

# DIPLOMACY WORLD

LEGAL

ALLIANCE



Do You Doug join with Marie  
for the highest total Calhamer  
Point Count?



VOL. 2, NO. 2

SUMMER 1975

# DIPLMACY WORLD

Vol. II, No. 2

Summer 1975

DIPLMACY WORLD is a quarterly magazine on Diplomacy (R)\* which is edited by Walter Buchanan, R.R. #3, Box 324, Lebanon, Indiana 46052, telephone (317) 482-2824. 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 Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine 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 (\$1 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: 330+.

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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

This issue should arrive in plenty of time before DIPCON VIII (see p. 39), which I hope very much that you will be able to attend. It will of course be THE Diplomacy event of the year and we wouldn't miss it, right, Carol?! Edi Birsan will lead a 2-car 14-player convoy from NYC, John Boyer will bring a car from PA, Robert Correll et al will arrive from Canada & the Beyersleins will be flying in from CA, to name a few. This DIPCON promises to be the best ever.

The next DIPLMACY WORLD will be out in October, but if you have any articles or news to send in, I'd appreciate it if you'd send it in early in August. We will be visiting Carol's folks in Colorado (Nelson Saunders, RR 1, Box 576, La Junta, CO 81050, phone 303-384-7154) during the last of August and would like to have most of the issue done before we leave. Incidentally, it would help to send all material typed double-spaced with 48 spaces to a line. We are also especially looking for 4" x 4-6" cartoons, if you have any ideas. The ones in this issue were done by a talented Canadian, Dave Anschuetz.

One of our readers, Charles Dohrer, responded to our idea of increasing DW circulation by selling it in stores, by suggesting that we send out a promotional flyer instead to both stores and zines with the offer of a commission for each new sub resulting therefrom. Are any of you publishers interested in this idea, or know of game stores that might be? In any case, I hope you publishers will continue to let your readers know about DW and that novices can get a free sample, even though a couple of stamps would be appreciated. In turn, let us know what you'd like printed in DW about your zine. However, send anything having to do with variants or variant openings to Lew Pulsipher as he has complete control of these variant columns in DW.

Please note our new address. Although we live on a rural route and didn't change our address when we moved across the road, civilization is coming to Cow Pastures and the post office recently gave us a box number.

Speaking of the PO, I'd like to make a plea to traders. Maybe it's due to the local PO but many zines arriving here without envelopes have been mangled. If you could see fit to sent it in an envelope (by 3rd class if this would put you over the 1 oz. limit), I'd greatly appreciate it. Even better, if you would send 2 copies so I could have a spare for the Archives, the inside copy is usually protected even without an envelope. Conversely, let me know if you ever receive DW in a damaged condition although we hope the new cover is providing some protection.

Lastly, if a red "X" appears below, this is your last issue. The following amount will pay you through mid-1976.



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## STAFF

Editor	Walter W. Buchanan
Associate Editor	Carol Ann Buchanan
Art Director	Nina Pawlak
Demonstration Game Analyst	Eric Verheiden
Strategy Editor	Edi Birsan
Tactics Editor	Eric Verheiden
Press Release Editor	Rod Walker
Ratings Editor	Douglas Beyerlein
Variants Editor	Lewis Pulsipher
British Correspondent	Peter Birks
DWA Correspondent	Queen Suzanne
Big Help Department, Chief	Prince William
Big Help Department, Assistant	Prince John Douglas

# THE ITALIAN SHUFFLE

by EDI BIRSAN

(A Ven-Pie, A Rom-Ven; A Pie-Tyr, A Ven-Tri)

Ever since the introduction of the Leganto Opening in the mass media in 1971, it has become almost a standard opening for Italy. Many players have forgotten that it was based on a set of strategic and diplomatic relations which support and direct the Italian player to obtain an early elimination of Turkey. It was not designed as a cure-all and if employed as such, the Italian players are misleading themselves.

What follows is a brief outline and discussion of an occasionally-used Italian opening and the various considerations behind it. Outside of the actual movement of the pieces, mentioned above, what is important for the players is to realize that there are behind-the-scenes activities which are pre-requisites for even an opening.

Objectives: To place an attack on Austria leading to its elimination in the early game; slowing down France or at least juggling the eastern power; allowing for a delayed attack to determine the allocation of the Russian and Turkish forces vis a vis each other and the Italians.

Strategic Overviews: The hope to weaken France or at least slow it down is so as to allow for the Italians to have it easier in the end and middle game periods when the shift towards the west will become a necessity. Ideally a split of the Austrian should take place in 1902-03 while France slowly holds off and dies gracefully at the hands of the English and Germans. Note that in the east the situation is 3 on 1 while in the west the situation is 2 on 1. Further strategic considerations are that in the middle game, hopefully when France is down to 2 or 3 centers and Austria is out, the Russians and the Germans should become involved in an attack on England, thus relieving Italy of all major threats from sea power as Turkey is under attack by Russia and Italy in the south.

