, this should be taken as evidence of a strong and trusting ER. My guess is that England will support Denmark to hold it for the crucial build.

I don't know why France picked the *worst* of the choices I presented last time - certainly the situation on the mapboard did not support an attack on England. I can only guess that diplomacy forced Berch's hand. The end result is incredibly poor for France. Germany, wisely abandoning the attack on Russia, has brought up substantial and threatening forces, while Italian efforts in the Eastern Med have *finally* brought forth fruit. This Italian success will diminish the effectiveness of a French move to the Med in the future, and will eventually lead to an opening of this second front on terms distinctly unfavorable to the Third Republic.

France, far from being able to press the attack on England, must now use all available forces to hold onto Belgium. Berch has put too many eggs in the cross-Channel basket - A Par-Pic might have been the safer move, although perhaps Berch did not prepare conditional moves and feared for a possible German build at Munich. I suspect Germany will use all three front-line armies to assault Belgium (A Hol-Bel, A Ruh S A Hol-Bel, A Mun-Ber to cut support), while the other two western units make a supported attack on Denmark to keep England honest. I really don't think Germany has many options. France therefore will have to use F Eng to support Belgium, giving England a respite.

(A sidelight - why did France build a fleet in Marseilles, only to move to Spa(sc)? This indicates a move toward England, in which case F Brest would have proved more efficacious. The move couldn't have been a move predicated on an English or Italian build or removal, since both countries were even last Winter. Hmmm. The only rational explanation is that it's headed for Western Med, even though you can get there from Mid Atlantic just as easily. Maybe Berch, not content with hostilities with England and Germany, wants to add Italy to his list of enemies? Oh well, we'll just have to see.)

The Lepanto finally pays off, and in grand style. One is tempted to remark that Smyth merely got lucky, as the Turk A Con was busy attacking Ankara (an illusory and Pyrrhic victory of there ever was one), and could have easily moved to block the unsupported attack.



The Italian 2nd Army continues its grand tour, motoring back north to Venice. I've lost track of how many times it has reversed course! I suspect the ruts in the Ven-Apu Turnpike are now so deep that to try to turn the wheel east or west would throw an axle or something... But here we are, back in Venice in the Fall. If Smyth tries for Trieste he will certainly shoot for Greece too. Austria, who would like to attack both Con and Rum (while Russia takes out Ankara, ending Turkish misery in practically record time) will be hard pressed to cover both of these centers of his. If Italy has guts and is working a good diplomatic game, he could gain an astonishing amount and practically double in size this turn. This is where the Austrian suspicion and caution evidenced in earlier turns could pay dividends for Quinn - he's demonstrated a willingness to "go slow" in order to protect his centers, and this may deter an Italian attack. I'll be interested to see whether Quinn goes all out against Turkey, or plays the conservative game again next turn.

Russia isn't doing all that badly. The German attack seems to have evaporated with the Spring thaws. I, for one, am intrigued by the German move A War-Gal, which blocked the Austrian A Vie from that space (and it's hard to see what other effect was intended.) To me it looks like Germany has sued for peace in the strongest possible terms, and I very much doubt that A War will retreat to Livonia. Of course, I've been wrong before. If Russia retakes Ankara he will be able to hold onto all six centers, definitely respectable for Kozlowski in these days of "Kill Russia" sentiments.

Fred Townsend: France tries to stab England - and fails! England gets the 1903 award for best move. Not only did England persuade Russia to support him into Denmark, but he saw the French stab coming and guessed right to stop it. (A French convoy to London would have been curtains for England.) Now England should get a build and France may soon regret his stab.

Why did France try the stab? Probably because he saw little hope of gains against Germany and tried to finish off England quickly. But he violated Fred's First Rule of Stabbing: you should wait to stab until your common enemy, in this case Germany, is too weak to join with your ally (or former ally, that is.)

But Germany has plenty of kick left here, and is in desperate need of an ally. Russia has booted him out of Warsaw and ER have taken Denmark. Maybe Germany will try to ally with France, but if he is smart he will immediately reconcile with both England and Russia and go after France instead. Look for Germany's retreat from Warsaw. If he retreats to Livonia, he gives Russia the problem of covering War, Mos and StP and this continues the Russo-German war. A retreat to Prussia or Silesia indicates Germany may be coming to his senses - certainly a change of pace.

