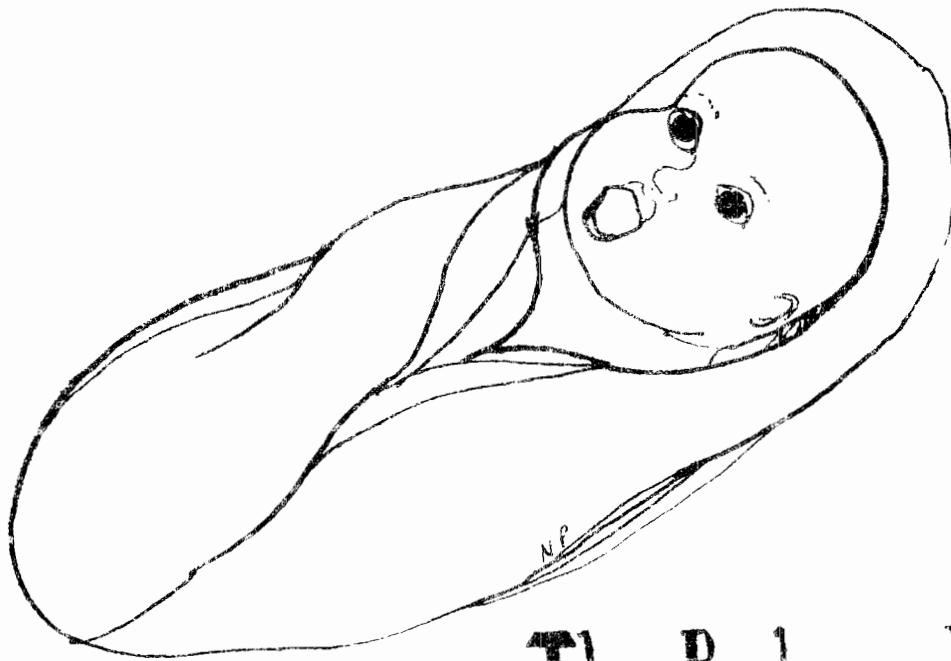


DIPLOMACY WORLD

ANOTHER COUNTRY
HEARD FROM



The Buchanan Nation
captures the spotlight with
John Douglas · born March 3rd

VOL. 2, NO. 1

SPRING 1975

DIPLMACY WORLD

Vol. II, No. 1

Spring 1975

DIPLMACY WORLD is a quarterly magazine on Diplomacy (P), which is edited by Walter I. Buchanan, R.R. #3, Lebanon, Indiana 46052, telephone (317) 482-2224. It is owned by Games Research, Inc. Its purpose is to present a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, carrying the Roster Archives demonstration game with expert analysis, listing rating systems, publishing letters to the editor, and listing game openings and line news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLMACY WORLD.

Subscriptions sell for \$4.00 a year (a discount to IDA members if it's specifically requested). All six back issues in Volume I are available for 75¢ each, with Volume II back issues being \$1.25 each. (Indiana residents add 4% sales tax.) This issue's paid pre-publication circulation: 325+.

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I. D. A.

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

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

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

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

FORWARD

With this issue we are now back to normal on the new quarterly schedule. On 28 February we moved into our new house (no address change) and on 3 March Carol gave birth to our 2nd son, John Douglas. We named him after 2 of the nicest guys in the hobby that it has been our privilege to meet, John McCallum and Doug Beyerlein. With both these events so close together it's been at best organized bedlam around here and so the month's delay in this issue. We're now back on track and the next issue will appear in July.

Although I haven't had a chance to analyze in detail the results of the survey in DW I, 6 yet, several interesting items came to light. Response wasn't bad with about 1 in 4 voting (50 ballots out of 200). First, we liked the quarterly schedule. All I can do is agree and wish time pressure didn't force this result. If it's any consolation, this frequency gives you the most for your money. By a 5-1 margin most felt that DW was an improvement over DW, and most felt that the most useful function of DW was as a hobby information source. It was interesting to note that wargamers outnumbered sol-f fans by 5-1. Votes for the top 5 articles were: Two-Way Game-Long Alliance: 20, How to Win With Germany: 17, MADPS: 14, Tactics in Diplomacy Stalemate Lines: 12, and Tallyrand series: 9. This seems to indicate that strategy and tactics articles are popular. Lastly, it was felt that if I ever have to drop DW that John Foyer should pick it up.

Circulation dropped slightly this time due to over 100 subbers being up for renewal at the same time. It now appears that DW has pretty well saturated the postal hobby. Unless circulation can be increased some other way, this issue represents about the most I can give you for your money. One idea is to sell DW in game stores. Are there any in your area that might be interested? Another thing, would you prefer DW mailed in envelopes vice having the heavy-weight colored cover? Cost is about the same. Incidentally, inflation's taking its toll. This issue was twice as expensive to print as DW I, 6. LW will still be sent free to novices but if they sub, the sample will be counted in their sub. I'd appreciate if publishers would advertise this and add that a couple of stamps for a sample would be appreciated.

Our "morgue" is in pretty good shape and I'd like to ask you to send any articles you have to Scott Rosenberg for the IDA HANDBOOK.

We hope to see you in August in Chicago at the DIPCON, which will probably be at the Midland Hotel. It ought to be quite an event with substantial prizes for the Dippy tournament.

Lastly, if a red "X" appears below, this is your last issue. The following amount will pay you through 1975.



TABLE OF CONTENTS

FORWARD by Walt Buchanan	2
WRAP UP	
The Prince William Invitational (1974OK)	4
Summary by Rod Walker	4
Commentary from Paris by Jeff Power	5
Commentary from St. Petersburg by Arnold Wagts	6
Commentary from Berlin by Len Lakofka	10
Commentary from London by Don Lowry	12
VARIANT INFORMATION by Lew Pulsipher	
News about the Variant Scene	13
The Miller Numbers by Robert Sacks	13
VARIANT DESCRIPTIONS by Lew Pulsipher	
Explanatory List on Variants	14
VARIANT DESIGN by Lew Pulsipher	
Variant Design Observations by Dick Vedder	17
Global Variant by Lew Pulsipher	19
Map of the World	20
THE DIPCON STORY by Edi Eirsan	
A History of the DipCons	22
T'OTHER SIDE OF T'PUDDLE by Pete Birks	
News from the British Diplomacy Scene	25
PEGGY AS I KNEW HER by Rod Walker	
The One and Only Margaret Gemignani	26
THE LISTENING POST by Lew Pulsipher	
A Proposal to Eliminate "burn-outs"	27
WALTER BUCHANAN'S SECRET by Larry Moran	
I Wish, I Wish! ((WB))	28
THE STANDARD RATING BASE by Rod Walker	
An Attempt to Standardize Rating Data	29
THE AVERAGED CALHAMER POINT COUNT RATING LIST	
A Rating System by Rod Walker	30
HOOSIER ARCHIVES DEMONSTRATION GAME - Spring 1901 to Winter 1902	
The Rose Among the Throns Game (1975A)	32
Thorny Tales -- Press Releases	33
Fall 1902 by Eric Verheiden	35
Analysis by Eric Verheiden	36
NEWS OF THE REALM	
Services and Zine News in Dippydom	37
NEED A GAME?	
Game Openings in North America	39

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WRAP UP

THE PRINCE WILLIAM INVITATIONAL -- 1974CK

Rather than give you my own summary of the fourth completed Hoosier Archives Demonstration Game, I'm publishing Rod Walker's analysis of the game below, as well as commentaries by all 3 players participating in the draw as well as that of the "new kid on the block," Don Lowry. Together I feel that these accounts give a very complete picture of what happened in 1974CK.

This was the first HA game to end in a draw and, as Rod indicated, was certainly one of the

finest balance-of-power games that the hobby has witnessed to date. As in chess, the fewer mistakes that occur in a Diplomacy game, the more likely it is to end in a draw.

But first, before Rod's summary, I'm printing a supply center chart of the game so that you will have a skeletal record of what occurred. Incidentally, if you weren't following the game from the beginning, it started in DIPLOMACY WORLD 1, 3 and all these issues are still available.

	01	02	03	04	05	06	07
AUSTRIA (Edi Birsan)	2	1	-				
ENGLAND (Don Lowry)	4	4	1	-			
FRANCE (Jeff Power)	5	7	8	9	13*	13	13
GERMANY (Len Lakofka)	6	6	8	9	9	10	10
ITALY (Bob Ward)	4	5	5	2	-		
RUSSIA (Arnold Vagts)	5	6	7	9	8	10	11
TURKEY (Allan Calhamer)	4	5	5	5	4	1	-

With the ending of 1974CK, three of the most powerful players in postal Diplomacy post a draw. It seems to me that this result came about because of 6 key decisions--rather a small number for a game as complex as Diplomacy. Even so, it should be remembered that the outcome of World War II hinged on only four key decisions:

1. Hitler's decision to eradicate London rather than the RAF.

2. Hitler's decision to treat the Ukraine as a subject province rather than a liberated ally.

3. Hitler's decision to goad the Japanese into war with the United States.

4. Roosevelt's decision to goad the Japanese into an attack on the Philippines.

The six factors, or decisions, which made up the result of 1974CK seem to have been:

1. The Franco-German alliance.
2. The concerted attack on Austria.
3. Russia's decision not to aid England.
4. Russia's decision to fight Turkey.
5. France's decision to stab Germany.
6. Russia's decision to aid Germany rather than France.

I have talked about most of these decisions already. The last two determined the character of the end-game, and one wonders why they were made as they were. Since we have spent this game talking about motivations, I am going to continue these psycho-speculations right to the bitter end.

A Franco-German alliance is never easy to maintain. It seems to me that if it is to last throughout the game, one of the parties to it has to be somewhat submissive to the other. That is certainly not true of this alliance,

featuring the equally strong-willed Len Lakofka and Jeff Power. I felt from the beginning that if the alliance continued long enough, the major beneficiary would be Len; Jeff apparently agreed with me.

The French stab occurred after England, Austria, Italy, and Turkey had either been eliminated or rendered virtually powerless. The reason for this is obvious: At that juncture France had to make a choice:

1. Continue the alliance, attacking Russia in the north and Turkey (and later Russia) in the south.

2. Stab Germany.

The disadvantages of the former course should be obvious: France would have to divide her forces into two grand wings, leaving little in the center to fend off a possible German attack. Germany, on the other hand, would be able to concentrate her armies, picking up the great knot of centers in Central Europe, and yet remaining poised for a swift reversal of field.

The advantages of the latter course were equally obvious: Germany was between France and Russia, the obvious target of both. A good stab would put France ahead of the game (as it did in 1905, 13 centers to Russia's 8), so that a more-or-less equal division of the spoils would yield a victory for France.

Hence the stab in 1905.

Mirabile dictu! Russia did not turn on Germany, but in fact began to back the Germans against the French. Germany may tout this as a minor (or even major) diplomatic miracle, but it seems to me that Berlin's negotiations had less to do with that decision than a miscalculation in Paris.

I said it was obvious that a Franco-Russian

attack on Germany would yield a French victory in the game. If it was obvious in Paris, it was also obvious in Moscow. Arn Vagts does not play for 2nd place. He will play for a draw or to win, and siding with Germany after the French stab gave him a shot at both.

On the one hand, it was possible that France could be beaten. This might allow Russia to envelop and later defeat Germany, but also entails the disadvantage of a two-front division of forces and a consequent weak center. Even so, it is a better chance for winning than cooperating with France.

On the other hand, if France maintains a strong position, the worst that could develop would be a stalemate. Of course, Russia had to calculate the changes that a Franco-German alliance would re-form, but he obviously rated this on a low probability (as I would have done), and gave himself the widest latitude of options by aiding with Germany.

Thus the game ended in a 3-way draw. Each of the surviving players apparently felt that once Turkey was eliminated, this was the best he could do. Some speculations on why:

France has a strong line, but no real chance of expanding to 18 units. He has 13 to the opposition's 21, but his position is defensively very strong. He has 4 fleets to 2 in the south and 4 fleets to 5 in the north. The opposition's advantage is in armies, and they are piled up behind the lines in the center. A draw is thus France's best option, unless he can get the Russo-German alliance to split, and apparently he has rated his chances for doing so very low. So would I.

Germany is in the middle. His position is attenuated, and I would guess that he rates his chances of being a sacrificial lamb to a Franco-Russian alliance higher than renewing his partnership with France. So a draw is the best he can do. I agree.

Russia is not in good shape in the north. He will probably lose Norway or Sweden to the French. That's probably it, although he might lose both, and it is certainly unlikely that there can be any advance in the north. There is no chance of any in the south. Alliance with France simply renews the problem which the alliance of Germany was made to avoid. Allowing the game to continue greatly increases the chances that a frustrated France would offer Germany a good deal and Germany would take it. So a draw is the best he can do. Yessir!

On the whole, the end-game was well-played, with each country maximizing his potential. However, it seems to me that the overwhelming zeal shown in eliminating Austria and England in the opening led almost inevitably to what has happened and shows considerable short-sightedness on the part of the players involved. Had the sophisticated balance-of-power thinking which went into the end-game been displayed in

1901 and 1902, this game would have trod a far different path. If Russia, particularly, had displayed a different attitude toward the Wicked Witches (England and Turkey), it is conceivable that my ending analysis of the game might have been to trace the steps whereby she won it. Well, still, 1/3 of a Calhaver point ain't too bad....

COMMENTARY

FROM PARIS

by Jeff Power

Rather than giving a season-by-season run down of how the game looked from France's point of view, I shall confine myself to discussing the breakdown of my alliance with Germany. Walker's analysis of the game gives an accurate picture generally of what was going on, although many of his speculations regarding details were faulty. I expect that Len and Arn will be setting the record straight when necessary.

My alliance with Germany was formed at the outset of the game. There was very little choice as England revealed himself in the preliminary negotiations to be a relatively weak diplomat unsuited to a successful long-term alliance and Germany was totally dominating the game diplomatically. To have attacked Germany with a weak English ally would have been a disaster; he was pulling the strings with almost every country on the board and would eventually have crushed such an alliance against him. I obviously couldn't lick 'em so I joined 'em.

A written "Treaty of Cooperation and Non-aggression" was submitted to me and duly executed by both parties. I have never understood why players feel more secure when they have a written agreement, but many do. Do they fear they will forget the terms of an oral agreement or one agreed to during the course of normal correspondence? Is it somehow more binding? Do they expect to publish it in the event of a stab and reveal the co-signatory to all the Diplomacy world as a fink? In point of fact, you are just as reprehensible for breaking any other sort of understanding as one which is elaborately drawn up and signed.

Alliances must all be based on mutual self-interest to be sound. When one's intent in an alliance is to take advantage of one's ally, no agreement of any sort will hold the alliance together when the ally perceives that he is being used. When the situation presents itself wherein such an ally can stab you and then be better off than he was before when you were using him, then you will be either stabbed or blessed with that best of all things, a trusting and incompetent ally.

Being neither trusting nor incompetent, and having perceived at the time of the signing of Germany's agreement that I was going to be used, it remained only to pick my spot. By Fall 1905 our alliance had control of the game, thanks to Turkey's inability to get along with anyone or see clearly past the end of his nose. Given an ally that was so inclined, I would have been perfectly happy with a two-way draw. Mopping up the board would only have been a matter of three or four years.

However, a two-way draw was quite obviously not in the cards for two reasons. First, the agreement specified that my 17 centers include the three Turkish centers. These would have been the very last centers to fall and it seemed unlikely that I would reach them before Germany unless he held back. It would be much too easy a matter for Germany to stab me before I could get my 17 centers, a stab for which I could not possibly prepare. A more likely scenario was that Germany would never stab me at all but would take advantage of his superior position to gain 18 centers and so end the game circa 1908.

The second reason was that the German player is not suited psychologically to accepting any sort of draw when an easy win is possible. His primary means of negotiation was the telephone, a medium which allows much clearer assessment of one's ally than letters. Germany proved to be the pushiest player I have ever encountered; the telephone totally stripped away any veil of trust he sought to maintain.

In the Fall of 1905, Germany was following up his stab of Russia in the spring, a stab which he went to great lengths to legitimize by having cleverly failed to initial some clause or the like in his written agreement with Russia. Who cares? The point is that it was proper play to make the stab. Why do players have to go through such machinations to make themselves feel less guilty. This is a game. Sometimes you have to be a liar to play the game properly. In any event, Germany was going to build two in the fall, and Russia was collapsing. If I had waited on my stab, Russia would have been lost and I would have been unable to make any progress against Germany beyond the initial stab. The result; a lost game.

I did not stab Germany earlier for obvious reasons. He was playing the ally to both myself and Russia right up to Spring 1905 when he stabbed Russia. Had I stabbed him earlier, he would have maintained the alliance with Russia and killed me. I knew that once he committed himself against Russia that would be the time for the stab. As it happened, there was no leeway allowable in the stab--it had to be in Fall 1906.

After the stab, I could only hope that Russia and Germany would not immediately cease fighting one another and ally once again to deny me the win. This would probably have happened in most games, but in this case, both Vagts and

Lakofka are superb players and so there was little chance that they would be so stupid. They weren't. However, I managed a near certain three-way draw by stabbing Germany as I did. Had I stabbed him earlier, later or not at all, I would have lost even a share in a draw.

COMMENTARY FROM ST. PETERSBURG

by Arnold Vagts

S01: My main concern as Russia was to prevent myself becoming involved in an early two-front war. Russia need not usually fear Germany or England in the first year because of their concern with neutrals, but Austria and Turkey can cause Russia immediate problems. Since Calhamer had thoroughly demonstrated his belief in purely short term gains (i.e., a country should be expected to pick up an extra s.c. whenever possible with little regard for the consequences) in the last HA demo game (73BI) where his continuation with his allies would have led to a draw, I was not about to ally with him if I was required to trust him.

I offered to ally with him (Turkey) against Austria (Birsan) or even go for a triple alliance (Rus-Tur-Aus). As Austria in 73BI I had refused such an offer from Calhamer (again Turkey) because I believe such a structure is death for Austria in the middle game; however, as Russia I would go along with it. Calhamer indicated we would ally against Austria and DMZ Bla.

I agreed to Calhamer's alliance but pointed out it was tactically superior for us, as a combined force, for me to take Bla. He had already conceded that I meticulously keep my word. Calhamer wanted me to try to initiate an Italian-Austrian conflict; this was hostile toward Austria (who happened to be Turkey's ally) but not inconsistent with Calhamer's action toward his allies. I attribute Austria's elimination to his poor selection of Calhamer as an ally.

Calhamer required Bla DMZ for our alliance. Since that required my trusting him I knew we were at war; at least we weren't trusting allies. Birsan and I decided to standoff in Gal.

Italy (Ward) agreed to move east aggressively no later than 1902 while maintaining Tyrolia neutral due to German (Lakofka) treaty. He said Calhamer wanted him to move west (in direct conflict with what Calhamer told me but I correctly believed Ward); he felt Turkey and Austria were allied. I agreed. I told him I'd write Lakofka insisting he move Boh to help. Actually Ward moved on Austria in S01 in coordination with Germany; Germany and I agreed to a RGFI alliance and he agreed to help me by at-

tacking Austria. Lakofka felt there was a Birsan-Calhamer alliance (I agreed).

The alliance structure proposed was Germany's idea--he felt Calhamer a poor player, Power more reliable than Lowry (which was demonstrated later) and Ward more trustworthy than Birsan although I suspect this latter comment of his was flavored by some personal antagonism. Lowry (England) suggested we "mutually coexist"; I agreed and went over specific moves. The S01 moves went as expected except I didn't expect Calhamer to be quite so offensive (Smy-Arm).

F01: I pointed out to Calhamer his inconsistency of getting me to persuade Italy to attack Austria and tried to get him to re-evaluate his position. He wanted me to ease off Austria (?) while we "whack" at each other! Really! He also suggested I attack Germany when he opens himself up. Nonsense of course. Calhamer was amazed that Lakofka could attack both England and Austria without fearing a flank attack by France or Russia. Apparently Calhamer still doesn't understand what a reliable ally thinks of a sound alliance. Power, Lakofka and I all believe in keeping treaties as much as possible to compliment an integrated strategy rather than helter-skelter planning for the easiest s.c. gain. Naturally, nothing Calhamer said was believed and he continued against me in his strongest effort, as expected.