The winning supply centers: Por, Spa, Mar, Tun, Ven, Rom, Nap, Tri, Vie, Bud, Ser, Gre, Rum, Bul, Ank, Con, Smy, and Sev.

Note that should the western alliance be formed, i.e., France-Germany, Italy's early feint would be only marginally beneficial if France pulls an army from Spain to cover Marseilles in the Fall 01 move.

Diplomatic Play: The longest alliance the Italians could wish for in this instance is the I-R, complimented by a short-term one with Tur-

key. Non-aggression pacts will have to be negotiated with France, smoothing out any ruffles from the Spring 01 move into Piedmont.

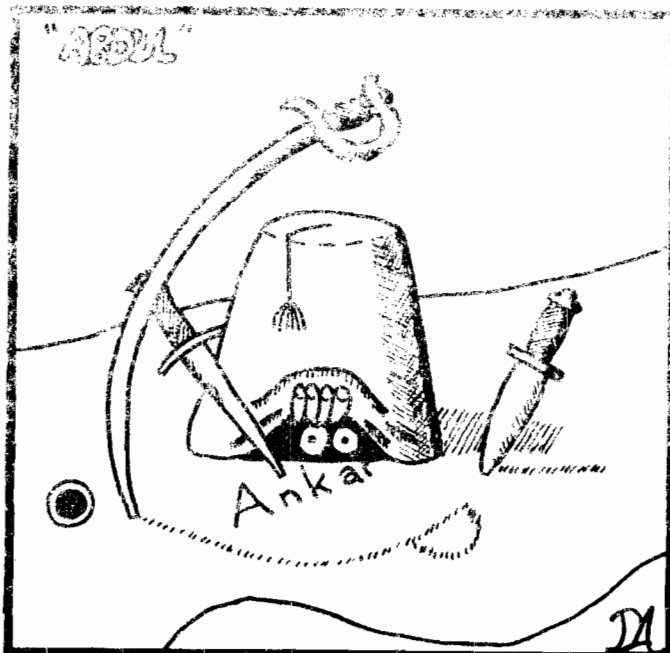
In the west, alliances with England and Germany against France would be nicely complimentary, especially if the personalities are such (as well as the tentful banner of presenting the alliance) that the Italians can duck out of it in the fall of 01 to pursue an eastern game.

With Turkey, there is the option of playing into the middle game with an alliance; however, that prospect is totally dependent on your view of the stability of a Turkish-Italian alliance. For this article, the development is along lines of the long-term I-R.

In preventing the split of the heads to Russia and Turkey initially, they might be writing to Russia: Pie-Bud-Rom for H; Ind, Con, Gre for I.

Writing to Turkey: Vie-Tri-Bul for I; Mar, Gre, Rum for I.

Players may wish to employ the diplomatic technique of the race center—that is a center which goes to whoever gets there first. In this case, when dealing with Turkey, Budapest becomes an ideal race center and when dealing with Russia, Vienna or Ljubia are good choices.



In practice, if done properly, what might result is that in the initial split the Italians will pick up Tri, Vie and Ser (with Russian help) as the Russians take Budapest and Rumania. At this point, the Russians may request that in the dividing up of the Turkish centers (Gre, Bul, and Turkey) that he pick up Bul, Con, and Ank while Italy takes only Gre and Smy. Note, it is a foregone conclusion here that Turkey must be stabbed quickly as Austria goes down and for the Italians' best long-term chances, it should be Italy with the knife, as it would catch the Turks deploying north expecting Italy's assistance while the Italians shift south. Diplomatically, the partner in the I-R alliance that can set up the Turks is the power that will dominate and the Italians will have to use all their skills towards that set up.

In negotiating with the Russians, the Italians should try to hold on to Vienna as it gives the Italians a nice jump-off position to hit the Russians in the end-game situation. Arguments with the Russians to the effect that a unit in Vienna gives the Italians added mobility against Germany (i.e., A Vie-Boh, A Ven-Tyr) should help weaken the Russian attempts to talk Italy out of Vienna, especially if Italy feels he can afford to tie his help against Germany with his possession of Vienna.

Play Style: Strictly for the player who has no pretensions of being a strong-second or holier-than-thou player. The opening, to be successfully, depends on a cold, deadly playing style that involves the stabbing of no less than practically every player on the board and the hoped-for ability to get away with it. The set-up of Austria and Turkey are particularly important. To work perfectly, the Italians might want the Austrians to succeed into Galicia, thus increasing the chances that the Austrians will not cover Trieste,

Risks: It should be easy to go over the outline above and see the risks:

1. What if the French player goes bananas over the move to Piedmont?
2. What if the west is allied in a triple and therefore France is free to attack Italy in 02?
3. What if the Turks and the Russians form up a long-term alliance with Italy as the secondary target after Austria?
4. What if the west goes faster than planned and England or France swings into the Mediterranean before Turkey is taken out and Russia set up?