Meanwhile down south, Russia's ill-advised attack on

Turkey bears the "fruit of the poisonous tree." See Wong Sun v. United States (Yes, David, I used to be a lawyer before I got into an honest profession like commodities trading.) ((editor's note: By the way, folks, this is a case concerning the exclusion of evidence that has been tainted by earlier police misconduct, either of the coerced confession or search-and-seizure variety. Now back to our regularly scheduled commentary...))

Russia loses both Ankara and Rumania, but there is one ray of hope. Italy once again goes to Venice. Is he about to stab Austria? It's now or never. If Austria gets two builds, he will be too strong to stab, but if Italy grabs Trieste, Greece and Smyrna, he's off to the races.

Remember, though, that Austria was wary last fall - with that bounce in Trieste. A failed stab would mean real problems for Italy. Look at France's predicament up north. I would stick with the alliance because I prefer alliances where I am behind my ally and he's moving away from me, such as Italy with Austria here, rather than an ally coming towards me, such as Italy with Russia.

On the other hand, these guys don't seem to be playing alliance Diplomacy as strongly as I do, so who knows what they will do? Of course, the fluidity of the alliances may be a function of this being a Demo Game among top players. My advice to mere mortals like us is to find a good alliance as soon as possible and stick with it. A good alliance can overcome all sorts of tactical failures, and is good for the soul.

Fall 1903

91AH

Confusion Reigns in Turkey; Italy Heads West

Austria (Quinn): A Vie-Gal, A Bud S A Vie-Gal, A Ser S Turk A Rum, A Bul S Turk A Rum, F Aeg S A Bul
 England (Ward): F Nth-Eng, A Lon H, F Den H
 France (Berch): F Eng S A Bel, A Bel S A Bur-Ruh(d. pic. oth), A Bur-Ruh, A Gas-Bur, A Par S A Gas-Bur, F Spa(sc)-Mid

Germany (Gonsalves): A Ruh-Bel, A Hol S A Ruh-Bel, A Mun-Bur, A Kie-Ruh, A Sil-Mun, F Hel-Kie
 Italy (Smyth): F Ion-Tun, A Ven-Pie, F Eas S A Smy, A Smy S Austrian F Aeg-Con(NSO)

Russia (Kozlowski): A Arm S Italian A Smy-Ank(NSO), F Sev-Rum, A Ukr-Gal, A Was S A Ukr-Gal, F Bal S A Arm, A Nwy-Stp, F Swe S English F Den

Turkey (McCrumb): F Ank S Italian A Smy-Ank(NSO), A Rum S Austrian A Vie-Gal, A Con S F Ank

Press:

Budapest to Bard: Have the Muses left you as you grapple with "F is for..."?

Germany to GM: For a Demo Game, the amount of actual diplomacy is very small. Last turn I heard from Russia only.



It was all lies, but at least he bothered to tell them.

Russia to Commentator: Here's the press you asked for in DW 64. From my vantage point, a chain reaction just occurred. Here's about how it went: France wanted Belgium. So he talked Germany into stabbing Russia, and took Belgium. Germany took Warsaw from Russia, prompting Russia to try to woo Austria into an AR alliance. So Russia stabbed Turkey. Finally, Austria rejected the Russian peace overtures, giving Turkey the empty satisfaction of revenge, while Russia supported England into Denmark to get his own revenge against Germany.

Result? France may lose Belgium, the center that started the chain reaction, but if a net loser even more due to the extra strength of Italy. Germany lost Denmark, and may not even get Belgium. He is now dependant upon England for survival, much less future growth. RT could have had a stalemate line to hold off IA permanently. Both are now huge losers. Their loss is the gain of IAE, all of whom make substantial gains.

This demonstrates the law of unintended consequences. FGR engaged in a chain reaction that weakened themselves and strengthened their neighbors. It also shows how a minor skirmish on one part of the board can reverberate and effect every corner of the map. Who would anticipate that a French threat aimed at gaining Belgium would lead to the demise of Turkey?

Commentary:

Garret Schenck: So, how well did I guess this time? Let's see, Russia and England are obviously allied, as indicated by Mike Ward's move against France in the Channel and his trust in Russia to support Denmark (gutsy, since Russian treachery would have meant no build for England, and no protective fleets for England's western coasts!) Russia decided to send his northern army south, which would have been a mistake if Russia didn't have to disband a unit anyway. He's already got five units in the south, so a sixth would probably just get in the way. But my guess is that the St Pete army will find its way to the box after this winter. This would definitely help

Germany, and it now looks like ERG have decided that the status quo in the north benefits all three - as long as that status quo means no Scandinavian centers for Germany. Knowing Mike Gonsalves the way I do, I suspect that long-term this state of affairs won't be allowed to continue!