Lakofka kept his word and confirmed his position. He sent me a copy of his letter to Calhamer, who had made some nutsy alliance request of Germany with equally nutsy reasoning. Birsan still didn't believe Calhamer was doing it to him. Ward didn't put enough pressure on Turkey but did continue attacking Austria (Ion-Gre) which caused Calhamer some anxiety since his only ally was going down the drain faster than he expected.

I think Calhamer was influencing Lowry to attack me and I did express some concern over the English-Russian truce to Lowry who seemed to be blandly unaware of the German-French alliance against him. Obviously either he or I was going to be stabbed; I thought it would be him since Ward confirmed France's plans. Only surprise this turn was the very aggressive English attack against northern Russia. Things looked bleak for me; very strong attacks by Turkey and England. At least Austria had been neutralized but help could not arrive before I lost either in the north or the south. Since England would shortly be heavily pressed, I felt I should concentrate on my southern flank.

Comments on Walker's Analysis: Italy helped Germany into Vie because he had been promised this and Italy and I both felt we still needed German assistance and were not worried about German fidelity yet---England would likely be near elimination before Germany attacked us. I did want peace with Turkey since he could do more to me than I to him.

S02: Calhamer said he would stop attacking me in part; Austria crumbled so fast (due, he said, to Birsan ineptitude), he would attack his old ally Austria as well as Italy and Arm-Smy although we would stand off in Bla. I was surprised by this and did not believe him since I thought his best play was to continue against me; however, I naturally agreed to his plan if he agreed to certain conditions. He agreed to these conditions.

Lakofka couldn't believe Lowry had moved to Bar since he said they had no firm alliance; he also confirmed my suspicion that Calhamer was behind the English attacks and of Ward's intentions. Lakofka couldn't believe what a klutz Calhamer is. Lakofka planned to annihilate the Austrian A Boh with Ward's help so I had to stay in Gal (or else Austrian A Boh R Gal). That pretty well fixed my moves.

Lowry wrote prior to W01 results saying he had made a mistake attacking me and would I agree to peace; we wouldn't attack each other. I agreed to his peace proposal saying I hoped it was better than his "peaceful coexistence" plan and that I would concentrate my units in the south. I suggested any alliance he might have with Turkey had Calhamer's "kiss of death." Then after seeing my build of Mos rather than StP, Lowry had the nerve to say he was tempted to take StP unless I immediately made peace with Turkey and attacked Germany. Anyone who begs

you for peace in one letter and when you make peaceful moves, then his next letter makes unreasonable, threatening demands entirely outside his initial proposal, has got to be a little strange upstairs if he thinks anyone will do as he asks. I told him to go to hell; if he thought it was to his interest to do so, then he should take StP but I would not attack my German ally nor would I negotiate further with him. He was on his own and I wished Germany and France the best of luck. I don't think I wrote him the rest of the game. He was a jerk, not because he attacked me, but because he alienated his only possible ally for possibly one s.c.; he couldn't seriously believe he would hold out against Germany and France while fighting Russia and considering Italy's eastward march. The moves went as expected except for Turkey--he actually broke off his attack on me as he said!

Comments on Walker's Analysis: Aggression against Germany didn't materialize because England insisted in suiciding against Russia and I could not trust Calhamer at my back. I washed my hands of Lowry's schizoid actions; I never knew why he was so vehemently anti-Russia since I never attacked him nor tried to persuade Germany or France to attack him. One would think he would be upset with his supposed allies.

F02: Shakey truce with Calhamer still in force. Lakofka is upset with Ward for not helping him annihilate the Austrian A Tyrolia and wants to make him the first casualty of the GFRI

alliance and suspects a Turkish-Russian alliance. Lakofka disagreed with my analysis which pointed out England could take StP if he wanted, saying Lowry would be too worried about France and I should support him into Bud. I disagreed and with Italian support, I went into Bud. The move results justified my strategy on this point. I told Birsan I'd try to keep him alive in Ser by standing off Turkey there but could not attack my German ally. A really amusing letter from Lowry: he claims I mistook proposals for commitments and that when I agreed to his proposals, he had gotten a better offer (from Turkey) and that I was naive to leave StP open. He again proposed peace. I ignored him. Everything went as expected.

S03: I tried to discourage Germany from attacking Italy since I needed his help in the south. The end game had several possibilities. (1) After England was eliminated, France and Germany could bicker over the spoils or through mutual fear be drawn into combat while Italy and I eliminated Turkey and then turn westward for rapid growth. This gave me the best shot at a win but it was unlikely that France and Germany would fight while Italy and I grew. (2) France and Germany against the world until one can stab the other for a win. Two-way draws are unstable so I didn't think their alliance would last forever. (3) A triple alliance RGF lasting the rest of the game. I felt this was the most likely event--no stabs except for France and Germany attacking Italy in which I would not have to participate.

My concern for Ward led me to tell Calhamer that Germany had indicated he might attack Italy which I knew Calhamer would tell Ward (he did). This was about as far as I could go without antagonizing Germany. Ward wrote asking me to support Tri to Ser! He also expressed concern over rapid French-German growth. I was not overly concerned about this since Italy would surely be attacked before me because Germany was in Austria and would coordinate with France on Italy rather than attacking me one-on-one. I wrote Ward expressing my concern over our lack of coordination and that tactically it was better for me to take Ser; he disagreed and attempted Tri-Ser anyway but did laugh at Calhamer's attempt to persuade him to support Turkish Gre-Ser.

Lakofka sent me a copy of his trick treaty with Lowry pointing out his loopholes (he is reliable but justifies his stabs by tricky treaties or reasoning; he was to do the same to me later), but more important, he sent me Calhamer's letter which attempted to persuade Germany to attack Russia and told of my telling Turkey about the impending attack on Italy. This was critical diplomatically because it specifically and unequivocally broke the first condition of the Turkish-Russian treaty (that Turkey immediately cease trying to get Germany to attack Rus-

sia) which Calhamer specifically confirmed. I had been "stabbed" and was no longer bound by our treaty.

I decided to move to Arm in F04 and build another fleet, giving me control of E1a and spelling death for Turkey--I should get builds while he shouldn't. Lakofka considered the Calhamer letter he had sent me as the "Joke for Today."

I wanted Germany to press England hard to ease my northern front (might as well eliminate England since he had decided to irrationally suicide against me) so I promised to support him into Nwy or Swe until he took Tri (I didn't really want to support him against Ward). I continued my futile effort to stop a German attack of Italy by pointing out "a bad ally is (still) better than (another) enemy just now."

I signed a very strong treaty with Lakofka but extended the expiration date from 1904 to 1905 since I knew I'd need the extra year. After receiving my copy with the extension, Lakofka said "agreement in principle and fact has been achieved." He later was to claim he did not agree to my extension and that he considered the treaty valid only through 1904. The only condition I was not happy about was that I had to support German A Tyr-Tri in F03 but the treaty was essential and so favorable I had to accept. I would make up for that hostility to Italy by supporting him to Ser; I had already done everything I could to dissuade Germany from attacking Italy. Lakofka said he would attack France after 1905 with my support.

And finally, the seasonal joke from Lowry: he said that ignoring him would not cause him to go away (I did ignore him and he did "go away" the very next year). Incredibly, he was still being suckered by Lakofka's tricky letter! He enclosed a copy of Lakofka's treaty which showed my "game long" deal with Germany was no good. Lowry was so generous in his offer to me: he would not attack me further and would just keep StP and Swe! And I would join him and France against Germany after which we would gang up on France (really). He did admit, "it will take a little diplomatic pressure to get France to hit Germany, but if he sees the latter in trouble (with just me and England???) I'm sure he'll jump on the bandwagon." Incredible!

Lowry said he was sure Italy was France's next target (finally we agreed on something) so we could get France to remain neutral while we attacked Germany. That seemed a little inconsistent with his earlier plans to include France but it made no difference to me--my opinion remained that Lowry was one of the worst players I've ever come across; his interpersonal relations were poor and he seemed to have no idea of what was happening on the board. He even said France was going to stop attacking him. Pathetic. Naturally I did not respond to his letter; he would find out soon enough the state of af-

fairs. The S03 moves went exactly as predicted; Germany and France crushing England and starting their attack on Italy; Turkey still trying for Serbia.

Comments on Walker's Analysis: Walker is premature in thinking Germany will build A Ber in F03 (he didn't) and attack Russia--as mentioned earlier, there is no reason to attack Russia until England is secured and Italy has been reduced. He is correct in saying Calhamer is not the type of player who can "just sit there" behind an ally's lines and support them for a stalemate (as was demonstrated in 73BI). Thus France and Germany cannot be stopped. However, Walker totally ignores the soundness of a FGR alliance leading to a 3-way draw--this seemed the most stable of all the strategies. We agreed that for the short term Germany and France would remain allied.

F03: Wrote Calhamer and sent a copy to Ward, pointing out that France was attacking Italy and Italy needed a build. Therefore, I was going to support Italy to Ser which must succeed (not true; I neglected to say I could only give him one support) and since Turkey could not take Ser anyway (true; at best a standoff), we should show unanimity by both supporting Italian Tri-Ser. The results showed I succeeded in this endeavor.

Calhamer still attempts to get me to attack Germany. Lakofka agreed to my support of Ward into Ser since it didn't hurt him and observed that there are 3 "Turkeys" (klutzes) here: Lowry, Ward, and Calhamer. I still tried futilely to stop Germany from attacking Italy and discussed anti-French strategy.

Lakofka talked to Calhamer at the DipCon and said Calhamer wanted to attack me "in the worst way" but he convinced Calhamer that Lowry was a "fool" and had to be destroyed instead. Another violation of the Turkish-Russian treaty. Lakofka sent me Calhamer's letter to him where Calhamer proposed specific anti-Russian moves.

The results of the moves were as expected although Lowry seemed to finally understand that Germany and France were his enemies and kept F Bal to harass Germany. Had Lowry been reasonable earlier, this would have been a tempting opportunity for me to successfully support him and attack Germany while still continuing my southern front (e.g., Swe 3 ENGLISH Bal-Den, StP-Nwy, War-Sil, Mos-War!). Birsan was eliminated.

S04: Calhamer still trying to take Ser but I'm still working with Ward to thwart him--I definitely don't want Turkey getting any builds. The writing was definitely on the wall for Italy (he knew it) and there was nothing I could do about it short of attacking Germany and getting stabbed by Turkey. I slanted my negotiations toward a stronger German-Russian alliance but not necessarily excluding France. Germany indicated he was planning to attack France. Moves

were as expected.

F04: The finishing touches on England and Italy. I started serious discussions with France but Jeff said he wanted to wait until the smoke cleared before agreeing to a 3-way draw (GFR) or attacking Germany. It was clear he felt safe with Germany. I had expected Italian A Ser to attack Turkish Bul and Turkey to attack me; neither occurred but I now knew I had Calhamer up against the wall and I wouldn't release him regardless of the consequences.

Comments on Walker's Analysis: I never agreed with Calhamer to attack Germany. I did not think Germany and France were fighting yet; quite the contrary, France believed he had a firm alliance with Germany. I had a firm alliance with Germany (via phone which he confirmed in S05) so it was clear to me at this point there was to be no triple alliance; Germany was going to stab France or Russia. If Germany stabbed France, then I would have an easy time with Turkey and a good shot at a win. Although Germany could go east or west, I thought I had a slight edge: Lakofka was very believable and tactically Germany could make much faster progress against France than Russia.

On the other hand, if Germany stabs me, I can still make progress against Turkey and hope to persuade France to eventually attack Germany for a 3-way draw among us. I believe that with best play there would be a 3-way draw regardless of which way Germany went (even if he went west he would have to re-ally with France to stop me from winning). Thus, nothing hinged on Walker's "phony war." A Russian-Turkish-Italian alliance could not get an eastern stalemate anyway, so what was the point of allying with Calhamer?

S05: My press pretty well told the story. This was the critical year Germany would decide which way he was going. It was against Russia. Fortunately, Turkey goofed and let me retreat Ser to Gra. Lakofka laughed at this and said he'd support me back into Ser. My chances of winning were basically lost and I had to carefully nurture my secondary plans: hold against Germany without collapsing while Italy was eliminated and France began worrying about a German stab and win.

F05: A detailed letter to Power tried to persuade him to immediately attack Germany; this would be his last chance since only Germany would be getting builds hereafter. Also, one could not reasonably expect Lakofka to not stab France if he saw a chance to win, and so many French units were extended on the southern front that a German stab could be expected probably in 2 years. Obviously Germany would not stab this turn but would wait until he could mount an overwhelming attack. I pointed out that I would be wiped in the north but would make some compensating progress in the south. I think this letter was exceptionally persuasive since I genuinely believed that analysis. And France did

attack Germany!!

Turkey continued to be in a really rotten position. I now had at least second place (France had his best shot at a win and was correct in his stab), was assured elimination of Turkey (Lakofka had promised me that even after he had attacked me) and still had a possibility of a 3-way draw with delicate play (and a little luck). Naturally Calhamer missed the whole point here--his only value to me or Germany was to move west as fast as possible showing me he was essential to stopping France. Instead, he said he had a "secret plan" which was the only one which would stop France and he would divulge this to Lakofka and me after I withdrew from Turkey and not before. He must have thought we were really stupid! Lakofka and I agreed that whatever his "secret plan" was it was inferior to anything we could devise and that he would be of no help even if he were reliable.

S06: Power wrote me offering me second place if I would attack Germany. I responded by pointing out that if I did so, then France would win before Turkey was eliminated, which I found unacceptable, and that therefore my full force would be against Turkey rather than Germany. I preferred a 3-way draw here to second anyway. Lakofka was very cooperative so I decided to support Germany to slow France while I took out Calhamer (who still believed he was in the driver's seat!) Moves went as expected.

F06: Everything went smoothly. Calhamer's latest joke was saying, "Since I have the strongest country, Turkey, I should insist on playing it out, but in order to be cooperative I will vote for the 4-way draw." That was very generous of him considering he had one whole unit!

S06: It still looked touch and go whether Power would win or not.

F06: Turkey was out but both Lakofka and I could not find a forced draw so Power still had a possible win. We were shocked when he voted for the 3-way draw with us--I do not understand why he did so; perhaps he was suprised Lakofka had the expertise to work together after the German stab. By simply continuing for a couple more turns and hammering at our weakness in the north, he might have found a forced win--you see, our problem was that Russia could not go into Swe without Germany making a removal.

Overall I was very satisfied with the ending. I believe Power played best overall and made an essential and brilliant stab against Germany in F05. His only fault (if it was) was agreeing to a draw prematurely. If he failed to win, he still had the draw. Germany and I would have agreed at any time, although if France had waited too long and Germany made big gains, then my chances of winning would have improved since I would naturally take it from Germany. However, both Jeff and Len are mature experts and I'd expect them to ally against me had

I progressed to the point of threatening to win. Why did Jeff vote for the draw?

Lakofka also played a very strong game, and I think would have won had not France stabbed him at the right moment. Despite what Len now says, I think he had a forced win and would have taken it--had not Jeff stabbed him. Lowry easily played the worst I think I've ever seen, followed by Calhamer. Both players have little diplomatic or tactical skill, although Calhamer is a nice guy and I like him.

COMMENTARY FROM BERLIN

by Len Lakofka

Spring 1901: In general I prefer to ally with the player(s) who are (1) potentially the most trustworthy, (2) the strongest diplomats and (3) the most prone to tactical cooperation in the physical fighting. The players who most fit this bill were Power, Vagts and Ward (and not necessarily in that order). Birsan is not trustworthy, Calhamer is a weak diplomat and Lowry's play simply was not well known to me.

A French-German-Russian-Italian pact is quite workable for an opening game if, as Arnold insisted (and I gladly agreed), Germany would commit one unit to the southeast in 1901. Détente with Power was accomplished early on. Our plan was to zap England and then expand into Scandinavia and Italy. Italy was persuaded to open the Ven-Tri instant assault while Arnold held off Allan. Lowry went north without having an agreement with Jeff or myself!

Fall 1901: Lowry continued with a major Scandinavian campaign oblivious to the trap that was being laid by Jeff and me. My failure to go to Ruhr and Jeff's to go to Burgundy should have tipped him off. In Austria Edi tried a ploy which could not work with good German-Italian play. He lost Vie and Tri. I talked Bob into stopping Gre instead of going on to Aeg as Arnold wished. I preferred to see Russia tied down--Ion-Aeg would have given Russia too much play. Edi's key part in Autumn 1901 of A Vie R Boh prevented my A Ber-Pru, A Mun-Sil, F Kie-Bal continuation which I seriously contemplated.

Winter 1901: There were no surprises as the English, French, German, Italian and Austrian adjustments were straight forward. Russian A Mos instead of StP meant war with Turkey was still on. F Con by Allan called for a taking of Black by force or a move to Aeg. Hopefully Rum would still stay open in 1902.

Spring 1902: This was the great turning point in the opening game. The annihilation of Austrian A Boh via A Vie S A Mun-Boh, A Ber-Sil,

A Gal does not move, A Ven-Tyr while Rum stayed open was what I hoped for. Instead Vagts got Rum and play for Bud while Calhamer got to Aeg and Ward completely blew his potential! The move F Ion-Aeg, F Nap-Tyr, A Ven-Tyr, A Tri-Ser would have given Italy superior Fall 02 play and a good jump into middle game. Instead, he left his country strangled.

Lowry failed to convoy back to England which, in the face of the oncoming onslaught, should be disastrous. Yet had he played A Nwy-Yor and F Bar-Nwy, he would be hard pressed against a continuation by Russia. All of Don's choices were fraught with danger. In this move both Russia and Turkey made fantastic strategic gains. Italy doomed himself as well as destroying Russian need for a German and an Italian ally. Now Russia need only entreat Italy or Germany.

Fall 1902: England, oblivious of impending doom, continues to batter at Russia. He gained StP (which could not be stopped), but lost Nwy and Nth. His one home defense unit is a fleet in Liv, far from the main battle scene. In a game like this one, hoping Jeff Power would not attack London was a poor gamble. F Iri-Liv, F Nth-Ion, F Bar-Nwg, A Nwy-StP would have been better relative to the English homeland. I have offered Lowry survival in Scandinavia if he continues to harass Russia; I don't want to be between a strong France and a strong Russia.

Failure to coordinate the south again occurred. I think these are small stabs (not oversights) by Vagts. Ward played his second weak move of 1902 by not trying for the Ionian from Naples. After all, F Nap-Ion, F Ion-Tun, build F Rom, F Tun S F Nap-Ion, F Rom-Nap gives the same result as F Tun S F Apu-Ion, F Nap H. Of course, F Apu does defend Ven directly, and Tri by going to Adr, but that is a defense from Italy's allies! F Adr can convoy A Ven-Alb but the same can be accomplished by another line. The point is that he must retake Ion instead of being able to jab at Turkey, and Turkey can play to Alb or Ser from Gre, F Aeg-Gre, F Smy-Aeg without duress! If F Ion is in place, then a jab at Gre would make Turkish capture of Ser more difficult.

Russia gained Bud, too, while Calhamer was content with the Grecian bone that was thrown him. 1903 should see the south thicken as I hope to attack Tyrolia and then Tri with the promised Russian aid.

Winter 1902: Birsan continues to hinder me (but as no surprise). All other adjustments are straight forward. Note that England retreated to Ska as per my agreement with him. I will now give him survival in exchange for harassment of Russia.

Spring 1903: Lowry is determined to play a poor game. He could have held Liv via a move to Iri or Wal, but tried to keep Edi when I told him I was going to capture Edi in exchange for

his pressure against Russia in Scandinavia! I will now move to destroy Lowry. His play is foolish.

The destruction of Birsan is complete and it is time to set Ward up. Bob's play and coordination has been poor. During the end of 1902 two key documents were signed--a Russian treaty for 1903 and 1904 (which Vagts extended, unilaterally to 1905) and a treaty with Power for a two-way draw. A two-way draw with good cooperation will be a fair and equitable conclusion to this game and I will honor the treaty to the fullest.

Fall 1903: The time has come to look at Allan's play. His herald is duplicity and it is born by a standard of obviousness. Negotiations cannot insult a player's intelligence and be effective. Allan's negotiations are so transparent as to be vulgar. His tactical play does not even back up his diplomacy--in fact, he makes tactical plays which negate each other! Allan supports Italy to Ser (the hand of friendship) and then take Ion (a punch in the gut). What sense is this? Would you trust such a player (regardless of diplomacy)?