The risks are definitely there very step of the way. The challenge to the player is to make those risks worth it and to use his diplomatic ability to reduce the chances of the disaster due to personality freak-outs (such as a French suicide) and your tactical ability to make the wars in the east go faster than the wars in the west.

# THE WEDDING GOES ON!

by LEN LAKOFKA

(Editor's note: The following article on the Doug Beyerlein-Marie Cockrell wedding is basically true. However, Mr. ~~Len~~ Lek Lakofka, the Polish Super-Boy (who never takes off his sweatshirt which reads "Polish Power"), fails to mention the fact that he spent the entire weekend bemoaning the fact that his name had been spelled Lek rather than Len in the latest issue of DIPLOMACY WORLD. He accosted everyone he met, pleading with them, "My name is really Len, isn't it? Please tell me it is ...." And by the way, ~~Len~~ Lek, who gave you permission to use my initials for your commentary in this article?! CA--)

21 Apr 975, Midnight: The air was full and damp in the lower levels of Castle Chicagoan where Sir Leomund was somnambulating. Above, from the highest spire of the Sears Tower, a festive beacon answered the call of a torch weaving somewhere in the fog-covered moors. "I...A...M...C...O...M...I...N...G...T...O...C...H...I...C...A...G...O...A...N...T...O...N...E...I...G...H...T...T...-stop--C...A...N...Y...O...U...P...U...T...M...E...U...P--stop--Doug of the Rating Table (Esq.)" Quickly a lone guard sought Sir Leomund and, awaking him, gave him the cryptic message. "Put him up where? Yes! Yes! Can't you see I'm sleepinzzzzz?!"

22 April 975, 4:23 P.M.: "Why have you come, Sir Doug?" inquired Leomund.

"I have been summoned," said the knight in a hollow voice that erupted from deep in his ~~chest~~ (this is a family magazine--CA! Well, you don't want me to say t--- do you?! Eek! The baby will hear you--you Labofkoid!) chest.

"Summoned? By whom?"

"By She of The Wood. By...by...Marielda!"

"Marielda! The Witch?! For what purpose?"

"To wed her. She wants to lay claim to my 'wins' (she has but two--one ill-gotten, I'm told)," came the monotonic echo from the pallid paladin. "Thus the Beyerlein name will achieve the highest total Calhamer Point Count, pushing that sissy Edi Birsaninny out of first place."

"How dreadful! Lie down, Sir Knight, and rest. Perhaps I can dispel this curse, Guard, to Sears Tower with you. Send this message,"

said Leomund, handing the note to the guard.

"Sire, our beacon will not reach to Hoosier Town. But my mother, in the valley Gary-Hammond would sound the family gong and transmit the message to Hoosier Town."

"Then Godspeed, and if she succeeds, I will dub her 'Ma Bell!'" (Oh God, is that a lousy pun! CA)

24 April 975. King Wally the Hoosier arose to the sound of a gigantic gong ringing out a message from his vassal Sir Leomund. "If this Archives were only deeper," he mumbled, "I wouldn't hear that damn 'Ma Bell!'"

"We are summoned to Chicagoan to stop a ... I can't make out the last word...we were disconnected," said Queen Carol the Hoosier.

"Then arise. Pack all of our belonging in to our red minibus and let us away."

"Do I bring the Prince and Baby Hoosier, too?" asked the Queen.

"Little Buddy? Why of course...and bring the wooden blocks and the map of Chicagoan too!"

"So be it, my leige!" said the Queen. (Aside--"If he calls the Prince 'Little Buddy' one more time, I'll bash him--Hades help me! And if he orders me to another dippy event, I'll bash him double. I can't stand these stupid diplomatic affairs.")

Narrator--Little did our hero know that his map was of 971 vintage and that his wife was really the sister of Marielda--Carol-Ann the Nas-ty!!

24 April 975, 1:00 P.M.: "What news, good lookout?"

"None, Sire."

(Aside--"yet 'Ma Bell' said King Wally would be here by now.")

2:00 P.M.: "What news, good lookout?"

"Nottin' yet."

"Oh."

3:00 P.M.: "What news, good...."

"Look! If I see him, I'll tell you."

4:00 P.M.: "What...."

"Hey, pop. You got ears, don't ya? Ya got eyes? Do you see anything?"

"Well, no...."

"Hear any gongs?"

"Well, no...."

"Then shut up and go to your chamber!"