Germany has to disband one unit this winter. If ERG is a real alliance, the fleet is the logical disband, as armies will be needed to fight France and Austria. If Gonsalves keeps the fleet, look for another bizarro German move sometime soon that will blow up ERG and save Berch's hide! However, my guess is that Germany has "learned the lesson" and will pluck the fleet, not an army.

Germany ignores the English theft of Denmark and concentrates on Belgium, which he gets due to the English attack on the Channel. This is more bad news for France. The only possible ray of hope for Berch is the poor disposition of the English fleets - with the expected build of a fleet in Liverpool (and the probable use of F Den in defensive posture) none of England's fleets will be able to support each other very effectively.

France will probably disband an army; the question is, which one. My money is on A Par. With the Italian move to Piedmont, A Gas assumes more importance than a unit in Paris, I think. Meanwhile, the French do end up moving to Mid-Atlantic, putting that fleet exactly one turn behind schedule. If Berch had built at Brest he'd be in Irish Sea or North Atlantic by now. Meanwhile, for all we know, Italy had threatened bloody hell if France built ships in Marseilles - that hell is about ready to arrive in the shape of A Ven-Pie and F Ion-Tun.

The Italian Home Army finally breaks out of its rut, and heads west. Furthermore, Austria doesn't bother to cover Trieste, for the first time all game. The Austro-Italian alliance now appears to be the firmest on the board - and with both east and west in utter chaos, that alliance is poised to go the distance. Note that both countries pick up a build this year - and they will likely get at least one more Turkish center. Russia has great strength in the south, and a pacific northern frontier. Together, this will make the struggle for the east a long, tough battle, but the edge is clearly with the AI alliance.

Interestingly, Smyth avoided the temptation of a major stab of Austria. Both Trieste and Greece were left vacant, so he could have pulled it off. However, that would have left the two Italian units a whole year farther east - and with the west in turmoil, now is not the time for Italy to stab his ally. Instead, now is the time to surge over the stalemate lines and establish a beachhead against France. What will ERG do if Austria builds an army and crosses into Tyrolia and perhaps Bohemia as well? Will they continue the attacks on France? Or will they let Berch off the hook on condition that he go south and behave himself?

My guess is that Italy will build F Nap (possibly F Rom if he wants to show his Ausrian buddy that, yes indeedy, that

fleet can only go west, young man!) Austria will build in Trieste, the only home center open, but will it be an army or fleet? It's difficult to see where an extra Austrian army could go except Tyrolia, giving hard-pressed Germany some awful nightmares, while Italy will rightly object to a second Austrian fleet given present AI naval superiority in the Med. Although as Austria I often prefer to buck the prevailing wisdom that says to forget about buliding up your navy, in this case I'm just about certain we'll see an army instead. What's Germany to Austria, after all? Dots, that's what. Meanwhile, Italy is the game-long ally...

Fred Townsend: Great Demo Game action! Shifting alliances, stabs and more stabs - not the kind of game I would play at all. This commentator believes in strong alliances and a reluctance to stab. Seeking to justify my own prejudices, let's see how stabbing has done here. Three apparent stabs so far, and the game is still young:

First, there was Russia's attack on Ankara. Turkey naturally allied with Austria and Italy and threw Russia out of both Ankara and Rumania. Meanwhile, Germany attacked Warsaw, so Russia tossed him out and supported England into Denmark. Last turn, France tried to convoy into Wales only to have England bounce him. Now this turn, that failed French stab has left France in a terrible position. England is about to build F Lvp, Germany takes Belgium and attacks Burgundy, just to make sure the picture is complete, Italy goes to Piedmont and Tunis.

Indeed, the current alliance structure appears to be EGR against the southern three-way of IAT, with France caught in-between. Now, three-way alliances are inherently unstable as all three are trying to avoid being the odd man out when the alliance breaks up. Turkey is definitely the weak link in the south, and is in a terribly awkward position because if he trys

to turn back he faces the Austro-Italian alliance.