In this turn I have helped Russia in the north and France in England in accord with both treaties. 1905 will mark the strike in Russia. Italy should be gone and Calhamer reduced by then.

Winter 1903: The builds were difficult for Germany because I had to maintain balance east and west. Power's negotiations are not as detailed or as comprehensive as mine. I'm sending Power carbons of all my correspondence; he is not returning that information. I am beginning to wonder if he plans to stab me.

Spring 1904: Lowry's piece is hindering some of my tactical play but all the better. My treaty with Russia is good through 1904 and I will not break it. Italy is beset, of course. Lowry will be gone soon. I am beginning negotiation with Calhamer because the situation calls for it, but I do not trust him one iota.

Fall 1904: I doubt if any will fall for Jeff's and my machinations in Italy but I must keep Calhamer in the dark and he may fall for it. If he does, I've been helped. 1905 will be the kick-off for the anti-Russia campaign. Yet France worries me. His negotiations are vague.

Spring 1905: All has gone according to plan but Power is still hedging. I have sent word to Arnold as to the how and why of the move on Russia. I may need him yet.

Fall 1905: So Jeff did stab me, that *#@! We would have had the two-way by 1909 but Jeff didn't trust me and stabbed. I'm glad I played A Hol-Bel as a safety measure. The position is complex but I can get the draw by cooperation with Vagts. I will try to eliminate Calhamer if at all possible. His play has been horrid as have been his negotiations. The keys will be Gre, Tri, Hol and Ska. All will depend on how

conservatively Power will play.

Spring and Fall 1906: Arnold and I are working on the lock-up of the board and the elimination of Turkey. Calhamer is saying that he will tell us how to draw if we give him Gre, Ser, Bul and Rum. What a fool! After he dropped Gre in 1905 I could not help but laugh at his pitiful play. The retention of Hol will place a hole at Ska from which Power could attack Hol, Den or Nwy and the defense will be difficult.

Spring 1907: The game has boiled down to guesses. I think the outright move on Calhamer is correct but Arnold did not, so Con is lost. If Allan coordinates, he can hurt us--but he'll probably blow it.

Fall 1907: Jeff will be served by the move to Alb. We can hold Tri and give up Gre. In the north, the position will go against us and we will have to attempt radical play in 1908 to take Nth and/or regroup with an army in Kie.

I hope Jeff accepts the draw. The game is quite complex and his 13 can hold off our 21 for a long time. His tactical position is excellent. If only I had fully anticipated his stab! When Jeff stabbed me, my chances for a win were lost. He would have done much better by a 1908 stab when I refused a build(s) as per our agreement for the two-way draw.

Winter 1907: This game is not (yet) a draw but I'll take it! All is now a matter of guesswork in the north but neither Power nor Vagts wants to chance a loss so they have taken the draw. What a game!

My special thanks to all the players for a good game and to Walt for a well GMed game, as usual.

COMMENTARY FROM LONDON

by Don Lowry

Probably the main reason I got into this game was a desire to try my hand against some really tough competition, and I certainly got my wish. What I hadn't really considered was that the other players were not only good, but that they knew something about each other, which is a definite advantage in this game. Me, I was the new kid on the block. The only one of the other six players I knew personally was Lakofka, whom I knew well enough to distrust. Birsan I knew by reputation; the rest were merely blank faces to be filled in later.

My previous experience consisted of one face-to-face game, played so long ago I don't even remember what country I had, and one postal game (1970BP) which I won as France. When I saw the line up I made a mental note to slip Prince

William \$500 in Monopoly money the first chance I got, not so much because of England's reputation as a good bet to win but because I was on the end of the map that I had some experience with! I also noted the proximity of Calhamer to Vagts, who had obviously clashed in the last game, and of Lakofka and Birsan, a pair of natural enemies.

Both France and Germany expressed the desire to live and let live for a year or two, to see how things developed. This dovetailed with approaches from Turkey and Austria to join them against Russia. I had originally written Vagts (Russia) and asked him if we could peacefully co-exist. He replied in the affirmative, but only after a considerable wait (perhaps due to his use of postcards, which are slow), and by then I had already come to agreement with Calhamer and Birsan to attack him. I had not promised Vagts anything; I only asked a question.

Anyway, France agreed to neutralize the Channel and I made the conventional Spring '01 moves. Germany's move into Austria indicated one of my ally's attention would be diverted, but I rationalized that it meant that Lakofka was off on some eastern adventure and meant what he said about leaving me alone. Birsan asked that I help him against Germany and, oddly enough, both Germany and France offered to support me into Belgium. But I considered myself committed to Calhamer to make the attack on Russia. So I encouraged France and Germany to bounce each other over Belgium and made the convoy and the move to the Barents Sea. Lakofka was not informed or invited to join the attack for fear he would warn Vagts.

The French move to the Irish Sea caught me completely off guard, of course, but did not technically violate our agreement, which had covered only the Channel. Lakofka promised to make no anti-English move in 1902 and "if you plan an anti-Russian campaign, I will join you, but you must make the S02 commitment." This promise was not made conditional to anything. I told him that since he wouldn't commit himself until seeing what I'd do, he could wait till I did it to find out what it would be! In my mind this in no way released him from the above unsolicited, unconditional promise.

Meanwhile, I had written to Vagts pointing out that I had been caught with my pants down and asked if he'd refrain from joining the attack on me if I backed away, and he indicated he'd prefer to concentrate on the south anyway. (Again, I didn't promise anything, I only asked.) After receiving all kinds of stream-of-consciousness ideas from Calhamer, I wasn't really sure whether I still had an ally against Russia. This led me to stall for time with my Spring 02 moves--an error from which I never recovered--trying to leave myself in position to jump either way in the fall, after clarifying Lakofka's and Calhamer's positions. A note from Calhamer vowing

not to make a separate peace with Russia was followed about two days later by one announcing that Vagts had offered him a satisfactory agreement! This left me in an impossible position and with no way to retaliate directly.

At this point, I had thoroughly alienated Vagts, (who refused to take notice of the fact that I had never really promised or agreed to anything) who now had no enemies but me; France was sure to take London and I couldn't trust Lakofka as far as I could throw him by use of telekenesis! The best bet seemed to be to come to some kind of terms with Powers. (Ward indicated he had been ready to help against France if Calhamer would let him have Greece and that Calhamer agreed but then reneged.)

I was going to call Powers but he had moved and I didn't get his new location until after the fall move! By the time my proposal could reach him in writing, he would already have London. Anyway, I tried to show him that if he continued against me, he would probably gain only Liverpool while Germany and Russia picked up the rest--whereas, by foregoing that single center he could pick up an ally who had four units to join him in a surprise attack on Germany. I still think it was a reasonable offer, but he replied that he had a firm commitment with Lakofka which he would not violate. I cannot fault him for that.

Naturally I tried to hold Lakofka to his promise to join the attack on Russia. He offered to support my survival in Scandinavia if I would offer no opposition to his capture and holding of Edinburgh. He would make no offensive alliance with me, however, either against Russia (except to help me take Sweden) or France. This would have reduced me to a German satellite, dependent on Lakofka's good will (if there is such a thing) for my very existence.

Unable to arrive at an understanding with any of my three neighbors, or to receive aid from the other players, it was merely a question of time before England would be eliminated. My only option was to accept Len's offer or go down fighting. But I kept hoping that something would bring about a conflict between Germany and either France or Russia. My Spring 03 move, whereby I let Russia take Norway while I took Sweden, was partly in hopes that a Russian fleet bordering on the North Sea would help bring about hostility between Germany and Russia.

Figuring that I was going to be eliminated anyway, all along I felt I'd rather see France come out ahead than either Russia (who kept blaming me because he kept thinking that every time I asked him if he wanted a deal that I was promising to make one--if he doesn't know what a question mark means, it's not my fault!) or Germany (who made a promise and then decided that an impolite answer justified breaking it). Also it was the best way I knew of to get even with Calhamer.

VARIANT INFORMATION

by LEW PULSIPHER

"I take it to be a principle of life, not to be too much addicted to any one thing."--Terence

Sometimes it is easier to use wargame counters rather than Risk pieces for variants, as in BETWEEN GALAXIES II, where counters are useful for marking centers and for large numbers of players. If you don't have any old wargames, you can purchase blank white counters from the Avalon Hill Co., 4517 Harford Road, Baltimore, MD 21214. You must specify $\frac{1}{2}$ -inch counters (they also have $\frac{5}{8}$ -inch if you want 'em). One set includes approximately 160, and is \$1 plus 25% postage.

Walter Luc Haas, Postfach 229, CH-4018 Basel 18, Switzerland, is thinking about establishing a Continental Europe Variant Bank. Diplomacy has been published in German, and a number of zines are appearing on the continent outside of Belgium, where Diplomacy has been popular for some years. Walter publishes a general gaming zine (Europa) and has collected a few hundred addresses of European gamers. Anyone who wishes to make his design available for possible translation and publication on the Continent should send it to Walter. I think he can assume that receipt in a case like this is equivalent to permission to reprint, so you can send it sea mail, which is much cheaper than air.

I asked Robert Sacks to write a note about the Variant Postal Diplomacy Game Designations ("Miller Numbers"). It arrived too late for the last Variant Info (which was delayed anyway) and so it may be a bit dated. By the way, if you want to know what projects are afoot in variant-dom, and especially if you're interested in helping in some way, send Robert a stamped self-addressed envelope for the latest issue of Phoenix.

THE MILLER NUMBERS

Custodian (American, Australia, Pacific): Robert Sacks, 15-F Tang Hall, 550 Memorial Dr., Cambridge, MA 02139 USA. Associate Custodian (Africa, Asia, Europe): Michel Feron, Grand-Place, 7, B-4280-Mannut, Belgium. To obtain a Miller Number, send a self-addressed envelope, postage, gamemaster's name, magazine, year of game, type of variant, and list of players and countries to the appropriate Custodian (game-masters in the Arctic, Atlantic and Antarctica should use their best judgment).

Robert Sacks publishes a MN-zine, Lord of Hosts. Issues of previous MN-zines are avail-

able: The Connubial Child Molester and Fafhrd & The Gray Mouser at 30¢ each, and LoH #1 at 25¢ each--future issues of LoH should be about the same price. LoH contains articles, new designators, game openings, descriptions of new variants, Miller Numbers assigned, game results, and occasional games (the Active Neutrals Demonstration Game is starting), and will open a Cames-masters Wanted Column if anyone desires. Please send in your new variants, game openings, MN requests and game results. Please send in your subscriptions, too.

Michel Feron publishes a European Stat-zine Sigma. Sub rate for USA and Canada; surface--90 FB or 9 International Reply Coupons, air--150FB or 15 International Reply Coupons; foreign checks (dollars) and Commonwealth reply coupons not accepted. Sigma contains lists of all new issues of European zines with the games they feature, lists of all new games started, games finished, and games transferred, new Boardman and Miller Numbers assigned, new variants and designators, and special features on the European zines. European publishers are requested to assist this venture.

In the next issue will be a new LISTING OF ALL VARIANTS AVAILABLE similar to the list in Vol. 1, #3. This time, however, I will list only those sources I am fairly sure of. If you are selling variants, please let me know which ones and for what price. I will list the sources in two groups--those I have received direct reply from and those I have picked up from indirect sources such as zine plugs.

The NORTH AMERICAN VARIANT BANK is not yet operative, but its first report is out. NAVB REPORTS is available for 3/\$1, although #1 is free while the supply lasts. Write the director --Dan Gallagher, 6425 King Louis Dr., Alexandria, VA 22312. The first issue is largely a listing of current holdings and a request for corrections and additions (of which many are needed). I must admit that I am not one of those enthralled with the idea of a VB as a sure source for all variants because I detest duplication of effort and I don't think that variants available from a well-known source (such as a variant package or DIPLOMACY WORLD) should also be available from a--well, competing source. As a source for out-of-print variants I think it's a great idea.

As always, I need people to help "playtest" variants (usually mine). This doesn't necessarily involve playing the game (hence the quotes)--even comments on rule ambiguities are helpful.

While I'm on a related subject, I want to point out to people new at variant design that many reproduction machines cannot print all the way to the edge of the paper--especially mimeo. So if you want someone to print your variant, leave at least half-inch margins at all edges of your mapsheets.

Those of you who wish to play a variant for

which there are no openings might write Dave Kadlecak, 1447 Sierra Creek Way, San Jose, CA 95132. Dave offers to GM any variant (given enough interest to fill a game) in his zine Speculum, which he has been publishing regularly for 3/4 of a year. Speculum also contains an informative zines-received section of brief reviews. Subs are 10/\$2.

Those who like to play on a new board every FTF game can try using computer-generated boards. All the provinces are squarish and some long projections and angles can create peculiar spatial relationships. The maps are generated randomly by one program, and in configurations roughly based on the standard board by another. Provinces are usually large enough for use with regular pieces, though fleets may occasionally be crowded. James Thomas, 1145 Oakheath Drive, Harbor City, CA 90710 will supply these computer maps, one per 20¢ in stamps. Give him a number between 1 and 9,900,900--I don't know whether number of players can be specified.

Can anyone tell me how to obtain a copy of INTIMATE DIPLOMACY, a two-man "Diplomacy variant"? Some people have expressed amazement that it has not been published in North America yet, but perhaps this is because no one knows how to get a copy in the first place. I understand that the zine which ran most IntDip games recently folded because the publisher is going to Australia. Thus it follows in the footsteps of the previous Calhauer Award variant zine winner

What's the difference between a lady and a diplomat?

When a diplomat says "yes," he means maybe.

When a diplomat says "maybe," he means no.

When a diplomat says "no," he's no diplomat.

When a lady says "no," she means maybe.

When a lady says "maybe," she means

yes.

When a lady says "yes," she's no lady.

(Submitted by Alister W. Macintyre)

VARIANT

DESCRIPTION

SAIRAP, by Bob Harris and Steve Dunn, recreates the late Persian Empire. A Great King attempts to prevent any regional ruler (Satrap) from dominating the empire; if he succeeds for 10 game-years he wins. The Great King only has one army and three centers which he can loan to Satraps. In the "complex" game, some Satraps are also loyal, which greatly restricts what they can do without the King's permission.

While the game may be interesting to play, it is not well balanced. Printed in Son of Bellicus #6 from Will Haven of 30, Plungington Road, Preston, Lancs., PRL 7RE, United Kingdom.

KRIEGSMARINE VARIATION, by Andy Phillips?, eliminates Helgoland, makes Ireland a supply center, and removes the center from Norway. England's army is switched with F Edinburgh. Clyde is connected to the Norwegian Sea as before, but Edinburgh is not. I'm not sure what the object of it all is. It appears to me that England and Russia will be drawn more toward Germany, as if Germany need that! A map is available from the designer at 128 Oliver St., Daly City, Calif. 94014.

DIPLOMACY 260 AD, by Scott Rosenberg, is a new board variant using the standard rules. Players are Rome, Gaul, Germans, Goths, Palmyra, and Persia. Initial strength varies from four to seven units. It appears that the Gauls, with five units and a side position, have a distinct advantage. Rome's seven units are countered by its spread position and scarcity of nearby neutral centers. The map encompasses Atlantic to Persia and Tashkent, North Africa to Germany and Poland. The map is two mimeo pages, reasonably clear. This and the next variant are available for 25¢ each from Rosenberg at 182-31 Radnor Road, Jamaica, New York 11432. There are apparently openings in one of Scott's zines for both games.

DIPLOMACY 1618, also by Rosenberg, is another Thirty Years War variant. Players are Austria, Bavaria, Brandenburg, Denmark, Palatinate, Poland, Saxony, Spanish Hapsburgs, Sweden, United Netherlands, and France. There is a unit in civil disorder at game start, but otherwise the rules are standard. There are only three small sea spaces, east of Denmark. The board extends from southern Sweden to Venice, and Paris to Warsaw. Map is one mimeo page.

WITCH WORLD II, by Lewis Pulsipher, is in the IDA 1974 Handbook. Koldor, Estcarp, Alizon, Karsten, and the Sea Peoples are player countries in a fairly conservative game based on Andre Norton's well-known series. There are a number of rules which contribute to "realism," such as control of an opponent's army by Koldor (which begins with two units instead of three). There are only 24 centers, making for a short game. With so few players and centers, it is easier for one poor player to screw up this game than in standard Diplomacy. As a general rule, the more centers and players involved, and consequently the longer the game takes to play, the less likely it will be that one idiot can ruin the game for the rest of the players. Although this game has a number "II," it was not designed with any knowledge of what WITCH WORLD I is like.

SLOBOVIA II, by Edmund Harlleee and Rob Elau, is an extension of SLOBOVIA I. Additions to the already wild game include multiple armies and knights, dummy armies, fortresses (which can

be built and require supplies), supply credits, but no railroads. Any board can be used. While visiting Rob I saw his 500 space board, but I understand that he is cutting it down a bit. Rules are 35¢ from Rob at 604 Crestwood, Alexandria, VA 22302.

HYBORIAN AGE III, by Tom Hubbard, is available for 20¢ from Bruce Schlickbernd, 6194 East 6th St., Long Beach, Calif. 90803. This is a new board-standard rules variant based on Robert E. Howard's Conan series. Player countries are Aquilonia, Zingara (including Argos), Stygia, Iranistan, Turan, Nemedra, Vendhya, and Meru. The board extends far to the east of Vilayet, an area not on the map included in the books. It appears to me that the "spheres of influence" of the powers are too definitely delineated by the board, so that there would be little variety in first year moves, and in general there appears to be considerable lack of balance. The map is two ditto pages, large enough to play with regular pieces.

The next two variants are available together for 20¢ from Peter Berggren, Davistown Schoolhouse Road, Orford, NH 03777. He has openings for them in his new zine.

THE GIGATON BOMB VARIANT, by Leonard Miyata, is a standard board variant with moderate rule changes. Each player receives one gigaton bomb per home center which can be used to destroy permanently any province on the board--a sort of mobile "black hole." Bombed sea spaces become passable after a year, however. Most of the one page of rules concerns movement of bombs and adjudications of special cases. It will be interesting to see how this one works.

I once designed an atomic variant which gave one bomb to each player each year. The bombs were of limited range at first (adjacent spaces only), but as the game went on, range increased. The bombs only destroyed spaces for one year. I found that one bomb was usually enough to create a stalemate line between two countries, though with only one bomb a year, it was impossible to defend more than one area against an enemy alliance using bombs against you. The difference in TGBV is that no new bombs are added to the game, and bombs are permanently effective.

MIDDLE EARTH DIPLOMACY VII by Lewis Pulsipher. This was printed in The Cepheids #1 (IDA Novice zine), and will be in Speculum (probably #13, which will be available for 20¢ from Dave Kadlecsek, 1447 Sierra Creek Way, San Jose, CA 95132. This is a very simple 5-man game (only 22 centers) with an approximately circular configuration of Arthedain, Angmar, Rhovanion, Mor-dor and Gondor, resembling Third Age 1900 more than any other period. The only rule changes are capture in any season, conversion of fleets to armies and vice versa, and a victory criterion to eliminate "false wins." There are no stalemate lines.

The Cepheids version includes two printing errors: there ought to be a center in Emyr Muil, and two southwestern borders are given for Anorien (which is called "Ambien")--the westernmost of these should be deleted, so that Anorien doesn't bound Lamedon.

In case you're wondering what happened to ME VI, that is a game by John Eiehl. Eiehl apparently has dropped out of the hobby, and so far as I know, Walt and I are the only people with the hand-drawn maps. It is not worth printing at present, though perhaps with revision it would be OK. If anyone is interested in trying to revise it, let me know.

ACTIVE NEUTRAIS by Robert Sacks. Each player receives additional minor countries to play which are separate from his major country. Austria receives F Bel and F Por, England A Gre, France A Rum and A Swe, Germany A Bul and F Tun, Italy A Hol and F Nwy, Russia A Ser, and Turkey A Den and A Spa. Naturally this slows game development, though not as much as Armed Neutrals in civil disorder (LEBLING VARIANT). The extra units ought to increase available diplomatic options. I prefer a method which permits players to diplomatically affect neutrals, either through "bribes" as in "INTIMATE DIPLOMACY" or through a much modified ORIGINS OF WORLD WAR II system which I developed 2 years ago but which hasn't been printed yet. There are also the CATSFAW method and the 1934 method (dice rolling). But Sacks' method is easiest to use.