Narrator--Little did Sir Leomund know, but King Wally, using his 971 map, had taken a wrong turn and had been waylaid by the dreaded Anderson's Dwarf! This species of dwarf, marked by its excessive pot belly, long beard, bald head, and friendly nature, would waylay strangers and talk them to death.

6:00 P.M. "Hail, Sir Leomund!"

"Good King Wally. Is this 'Little Buddy'?" said Leomund, tweeking the child's cheek.

"No, it isn't," shrieked the good queen, kicking Sir Leomund into next week.

As the queen exits with her children, and after Leomund moved back in time, the king and

the knight spoke to Sir Doug. "But you don't want to be wed, Sir Doug. It can be a pain."

(Leomund sympathetically rubbed his ruptured shin.) "Yes, Doug--play the field," offered Leomund.

"No, good sirs," said Doug weakly. "I will wed!"

"Then we drink to your health!" said they in unison.

"Don't spill it on your suit, my king--the joints will rust."

"Wassh you say, ~~Lekky~~ Lekky-Poo?"

"Sir Doug, you had best take him to his chamber."

Later: "Where have you been, you lout! Leaving your queen unattended. Take that! And that!..." (We'll leave the beating and proceed to...

26 May 975: King Wally (late as usual) picked up Sir Leomund, Sir Doug, the Queen, ~~the~~ Prince William, and Baby Hoosier and began driving toward the pavilion where the union between Sir Doug of the Rating Table and Marielda would take place.

"Chug--chug--cough," said the minibus.

"You jerk," said the queen to the king.

"I'll be late!!" cried the groom as he leapt from the coughing minibus.

"Play the field!" advised Sir Leomund, chasing down the street after Sir Doug.

"My children and I aren't dressed for the wedding," wailed the queen.

"Goo--ga--gaggle--gop!" said Baby Hoosier. ...And they did!

One hour later: "But it is rough to run three miles in your dress armor," said Sir Doug. "My boutonniere kept falling off."

"You lout!" cried Marielda, dressed in her finest black cobweb gown.

We'll skip the beating and go on to...

"Do you, Doug, take Marielda to be your lawfully wedded wife, to have, to hold, to cherish, to obey, to pay liberal alimony to, and to give up all your freedom for as long as you shall live?"

"I might...er, I....I...(I forgot my line)."

"You do--dummy," hissed Marielda.

"I do--you dummy!" repeated Sir Doug.

"Do you, Marielda, take this bum for all you can get, to have till he's had, to milk him till he's dry, and to hold him till the poison kills him?"

"I do!"

"I now pronounce you witch and flunky!"

Someone tossed the garter.

"I got it!" cried the voice of Richard the Squirt.

"\$125 to fix a universal joint on the minibus!" cried King Wally.

"You could have married better, Marielda!" cried Queen Carol-Ann.

Baby Hoosier just cried....

# LATEST TRENDS

by FRANCIS MCILVAINE

In Walt Buchanan's fine zine DIPLOMACY WORLD I, 1, the Calhamer Point Count Rating system appeared for the 329 finished games up to that time. It was interesting to me at that time to find out how the countries were picking up the points. Here is a chart of the strengths of the countries in picking up Calhamer points in percentage terms:

Russia	19.37
England	15.55
Turkey	14.85
France	14.54
Germany	13.05
Austria	12.75
Italy	9.86

Now what does all this prove? Russia is better than Italy? It appears so here, but let us compare that list to the latest 105 games completed and listed in DIPLOMACY WORLD I, 6. These are not the cumulative scores, just the scores for the latest 105.

Turkey	20.31
Germany	17.23
France	16.55
Austria	12.71
Italy	12.50
Russia	11.73
England	8.93

Now that is quite a bit different, isn't it? What would account for all these differences? I would think that these last games completed are a result of the problems associated with the original data. Trends change in Diplomacy and it is never any clearer than by looking at those charts. Turkey is way up and England is way down.

I think Turkey can be explained away by a few simple facts. One of the major reasons that Turkey was down as far as it was, was that the Lepanto Opening was trumpeted as the "cure" for the Italian player. Use the Lepanto Opening and you will find happiness and wins galore. So people began to use the Lepanto and in game after game Turkey went down in a ball of flames. A funny thing happened to the Italian players at this time--they were still not winning the games anyway. The problems about this are that it takes quite awhile in postal Diplomacy for the failure of this strategy to become apparent.

Failure I use not as an absolute term. In many games the Lepanto is the thing to use as the Italian player. The term failure simply means that it is not the cure-all that was claim-

ed. Perhaps Edi Birsan never really meant for it to be a cure-all (in fact, I am sure he didn't feel that this was the case), but too often some players, despairing at the thought of playing Italy, clung desperately to the Lepanto for all it was worth.