Austria and Italy, meanwhile, are reaping the rewards of game-long alliance. Actually, this is consistant with the quality of all the players involved. Rarely in a game among veterans do you see an early Austrian-Italian war. Why? Because the game of Diplomacy is unbalanced. Austria and Italy are much harder to play well than, say, France or England. Thus, veterans adjust for this imbalance by (usually) starting with a strong AI alliance. Too many times have they seen an Austrian-Italian war lead to a Russo-Turkish steamroller that crushes both.

Meanwhile, up north, England is the weakest link in the EGR as he is most exposed to France, and is in front of his allies. Yet if he can hold the alliance together until France is eliminated, he will have bounced back well from a slow start.

Germany's moves (until this turn) have been a mystery to me. Now he does exactly what I would have done by breaking off the attack on Russia and going after France. If he removes A Sil his transformation will be complete.

Russia's removal is key here. Eliminating F Swe indicates a full commitment to the EGR triple. Offing A Stp means he's keeping his options open with the fleet in Sweden. Or, he might just remove A Arm as it's not doing him any good.

Storm Clouds on the Horizon Department: The Russian defensive position in the south should stop any further advance. With Italy committed against France, it may occur to Austria and Turkey to turn west. My rule of thumb timing would be the fall turn in which Italy takes his first French center. On the other hand, keeping with their strong alliance, AI will probably take out Turkey first. Then, who knows?

The Winter 1903 builds and commentary will appear next issue, with the 1904 turns.

Tournaments

Tournaments: Deciding the Winner II

by Bruce McIntyre

In *Diplomacy World* 65, I outlined my proposal to institute "logical logistics" in the conduct of DipCon by having a Grand Final to determine the winner. In this conclusion to my article, I discuss the "reasonable regulations" which I suggest for future tournaments.

I mentioned that two years ago I made a proposal of the qualifying final scheme, and that the response criticized only the insane scoring system which I outlined along with my other ideas. Apart from the Grand Final idea, there were some other thoughts I had collected. While none are as important

as having a Grand Final, all are things one might consider when planning a weekend Diplomacy event of any kind.

1. Neighbour Points. There are few tournaments that have enough players to ensure that any two players won't play on the same board twice. The Neighbour Points system tries to ensure that no two players are neighbours too often. Obviously you're going to have a rule that no player may play the same country twice in the tournament. The Neighbour Rule extends that by saying that no two players may play as opponents twice unless the total number of Neighbour Points

they have relative to one another is less than four.

The Neighbour Point scale is as follows:

- 1 N.P. - England/Russia, Germany/Russia
Austria/Italy, Turkey/Italy
- 2 N.P. - England/Germany, Germany/France
Russia/Austria, Italy/France
- 3 N.P. - England/France, Germany/Austria
Russia/Turkey, Austria/Italy

So, if Alfred and Bertram play Germany and France in the first round (2 N.P.) and find themselves on the same board in round two, the country assignments must be such that they have no more than 3 N.P. total. If they draw a pair that is rated 2 N.P. or 3 N.P., they must redraw. The Neighbour Point system creates complications in the initial block draw, but a simple computer program could generate random country assignments (discarding those violating the rule) and save time - indeed, nobody would notice the difference. I haven't written the program, but it wouldn't take too long. Write me if you want me to do so.

2. Rules. The new Diplomacy rules released in 1983 have a few subtle changes in the convoy rules that many GMs and players do not know. For example, if a convoy has two or more potential routes (such as Nap-Spa with convoy orders given to fleets in Tyn, Wes and Lyo) the old rule said that the convoy failed if any route was disrupted. The new rule specifies that all routes of a convoy must be disrupted to prevent the convoy. The other two changes are similarly minor - it's unlikely that they will come into play, but if they do it is sure to cause trouble unless you have specifically stated which version is to be used.

(Don't be too quick to commit to the new rules. There

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has yet to be any agreement that the new rules are better. Many, including myself, feel the new rules take away some interesting tactical coups.)

3. Slow Play. Any player should have the right to complain if 1901 takes more than 90 minutes or if any other game-year takes more than 60 minutes. There is often a single offender that is the primary cause of the delay, and since this type of thing is a needless frustration, the tournament GM should have full rights to penalize, NMR, or remove a player for deliberately slow play. The first thing to check on is whether players are writing their units' positions down before they negotiate. Another common cause is the calligraphist, for whom abbreviations and ink-smudges are taboo. This type should be dealt with harshly by the GM - warn him and then NMR him if he's still taking 45 seconds to write A Con-Bul.