CATSFAW DIPLOMACY by Ron Melton, Mike Ritter and Kevin Rowland is available for 25¢ in Alternate Reality #12 from Ron Melton, 694 Broadway, El Centro, CA 92243. This is a system for controlling minor units in a three-man game which ought to work quite neatly. Players may write orders for neutral units, more orders as he has fewer supply centers of his own. Each neutral unit moves according to the most-often ordered order. There are special rules for building.

TEISTAR DIPLOMACY by ???? Printed in The Pouch #74, 20¢ from Gil Neiger, 300 West 108th St., Apt 11b, NY, NY 10025. This is a means of introducing uncertainty into the game without going all the way to KRIEGSPIEL DIPLOMACY, in which all movement and positions are hidden. Basically the GM reports only final positions, not orders. This means you won't always know who supported what and where someone may retreat to. There is a provision for players to scan a particularly important space each turn.

NAPOLEON'S EUROPE by Gerald Drews with assistance by Harry Drews is available for 15¢ from Harry at PO Box 282, Kitchener, Ontario, Canada N2G 3X9. The map is five well-done ditto pages (though unfortunately rules are on the back of the map) of about the same areas as the standard board. Countries are Austria, France, Britain, Ottomans, Spain, Prussia, and Russia,

each beginning with three units except for Russia's four. There are 41 centers but victory criterion is only 17. This means there will probably be few draws but many games will virtually be over after two or three years as players will be prone to give up and scramble for second place. There are very few other rule changes. Fans of new-board, standard-rule variants should like this one.

INTERPLANETARY WARFARE, by Glenn Reed, contains some interesting ideas but is flawed by lack of care. There are some rule ambiguities and the board is split into uneven spheres with corner positions vs. inside positions. Five players each control one planet, and there are a number of satellites and uninhabited planets which can be colonized to become supply centers. Most of the board is broken up into areas of space, with an impassable asteroid belt (with 2 small gaps) going through the middle of the board. There are three types of units: defense satellites, with additional strength in defense but not in attack, which must stay within one space of the body on which they are built; rocket fleets, which can colonize; and saucer fleets which can fire doomsday missiles that eliminate everything on a space of a heavenly body. The object of the game is to wipe out all other players.

This is one of the more radical variants to see print in recent months, and radical games need extra care and preliminary testing even more than conservative variants. Unfortunately, this didn't receive that care. It is available from Peter Berggren, Davistown Schoolhouse Rd., Orford, NH 03777 for 20¢.

DEADLY DIRTY DIPLOMACY, by Michael Lind, is a combination of BLACK ANGELS and VARIANTS OF THE GHODS with a few extra twists and streamlined rules. A game of this is actually being played by mail, unfortunately more as a game than as a press orgy. I suspect that the combination will lead to more chaos than skillful play--you certainly wouldn't find me playing it. I wouldn't play VotG alone, let alone with Heaven and Hell added. Of course, there is a Major Ghod in Hell and one in Heaven; press releases cost Diplobucks; and fleets cannot move to landlocked space from M&H (something that is not prohibited in EA). In the first turn of the postal game, Germany missed his moves because of sacrifices or bribes; on the second turn, a French army disappeared--among other things, of course. You may be able to get a copy of the rules from Michael Lind, 493 Westover Hills Blvd., Richmond, VA 23225.

SENATUS POPULUSQUE ROMANUS by Michael Homeier is a hypothetical struggle among regional rulers to succeed a dead Roman emperor (the same idea as Rod Walker's old PRINCEPS, though I doubt that Homeier has seen the latter). There are six players in an approximately circular configuration in the areas of the Middle East,

Anatolia, Greece, Italy, Spain-France, and North Africa, each with three units. The only rule change is that there are four moves per year, with builds coming between moves and retreats on the last move of the year, for some reason. Since players are fairly close to each other, this means that a great deal can happen between builds--it might even be possible to wipe out a player before he can build anything, perhaps even in the first year. The map is printed on half a page for reasons I cannot fathom, which makes it too small for FTF play--it is even necessary to use numbers on the map with province names listed separately. This is available for 20¢ from the designer at 238 N. Howling Green Way, Los Angeles, CA 90049.

1701 is another variant by Homeler, which is already out of print (I experienced considerable difficulty in obtaining a copy, hence the late review). Countries are Britain, France, Poland, Austrian Hapsburgs, Holy Roman Empire, and Ottomans, each with three units except Poland's four. The major rule change is one move per game-year rather than two. The board is again printed on half a page.

VARIANT DESIGN

Dick Vedder is one of the most active variant designers and enthusiasts in the hobby. Most of his designs include center loans, variable initial strength with accompanying variable victory conditions, and are based on historical situations. The most well-known of these are the JIHAD and DIADOCHI series.

VARIANT DESIGN OBSERVATIONS

by Dick Vedder

I suspect that every Diplomacy player has given thought at one time or another to designing a variant, and many people have actually made the attempt. Unfortunately, many (dare I say most?) variants are produced and published in such a hurried fashion as to induce considerable mistrust and doubt among players who might otherwise be interested in playing them. Numerous promising variants have been ruined (along with reputations) by the over-eager rush to "get it down in print." In the following article, I will attempt to set down clearly several axioms for designing variants that I have found useful in the past.

In my opinion, the first thing that one has to remember in designing a Diplomacy variant is to choose a scenario that people can readily identify with. I began to design a game once which had as its theme the politico-military

situation in ancient Italy before the Roman conquest (pre 265 B.C.). But soon I stopped all work on the project because I realized that although the game had excellent Diplomacy possibilities, practically no one would be able to identify with it and hence wouldn't want to play it. So I view the choice of a scenario as being very important.

The next point to consider is the number of Great Powers. Personally, I prefer an odd number of powers as this tends to add more variety and possibilities to the opening stages of the game. But not just any odd number of powers will do; fewer than five shrinks considerably the diplomatic options, and more than seven or nine hurts, too, in that it is usually very difficult to scrounge up enough willing players--unless the game happens to be one of the YOUNGSTOWN series.

Buffer zones should exist between each of the Great Powers whenever possible, as this tends to make negotiations easier. However, we mustn't have them too easy, so I recommend the placement of a few tantalizing supply centers in the middle of all buffers.

The variant designer should determine early in his efforts just what areas of the board are going to be areas of conflict and which are not (in the main). One should have some ideas along this line before he starts work (if the scenario is historical or literary), and these ideas will become more definite as the concentrations of supply centers and the various diplomatic and military strategies in the game become evident. Areas of conflict should be carved up into many spaces to provide plenty of room for tactical tap dancing. Areas of non-conflict should be composed of fewer and larger spaces to facilitate movement and communications.

The total number of supply centers on the board should be, as a rough guide, about two or three times the total number of home supply centers. However, each variant is, by definition, different, and the above should be considered as a guide, not as a rule. In any event, I believe that every Great Power should be provided with a few supply centers which can easily be captured at little risk in the early game. Such "easy" centers will help keep any power from being blown off the board without having had a chance to accomplish anything, and hence act as a brake on player discouragement and drop-outs. These centers are, in short, an important means of achieving balance in the early game.

Ah, yes. Play (or game) balance. The eternal rock upon which many a variant has been dashed to pieces. I must admit, however, that there are at least two view points on this subject. One advocates authenticity and/or historicity at all costs; a second opts for play balance at all costs. In theory, these two stands are not mutually exclusive, but in practice they usually are.

In my opinion, if a Diplomacy variant is based on a historical or literary scenario, the designer must try his best to be authentic and true to that scenario. Nevertheless a line must be drawn when the pursuit of authenticity imperils play balance. Unless you find a bunch of reulots eager to play your variant (often a rarity in the extreme), play balance is absolutely imperative if your variant is going to attract, and keep, Diplomacy players. After all, how many of you out there would be willing to play Turkey in regular Diplomacy if her strength was in keeping with the title of "The Sick Man of Europe"? Not many, I'll wager.

So play balance is, with a few exceptions (such as the Middle Earth game *DOWNFALL/RETURN*), most important for the success of any Diplomacy variant. But what exactly constitutes a "balanced" game? How do we define this concept? Here I see a critical distinction, denoted by the terms "playability" and "balance."

I define playability as that stage of game development when all (or at least most) of the basic ideas behind and components of a new variant have been proven to work adequately, if not perfectly, under fire. Many variants never become playable: the rules for *ATOMIC WARFARE*, for instance, contain an enormous loophole in that it is possible for several of the minor powers to unite and destroy a major power with their nukes at game start, thus short-circuiting the victory criterion for the game. And this is all the more unfortunate because playability is a fairly easy thing to establish in a variant and flaws like the one cited above can almost always be discovered and remedied by thorough playtesting.

Balance, on the other hand, is an entirely different matter. I define balance as meaning that every power on the board has, as far as possible, an equal shot at victory, and this is a much more difficult goal to achieve. Almost always, play balance requires a considerable amount of fine tuning (sometimes even major surgery), and is usually not achieved until after very considerable playtesting over a long period of time. For example, play balance in the *DIABOCHI* series continues to elude me despite a considerable amount of developmental effort, although playability was achieved with *DIABOCHI I*. Sometimes, however, balance comes fairly quickly in a game's development. *JIHAD II*, for instance, appears to be remarkably balanced, judging from the game result data currently available.

There are no hard and fast rules for achieving play balance; usually the results of experimentation will provide the surest rules. However, I can observe that Great Power states located in corner positions tend to be the strongest (and hence the most often victorious) of all the Great Powers on the board; the example of England and Turkey in the regular game springs to mind at once. Therefore, it is usu-

ally a good idea to make these "corner" powers weaker than the rest of the states in the early game. One method by which this can be accomplished is by altering the borders of a few key provinces and/or sea zones in order to increase the tactical options available to the "middle" powers.

Having discussed various aspects of game design, we finally come to the question of when to publish a variant. It is my firm belief that no Diplomacy variant should be published unless vigorous playtesting has insured its playability. Too many players interested in variant Diplomacy have been alienated by hastily produced variants to warrant continuation of such practices. A well designed, playable Diplomacy variant will redound to the credit of the designer, and will guarantee a receptive audience to his future designing efforts. Moreover, a well produced variant will enjoy a much better chance of being played FTF or postally, and this, after all, is the greatest reward (short of being paid!) for designing a game of any kind.

Of course, there is no one way to look at variant design (though there are right ways and wrong ways, as Dick points out). So I would like to add a few comments. I would like to think that every player has considered designing a variant, but many are much too indifferent or too unimaginative for that. Dick is quite right about poorly-done variants, though I doubt that anyone's reputation depends on his designs! I have seen a number of variants published lately which could easily be considerably improved. One was even published with a prototype map which didn't match the rules!

You'll recall that a few issues ago I offered to look over variant prototypes, and I asked for volunteers willing to do likewise. Only one person (Dick) has availed himself of this service, and while only one person volunteered to help me, two people commenting from uninvolved perspectives will usually yield some useful suggestions. Too many people see three or four variants and then decide to try one of their own. As I've said before, this may be good practice but the game probably won't be worth much (I shudder to remember my first variants). I have restrained myself generally in the Variant Information column, but henceforth, when I see one these half-jobs, I will not hesitate to call a spade a spade.

Perhaps Dick generalizes from his own experiences a bit too much. It may be true that for some designers the primary purpose is to have his game played, but for others, the act of design ("creation" if you will) is just as important, and the primary purpose is to feel that you've done what you set out to do, that you've done your best. I have seen what I considered to be good variants which were seldom played and lousy heaps that were played quite often, at least for a while. If the variant-playing pub-

lic were much more astute, then the number of times played might be a better indication of the quality of a variant than it presently is. But most of us just like to play games, for a dozen different reasons, and it isn't easy to tell whether a game will be fun and interesting until you've tried it.

Dick and I are both history grad students (ancient and military, respectively) yet we have very different views about authenticity. I am much less likely to sacrifice balance for authenticity than Dick (the reason I haven't done a "Mordor vs. the World" type of Middle Earth variant; if I want to play a so-called "realistic" game, I'll try one of the hundreds of commercial wargames on the market. I suspect Dick is a Diplomacy-only player, as we wargamers call 'em.

I also disagree about balance and "playability." If one must make wholesale changes in a game (such as changing the number or identity of player-countries) then something was severely wrong with the earlier versions. A game must be pretty close to perfect balance before it's worth repeated play.

One thing Dick didn't mention was face-to-face vs. postal variants. When you design a variant, it is often important to consider how it will be played. Larger numbers of players are hard to find for FTF play, while games with five or fewer players tend to interest postal players less than games with more people. Often it helps to decrease the number of turns needed for a FTF game while this is not as important (and sometimes not even desirable) for postal variants.

GLOBAL VARIANT

by Lew Pulsipher

Why did I design this game? I had this old map of the world that just fit 8½ x 14" paper, see. (That is the size needed for an unreduced centerfold map in DIPLOMACY WORLD, you know.) I had never done a global variant. Global variants eliminate corner positions, which helps play balance, and I'd recently finished BG II which reminded me of this advantage. I know of no global variant that isn't a monster (the recent global rage came after the prototype was finished, but this is still true). And I'm a map nut at heart, so I decided to try it. I don't think it's anything particularly noteworthy, but some people who have seen it like it. And I couldn't let the centerfold go to waste, could I? ((Who says it hasn't now?! CA))

I thank Jon Southard and friends for the unusual amount of playtesting and cooperation they contributed to this variant.

Since I did the prototype of this game in early fall, I designed LOST CONTINENTS, which is a nine-player game with continents added in the

Pacific and Atlantic to eliminate the isolation of the Americas. In order to do this GLOBAL VARIANT, I added Hawaii, Antarctica and Greenland, but new continents are much more satisfactory.

GLOBAL VARIANT

1. The 1971 Rules of Diplomacy are used with the following changes.

2. The game begins with Winter 2000 builds in player home centers. No player may build all three units of one type. The Japanese may not build a fleet in Yangtze in Winter 2000.

3. There are 36 supply centers. Victory criterion is 20 units on the board.

4. The board represents the world as it might have been if certain historical events had not occurred, or had occurred differently. For example, what if the Indo-European migration had moved east instead of west and south? What if they had eliminated large numbers of Chinese before moving on? What if Polynesian peoples, and survivors of China, had settled in parts of Australia? And so on.

5. Players are Seljuk and Ottoman TURKS (or perhaps even Persians) (Samarkand, Persia, Asia Minor), JAPANESE peoples (Yangtze, Honshu, Kyushu), Chinese and POLYNESIANS (Gawler, Arunta, Java), descendants of the INCAS (Pampas, Andes, Amazon), AMERICANS (Actually Indo-Europeans but the name doesn't apply now) (Huron, Baja, Katandin), CELTS (Briton, Guyenne, Scandia) and BANTUS (S. Africa, Zulu, Madagascar).

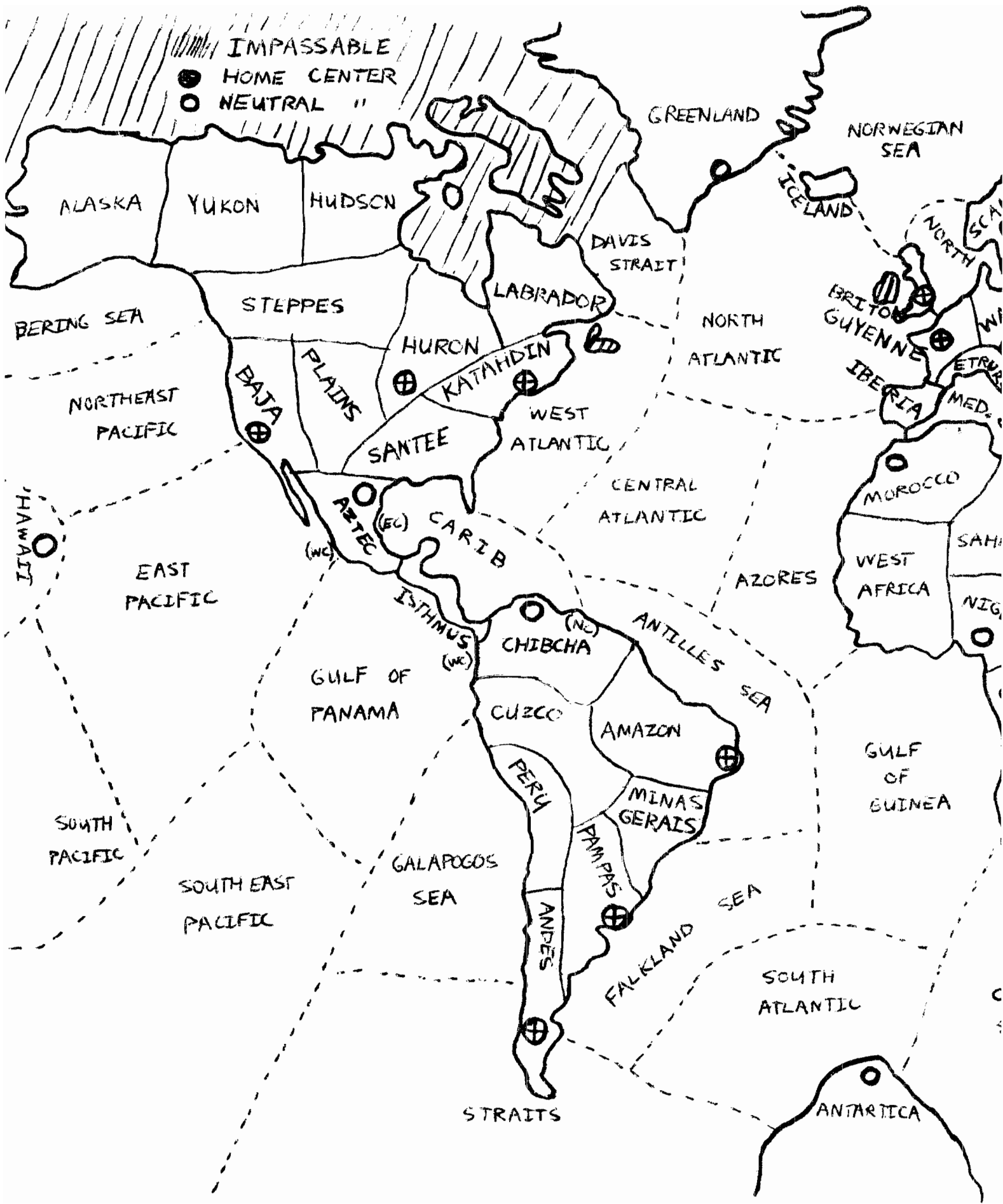
6. Fenesei, Aztec, Chitcha, S.E. Asia and Sumer are double-coasted provinces. If you happen to know what it is, permit coastal crawl and crawling retreat; otherwise don't bother. Sea of Okinawa does not border Okhotsk Sea. Philippines is a neutral center. I've duplicated the east-west edges of the map a bit because I'm not sure how much will get printed. Northeast Pacific borders Northwest Pacific. Hawaii is a single neutral center. Hawaii is both a sea and a land space; that is, an army may occupy it or a fleet may be part of a convoy while in it.

7. An army may move between Alaska and Iena if there is no hostile fleet in Bering Sea. An army may move between Iberia and Morocco if there is no hostile fleet in Mediterranean or Azores. A fleet of a player who doesn't own the army is considered hostile unless its owner specifies otherwise. A fleet is not considered to be in one of the seas mentioned if it is ordered to move on that turn, even if the move fails.