As time went on, the Italian players began to become a little more leary than they had been about playing the Lepanto. The pressure began to be lifted a little from the Turks and they made it pay. And almost as sure as ants on a picnic, if you start having a lot of strong Turks, there are going to be some weak Russias. Not everytime, of course, but enough to make quite a dent in the Russian score. Russia also must have been dumped upon because it was thought to be the leader and it was a good idea for the other players to take out the Russians.

England taking a dive can be neatly paralleled by France and Germany rising fast. This is simpler than the Turkish case. Knowing that England was doing better than Germany or France, the two continental powers united to defeat England more than they were doing in the past. Another fact to look at is the success of the French-German alliance in 1973EI game in DIPLOMACY WORLD. With a vast audience like DIPLOMACY WORLD has, a few of the players following the game must have wanted to try it out for themselves. If only a few did this sort of thing it would really hurt England.

The rating systems themselves bias the rest of the games that follow them. Players look at the "strong" nations and then they want to make sure that these "strong" nations don't run over them. All these things have something to do with the fact that these nations' values can change quickly. Look at the fad openings. I have already discussed the Lepanto Opening. I have also read articles for all kinds of variations on this opening and I read articles knocking the Lepanto Opening for the Italian player. All these things influence future play. It is my opinion that the countries of Diplomacy are as balanced as it is practical to be. Now I will admit that I play some nations better than some others, but this is because of my personal playing style and not because of the intrinsic worth of the country. Some countries might have a more obvious strategy than others but they are close enough that "fads," "good play articles," and other various items can have a profound change in the apparent country strengths.

One last thing, if you didn't find the new scores a little disconcerting to your ideas on the relative worths of country strengths, you are not alone. When I told my wife Nancy about the results I had found, she said, "I always knew that you postal players overrated England; it is about time that they finally figured it out." Kind of makes you wonder about the infiltration tactics that the DWA has been using lately.



# THOUGHTS ON DIPCON VII

by ALLAN B. CALHAMER

1. In General. I enjoyed the tournament tremendously, enjoying the play against players from all over, and also enjoying the opportunity to study the tournament organization from the point of view of a player.

2. Request for Opinions. I wish the players would send me their opinions concerning the tournament and possible improvements for it. Also, the players and others who are moved by the remarks herein could do me the favor of sending their opinions to me at 501 N. Stone, La Grange Park, IL 60525, or write for publication to your favorite magazine.

3. Cards Employed. The cards used by Gordon Anderson to take and manipulate the data generated by the games were a fine idea. Color coding by countries was good. The cards could be shuffled around to make up boards, then to compare performances with the same country; finally I discovered that they were quite good for making up center-year diagrams. One weakness was that they contained just one space for "score." The player gets three scores each round: supply centers, adjusted or prospects score, and score for the round. Then after the first round you need his running tournament score somewhere. The board played had its space, but not the next board assigned to. There was a danger of adding a player's third round score to his third round supply center total instead of his running tournament score, and other similar mistakes.

Of lesser importance in this tournament, but a potential source of trouble is the fact that cards can get lost easily, players can refuse to fill them out or turn them in, etc. Probably some form should be prepared before the tournament for round-by-round use, which would be filled in with the information off the cards, so as to capture it before the cards get away. This form, if properly devised, would also help in checking the round for completeness and coherence of information.

4. Other Forms. Other forms should be devised to assist the director in cross-checking and making the transition from round to round. Afterward, I began to wonder whether every round score had been awarded once and only once in each round for each country. It turned out that a simple 7 x 7 chart was all that was necessary, containing one cell for each combination of country and score (there were 7 boards). As each combination appears, it is marked. Because of ties, in which the scores awarded are averaged, the cell must be filled with the number

awarded rather than just a check mark. This method checked the first rounds fine and uncovered one small error in the third round.

5. Is the System Too Complicated? Considering that this was the first time this system had been tried, I would say it went off reasonably well. I think it is similar to the Swiss system in chess or the duplicate system in bridge; it has to be learned, the director has to be able and careful, but still most people who learn it will do so by assisting. We are at the very start, whereas those other tournament games have had many years in which to develop experienced directors and others who understand their system. If this type of tournament is to continue, probably more people should make a point of learning how to handle it. And, as we have already said, more and better forms should be devised.

6. Publication of Information During the Rounds. Information concerning the progress of the tournament, that is, scores already achieved, schedules played, and so on, should be posted as much as possible during the tournament. One reason is that each player can check the report of his own performance for accuracy and report mistakes. The director's impulse to bury mistakes should be overcome. Players should not expect the director to correct mistakes where this course has become impractical (e.g., stopping a round and altering the schedule); the director should put information on the table as much as possible. The players put a lot of effort into the scores they are compiling. They are entitled to have confidence in the results recorded.

7. Untoward Effect of the Round Score. A player with the best score for the round for his country received 7 points as his round score; second best received 6 points, etc. The intention behind this scheme was to compensate players who were playing weaker countries. They were compared only with others playing the same country.