In the 1991 DixieCon Results Booklet, David Hood mentioned delaying tactics as a strategy. This differs from the type of slow play that should be penalized in that the player delaying, presumably to avoid being eliminated before a time limit, is not exceeding the time allowed for each season. It is a reasonable strategy for those whiners who value the minuscule difference between a survival and an elimination. (Has anyone made the top board of a tournament because of a survival instead of an elimination? I doubt it.)

However, if I were in a game where a player was intent on delaying, I would be angry if the tournament director did not make some arrangement such that we could play the number of turns we had time for without delays, decide on a result, and go for dinner. I don't think there is anyone who wants to stare at the board for any longer than necessary when the game's been going for seven hours already.

4. Replacement Players. Most scoring systems compute the points won by the country, and then split the points between the original and replacement player(s). Is there any reason why both players should suffer the same 50% loss in their score? As long as there is no evidence that the original and replacement players have colluded with one another, and the original player's excuse for leaving the position is legitimate, I think they should both get 75% of the score for the country, or their pro-rated share plus 50% of what the other guy earned. Replacement players help build board totals and avoid keeping people waiting to start. They shouldn't be hurt for helping out.

5. Order Sheets. For some reason, tournament organizers like to give the players order sheets to write their orders on, with the official Con logo and miles or kilometres (depending on whether you are American or Canadian) of space to write A Con-Bul, F Ank-Bla, A Smy-Con. If this idea seems reasonable to you, make them small. Too big and people will write seven years' worth of orders on them. If you make sure there's only room for one or two sets of orders, you stifle the calligraphist and might even have a chance at keeping the orders to reconstruct the game later.

6. Proposals. Game-ending proposals in face-to-face play

create problems. Players who vote no tend to be attacked, and there is no way to vote no secretly. The player making the proposal, if his side is winning, is often looking for a clue to the alliance structure - and in face-fo-face play he can get a good read. You cannot hide a minority vote unless some strict rules are laid down.

In postal games, the proposer is anonymous, and the votes are simultaneous and anonymous. All that is revealed is the final count. In face-fo-face, the proposer is exposed, since if he writes the proposal with his orders, someone will read it. Even the tournament GM, when he reads the orders, will sometimes miss a proposal, which means the proposer must either make the proposal out loud, or forget it. The votes are usually verbal and not simultaneous. You've probably been in a position where the lynch mob is staring you down waiting for your "no" as a signal that they may designate you as the next target, or your acquiescence. Silence doesn't work, and a request that the vote be carried out secretly (after everyone else has said "yes") is like writing NO! on your forehead.

What Makes a Good DipCon?

by Larry Peery

David Hood asked me to discuss what makes a good DipCon. I'll go him one better, and tell you what makes a great Diplomacy event in the generic sense. If there is anything I have learned after all these years of Con-hopping, the great ones share the same qualities.

First, the person or people hosting the event can make or break it. It's a hard job and it requires a certain kind of person to do it well. Unfortunately, sometimes the wrong people get the job and the Con is doomed before it begins.

Second, the people attending the event will be the single most important element in determining its success or failure. The number of people is not as important as some think. Too many Con hosts try to create a big event instead of trying to create a good one. Most of the best Cons I have been involved with have numbered around 50 players.. Far more important than numbers is the mix of attendees. The more diverse the group, as long as they share a common enthusiasm for the game and hobby, the better.

Third, the games. An all-Diplomacy Con is OK if that is what people are expecting and is what they want. A wide-open gaming event is also OK, again if that is what people expect and/or want. Social gaming is fine in its place, but nothing can take the place of a well-organized tournament. Take my word for it, well-organized tournaments don't just happen; they require a lot of hard work and the right person to run them. Ironically, that person is not usually the same kind of person who can run a successful Con. Much better to divide the jobs between two people and let them both do their best where they excel. Again, as long as the mechanics of the

The only solution is to require the tournament GM to be present to conduct any vote in secret (slips of paper into a box) even if it appears to be verbally unanimous. This way there is no intimidation factor available to the proposer - you just vote "yes" verbally, call the tournament GM over, put a "no" slip into the box, and prepare to act shocked.