8. No fleet may occupy Obel, Yukon, or Huron.

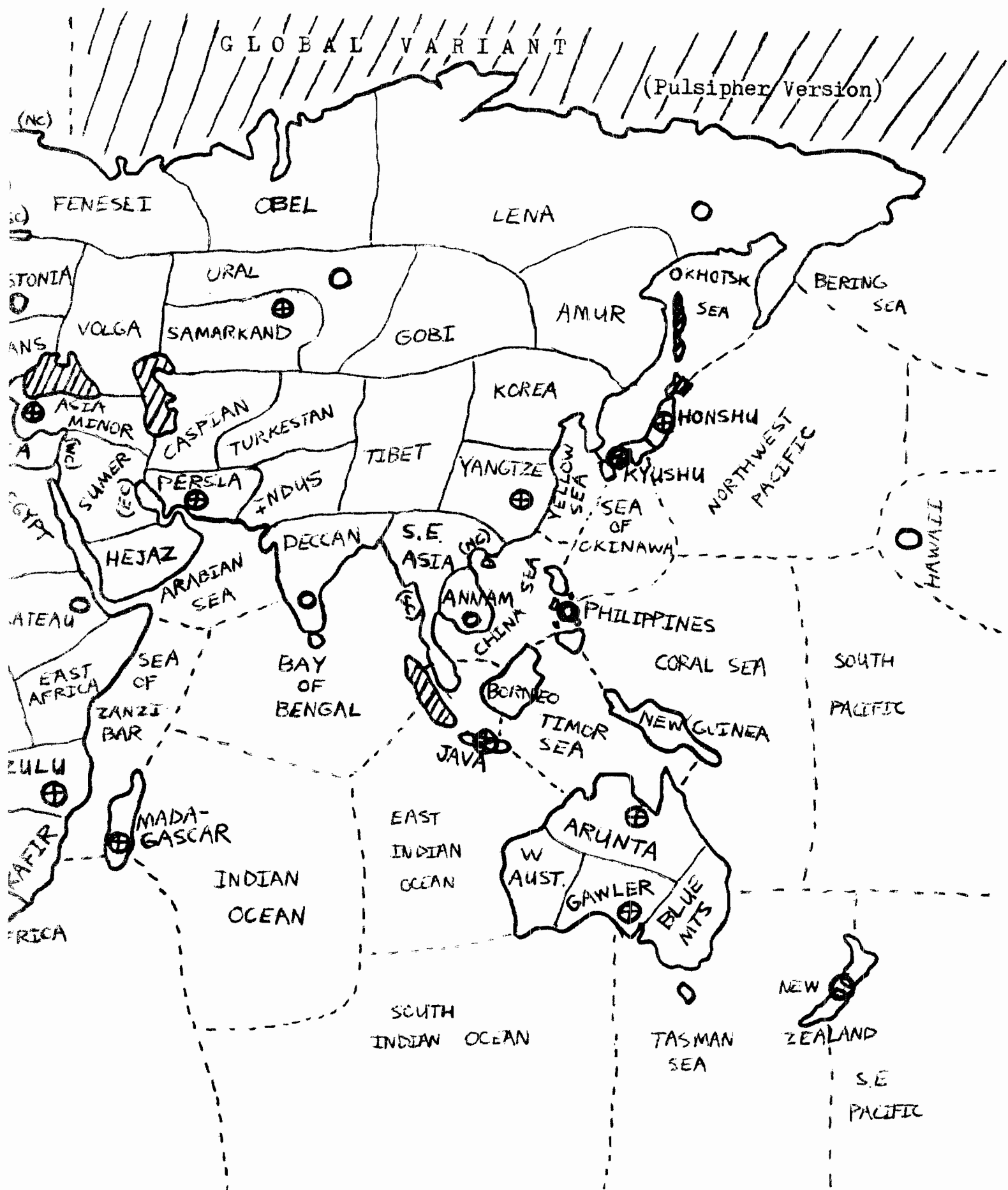
9. There are canals in Isthmus and Egypt, so that both spaces act as Constantinople does in standard Diplomacy.

It would be nice for play to have a 2- or 4-page version of the board, but I do not intend to print one, though anyone else is welcome to do so.



GLOBAL VARIANT

(Pulsipher Version)



THE DIPCON STORY

by EDI BIRSAN

Introduction: What follows is a brief recap of the seven DipCons that can be identified in the history of the hobby. While much of the details of the conventions are too extensive to report on here or are not even available to the writer at the time of this printing, the emphasis is on a sketch of what evolved over the years and a few highlights of each event. Hopefully, this will initiate a review of the records and the development of a greater source of articles upon which to eventually compile a bound record of the events in the past and the lessons each has to offer to future organizers. The indulgence of the audience is pleaded for in cases where there are minor errors in figures compared to the hoped-for portrayal of the subject.

The first mention of a possible DipCon in the literature of the hobby was in *Craustark #57* of 25 July 1965 when John Smythe brought up the possibility of a get-together of Diplomacy players in a formal convention-type affair as part of a greater science fiction gathering. Nothing came of it at first, at least in the normal sense of the term convention, but the idea was started and it would soon see some realization.

DipCon I

Place: Youngstown, Ohio

Time: 31 Aug-1 Sep 1966

Attendance: 9

After several years of talk, both behind the scenes and in the zine of the times, John Koning decided that enough

was enough and announced the first DipCon, to be held at his house in his backyard. Derek Nelson flew down from Canada and along with Smythe and, of course, Koning, they formed the crux of the small gathering which was to start the ball rolling. The first Diplomacy Tourney, if one can call it that, was a five-man game in which no one was particularly sober enough to record exactly what went on...at least that is what the participants would have us believe. Actually no one really cared too much either way about a win/loss record.

There was the usual presence of wargames as Nelson and Koning engaged in a 7-hour affair of Battle of Britain with 1000 plane hunt-and-destroy missions buzzing around the atmosphere far into the night. Here was the pattern of wargamers, Diplomacy players and science fiction fans gathered in one spot with highlights on the play of Diplomacy and assorted other games. Most notable was the fact that it was decided that there should be another such meeting the next year at the same place and that maybe wider circulation amongst the zines would bring in more new blood and bodies for the knives of the Youngstown players.

DipCon II

Place: Youngstown, Ohio

Time: 27-28 June 1969

Attendance: 11

Once again John Koning and his more-than-gracious family hosted the gathering of the DipCon hoards. In atten-

Citex '75 DIPCON VIII Chicago August 15 16 17

● 3 round Diplomacy tournament by Allen Colhamer

● Dungeon & Dragons games

● Fletcher-Pratt naval tournament

● Other events to be announced

Fees: \$1.50/day or \$3 for all three days general admission

\$10.00 for the Diplomacy Tournament (includes general admission)

\$35.00 for Fletcher-Pratt Naval Tournament (includes general admission)

(Other prize events may have separate fees)

All checks (payable to Viking Systems) to P.O. Box 2788, Chicago, Ill. 60690



dance from the east coast were Jeff and MaryAnn Key, her friend Edl Birsan, and Loring Windblad; from Canada Derek Nelson made another plane trip; from the "west" Rod Walker came torquing from Illinois to meet with Charles Reinsel, Koning, and a few other "local" players. There were no less than two regular seven-man games played and a Youngstown 10-man game in the first day, a feat which has yet to be matched in any future DipCon ((except DipCon IV)).

Once again the wargamers were in attendance with a multi-commander Blitzkrieg game being tried late Saturday night. Unfortunately, only two players knew the rules and it resulted in some absurd results. Typically though the game was ended just before civil war broke out over the board with Special units fighting the regular army in both Empires.

Two principle means were used to get to the Con: plane into Cleveland and several car convoys of players teaming up for the trip. This would also start a trend in the open manner in which car convoys are gathered and partaken of by players in the hobby banding together to get to the Con even though they may never have seen each other before.

At the end of the last day (Sunday), Jeff Key said he would like to have the convention on a fuller scale and done in Oklahoma City the next year. Everyone agreed and the pattern of planning the next DipCon at the conclusion of the present one was established. This would be the last of the "home-grown" DipCons.

DipCon III

Place: Oklahoma City

Time: 4 July 1970

Attendance: 30-40

This was the first major qualitative and quantitative jump in the DipCons from an informal get-together in someone's house to an affair that required a small committee to run and organize it. Set in the massive basement of a Methodist University, it combined for the first time formalized wargaming competition with a Diplomacy convention. For the first time, trophies were offered in Naval Miniature Battles (Fletcher Pratt rules), Avalon Hill games, Diplomacy and even a miscellaneous category.

People were put up in the homes of local players and in various motels about the town. This made the after-hours games most difficult without several roving carloads of people going from house to house and from motel to whatever with the flow of the games. It was here that it was decided that in the future such housing should be arranged as close together as possible for the better use of the time available.

In attendance from the east were Edl Birsan and John Koning with Smythe driving down from his Nebraska place to attend. From the southwest came quite a few Texans, bringing in Sid Cochran and Mike Childers (the latter just mar-

ried).

Many of the Diplomacy players took part in the other segments of the convention with Smythe winning the Naval trophy, Birsan winning the Avalon Hill trophy and Ietsy Childers winning knives down the Diplomacy tournament. One unique award was the Pigeon Award for the most dumped-on person in the convention. This was won by a local player who had, amongst other misfortunes, his German Battle Cruiser taken out in one turn by being hit by 26 out of a possible 28 shells fired at him at long range!

Of all the conventions, this brought in the most people from the southwest and the least from the west coast (none) and the east coast (1). It was decided that while there would be another game convention in Oklahoma the following year, maybe the west coast would like to try a DipCon.

DipCon IV

Place: San Diego

Time: 26-28 Aug 1971

Attendance: 20-30

This DipCon was organized by Larry Peery and is the only DipCon to be held on the west coast so far. This made it difficult for many people to get to and only one player made it from east of the Mississippi, Walt Fuchanan of Indiana. However, in addition to the local crowd and the players from the Los Angeles area, Doug Beyerlein flew down from Washington and Pete Weber and Bob Strayer made it in from Arizona. Jerry White even dropped by on his honeymoon from Oregon!

In spite of the light crowd, Larry Peery did a fine job of organizing the affair and all in attendance had a good time. A 10-man Youngstown variant game was played in addition to several regular games. Dan Alderson also introduced his new space warfare game. This was the first DipCon to have a banquet held in a local restaurant. Several talks were given on different aspects of the hobby.

This marked the end of the "basement era" of DipCons in that this one was also held on a university grounds with the participants scattered all around San Diego.

DipCon V

Place: Sherman House
Chicago

Time: 22-23 July 1972

Attendance: 350+

This was the first of the big hotel conventions in Chicago. Combining segments of Diplomacy, wargames and naval/land miniatures along with wide and expensive advertisements in Diplomacy zines, wargaming magazines and the like, the Len Iakofka-Larry Blandin team made an impressive show in putting on the DipCon. It was also the site of the first IDA meeting and the development of the DipCons into more of a forum for the exchange of the ideas, hopes and frustrations of the hobby than ever before.

The combination of a hotel with the gaming rooms worked out perfectly as it allowed for around-the-clock gaming to go on in room after room once the major exhibition halls were closed for the night. The winners of the Johnny Awards were announced for the first and only time, as they were to be replaced in the following years by the Calhamer Awards which would also be announced at each consecutive DipCon.

Once again the pooling together of the hobbyists from the distant reaches of the hobby allowed convoys and car pools to bring in players who otherwise would not be able to attend.

Of the conventioners, some 49 took part in a seven-board tourney while several Diplomacy players opted for the tables of the naval miniatures. The tournament was won by Richard Ackery, a total unknown to the postal hobby, playing only the third and fourth games of his life in the tournament. This, including the absolute slaughter of most of the postal players by gangs of locals in mass 3-on-1 attacks, prompted an outcry for a more structured tournament, not to be realized for another two years.

The Lakofka-Blandin team once again offered to do the DipCon the next year and as everyone was so overwhelmed with the work that had been done, no one was prepared to offer the slightest objection. Financially, the records aren't clear, but apparently the DipCon portion of the greater International Game Show, as it was called, broke even while the trade show end of it took a loss.

DipCon VI

Place: The Bismark
Chicago

Time: 22-24 June 1973

Attendance: 800

and Conrad von Metzke. Once again the IDA general meeting carried on some discussions of the hobby, part of which dealt with the reworking of the tournament system from the very simple of 7 games producing 7 winners who go into a second round of one game to a more complex tournament system which would allow three rounds with complete participation by all parties in each of the rounds.

Many car pools were formed to bring people to the DipCon who had never attended before, or had never hoped to attend. Typical of the effort was the jamming of seven New York players into Birsan's Plymouth wagon for a 13-hour, 650-mile straight drive from NYC to Chicago.

Financially, the matter was considered a wipe-out and the Lakofka-Blandin team bowed out of producing the next DipCon. Internally within the convention, the idea of a banquet on the last day was discontinued as only 11 people showed up for the hotel affair compared to a good 35 the previous year. If people were to go hundreds of miles to the DipCon, they weren't about to "waste" their time with hotel food

This was the largest and most impressive DipCon held. Over ten boards were set up in the Diplomacy Tournament which was won by John Smythe

while the game boards remained empty.

Talk was started about the possibility of a pure DipCon without the hordes of wargamers and naval miniature people who provided the bulk of the attendance from the locals while the Diplomacy people provided the overwhelming majority of the long distance travelers. Possible sites such as Indiana and the east coast were considered, but a lack of that critical factor--organizers--prevented any definite plans for the next year from being formed at this DipCon, with the exception that if the same organizers were to try it one more time then the rest of the hobby would go along with it.

DipCon VII

Place: The LaSalle
Chicago

Time: 16-18 August 1974

Attendance: 565

the long-distance haulers. Seven players from New York put down almost \$1000 in air fare to get to the convention, while from the west coast Doug Beyerlein came flying in for his third consecutive DipCon and his fourth in a row. The IDA meeting got along as usual, this time revolving around international relations and internal organizational matters.

Of the participants at the convention, some 50 opted for the Diplomacy boards in the most structured three-round tournament ever held to date. Dissatisfaction with certain minor segments of the tournament rules and/or lack of them in certain unique cases have prompted another review of running a tournament, and as of this writing there are continued behind-the-scenes efforts by concerned parties to evolve a more efficient and effective tournament system.

Dave Johnson became the first resident British player to attend a DipCon and helped in the setting up of the International Subscriptions Exchange to further the international aspect of the hobby. Quite a few Diplomacy players took part in the other functions of the convention with John Smythe, Stan Wrobel, Tony Pandin and a host of the better-known Youngstown players taking the naval tournament without much difficulty. An unique addition to this convention was the running of a section of Dungeons and Dragons by Gary Gehrke. Financially, the affair is rumored to once again be a hurting affair for the organizer, Gordon Anderson and his El Conquistador aficionados.

Brief Conclusion: Each of the DipCons has contributed to the development of this hobby service. In the future, the possible divorce of the major wargamers and miniatures people from the DipCon and the moving in the direction of a "pure" DipCon may be considered and attempted. Regardless of the direction, the tradition is strong enough that the DipCons will be with us for quite some time in the future.

T'OTHER SIDE OF T'PUDDLE

by Pete Birks

(Note to North Americans: NGC stands for the National Games Club, formerly called the British Diplomacy Club (EDC).)

America being such a large country, it is easy for Americans to assume that in Britain we are one homogeneous group, who always act in unity. This, of course, is not so. There are, in all probability, more factions in Britain than there are in the States. There are Scots, Welsh, Irish, Lancastrians, Yorkshiremen, Londoners, and Westerners. The fact that everything is on a smaller scale does nothing to decrease our rivalry.

However, the factionalism that exists in Britain at the moment could be said to have nothing to do with geography (although some would differ with this viewpoint). There is a dramatic, though still vaguely friendly, feud going on between the NGC and the independents. The NGC is an organization which has no equivalent in America. Unlike the IDA, it does run games, and it takes no responsibility for the independent zines. Why it has risen to dominate the British Diplomacy scene so can be attributed to one factor--advertising.

In British Diplomacy sets there is a little slip exhorting the unsuspecting buyer to join the "EDC" (which had now become the NGC) for the trifling sum of £1.10p. Having done this, he can subscribe to Dolchstoss (the main NGC zine, produced by Richard Sharp in a similar form to that taken by DIPLUMACY WORLD), and play in NGC games for only £1 plus £1 deposit, returnable so long as you do not drop out. Only then will our new Diplomacy player begin to learn that there is an independent sector, which charges less for games, but of course fails to give the guarantee of financial security that the NGC gives. (Since it is run by a Committee, there is no chance of anyone disappearing with all the money, which is what I believe happened with a few American zines.)

Coupled with the fact that a few independent zines have folded recently, with the poor subscribers failing to receive back their hard-earned money, it is not perhaps surprising that players are a trifle suspicious of independent zines. The only independent zine to have started with any success during the past year has been Lemming Express, from Jon Lovibond. Meanwhile, Ethil the Frog, Tales from the Black Forest, Folshevik Star, Our Henry and Orion have all fallen by the wayside, with Grafeti also going less than a couple of months ago.

Meanwhile, four NGC zines have come into being--Filibuster, Retief, Misteimer, and

Greatest Hits (which I produce). The NGC zines can quite easily cater for all the games, and when they cannot, there is no shortage of volunteers to take them on in a new zine. It is far easier to start an NGC zine than it is to start an independent, and players seem to prefer the "guarantee" that comes with an NGC zine. The only NGC calamity has been OJ, which is almost certainly folding, but already arrangements are being made for the transfer of the games to other NGC zines.

Is it a good or a bad thing that the NGC will probably have a monopoly over all British postal Diplomacy games when the present independent zines die out? The majority of independents, of course, say that it will not be a good thing. They claim that the independent sector offers more variety, more character, and more enjoyment to the sizeable minority who want something other than a stereotyped postal Diplomacy game that is run on efficient three-week deadlines. They point out that the NGC charges over twice as much for a postal Diplomacy game as do independents, and that the NGC does little to foster the existence of a "hobby" in Great Britain.

These points all have a certain basis in fact, but there is a solid counter-argument. There is a small number of people who find their way from the NGC sector to the independent sector (not that the two groups are mutually exclusive; most NGC zine producers play in non-NGC zines and vice-versa). The NGC is running a Convention this summer that will bring members of the NGC together for the first time. Many NGC zines are more interesting than the independent zines, Retief and Dolchstoss being prime examples. So it is perhaps slightly unfair to state that NGC zines are boring; to my mind, the proportion of interesting zines to boring zines is the same in both sectors.

The real argument against the NGC is that it is concentrated in the Home Counties and London. The majority of members come from this area, whilst the "core" of the independent sector seems to be Lancashire. There are, of course, exceptions. Shelob's Lair, an NGC zine, is produced in Lancashire while Mad Policy, the pride of the independent sector, is produced in the middle of the home counties.

Can the independent sector survive this NGC "attack"? I would say that the only chance is advertising, which is what worked for Frigate, now the largest independent zine in circulation terms. If the independents could produce some sort of confidence, given the fact that 60% of the independent zines that have folded have not reallocated their games nor repaid their subscriptions, then they may have a chance of recovering their lost esteem. Personally, I think that the relative reliability of the NGC will be the eventual death of the independents, but we shall see.

PEGGY AS I KNEW HER

by ROD WALKER

(Rod's article was inspired by the following delightful letter I received from Margaret Gemignani after DIPLOMACY WORLD I, 5 was published. Rod is certainly right--the hobby just wouldn't be the same without Peggy!)

Dear Walter:

I enjoyed Diplomacy World very much and found it both informative and interesting.

About the Rating System, I seem to be getting up in the world. Where can I get ahold of Capt Walkeroff, I have a few things to say to the dear boy. Err, Rod, about that below Gemignani (Casp) and the high rating some of your pals got, shall we discuss it over a letter bomb or should I up my bridge for better rating? Do you have any idea, Walt, where some of these characters with the high rating hand out? I think most of them are working in movies as the Invisible Man.

But it is nice to draw twenty points and be going up in the world. There is something else Capt Rod forgot, How could you, Rod, that was Lucy Borgia's boyfriend. I created, in later games, the Marquis de Sade who used to meet with Lucy for a game of fun and things, with her knives and his whips. They were the low life of Lucy's high life. I played France that year and I have zines to prove that Rod had a progandra going between notorious Lucy and low-down de Sade, per perfect match. They almost got match but Lucy did not show up for the wedding. It was against her principles. There were several Medici and Borgia popes running around each with his own little family. And Boardman added a saint to the list of Loriga offering, St. Felicita, the Willing, patroness of Undress League. John is taking brides to keep your name out of his new book, "Diplomacy Uncensored." Poor John, what will he do for fun, he and Alfred Notfi, now that "Fighters' Home" has gone under?

Your zine is the best and just beautiful and all things a Dippy zine should be.

Best, Peggy

Whenever a new rating system appears, or an update of an established one, most of the names at the bottom are players who have dropped out of the hobby (at least once). One notable exception is Margaret Gemignani, who enjoys (if that is the word) a reputation as one of the worse players postal Diplomacy has ever seen. This reputation is at least in part deserved, as I will document below, and hence this left-handed tribute to one of the hobby's fixtures. After all, talking only about players who never

tire of telling you how many games they've won can be awfully dull, don't you think?