A side effect of this system was that a player would ease up and play safe once he thought his niche for the round was determined. One player with 17 units did not bother to try to win the game, because he had first cinched. Another player knew he had second and couldn't make first, so he agreed to an early end to the game, although he had excellent prospects for expansion. This writer had first Russia cinched at 10 in the last round, so he eased up; an attempt to take more might have caused a general



alliance against him. The previous round, however, I miscalculated and eased up, supposing I had a first, which I had by supply centers, but the adjustment put me in second. One of those tournament miscalculations.

To give the devil his due, it should be said that frequently the early years of the game were touch-and-go in the extreme, and it felt good to get to a plateau after a while; also, whatever the system, the players will always hunt for ways to play it safe.

8. Possible Other Methods of Compensating for Country Played. We could scrap the present round score and have each player score his adjusted or prospects score plus a point spot depending on country played. Suppose, for example, that the average score by each country over the whole tournament were computed. Then the country with the highest average score would receive no point spot, a country which averaged two points less would receive a spot of two points per game, and so forth. Thus, your score for the round would be your adjusted score, minus the average adjusted score for your country, plus a constant (to avoid minus scores). Thus if you did five points better than the average for your country, you would score 5, no matter what country you had (plus the constant).

Using figures for the last round of the tournament only, as these are all I have here, and rounding the handicap off to a whole number, we get the following possible list:

Country	Average Adj. Score	Spot
Austria	4 2/3	2
England	4	4
France	8 1/2	0
Germany	2 5/12	3
Italy	4 5/6	4
Russia	4 1/2	4
Turkey	5	4

Of course the spot might affect the play; they might all gang up on Germany because he's getting such a big point spot! For this reason a pre-chosen spot would not be as good as the tournament average.

Since the director does not know the tournament average for each country in advance, however, he would have to figure a spot based on the first round averages only, make up tentative scores, and make "pairings" ("sevenfolds"?). Based on those scores, but the final averages might be a little different, thus the final spot would be different, so the first round scores would be a little different. Perhaps to avoid affecting the play in the later rounds, the spot would have to be calculated separately for each round. But then a single win or other unusual result has a heavy effect on the average, disrupting the scores of players playing the same country at other boards, but since they are at other boards, they can't do much about it.

This method would encourage fighting games,

because if a player played safe at 10 units, although he had the best Russia, some other player might score 34 by winning, thus pulling ahead of him in the tournament score by somewhere in the vicinity of 24 points. A good non-winning score will usually be only about 7 points for a round; hence a single win, even on a bottom board, might walk away with the tournament. (That is, 7 points above one's country's average for the round.) One might like to encourage playing for the win, but not that much! Still, with the incentive there, there might be more wins or near-wins, and a near-win can score quite high in the prospects system; 17 units against a divided field can be about 28 points.

9. Number of Rounds. I liked three rounds in two days. So did one other player I talked with, though a couple of others said it was too much. This amounted to about 18 hours of play in two days, about the same as in a regional chess tournament. However, in chess the player sits hunched over the board all the time and is deathly afraid of making a mistake. In Diplomacy, you're up and around most of the time, and you make lots of little mistakes without throwing the game away. Thus, the scheduling seemed fine to me. Since I liked over-the-board Diplomacy in the tournament format, I would have been willing to go on and play six games in three days.

Gordon Anderson, however, is considering reducing the tournament to two rounds next year. His dates are about the same and do not include a three-day holiday. It is hard to guess whether a reduction to two rounds would increase or decrease the participation.

10. Smaller Tournaments. Although comparison by countries tends to keep the tournament closer, it becomes a less and less good scheme as the number of boards decreases. As it was, with seven boards, a player with 2 units as Russia scored a first for the round. With fewer boards, that type of thing will happen more often. For smaller tournaments particularly, the alternative plan suggested in DIPLOMACY WORLD, May 1974, might be better. The players simply play the greatest possible mix of opponents. A broad country mix can probably be arranged, too, although the point spot still might be used. One disadvantage is that top players are not brought together as they are in the Swiss.

11. Draws. I did not expect any draws, as I thought that some one player at least would always hold out for the curtailment, since at least one player could always do better that way. As it happened, some players at one table did not understand the system, so they took a six-way draw, some of them apparently expecting it to be scored as a curtailment. The alert Lakofka, who had only one unit on the board, hastily got everyone to sign an agreement to the draw and rushed it to the Director. The result: 6 points for each participant in the draw, giv-

ing Lakofka the second best Italy for the round.

Later in the tournament, players who wanted to end the game simply negotiated to end the game by curtailment instead of draw, filling out the cards to imply that the last two years had been played with no change in the supply centers. One group attempted to negotiate a forecasted result, finally running through the play to satisfy the Director.