This requires a tournament GM who is awake, though. At DipCon '90 in Chapel Hill, after a 24-hour journey from Toronto, I played in a Gunboat game and made it clear to everyone that I was Turkey. In order to keep the spirit of the game alive, they eliminated me. Unfortunately, our GM Fred Davis wanted to go to bed at that point, so I take over. Big mistake. A few seasons later a draw was proposed. People wrote their orders, handed them in with votes attached, and I looked 'em over. "It passes", I said. I was half out of the chair and on my way to bed when one of the players asked me to have another look...

>Bruce McIntyre (6636 Dow Ave #203, Burnaby B.C. V5H 3C9, Canada) publishes the zine *Excelsior*.

play and scoring are spelled out in advance, a wide variety of tournament structures and scoring systems are possible. No one system will ever please everyone.

Fourth, there must be an opportunity for attendees to mix it up socially. This can be done in a variety of ways ranging from the informal pool party, non-tournament gaming, an awards ceremony, a formal banquet, or pub-crawling. The important thing is to give everyone some opportunity to meet everyone else attending the event, even if only to say hello.

Fifth, the venue. The more attractive the venue the better, obviously. People trying to cram 50 serious Dippers into a one-bedroom flat are asking for trouble, as well as an eviction notice. The venue will often set the tone for a Con. House Cons take on one ambiance, school campus Cons another, and hotels always add a bit of class to a Con.

Finally, every Con worthy of its name needs a gimmick or a draw of some sort. That can be anything from a chance at the world title, to an opportunity to meet Allan Calhamer, to a free T-shirt.

Given these elements, any Diplomacy event should be a good one. And, with a bit of effort on the part of each individual attending, the step to a great Con is just a new friend, another win, or a personal best record in the consumption of massive quantities of junk food away.

>Larry Peery (PO Box 620399, San Diego CA 92162) is the former publisher of *Diplomacy World*, and the current publisher of the zine *World Diplomacy*, which focuses on contacts between members of the international hobby.

The Seven Guests

by The Puzzler

Doctor I.M. Play likes to combine his twin passions of word games and board games. At his last house con, PlayCon, he arranged the following name cards around the waiting Diplomacy board:

Cozy H. Goat
Long Dead Nerd
Perishd Lonly
Hark To Us Yac
He Grab Enny
Avid H. Dodo
Shot Man

Can you deduce who his illustrious guests were? If you can, and send in your correct answer to *Diplomacy World* by June 30, 1992, you will receive a free issue of this magazine.

>The Puzzler is the pseudonym for one of the newest *Diplomacy World* writers.

WORLD WAR ONE: CAN IT HAPPEN AGAIN?

Some historians; because of the collapse of the Union of Soviet Socialist Republics, the rise of Germany's economic domination of Eastern Europe and the Balkans, and the on-going politico-social-economic disintegration of Eastern Europe and the Balkans; are already suggesting that World War I could happen again, that conditions are right for turning back the historical clock to pre-Sarajaveo Europe.

Based on your knowledge of history; with full consideration of relevant political, military, economic, social and diplomatic affairs; do you agree? Or not? Why? Or why not?

Relevant illustrations drawn from Allan Calhamer's classic game DIPLOMACY are particularly welcome.

There are no right or wrong answers. All entries will be judged on the basis of their discussion of the subject, their scholarship, and their literary merit. All entries will be considered without academic prejudice.

Rules of the Competition

All entries must be from 1,500 to 5,000 words, typed or printed neatly and double-spaced.

All entries must be in English or accompanied with an English translation.

On a separate sheet include the name, address, telephone number, and a brief biography of the author.

The deadline for receipt of entries is 31 December, 1992.

All entries must have been originally written for this competition.

The competition will be jury judged, prizes will be awarded, and winning essays may be published.

All submissions should be sent to: WWI Essay Competition, Institute for Diplomatic Studies, Box 620399, San Diego, CA 92162, USA.

Solution to the Sherlock Holmes Mystery

by Bruce Linsey

The solution to the Sherlock Holmes puzzle in *DW* 64 is as follows. I have the 200-step long logical sequence for anyone who wants to see it.

The two points where most people get stuck are the fact that only seven armies were built in 1901 (many people believe that 8 are needed) and the fact that there are two centers which Turkey can never capture in 1902.

To answer the first point, the Russian armies were located in Ber and Kie after 1901, and he didn't build any new ones. In Spring 1902, he moved A Kie-Hol, and in Fall 1902 both armies were ordered to Stp via convoys given by English fleets in Nwg, Nth and Bal; and Russian fleets in Bar and Bot. At the same time, the A Ber was dislodged by Austria's A Pru

S Italian A Kie-Ber, and retreated to Mun!