Now, actually, Peggy is probably not the worst player in the hobby. Unlike Paul Harley or John Boardman, for instance, she has some redeeming features. I've been with Peggy in a large number of games, regular and variant, both as a player and as Gamesmaster, so I guess I can say that I know. For one thing, Peggy is loyal. She has mastered the "alliance" aspect of the game without ever having mastered the "treachery" part, which probably makes her unique among all Dippy players. Peggy believes that once you make an alliance you stick to it, and for her, the biggest sin of all is to stab your ally. As we all know, among the so-called "good" players, the reverse is true.

Furthermore, Peggy is persistent. She is the GM's dream: while she may miss a deadline now and then, she always stays with the game to the end...unless she just forgets about it. Peggy apparently never keeps records or files or anything like that, so the only way she knows she's in a game is when the current issue of your zine arrives and she looks through it to see if her name is printed anywhere. So if she doesn't notice a couple times in a row, you'll have to drop her. Luckily, she usually notices a minimum of every other time.

Peggy apparently types these days, which is an improvement. Those who have had to deal with her...handwriting...will testify that only a spastic doctor, trying to write with the wrong hand after five joints and six dry martinis, could do worse. One still has to be careful, as Peggy's recent letter to Walt shows, as it takes a trained eye to translate "bridge" correctly to "bribe."

Peggy was once in six regular and variant game with me (as GM). I can remember the delightful day I got the orders for all 6 of them written on a postcard, starting in the center and working out to the edge, with the last set strung out circumscribing the margins. The stamp was then placed strategically in the middle of one set of orders, and the postmark nearly obliterated another. A change of orders, which I noticed about a month later, was inserted in a white space on the picture on the other side.

Allowing Peggy to play in variants probably borders on the far side of stupidity. For one thing, when she goes to make up her orders, she will use any board which even remotely resembles the one she's supposed to be using. The resulting sequence of orders to spaces which do not exist in the game in question can be nerve-racking...especially if you, as I did, feel some sort of obligation to find out what playing board she was using.

Those who know Peggy know that she takes umbrage at being considered the hobby's most discombobulated player. But how can anyone ar-

gue against a track record like hers? Many will recall a game in 1969 in which she submitted this classic set of orders for Germany in Spring 1901: A Mun-Hol, A Ber-Den, F Kie-Nth. A goody I once got as a set of orders read, "If anyone stabs me, attack him."

As I said, Peggy will respond to any game she sees her name in. I suspect a really desperate (and I mean desperate) GM could get a lot of stand-by service from her by just inserting her name at appropriate points. Back in 1969, infuriated by Eric Just's publishing my April Fool issue before I could do it myself, I published a straight-appearing fake of his The Diplomat, the first fake Dippy zine ever attempted. Wildly improbably orders were printed for his games. While several of Eric's players wrote in to accuse him of misprinting their orders, Peggy simply sent in a set for the next season.

But all GMs should remember that as a player, Peggy has one great virtue. She always pays on time, and in cash!

As a previously unrevealed sidelight on the Gemignani phenomenon, let me add a few words on the 1968 Secret Investigation. After comparison of Peggy's handwriting (such as it is) with that of John Boardman (such as it is), several of us developed the theory that they were the same person (notice, for instance, that what each of them writes makes about the same degree of sense). We eventually located an agent in Rochester (where Peggy lived at the time), who contacted her by telephone, and later took depositions from people who had seen her at sci-fi conventions and the like. So that theory proved a clunker--and I'm just as glad. Peggy may seem a trifle unreal, but there isn't an obnoxious bone in her body...whereas Boardman is obnoxious almost before he is anything else. I would hate to think that she has been putting us on all these years.

Most players these days who know Peggy feel the only way to deal with her is to destroy her instantly. Now, that isn't fair...and in fact, it may be very unwise. Peggy's philosophy is, be nice to me and I'll be nice to you. But you also have to be very clear, because Peggy tends to be hazy about things. For instance, you're Italy with A Tyr, and France, who is Peggy, has A Eur, and you want to attack Germany's A Mun. So you write her, "I'll attack Munich and you support me, OK?" And she agrees. To your horror, the order she actually makes turns out to be one of the following:

A Eur S GERMAN A Mun
A Eur-Mun
A Eur S ITALIAN A Boh-Mun
A Par S ITALIAN A Tyr-Mun
A Eur S ITALIAN F Tyr-Mun
A Eur S GERMAN A Mun-Tyr
A Eur-Tyr

The answer to this problem is always to be

specific with Peggy with what you want. For instance, "We are in game 1975QQ. I am Italy and you are France. We are allies. Please order A Eur S ITALIAN A Tyr-Mun' for Spring 1903. I am a nice person." That will work most of the time, even if you are not, in fact, her ally. Better yet is sending a piece of paper with the GM's name and address on it, with the game number, season, and order (s) you want her to make written on it, and get her to write the rest of her orders on it and mail it in. That way, the order you want won't turn out to be "A Eur S UTAKUAE A Trk-Nyb."

Well, here's to Margaret Gemignani, one of the most unique personalities of our hobby. Those of you who have read the sequence of Oz stories written by L. Frank Baum will understand when I say that in so many ways, Peggy is the Button-bright of Postal Diplomacy!

THE LISTENING POST

by Lew Pulsipher

It is generally true that overwork is a big factor contributing to GM dropouts. While individual capacity varies, there are limits beyond which few people can operate for long periods. It would help novices choose zines to play in if a list of people who go beyond these limits were available. An objective (and inevitably somewhat arbitrary) criterion can be selected. There would be no disapprobation implicit in placement on the listing since some people can maintain higher limits than others.

But it is also true that a great many people overestimate their own capacities, and we can be sure that many of the people on the list will either reduce their commitments or fold. I suggest limits of 8 games per GM, circulation of 100 per publisher (frequent regular circulation only, thus excluding things like Handbooks or quarterly zines), 14 games per publisher, or playing in 10 games per man (since playing games takes a great deal of time and effort). Any person who exceeded any of these limits would be listed, along with the limit that is exceeded.

Such a listing could also include notes about lateness of GMs (and explanations when known--there are sometimes legitimate temporary delays), newly orphaned games, games in the process of transfer to new homes, etc. In other words, this could be a regular column (perhaps called "The Listening Post") to be published in major zines which would help everyone keep track of the fate of games and zines.

Naturally the person who maintained this column would have to trade with many zines and have many contacts. The logical person would be the Orphan Games Director. The publicity this column would give orphan activities might help the Director and make people more aware of the problems involved.

WALTER BUCHANAN'S

SECRET

by

LARRY MORAN

Seven victories in seven games! It's impossible! He must be playing against mental midgets or gamesmastering his own games! I eagerly anticipated my first game with the undisputed champion in glowing expectation of ending his unbelievable winning streak. It can't continue; after all, he's only human (I think!).

Our new game was announced and Walt's first letter was very friendly. He told me about the gold frame that he had bought for Graustark I and about the computerized burglar alarms he installed on the Archives doors. I also learned about his new diamond-studded typewriter and his sterling silver Diplomacy cuff links. He mentioned the game only briefly, something about an alliance. However, it was the postscript which caught my eye: "I notice on your tax return that you claimed a large deduction for medical expenses in 1972. Did you have an accident?" Now how could he have known about that?

I decided to play it cool. I would set him up for a stab and then crush him mercilessly. After telling him that I thought that an alliance was a good idea, I tried to lull him into a false sense of security by chatting about the Archives and asking if Carol was behaving herself, etc. Hoping that he would forget about it I didn't mention the tax return, but I was beginning to be suspicious.

Our letters must have crossed in the mail since his second note arrived the next day. He reminded me that I had not paid a speeding ticket in Gary last year but there was something more ominous: "I believe we have a mutual acquaintance named Virginia in Atlantic City," he said. "Does your wife know her, too?"

A phone call to Virginia (she was a cousin of mine) revealed that a tall man with a Lebanese accent had visited her a few days ago. He claimed to be selling magazine subscriptions, but she became suspicious and threw him out when she noticed that he was carrying a dagger at his waist. I also phoned the police in Gary and offered to pay the fine (it had completely slipped my mind) but they told me that they had turned the matter over to a collection agency near Indianapolis.

By now I was more than a little nervous and it was with trembling hands that I opened Walt's third letter. He wanted to know if I had paid duty on those Eskimo carvings I bought in Canada last year and did I know how easy it was for a lawyer to alter credit ratings. These subtle

threats were followed by a more direct attack: "Should Carol ask your wife to join the Diplomacy Widow's Association?" I was done for and I knew it. You can never trust a lawyer.

The "pièce de résistance" came in Walt's fourth letter. "Dear Larry, Due to unforeseen expenses the price of DIPLOMACY WORLD has risen to \$25 an issue. However, if you were to support me into Belgium...."

Of course I supported him into Belgium. I also took out a life-time subscription to DIPLOMACY WORLD at only \$5 each. Soon I was helping Walt take Munich and Holland while at the same time I noticed that Italy was trying to give up all three of his home centers to Walt's single French army! That same game saw Turkey and Italy convoy a French army from Marseilles to Smyrna--I wonder if those players had ever been to Atlantic City? I began to receive frantic letters from Austria and England pleading with me to spare them a French unit so Walt could invade their countries as well.

Only Russia continued to fight and I secretly admired him for his courage. It seemed to me that Walt had been unable to dig up any information on the Russian player but later on I learned that he committed suicide in prison after his wife left him. Russia went into CD.

By 1903 all my centers were captured and I escaped from the game. By 1904 Buchanan had 30 supply centers and all of the other players had dropped out or been eliminated. As a token of my appreciation, I sent the winner a platinum-handled whip and ten pounds of cirloin for his pet vulture.

Eight victories in as many games. It's not impossible and now I know how he does it. But I'll never tell.

Note added in proof: Recently Walt Buchanan has published an explanation for his success based on the strategy of a game-long alliance. Don't believe a word of it. I happen to know that those alliances involve extenuating circumstances. For instance, Beyerlein admits in his DIPLOMACY WORLD I, 6 article that he held the mortgage to Walt's house during 1972BD and in the game with Dan Gallagher where Walt finished second, Gallagher had stolen Graustark I and was holding it hostage. (This also reveals Buchanan's priorities, Doug drew, Dan won!)

In order to preserve his secret, sneaky Buchanan is even going so far as to lose his current game, although losing to Calhauer looks very suspicious to me.

THE STANDARD RATING BASE

by ROD WALKER

Ratings do not make the game (except for a few silly people who play "Rating" instead of "Diplomacy"), but the games sure make the ratings. Ever since 1966, when Charles Reinsel devised the first rating system, the question of determining how good a player is in a quantitative manner has been with us. Many systems have been devised; some of them deceptively simple, such as Allan Calhamer's Point Count, and others complex enough to require the use of a computer. Articles on ratings and rating theory proliferated in the late 1960s, particularly in the various publications of John McCallum.

Comparing rating systems was another matter. Every Ratingsmaster determines for himself what games he will or won't rate. The criteria for exclusion vary from system to system, and even two Ratingsmasters with an identical criterion will exclude a different set of games under it. Furthermore, while every Ratingsmaster publishes a list of the games he rates, it is quite a job for the reader to compare these lists for different systems in order to find out how closely they can be compared. As an example, after our ratings lists were last published, I determined that as between Len Lakofka and myself, there were over 50 games one of us rated that the other did not.

The turning point in this congenial chaos has come in six steps. Let me outline them:

1. In 1972 I suggested and formed a "Postal Diplomacy Rating Commission," composed of all active Ratingsmasters. Its purpose was rather nebulous, but it was supposed to be primarily concerned with settling the status of disputed games and similar projects. The organization languished, however, but many Ratingsmasters remained interested in the idea that they could actively cooperate in an organized manner, and the PDRC remained in existence, if not very active, for the next 2 years.

2. In 1974 Walt Buchanan declared that in disputed games he would be guided by the majority opinion on the PDRC. This initiated a new era of a cooperative feeling and a willingness to make changes on a collective basis.

3. Also in 1974 Len Lakofka began compiling all available material on the active ratings and, particularly, comparative lists of what games each rated or did not rate. No one had done this before and Len's pioneering work has formed the data base for future PDRC operations.

4. Len Lakofka further proposed a Constitution for the group. Again, his initial efforts are about to see fruition in an actual constitutional document.

5. In late 1974, I resumed the Chairmanship of the PDRC after the resignation of the then-current Chairman, Jeff Key. I began vigorous publication of an official journal for the Commission, Laputa, which has already seen more than a dozen issues. With the aggressive cooperation of the members, we have accomplished a great deal of work; more than I would have believed possible--and it would have been impossible without the wholehearted and creative assistance of all the PDRC's members (Walt, Len, Jeff Power, Jeff Key, Doug Feyerlein and myself).

6. Finally, the Commission has approved the concept of the Standard Rating Base. This fundamental tool will make it easier for everyone to work with the various rating systems and to compare them more readily. It is the key-stone of any system of voluntary cooperation between Ratingsmasters.

Fundamentally, the SRB is a list of all postal Diplomacy games which, having been completed, are agreed to be rateable by the PDRC. Theoretically, it should be a list of games which all of us include in our ratings. However, owing to the voluntary nature of our relationship, it may happen that a given rating system will not include one or more games in the SRB. Certainly, it will probably happen that each system will include a few games not in the SRB.

The purpose of the SRB is not, then, to dictate to Ratingsmasters what they will or will not include in their ratings. Rather, it is a convenient standard of comparison and a way of telling how close a rating system's rating base comes to a theoretical standard. In practical terms, it means that a Ratingsmaster does not need to give that whole big long list of games. All he has to do is say, "This listing includes the SRB plus games (and here he lists inclusions) minus games (and here he lists exclusions)."

At the moment, the SRB is still being negotiated. We have a sort of minimal working SRB, which consists of the games all 5 of us actually rate. Several games will no doubt be added to this group as time goes on.

Currently, my plan for notation of the SRB includes a reference to the current issue of Everything, the journal of the Boardman Number Custodian. Thus, the notation "SRB/18" would

mean the Standard Rating Base up through Everything 18, the last issue published by Conrad von Metzke. Everything 19 is out, but at this writing, I do not have definitive input from all Ratingsmasters as to which of the games reported they will rate. I am assuming that I have a good idea, and below I will print a tentative SRE/19.

One final note. The one sour note in this unusual tale of friendly cooperation is--predictably--the "Diplomacy Association." TDA's rating system is not represented on the Commission, despite two official invitations to join us. The reason I mention this is that the DA is now spreading the story that they were never invited. Furthermore, TDA is apparently adding games to its system as they end, rather than using Everything as a standard, so that there will be no way of making meaningful comparisons between their ratings and ours. Finally, they seem to be rating games on a totally indiscriminate basis, including such dogs as 1970BT and PU, in which the Gamesmaster made retreats, builds and removals himself, without allowing the players to submit their own orders. This sort of behavior is, unfortunately, going to make comparison between their ratings and others virtually impossible.

The Standard Rating Base (SRE/19):

1963B
 1964A-B, D
 1965A-I, K-M, P-U, W
 1966A-D, H-I, L-O, R, T, Z, AA-AC, AE, AG-AI, AK-AM, AO, AQ, AS-AV, AZ, EE-ED, EG, EI-EL, EN-EO
 1967A-B, E, H-J, N-P, T-W, Y-Z, AA-AC, AE-AH, AJ-AL, AO-AU, AW, AZ, EA-EC
 1968A-F, R-T, V-Z, AA-AL, AN-AO, AV, AX, AZ, EA-EG, ES-BT, EZ, CA-CD, CF, CH-CI, CK-CM, CP, CW
 1969B-H, K-M, O-P, R-Z, AB-AD, AF, AY, EA, EG, EE-EI, EK-EM, EO, EV, EY-EZ, CA-CE, CD, CG-CL, CP, CR
 1970A-B, D-F, J, M-N, W-X, AA, AC-AD, AI-AK, AO, AQ, AT-AU, AW-AZ, EA-EB, EK-EN, EP-EQ, ES
 1971A-D, F-G, K-L, O-S, W, AB-AD, AL, AO-AQ, AT, AZ, BA, EC, EE-EF, EH-BL, EP, ES-EV, EX, EZ, CB, CD-CE, CR, DE, DH-DI, DL-DQ, DS-DU, DX-DY, EE-EC, EE-EH
 1972A-E, G, I-J, N-P, U, X, Z, AD-AF, AI, AK-AL, AN-AP, AR-AS, AV-AW, AZ, BA-EB, ED, EH, EP, ER, EU-EV, EX, CA-CE, CD-CE, CG-CH, CJ-CL, CN-CQ, CR-CT, CV, CY, DD-DH, DJ-DK, DS-DT, DUDX, DZ, EA-ED, EI, EO, EQ, ET, FI, FL, FQ, FS, FX-FZ, GJ
 1973C-D, F-G, J, M, R, Z, AC-AE, AK-AL, AN, EA, ED-EE, EI, EQ, CF, CT, DH, DM, EH, ES, FE, FL, FY, HJ, HV, IS

This list will probably be expanded as the FDRC votes to include games which presently are not rated by one or more of its members.

AVERAGED

C. P. C. R. L.

by ROD WALKER

In the fall of 1971, Brenton Ver Ploeg and Allan Calhamer each suggested that averaging the Calhamer Point Count might be a more accurate way of representing player strength than the point-totaled CPCRL. Thereafter, Brent maintained the system for some time in his zine Platypus File. When the zine folded, so did the ACPCRL.

Recently, and without giving either Brent or Allan credit for the idea, the so-called "Diplomacy Association" has revived the Averaged Calhamer Point Count as "A Ratings Survey." Although some administrative details differ, the rating system design is the same; even so, "TDA" refuses to acknowledge their debt to earlier raters.

In fact, far from acknowledging this debt, "TDA" has denied it. Not only have they denied it, but they have even printed the unbelievable lie that Brent made printed reference to an article in Wazir #4 by "TDA" flunky, Richard Miller. The only problem with this lie is that it is a stupid lie--the Miller article was published nearly a year after Ver Ploeg first proposed the Averaged Calhamer Point Count. In all probability, Miller stole his ideas from Brent and--typically for "TDA"--pretended the ideas were original.

The "Rating Survey" unfortunately is not very selective about what it rates. It includes games redolent with gross GM malpractice, such as 1970BT, in which the GM did not permit his players to order their own retreats, builds and removals, but made them himself. Further, players are credited with wins in games in which they took over commanding positions as replacements, played a couple of game years, and "won."

I have decided, therefore, that what we need is a version of the ACPCRL which more accurately represents player achievement. The results of my initial computations appear below. The following administrative details are observed:

1. Players completing 3 or more postal games, with a total score of 1 or more Calhamer Points, are included. This is more fair to players than the artificially high 7-game limitation of the "Survey."
2. A player is not credited as playing a game unless he has played at least a majority of the total number of seasons the game lasted, or unless he was an original player in the game. A

replacement who plays a majority of seasons (of the whole game) is credited with whatever result he achieves--win, draw, elimination, or whatever.

3. Points assigned are Calhamer points--1 per win, fraction per draw (determined by number of players in the draw), 0 for elimination, resignation, drop, removal, or mere survival.

4. Total Calhamer Points are divided by total games completed and multiplied by 1000 for final score.

5. The 4 columns are: SC (score), GA (total games completed), CP (Calhamer Point total), NAME.

6. Rating base is: SRE/19 plus games 1965V; 1966E-F, K, X-Y, EM; 1967AY; 1968CG; 1969AA, AE, BD; 1970C, L, Y-Z, AL-AM, AR-AS; 1971U, CJ-CO, DR; 1972K, EU, FO.

7. All active players meeting the criteria of point 1 are included, not merely an elitist "top 20." English players are marked (UK), South African, (SA).