One group thought they had a sure stalemate which normally would be a draw, but the curtailment rules operate on the number of centers only, not on the position, so the game was scored as a curtailment, to the great benefit of the leader and detriment of the second place player. Perhaps there could be an adjudication committee, as in chess, to determine whether a game was a sure stalemate or not, but such committees take a long time to deliberate, and not everybody agrees with their decisions. If the committee voted that the game was a sure stalemate, it would be scored as a draw instead of a curtailment.

12. Delays in the Game. One group of players left to check out of the hotel and were gone so long that the remaining players attempted to adjudicate the game themselves. An altercation followed. Among the problems raised is the fact that a forfeit of some kind, while it might be a just penalty to one erring party, might help the remaining parties too much in their competition with others at other boards. A general system of mild penalties might be a good idea. For example, suppose the Director could impose the penalty under certain circumstances of the removal of one piece. It might be chosen by the player, but he would have to play one piece below his center total for the rest of the game. Removal for a term of years is also a possibility. This penalty would be for a list of specified violations, but some of them cannot be defined with complete clarity--"undue delay of game" might be one.

13. Comparison of Very Low Scores. One unit with Russia might score 5 for the round, while getting knocked out might score 2½. Is this difference too great? Well, possibly the man finishing with one had the better game most of the night, and so is entitled to recognition for it. In many games, however, a player simply received charity from someone who could afford it. This type of survival might be brought to an end if the current round score system gave way to a more competitive system giving higher value to supply centers.

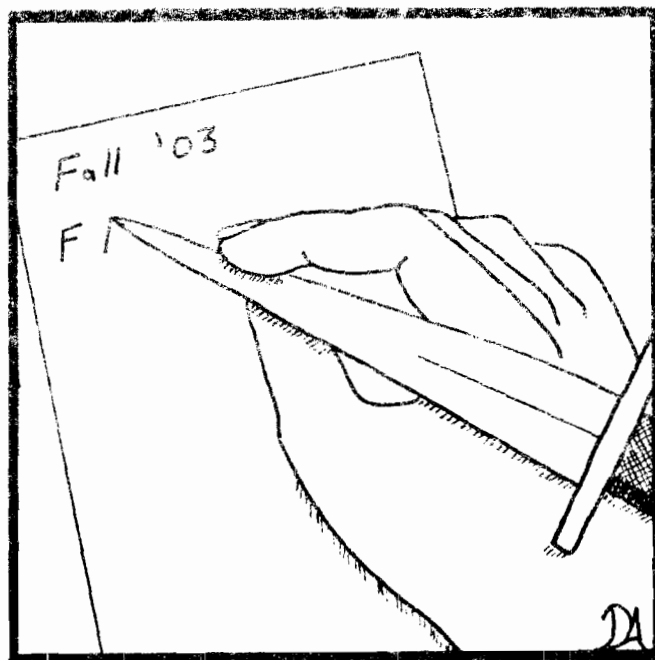
14. Length of Game. Some have suggested games going to 1909 or 1910. However, others negotiated early curtailments because they were satisfied after 1906. A change to some system like the point spot also might encourage more fighting games, in which there would be more action and development by 1908.

15. Environment. The rooms at the La Salle

were beautiful and were most appropriate for the convening of a diplomatic congress. Chicago also seems to be a reasonably convenient place to meet. One veteran of the convention wars said that the environment has to be good to attract a mature following, who will not play "in a gymnasium."

However, you have to pay the piper if you want to call the tune. The Diplomacy tournament having been undersubscribed, it is now being suggested that it be cut down to two rounds, while putting emphasis on wargames instead. I suppose that still we should seriously consider the method used in chess years ago, before that game became so popular that it could command the best premises. In those days, the tournaments were played under unfortunate conditions--in fieldhouses and YMCA's where the premises were usually free. The Director donated his services and all the advertising was free through the publications and clubs. At the end of the tournament, they took all the money taken in, divided it up as prizes, and gave it all out. They did not have a single expense.

Possibly that ideal could not be equalled precisely today but it might be approached. As for money prizes, well, possibly to reduce the likelihood of payoffs or excessive competition, there could be prizes graduated in a very shallow curve. Thus where chess might pay prizes of, say, \$100, \$75, \$50, etc., to a total of maybe \$330, the same amount might be distributed in the pattern \$55, \$50, \$45, ... all the way down to \$5, making eleven prizes with a very low graduation among them. And if you prefer to go first class, you have to have more entrants. One way to help develop more entrants would be for each fan to hold a beginners' game and tell them about the tournament.



# WON DIPLOMACY

by BURT LABELLE

Due to the long-awaited arrival of Everything #19 (by Doug Beyerlein and John Weswig), it was possible for me to wrap up this article, started about November of 74. The 345 won games used are from the Terminus Project games, from Everything #1-18 under von Metzke, plus the 50 won games added to the chart from Everything #19 mentioned above.