On the second point, Turkey can never capture either Munich or Smyrna in 1902. He starts out by owning Smy, and no other power can take it in 1901. So Turkey can never capture it in 1902, though he can obviously reach it!

Spring 1901

Austria F Tri-Alb, A Vie-Gal, A Bud-Rum
England F Edi-Nwg, F Lon-Nth, A Lvp-Wal
France F Bre-Eng, A Par-Pic, A Mar-Pie
Germany F Kie-Bal, A Ber-Pru, A Mun-Bur
Italy F Nap-Ion, A Ven-Tyl, A Rom-Ven

Russia F Stp(sc)-Fin, A Mos-Lvn, A War-Sil, F Sev-Bl
Turkey A Con-Bul, A Smy-Arm, F Ank-Con

Fall 1901

Austria F Alb-Gre, A Gal-War, A Rum-Sev
England F Nwg-Nwy, F Nth-Den, A Wal-Bel
France F Eng C English A Wal-Bel, A Pic S English A Wal-Bel, A Pie-Ven
Germany F Bal C Russian A Lvn-Kie, A Pru-Lvn, A Bur-Bel
Italy F Ion-Aeg, A Tyl-Mun, A Ven-Tyl
Russia F Fin-Swe, A Lvn-Kie, A Sil-Ber, F Bla C Turk A Arm-Rum
Turkey A Bul-Ser, A Arm-Rum, F Con-Bul(ec)

Winter 1901

Austria	+war, sev, gre	Build F Tri, A Vie, A Bud
England	+bel, nwy, den	Build F Edi, A Lvp, A Lon
France	+ven	Build F Mar
Germany	-ber, kie, mun	OUT!
Italy	-ven, +mun	Even
Russia	-war, sev, +ber, kie, swe	Build F Stp(nc)
Turkey	+bul, rum, ser	Build A Con, A Ank, A Smy

Spring 1902

Austria F Gre-Ion, F Tri-Adr, A Sev-Arm, A War-Pru, A Vie-Tyl, A Bud-Gal
England F Nwy-Nth, F Edi-Nwg, F Den-Bal, A Lvp-Wal, A Lon-Pic, A Bel-Bur
France F Mar-Spa(sc), F Eng C English A Lon-Pic, A Pic-Bel, A Ven-Tri
Italy A Mun-Kie, A Tyl-Mun, F Aeg-Eas
Russia F Stp(nc)-Bar, F Swe-Bot, A Kie-Hol, A Ber H, F Bla-Con
Turkey A Ser-Bul, A Rum-Ser, F Bul(ec)-Rum, A Smy-Syr, A Ank-Smy, A Con-Ank

Fall 1902

Austria A Arm S Italian F Eas-Syr, F Adr C French A Tri-Tun, F Ion C French A Tri-Tun, A Tyl-Pie, A Gal-Ukr, A Pru S Italian A Kie-Ber
England F Nwg C Russian A Hol-Stp, F Nth C Russian A Hol-Stp, F Bal C Russian A Ber-Stp, A Bur-Mar, A Pic-Par, A Wal-Bre
France F Eng C English A Wal-Bre, A Bel-Pic, F Spa(sc)-Mid, A Tri-Tun
Italy A Kie-Ber, A Mun-Bur, F Eas-Syr
Russia A Hol-Stp, A Ber-Stp(d. retreats Mun), F Bar C A Hol-Stp, F Bot C A Ber-Stp, F Con-Smy
Turkey A Ser-Tri, F Rum-Sev, A Bul-Gre, A Syr H(ann), A

New Blood

The following people have recently made inquiries concerning postal Diplomacy, or are known to the editor as being interested in receiving samples of zines. So, you publishers get busy!