SC	GA	CP	NAME
917	6	5.500	Euchanan
813	4	3.250	Pitsch
813	8	6.500	Rocamora
750	3	2.250	Lodge (UK)
750	4	3.000	Miller, Don
654	13	8.500	Ver Ploeg
583	4	2.333	Foyer
556	6	3.333	Childs
544	12	6.530	Eller
527	3	1.580	Fish
467	24	11.200	Beyerlein, D.
458	12	5.500	Bytwerk
433	9	4.200	Beshara
413	15	6.200	Pulsipher
381	7	2.667	Kindig
358	10	3.580	Tilson
354	12	4.250	Power
333	3	1.000	Calhamer
333	3	1.000	Evans, Ray (UK)
333	3	1.000	Honig
333	3	1.000	Smith, Brad
314	7	2.200	Berman
312	4	1.250	Hollingsworth
298	28	8.333	Smythe
278	6	1.667	Tonneson
261	7	1.830	Horton
250	4	1.000	Ackerman (SA)
250	4	1.000	Atteberry
250	4	1.000	Biehl
250	4	1.000	Lindsay, R.A.
250	4	1.000	Oliver (UK)
250	5	1.250	Lindauer
250	5	1.250	Lipson
248	22	5.450	Frosnitz
246	13	3.333	Brooks, Steve
240	5	1.200	Kelly, Ron
223	55	12.250	Birsan
217	22	4.780	Lakofka
203	28	5.690	Phillips

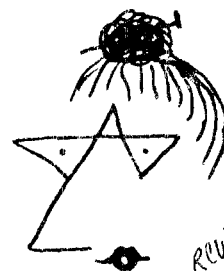
200	5	1.000	Johnson, David
200	5	1.000	Labelle
200	5	1.000	Wrobel
189	9	1.700	Rosamilia
179	7	1.250	Piggott (UK)
167	6	1.000	DePrisco
150	10	1.500	Halle
143	7	1.000	Borecki
143	7	1.000	Waldie (UK)
129	17	2.200	Ward
120	10	1.200	Key
113	36	4.070	Naus
111	9	1.000	Osmanson
111	9	1.000	Fayne
104	22	2.283	Walker, Rod
103	26	2.667	Peery, Larry
85	14	1.200	Johnston
67	35	2.333	Reinsel
61	48	2.950	von Metzke
33	49	1.620	White

Footnotes:

1. One or two players who like to pretend that they are better than they are may complain about my not rating replacement spots which end in wins or draws unless the replacement played a majority of the game's seasons. If they are sufficiently paranoid, they will even claim I am trying to do them dirt. I refer such emotionally insecure individuals to the fact that one of my own two wins dropped out because of this policy.

2. Any player who wishes to know the exact computations on which his rating was based may request a listing of all games and scores used in the rating. Such a request must be accompanied by a stamped self-addressed envelope. I will ignore all inquiries which do not have a SSAE. Send inquiries to me at 1273 Crest Drive, Encinitas, CA 92024

THE WONDERFUL BROAD WORLD OF DIPLOMACY



Oh, Mrs. Buchanan, we of the Salvation Army want to thank you so much for that huge load of scrap paper we hauled away this morning. It's already being recycled and...was that someone screaming in your cellar?

HOOSIER ARCHIVES DEMONSTRATION GAME

THE ROSE AMONG THE THORNS GAME -- 1975A

(Reprinted from HA #157 - 164)

We couldn't be more pleased with the field assembled for our fifth demonstration game. Total points of the players on the CPCRL comes to 36,633 and this even tops that of the Average Aces Game of 1972. We have again managed to inject new blood into the roster while at the same time maintaining a top-flight field. Three of the players are HA veterans while 4 are not. All 4 newcomers are multiple winners though. In fact, we are proud to have playing the first female in the history of postal Diplomacy to be a multiple winner, Marie Cockrell (now Beyerlein).

To increase the spectator interest the game is being run under a strict 2-week schedule. As an aid to following the game, one of the hobby's best-known analysts, Eric Verheiden, will be giving a blow-by-blow analysis. Also, a press release war will be aided and abetted as usual by Queen Suzanne, although due to space limitations much of it will have to be cut from DIPLOMACY WORLD. This is in response to the recent survey in which the majority felt that press should be eliminated or minimized in DW so that other areas could be given better coverage. However, for you hard-core press fans, Hoosier Archives carried the unabridged press and is still available at 10/\$2.00.

Country Assignments were selected "by lot." Prince William, already twice-veteran of the task, selected each player's country by withdrawing the appropriate colored cube from a hat. Lew Pulsipher was even here to keep Prince William honest. This was necessary since one of the players tried to bribe him by promising him candy and toys at the next DIPCON if he surrounded said country with friendly neighbors!

An introduction to the players follows, along with their addresses. The winner of the game will receive possession of the traveling HA trophy. Whoever wins twice gets to keep it. Edi and Mike are the only ones eligible this time around. Mike still has possession of the trophy since the last game ended in a draw. Incidentally, we are again using the Tretick system of having a standby for each country and this time, each player has selected his own standby. They are:

AUSTRIA: Eric Verheiden
ENGLAND: Clay McCuiston
FRANCE: Arnold Vagts
GERMANY: Ronald Kelly
ITALY: Jeff Power
RUSSIA: Steve Cook
TURKEY: Doug Beyerlein

The standbys are submitting moves each season to be used in case the regular player misses. Two misses in a row and the standby takes over.

Winter 1900

AUSTRIA: Len Lakofka, 644 W. Briar Place, Chicago, IL 60657. Along with Edi Hirsan, Len is a veteran of every HA Demonstration Game and in fact, drew the last one. Len tops the 2nd board of the latest BPP (Beyerlein Player Poll) and is 11th on the last CPCRL (Calhamer Point Count Rating List). He is also on the 1st board of the Rogues' Gallery (Total Pt.).

ENGLAND: Mike Rocamora, 211 E. 89th St., Apt. C13, New York, NY 10026. Mike is probably the fastest rising star in the history of postal Diplomacy. Starting his 1st game barely four years ago, Mike ranks 2nd or 3rd in the OGD, Broddingnag, Stars & Bars or ACPCRL (Averaged CPCRL) and is 1st in the latest BPP. He is also tied for the top of the 2nd board of the CPCRL as well as being in the top board of the latest Rogues' Gallery (Average).

FRANCE: Ted Holcombe, 639 Catamaran St., Apt. 4, Foster City, CA 94404. Ted is one of the hobby's old-timers and is the former publisher of Pacific Diplomeur. He ranks 10th in the Rogues' Gallery and 12th on the latest OGD.

GERMANY: Capt. Steven Brooks, 49605 Ave. C, Gt. Falls, MT 59405. Steve is another rapidly rising player. He has recently won his 4th game and ranks in the 2nd board of the CPCRL and the Stars & Bars Rating List.

ITALY: Edi Hirsan, 35-35 75th St., Jackson Hts., NY 11372. Edi is well known as the player with the most wins in the history of the hobby, a grand total of 12, one of them being the famous Grudge Game. Edi is 1st in the CPCRL and Rogues' Gallery (Total) plus being 4th in the latest BPP.

RUSSIA: Donald Pitsch, 931 Jonathan Court, Apt. 306, Wheeling, IL 60090. Don is a real sleeper. When Everything came out just before this demo game started, I suddenly discovered that Don had won 3 games. Now already he is 2nd in the ACPCRL.

TURKEY: Marie Cockrell, 240 Hawthorne, Apt F, Palo Alto, CA 94301. Marie, not satisfied with being the first woman in the history of postal Diplomacy to win 2 games, has just changed her name to Beyerlein so that together with Doug they can top Edi Hirsan on the CPCRL. That's a conniving female for you!

ROCAMORA HITS THE CHANNEL!
Spring 1901

AUSTRIA:	F Tri-Alb, A Vie-Tri, A Eud-Ser
(Lakofka)	
ENGLAND:	F Edi-Nth, A Liv-Yor, F Lon-Eng
(Rocamora)	
FRANCE:	F Bre-Mid, A Par-Pic, A Mar-Eur
(Holcombe)	
GERMANY:	F Kie-Hol, A Mun-Ruh, A Ber-Mun
(Brooks)	
ITALY:	A Ven-Pie, A Rom-Ven, F Nap-Ion
(Birsan)	
RUSSIA:	F StP(sc)-Bot, A War-Gal, A Mos-Ukr, <u>F Sev-bla</u>
(Pitsch)	
TURKEY:	A Con-Bul, A Smy-Con, <u>F Ank-Bla</u>
(Cockrell)	

A PINCER ON ROCAMORA?!
Fall/Winter 1901

AUSTRIA:	F Alb-Gre, A Ser S F Alb-Gre, A Tri H. Owns: Bud, Tri, Vie, <u>Gre</u> , (Lakofka) <u>Ser</u> (5). Builds A Bud, A Vie.
ENGLAND:	F Eng-Mid, A Yor-Nwy, F Nth C A Yor-Nwy. Owns: Edi, Liv, Lon, <u>Nwy</u> (Rocamora) (4). Builds F Lon.
FRANCE:	F Mid-Por, A Bur-Mar, <u>A Pic-Eur</u> . Owns: Bre, Mar, Par, <u>Por</u> (4). (Holcombe) Builds F Bre.
GERMANY:	A Ruh-Bel, F Hol S A Ruh-Bel, <u>A Mun-Bur</u> . Owns: Ber, Kie, Mun, <u>Bel</u> , (Brooks) <u>Hol</u> (5). Builds A Kie, F Ber.
ITALY	F Ion-Tun, A Pie H, <u>A Ven-Tri</u> . Owns: Nap, Rom, Ven, <u>Tun</u> (4). Builds (Birsan) F Nap.
RUSSIA:	F Bot-Swe, A Gal-Rum, A Ukr S A Gal-Rum, <u>F Sev-Bla</u> . Owns: Mos, Sev, (Pitsch) StP, War, <u>Rum</u> , <u>Swe</u> (6). Builds F StP(nc), A Mos.
TURKEY:	<u>A Bul-Rum</u> , <u>A Con-Bul</u> , <u>F Ank-Bla</u> . Owns: Ank, Con, Smy, <u>Bul</u> (4). (Cockrell) Builds F Smy.

CONSTANTINOPLE (26 April 1903): (Reprinted from the society column of the Constantinople Daily Herald.) The Sultana was married today to Douglas Beyerlein, an American commoner she met at a Black Sea health spa. Mr. Beyerlein became the 328th young man to join the Sultana's harem. The marriage ceremony was a small, private affair attended only by the immediate families and diplomatic envoys from Europe.

Douglas was stunning, from his top hat to his wing-tips. He was dressed in a basic black tuxedo, of woven rayon and polyester material. His pants had an elegantly simple satin stripe down the side, and were gathered at the waist with a belt of genuine calfskin. A single white carnation adorned his two-button, wide lapel jacket. His shirt was of white combed cotton, and had several rows of ruffles edged in contrasting black bias trim. He wore a discreetly narrow black bow tie, and a black velveteen vest. The bride wore the traditional white.

The groom was given away by his sister, Ms.

Barbara Beyerlein. He smiled charmingly but demurely as he came down the aisle, and several witnesses murmured approvingly.

Hardly had the minister said, "I now pronounce you woman and husband" when Eduardo Birsini, diplomatic envoy from Italy, leaped to his feet and led the congregation in a rousing Bronx cheer. Bedlam reigned as the wedding party entered the adjacent hall for the gala reception. Featured entertainment at the reception was Lenny, the Polish Superboy, playing his accordion and singing, "Oh, the Water Bed was Filled with Glue the Night that I Got Stuck With You Polka."

After a night of wining, dining and dancing, the beaming couple was whisked off in the royal carriage, escorted by Queen Suzanne and her consort. They will honeymoon for a week at a secret retreat in the Balkans, romping and frolicking and Lord knows what else. All in all, today's wedding was a fashionable and enjoyable affair, surely THE social event of the year.

COW PASTURES BY THE BLACK SEA (26 April 1903): It was learned today that the Sultana, in deference to Dougie, her latest acquisition and leader of the new Men's Lib movement which is sweeping the country, changed the wording of

the marriage ceremony to "I pronounce you woman and husband" from the traditional "I pronounce you woman and slave." However, she still ordered a golden ring, encrusted with diamonds and rubies, put through his nose during the ceremony.

SHAME ON YOU BOYS!

Spring 1902

AUSTRIA: A Ser-Bul, F Gre S A Ser-Bul, A Bud-Ser, A Vie-Tyr, A Tri S A Vie-Tyr
(Iakofka)

ENGLAND: F Mid-Por /r/ (Nat, Iri, Gas, Spa(nc), Spa (sc), Naf), F Lon-Eng,
(Rocamora) F Nth S F Lon-Eng, A Nwy-StP

FRANCE: F Ere-Mid, F Por S F Ere-Mid, A Pic-Bur, A Mar-Bur
(Holcombe)

GERMANY: A Bel-Bur, A Mun S A Bel-Bur, F Hol-Bel, A Kie-Den, F Ler-Bal
(Brooks)

ITALY: F Tun-Wes, A Pie-Mar, A Ven-Tri, F Nap-Ion
(Birsan)

RUSSIA: F Swe-Den, F StP(nc)-Nwy, A Mos-Liv, F Sev-Bla, A Ukr-Sev, A Rum S
(Pitsch) AUSTRIAN A Ser-Bul

TURKEY: A Bul S RUSSIAN A Rum-Ser (nso), A Con S A Bul, F Ank-Bla, F Smy-Aeg
(Cockrell)

BROOKS TAKES ON THE WORLD?!

Fall/Winter 1902

AUSTRIA: A Tyr-Ven, A Tri S A Tyr-Ven, A Ser S F Gre, F Gre S A Bul, A Bul H.
(Iakofka) Owns: Bud, Tri, Vie, Gre, Ser, Bul, Ven (?). Builds A Bud, A Vie.

ENGLAND: (Su02: F Mid R Spa(sc)) F Spa(sc) S ITALIAN A Pie-Mar, F Eng-Ere,
(Rocamora) F Nth S A Nwy, A Nwy H /r/ (Fin, d). Owns: Edi, Liv, Lon, ~~Nwy~~,
Spa (4). (Au02: A Nwy /d/) Builds F Edi.

FRANCE: A Pic-Par, F Mid-Ere, F Por-Spa(sc), A Mar-Pie. Owns: Ere, Mar,
(Holcombe) Par, Por (4). Constant

GERMANY: F Bal-Swe, A Kie-Den, F Bel-Nth, A Bur-Par, A Mun-Bur. Owns: Ber,
(Brooks) Kie, Mun, Bel, Hol, Den, Swe (?). Builds F Kie, A Ber.

ITALY: A Pie-Mar, F Wes S ENGLISH F Spa(sc), A Ven-Tri /r/ (Apu, Rom, Tus,
(Birsan) d), F Ion-Gre. Owns: Nap, Rom, Tun, ~~Nwy~~ (?). Removes A Ven.

RUSSIA: F Swe-Nwy, F StP(nc) S F Swe-Nwy, A Liv H, A Rum S AUSTRIAN A Bul,
(Pitsch) F Sev-Bla, A Ukr-Sev. Owns: Mos, Sev, StP, War, Rum, ~~Nwy~~, Nwy (6)
Constant.

TURKEY: F Aeg S ITALIAN F Ion-Gre, A Con-Bul, F Ank-Bla. Owns: Ank, Con,
(Cockrell) Smy, ~~Nwy~~ (3). Constant.

NEW YORK (VIA BUDAPEST) (11 January 1919):
The Godmother, Part 1: Edi Birsauroni rose from his bed at the first sound of the clanky alarm beside him. He moved to the window of his 7th floor apartment in New York's predominately Italian east side. The chill air of a harsh winter day rushed into the small room as Edi threw the window open. The day reminded him of a day in France one year ago as his company encountered the weather and a German machine gun nest. His joy for the day faded, but only a bit. Today he would join in the family business.

He had heard many rumors but his job was legitimate and the business he was to run was

free of police investigation. It was lucky, he reflected, that Mr. Gambroni, the former manager of the laundry, had met with an "accident" just two days ago. His spirits were too good for him to reflect on this "coincidence," as his Uncle John had called it.

CHICAGO (VIA BUDAPEST) (26 April 1900):
Marie Beyerell wailed a high-pitched scream as she drew her first breath at the expense of mucous and amniotic fluids. Years from today she would be the owner of this tiny hospital. "A perfect front," she would say to her henpecked husband Douglas.

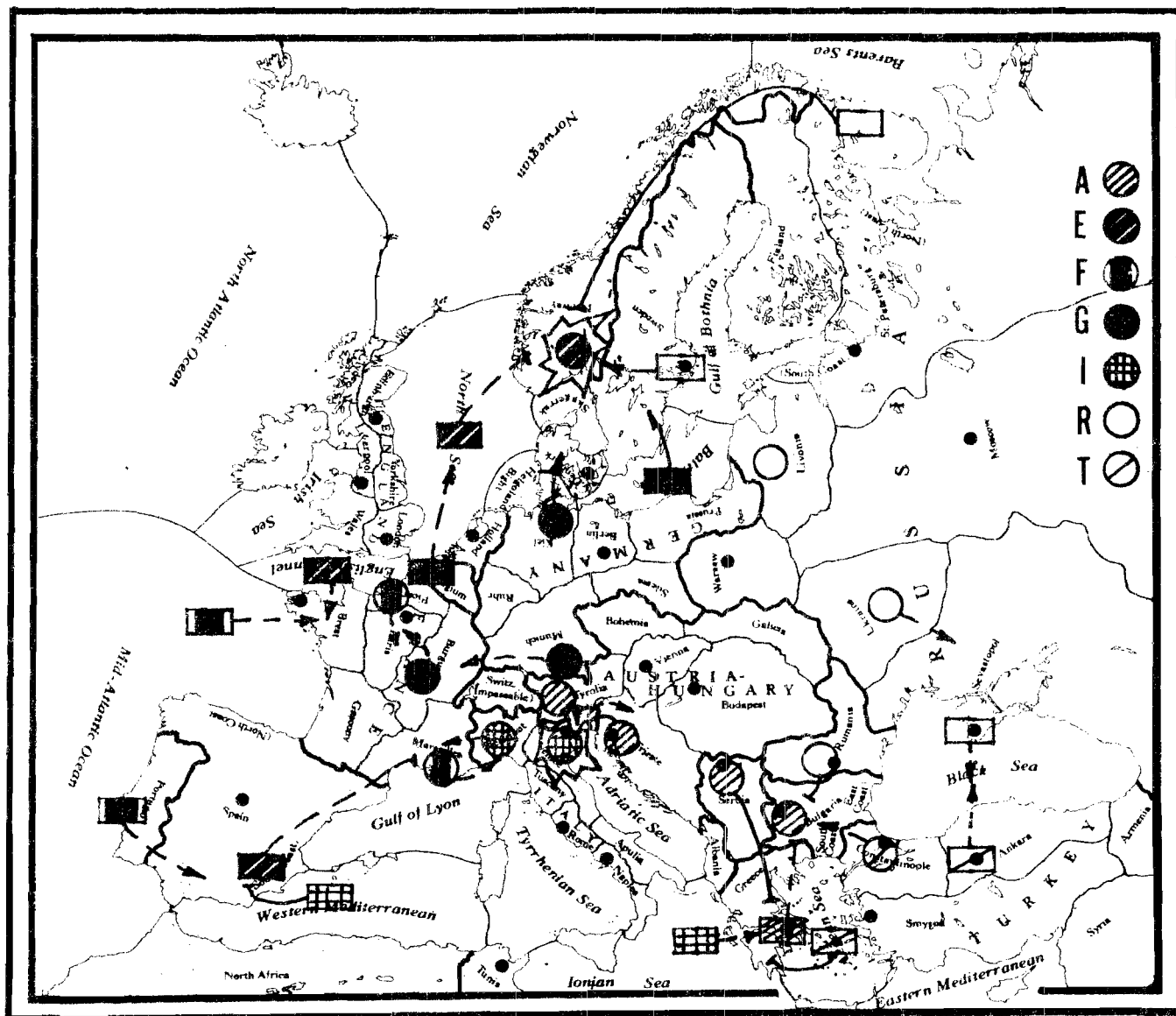
PALO ALTO (VIA BUDAPEST) (23 June 1922):
Douglas Cocklele walked along the red carpet,

The black clad figures on each side of him stood straight and stiff in long uniform lines. As he glanced at his old friends, a brief smile or a wink betrayed the solemnity of the occasion. He moved down one of the ordered lines, turned and faced the rostrum. Minutes later he would reach for the tassel on his square hat and then, with 842 others from Washington High, he would make every effort to place that hat in orbit. His graduation was full of promise--one that would never be fulfilled.

PODUNK, INDIANA (VIA EUDAPEST) (14 October

1923): The couple moved along the aisle toward Mr. Wipple, who just dropped a freshly squeezed roll of toilet paper and substituted it with a black clad volume often opened to the same page. "Walter, will you take Carol to be your lawfully wedded wife?" "Might as well, that's what we're here for, ain't it?" drawled Walter Euchannonni, the 6'7" monster comically clad in a suit made for his "little" 6'2" brother. "Well, don't let me keep you from nothin', Wally!" screeched Carol-Ann. The beginning of what was to be a dull marriage.