Julian Beasley, 322 Lewis St, Oakland CA 94607
Mike O'Rourke, 1918 M. Delving Rd, Baton Rouge LA 70810
Cliff Woodhall, 9079 Jollyville Rd #303, Austin TX 78759
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Richard Kretchmer, 28A Lakeside Dr, Millburn NJ 07041
Richard Sullivan, 23796 E LeBost, Novi MI 48375
Earnest To, 1714 17/F Block Q, Kornhill Quarry Bay Hong Kong

Game

Openings

Maniac's Paradise, Doug Kent, 54 W Cherry St #211, Rahway NJ 07065 (Kremlin, Woolworth Diplomacy, Middle Eastern Dip)
Northern Flame, Cal White, 1 Turnberry Ave, Toronto Ont., M6N 1P6 Canada (Diplomacy, Gunboat, Flintlock II variant)
Caveat Emptor, Alan Levin, 7042 Carol, Niles IL 60648 (Gunboat Diplomacy)
Victoriana, John Cain, PO Box 4317, Melbourne Univ, 3052 Australia (International Railway Rivals and Diplomacy)
Lemon Curry, Don Del Grande, 142 Eliseo Dr, Greenbrae CA 94947 (Diplomacy, Trivial Pursuit, United)
The Appalchian General, Dave McCrumb, 3636 Old Town Rd, Shawville VA 24162 (United)
Perelandra, Pete Gaughan, 1521 S Novato Blvd #46, Novato CA 94947 (Diplomacy, Snowball Fighting, Merchant of Venus)
Rambling Way, Andy York, PO Box 2307, Universal City TX 78148 (Diplomacy, International Dip, Gunboat).
Dipadeedoodah, Phil Reynolds, USF #4286, 4202 Fowler Ave, Tampa FL 33620 (Toxic Dip)
Crimson Sky, Mike Gonsalves, 530 Treasure Lake, Dubois PA 15801 (Diplomacy, Gunboat)
Upstart, Garrett Schenck, 40 Third Pl, Basement, Brooklyn NY 11231 (Diplomacy, Gunboat)
Locomotives, Dan Huffman, 311 Mallard Ct, Charles Town WV 25414 (1830, 1835)

Contest

Ank-Con, A Smy-Ank

Winter 1902

Austria -tri, sev, gre Remove A Arm, F Adr, F Ion
 England +bre, par, mar Build A Edi, A Lvp, A Lon
 France -bre, mar, par, +tun Remove A Pic, A Tun
 Italy -mun +ber Even
 Russia -ber, +mun, smy, hol Build A Mos, F Stp(nc)
 Turkey -smy, +tri, sev, gre No room to build

Spring 1903

Austria A Pie-Tyl, A Pru-Sil, A Ukr-Gal
 England A Bre-Naf, A Mar-Pie, A Par-Bur, F Nwg-Nwy,
 A Edi-Hol, F Nth C A Edi-Hol, A Lvp-Cly, A
 Lon-Wal, F Bal-Pru
 France F Eng-Iri, F Mid C English A Bre-Naf
 Italy A Bur H(d. retreats Gas), A Ber H, F Syr H
 Russia F Bar-Nwg, F Stp(nc)-Bar, F Bot-Bal, A Hol-
 Ruh, A Mun S English A Par-Bur, A Mos-War, F
 Smy-Aeg
 Turkey A Gre-Bul, A Con-Bul, A Tri-Ser, F Sev-Rum, A
 Ank-Smy

Fall 1903

Austria A Tyl-Boh, A Sil-Boh, A Gal-Boh

England A Naf-Tun, A Bur-Mun, A Wal-Por, A Cly-Stp,
 F Nth-Hol, A Hol-Kie, F Pru-Ber, F Nwy-Swe, A
 Pie-Ven
 France F Iri C English A Wal-Por, F Mid C English A
 Wal-Por
 Italy A Gas-Spa, A Ber-Lvn, F Syr-Eas
 Russia F Nwg C English A Cly-Stp, F Bar C English A
 Cly-Stp, A Ruh-Bur, A Mun-Ruh, F Bal C Italian
 A Ber-Lvn, A War S Italian A Ber-Lvn, F Aeg C
 Turkish A Smy-Bul
 Turkey A Ser-Bul, F Rum-Bul(ec), A Gre-Bul, A Con-
 Bul, A Smy-Bul

Winter 1903

Austria -war (2) Remove one
 England +tun, por, ven, mun, hol, kie, ber, swe, stp(18)
 Wins!
 France -ven, tun OUT!
 Italy -ber, +spa (3) Even
 Russia -stp, kie, swe, mun, smy, hol, +war (2) Remove
 five
 Turkey +smy (9) Build four

>Bruce Linsey (170 Forts Ferry Rd, Latham NY, 12110) is
 the former publisher of the zine *Voice of Doom*, and was
 once Pollster for the Runestone Poll.

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ADDRESS CORRECTION REQUESTED

let me know
 if you want
 more copies.
 David