FALL 1902



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

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

ANALYSIS

by ERIC VERHEIDEN

The game opened, in fine HA tradition, with a stab. The S01 moves by Holcombe (France) would tend to suggest that he anticipated an attack by Germany, but probably not Italy and almost certainly not England. Since then, however, he has played an excellent tactical game, thus far holding off all comers and even contributing (indirectly) to the downfall of some of them.

Admittedly though, Holcombe did have some things going for him. Almost from the start, each of his opponents found other concerns to distract him from the attack.

For Birsan (Italy), the immediate distraction was his old rival Lakofka as Austria. Given the almost inevitable nature of conflict between them, one wonders why Edi chose to develop a second front against France rather than concentrate on the battle to come. He may have hoped that Pitsch (Russia) would move against Lakofka. Or more likely, he may have gambled on making enough quick gains in France to hold off the Austrian onslaught when it came. Either way, it seems clear that Edi has now lost his gamble and that this game is destined to be yet another in his string of Italian losses.

For Rocamora (England), there was another problem, a curiously aggressive Russia, going so far as to raise a north coast fleet despite the apparent likelihood of German retaliation for a move against his faithful English ally. As the F02 moves show, however, Rocamora's faithful German ally was not quite as faithful as he thought. Now with Russia and Germany against him, France possibly permanently antagonized by his S01 stab and his single remaining ally Italy in even worse shape than he is, well, I always have wanted to see how Mike would play a defensive game....

This northern development does, however, illustrate two interesting trends apparent throughout the last four HA games. First is the so-called "Witch Hunt." With the sole exception of Calhamer's Turkey in 73BI (which nevertheless lost badly), England and Turkey (the "Wicked Witches of the North and South") have not only lost, but actually been wiped out in every single instance and usually early on at that. As things stand now, this game does not look to be an exception.

The second trend is what might be called the "Birsan Syndrome." After having won the first HA game, 71BC, and subsequently having had

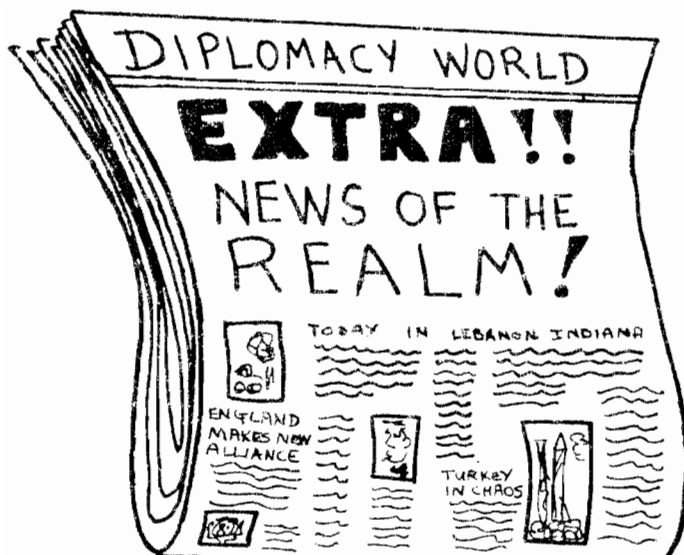
it widely publicized as to the techniques he used in achieving his win (Edi's analysis was called "A Whirlwind of Knives"), I think it is fair to say that Edi has done rather miserably in every demonstration game he has joined since. Now it seems that the same thing may be happening to Mike Rocamora and indeed may have a great deal to do with the curious German-Austrian-Russian alliance we see here. (Brenton Ver Ploeg shrewdly decided to retire from active play after he won the second HA game, 72CR.)

Getting back to the game at hand, we can see that Steve Brooks (Germany) was distracted from his French offensive by another consideration--greed. Rather than concentrate on the French attack to the benefit of his English and Italian allies, he consistently concentrated instead on solidifying his gains in the Low Countries and Scandinavia (e.g., F Hol S A Ruh-Bel rather than A Ruh S A Mun-Bur in F01), solely to his own benefit. With F02 the purpose becomes clear; he now has both neighbors at each other's throats and almost as many units as both of them put together. Whether they can or will regroup to defend themselves is an entirely open question at this point.

Brooks has, however, taken some rather grave risks in pulling off his coup, the most serious of which is the highly unstable nature of the current German-Russian-Austrian entente. There is hardly enough room for two land powers to function together effectively for any length of time, let alone three. Even now, Pitsch (Russia) is almost entirely cut off from profitable lines of expansion, with the notable exception of right through the territory of his German or Austrian ally. Consequently, some fireworks may be in the offing, with the player coming off best having the highest winning chance for the game. At the moment, I would give a slight edge to Lakofka, if only because there are still those players who actually believe in those written treaties of his (what was it that P. T. Barnum once said...?).

Pitsch (Russia) has been curiously docile thus far, content to take the heat in Scandinavia and Turkey while his Austrian and German friends pick up the spoils. A move may be in the offing soon, before his winning chances evaporate altogether. For tactics fans, note how A Mos-Liv in S02 blocked the otherwise deadly F Bal C A Kie-Liv!, which did in Russia in 73BI.

As for Marie Cockrell (Turkey), little more can be said than that the rose was nipped in the bud this time. Allied against from the first, she has played a reasonable game, though she has been hurt by the bad positioning of an army in Con rather than Arm and the reason for that bad positioning has probably been a misplaced faith in Don Pitsch. Still, she did manage to gain one ally (Birsan), though in the long run it seems unlikely to do either of them any good. Better luck with your new alliance, Marie.



1. **BOARDMAN NUMBER CUSTODIANS.** By the time you get this, Doug Beyerlein will be a happily married man. Marie Cockrell is the lucky girl. I mean, what girl wouldn't jump at the chance to get to be Boardman Number Co-custodian?! ((I wouldn't!! CA)) The happy couple will be residing at 240 Hawthorne, Palo Alto, CA 94301, so that is where you should now send your request to get a new game numbered. Everything, the zine that lists new and completed game, is still available at \$4/year. To get it, send a check payable to "Chintimini Enterprises" to 2115 NW Elder St., Corvallis, OR 97330.

2. **CHEAPEST HOBBY-WIDE SUB.** Doug & Marie Beyerlein (240 Hawthorne, Palo Alto CA 94301) as ENC's get virtually every zine in the hobby, about 3 per day. They currently have about four boxes full which they will send for postage plus \$2.00 to anyone who 1) agrees not to destroy them and 2) agrees to take new boxes as they fill them up with zines. Write them to apply.

3. **ORPHAN GAME PROJECT.** Greg Warden (804 S. 48th St., Philadelphila PA 19143) is still the Orphan Game Director and the man to go to if your game gets orphaned. Business has been so good that he now has a waiting list of GM's wanting to take on new games.

4. **CEPHEIDS.** Joel Klein (62-60 99th St., Apt. 1220, Rego Park, NY 11374) is the man to write to if you are a novice. He will then mail you a free copy of this IDA zine which gives you a good introduction and explanation of the hobby.

5. **EUROPEAN DIPLOMACY.** If you would like to find out what is going on Diplomacy-wise on the Continent, I'd recommend you write Walter Luc Haas (Postfach 229, CH-4018 Basel 18, Switzerland). Send him a dollar or two to get you started on Europa. The last issue was a 106-page monster and covered wargaming as well.

6. **INTERNATIONAL SUBSCRIPTION EXCHANGE.** This new IDA project is off to a good start. Its purpose is to cut the cost of sending money overseas. For details send a SSAE to Edi Birsan (#302, 35-35 75th St., Jackson Hgts., NY 11372).

7. **1974 IDA HANDBOOK.** John Boyer (117 Garland Dr., Carlisle, PA 17013) still has a few copies left of this 88-page book which is filled with articles on good play, info on the hobby in general, and an account of the best postal game ever played. Send John \$3 (\$2 for IDA members) now. John, by the way, is one of the hobby's best publishers, and his gamezine Impassable is just that. Try a newblood sub at 6/\$1.00.

8. **CANADIAN DIPLOMACY GM ORGANIZATION.** Doug Ronson (864 Ingersoll Ct., Mississauga, Ontario, Canada L5J 2S1) is continuing the promising trend of regional GM's guaranteeing each other's games by organizing the CDGO. Write him to find out why your worries of an orphaned game are over.

9. **HOBBY-WIDE PROJECTS.** All the above announcements deal with hobby-wide services and many of the people involved are over-worked. If you would like to help serve the hobby, and find one of these projects of interest to you, why not write the person involved to see if you can help?

10. **DITTO PAPER.** For any of you publishers who use a spirit duplicator and are going to the DIPCON, I can probably give you a bargain. Back when Hoosier Archives was a lot bigger than it is now, I bought 100 reams of ditto paper at the quantity rate. Now that we have gone to offset, a lot of this paper is left, and if you would like some of this paper, I would be happy to pass the savings on to you, i.e., at \$1.80 a ream. If you are interested, please send me a deposit of a couple of dollars and tell me how many reams you want me to bring to the DIPCON for you.

11. **TURNABOUT.** Peter Berggren (Davistown Schoolhouse Rd., Orford NH 03777) has turned his gamezine into the most professional looking zine in the hobby today. Printed offset, it is truly

DIPLOMACY is:

Painting your house in the "basic seven" colors.

Convincing Russia that Moscow is traditional French territory.

Convincing France that Marseilles is traditional Russian territory.

Coming back into the room and all the talking stops.

Trying to keep a straight face when you promise Germany you will never, ever attack him.

Explaining to Germany that you had your fingers crossed.

Asking Santa for Trieste.

Finding good use for old phrases like "Have I ever lied to you?" and "That's the biz, sweetheart!"

Learning that the person you just stabbed in a play-by-mail game is serving his last year in prison for second degree murder. (Submitted by Daniel Miller)

attractive. Subs are 8/\$2.00 with gamefees at \$2.00 also. A real steal.

12. SPECULUM. Dave Kadlecik (1447 Sierra Creek Way, San Jose CA 95132) publishes the most extensive list of zine reviews in the hobby, a truly hobby-wide service. Why not get a 10/\$2 sub and take advantage of it? In addition, regular Diplomacy gamefees are \$1.50 plus varying gamefees for variants. Dave is willing to GM the new Global Variant for \$1.00 or \$2.00.

13. PARADOXISM. Robert Correll et. al. (44 Rawlinson Ave., Toronto, Ont., Canada M4P 2M9) pubs such a fine zine that a fake April Fool's issue was published after only 4 issues. Does anyone know who did it?! Anyway, for a 10/\$2.00 sub you can't go wrong. Many features presented.

14. DORSAL. Francis McIlvaine (144 Sackett Rd., Apt. 6, Avon, NY 14414) has just come out with his 1st anniversary issue and has announced a new game opening. Frank has proven himself quite reliable and for a \$4.00 gamefee including sub, you can't go wrong.

15. ADAC. Hal Naus (1011 Barrett Ave., Chula Vista, CA 92011) will be starting 3 new games in May. This is a rare treat as Hal has been publishing monthly for almost 9 years. So if you want a reliable, leisurely moving game,

FANTASY AND SCIENCE FICTION GAMING FEEDBACK

Thomas Galloway, 237A Regulus Ave., Virginia Beach, VA 23454 is compiling a survey of game and variant characteristics. Persons submitting ratings should include their name. This will allow changing of a "vote" due to additional play, etc. It also protects the rating system from being subject to fixing. Not that anyone would do that, but.... The published ratings will include an average of all categories plus the exact number of responses for that game (leaving the credibility of a small sample space to the reader). The ratings will be available to all zines participating (free, even!). The ratings will be republished every time a significant amount of data has been added to the pool. Remember that you can change your "vote."

Rating should include:

A. Name of game or Diplomacy variant (Fantasy and Science Fiction)

B. Playing time (in game turns) (in Dippy, count a season as a GT)


C. Playing time (in hours) for PTF

D. Complexity (0 is simple...10 most difficult)

E. Physical quality (0 is poorest...10 is highest quality)

F. Over all rating (0 is for poorest game...10 for best)

All numbers should be expressed as a decimal mixed number (i.e., 7, 2.5, .08) with no more than two decimal places.



ORIGINS I

WARGAMING/MINIATURES NATIONAL CONVENTION

Board Wargaming Tournaments • Miniature Wargaming Tournaments • Diplomacy Tournaments • Diorama Displays and Competition • Computer Wargaming • Dealer Exhibition/Sales Area • Most Major Boardgame Manufacturers Publications Companies • Closed-circuit TV Demonstrations • Collector's Auction • Low on Campus Housing • More Activities Added Every Week!

DATE: July 25-26-27 1975
PLACE: Johns Hopkins Univ
Baltimore, Md

Now, the first of the Origins Wargaming/Miniatures National Conventions will be held at Johns Hopkins University in Baltimore, Maryland. The convention will feature a wide variety of wargaming and miniature activities, including tournaments, displays, and demonstrations. It is a must for anyone interested in the hobby. For more information, contact the Origins Wargaming/Miniatures National Convention, c/o T.A.P.C., 411 Hartford Road, Baltimore, MD 21113.

For Pre-registration, Dealer Exhibition, or further information, send an SASE to:
CONVENTION, c/o T.A.P.C., 411 Hartford Road, Baltimore, MD 21113.

write Hal for details.

16. POICTESME. Bruce Schlichternd (5194 E. 6th St., Long Beach, CA 90803) is a press man and his zine reflects it. In addition he carries interesting discussions on hotly political. Last but not least, he still has 2 openings in the last game he will open this year. Fee is \$1 plus maintenance of a 10/\$2.00 sub.

17. MORGORI. As Stan Wrobel would tell you, there is nothing like a good Polish zine. Therefore he would be sure to recommend this one put out by Tony Kniaz (3905 Haverhill, Detroit, MI 48224). Done in attractive shape, gamefee is \$4.00 which includes the sub.

18. GHAUSTARK. John Boardman (234 E. 12th St., Brooklyn, NY 11225) is continuing his "Open Door Policy" of unlimited game opening. For a \$10.00 gamefee and a country preference list. Since John has been publishing regularly for almost 12 years, this is not a bargain to pass up.

19. THE EXPOENT. Richard Kovalcik, Jr. (747 56th St, Brooklyn NY 11219) has turned this into a 1st rate zine. The last issue carried an interesting feature on Diplomacy organizations. Subs are \$1.50 for ten with free gamefees.

20. THE POCKET ARMENIAN. Scott Rosenberg (152-31 Radnor Rd., Jamaica, NY 11432). Subs 6/\$2 with a \$6 gamefee including sub. This zine is as enjoyable to the non-playing reader as the player, with articles, poems, stories, etc. Mi-meo, tri-weekly, with 12-15 pages per issue.

21. PUNESTONE. John Leeder (4910 20A St.,

SW, Calgary, Alberta T2T 5A6) is at it again with a new address and an old wine reborn. Camefee is \$2 plus maintenance of a sub at 1¢/page + postage. A bargain since John is now the Grand Old Man of Canadian Dippy pubbers.

22. **CASSED**. David Truran (RR 2, Quelpil, Ont. M4H 6H8 Canada) has started this promising new Canadian tri-weekly computer gamesire. Subs are \$2/year and the gamefee is \$5.00.

23. **RICK LUDWIGS** (4270 Long Buffalo, Ind., 46001) has started this tri-weekly offering the only place to find out what's going on in the world of work. It's a tri-weekly offering the only place to find out what's going on in the world of work. It's a tri-weekly offering the only place to find out what's going on in the world of work.

24. **and CYBELLER**. The main problem with this going forward is the lack of a good name. It's a tri-weekly offering the only place to find out what's going on in the world of work. It's a tri-weekly offering the only place to find out what's going on in the world of work.

25. **TRAYONS UNWITTELESS**. Ben Lofoska (644

W. Briar Pl., Chicago, IL 60657) has finally junked his blankety-blank German machine (who the hell would a Folack be doing with a German wine machine, you say?) and has broken down and bought a new ditto machine. In addition to giving his always interesting views about the hobby, notices can get a game for \$6.00. Subs are 6/\$2.00.

26. **REMITANCE**. Tony Hirsch (101 Minnesota St., Las Vegas, Nev. 89107) is attempting to fill the void left by the demise of the old Dippy club. It's a tri-weekly offering the only place to find out what's going on in the world of work. It's a tri-weekly offering the only place to find out what's going on in the world of work.

27. **TRIP & TAMI**. Don Horton (16 Jordan Sacramento, CA 95826) is offering new games in the use of guest GMS. Gamefee is \$2 plus maintenance of a 12/\$3 sub. If you like fast game this bargain can't be beat since Don puts tri-weekly with a new rimeo. I can recommend the game even if I did recently get beat in one!

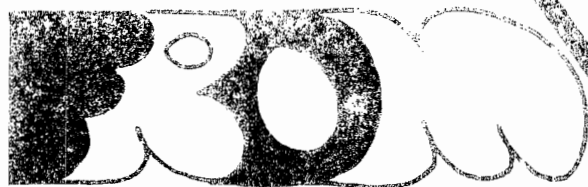
28. **VARIANT EDITOR MOVES**. Lewis Pulsipher is now back at his summer address: 423 N. Kai Bellevue, MI 48021. Address queries there.



The following is believed to be a complete chronological list (pubbing time) of publishers who have game openings in regular Diplomacy in North America as of 21 April 1975. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample game-sine copy so you can get an idea of what zine you'd like to play in. An "*" denotes a 3-month pubbing break.

1. Jean Boardman, 234 E. 19th Street, Brooklyn, New York 11226 (12 yrs.)
2. Hal Maus, 1011 Barrett Avenue, Chula Vista, California 92011 (8½ yrs.)
3. Len Lokofke, 644 West Briar Place, Chicago, Illinois 60657 (6 yrs.)
4. Chris Schleicher, 814 W. Old Willow Road, #214, Wheeling, Ill. 60090 (5 yrs.)*
5. John Lederer, 4910 20th Street SW, Calgary, Alberta, Canada T2T 5A6 (2½ yrs.)
6. Don Horton, 16 Jordan Court, Sacramento, California 95826 2½ yrs.)
7. Larry Rifkin, 5340 North Ridewood Avenue, Fresno, California 93705 (1½ yrs.)*
8. John Mirassou, Route 2, Box 623 AC, Morgan Hill, California 95037 (1½ yrs.)
9. Jim Nagas, 942 Lorraine Avenue, Los Altos, California 94022 (1½ yrs.)
10. Randy Christopherson, 15170 Solomist Avenue, San Martin, California 95046 (1½ yrs.)*
11. Anthony Kalaz, 3975 Haverhill, Detroit, Michigan 48224 (1 yr.)
12. Francis McIlvaine, 144 Eckerst Road, Apt. 6, Avon, New York 14414 (1 yr.)
13. Donald Efton, 1823 Dacotah Drive, Windsor, Ontario, Canada N8Y 1S4 (1 yr.)
14. Richard Loomis (Flying Buffalo, Inc.), PO Box 1467, Scottsdale, AR 85252 (½ yr.)
15. Dave Kallcock, 1447 Sierra Creek Way, San Jose, California 95132 (½ yr.)
16. Bruce Schlickbarud, 6194 East 6th Street, Long Beach, California 90803 (½ yr.)
17. Steve Solomon, 17243 Lake View Drive, Morgan Hill, California 95037 (½ yr.)
18. Mike Honeier, 238 N. Bowling Green Way, Los Angeles, California 90049 (½ yr.)
19. Peter Berggren, Davistown Schoolhouse Road, Orford, New Hampshire 03777 (½ yr.)
20. Tony Wilson, 201 Minnesota, Las Vegas, Nevada 89107 (½ yr.)
21. David Head, Box 1231, Huntsville, Ontario, Canada F0A 1K0 (¼ yr.)
22. David Truran, 2558 Bevan Avenue, Sidney, B.C., Canada V8L 1W6 (¼ yr.)
23. Laurence J.P. Gillespie, 23 Robert Allen Dr., Halifax, N.S., Canada (¼ yr.)
24. Mike Friedman, 76 Halyard Road, North Woodmere, New York 11581 (0)
25. Greg Costikyan, 310 East 50th, New York, New York 10022 (0)
26. Richard Kovalick, 947 56th Street, Brooklyn, New York 11219 (0)
27. Russell Fox, 5160 Donna Avenue, Tarzana, California 91356 (0)
28. Steve Cook, 307 Elm Street, Glenview, Illinois 60025 (0)

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