The chart is in itself almost self-explanatory, and please remember I'm no a mathematician as I attempt to make my points clear. The chart is as follows:

	E	F	G	I	A	R	T	*
1963	-	-	-	-	-	1	-	1
1964	-	-	-	-	2	-	1	3
1965	2	2	1	4	-	3	3	15
1966	6	7	4	-	4	6	7	34
1967	5	3	1	6	6	7	2	30
1968	6	6	7	2	7	13	13	54
1969	9	6	9	5	6	5	9	49
1970	5	4	1	3	3	5	5	26
1971	5	9	8	4	4	6	10	46
1972	9	11	13	6	7	12	9	67
1973	1	3	3	1	5	4	3	20
Total	48	51	47	31	44	62	62	345

\*Yearly total

The perfect average of games won for each country would be 49.

There are several schools of thought (or opinion) floating around the hobby in addition to the "win-only" and "strong second" segments which Edi Birsan confirmed existed in a large poll he conducted two years back. There are, for example, a group of players and interested persons who maintain that the inherent weaknesses of the central powers in Diplomacy (Germany, Austria and Italy for you new players who might not know yet) can more than offset their problems by being played well, with much diplomatic skill and so on. Played thusly, the Weak Sisters roll on to glory and victory over their stronger cousins located in the corners (Russia, Turkey, England, and France).

The other school (as yet no one has found out which group is larger, whatever that may mean) maintains that Diplomacy is a horribly defective game--that having that nice, safe edge of the board at your back is so incredibly important that the advantage will never be able to be realistically computed in terms of real worth. I'm sure you're all thrilled to find out I belong to this school.

Up until X amount of Diplomacy games were completed, the only facts either school could fling at each other were the convictions both

sides had of the parental lineage of the other side. This made for interesting, if not very important, reading. With Everything #19, this hindrance has been resolved. While there are purists who will argue that 1000 completed games would make a more accurate, or true, comparison, 345 was sufficient for me, so that's what you've got....

To the results and what they tell us. The most unfortunate figure, mathematically, is that the corner powers represent 4/7ths of the board, while the Weak Sisters total only 3/7ths. We're struck with the obvious that the corner powers should win more games from the beginning due to this fact.

With 345 games, a "perfect" average games won figure for each power would supposedly be 49 games. A glance at the chart shows that two of the corner powers hit this figure almost on the nose, France with 51 and England with 48. It is here that all "perfect" plans and totals cease. The two stronger of the Weak Sisters, Germany and Austria, ring in with 47 and 44 respectively. With the numbers involved, neither score could be declared embarrassing, but they are below what they "should" be. Then we hit the "cancer" country of the Diplomacy board: Italy. When I say cancer, I mean, if you've got Italy at the start of the game, you're likely to die from it. Italy has 31 wins thus far in postal Diplomacy, and is easily the worst country, bar none, to have in this game if you are interested in winning. (If you're not interested in winning at this game, then I heartily suggest you take up something very pacifying, say--running for membership secretary of TDA....)

So we now come to what statistically, thus far, are the two strongest countries on the board: Russia and Turkey, with a very healthy 62 wins apiece. For an interesting comparison, note that Russia and Turkey together have 124 wins, two more than Austria and Italy and Germany combined at 122.

Let's take a peek at the "perfect" games-won figure again, 49. The Weak Sisters together (3/7ths) should have 147 won games under perfect totals. The corner powers (4/7ths) should have 206 wins. The real totals thus far of 122 vs. 223 again demonstrate the weaknesses of the inner three.

There you have it. Will the inner three ever reach parity with the outer four? It will be interesting to see when we reach 1000 won games (within the next 3-5 years) exactly what has happened. I'll put my foot in my mouth now and say that I don't think they ever will.

In summary, I maintain that a player just starting a new game, and who has drawn an inner country, is at a distinct disadvantage when all the influencing factors are taken into consideration. So remember to put Italy at the bottom of your next preference list where it belongs--but then, you already knew that, didn't you....

# PROJECTS

by LEW PULSIPHER

In reading historical journals one occasionally comes across an article which suggests new projects or new areas for research in which historians can do useful work. While we're not scholars here, for the most part, I think that an article bringing together some of the ideas for things which ought to be done for the good of Diplomacy players will be useful. So here is a start. While some of the ideas are mine, most are not; many have been conceived independently by several people.

I hope that some people who read this will decide to work on these or other projects of this type rather than to publish a gamezine. As a Dipgamezine publisher for over four years, I know how much work is involved, and I am not about to knock the people who do this: they are the backbone of the hobby. On the other hand, I think that one gamezine more or less won't make much difference to the hobby, since we have over 50, while many special projects add more than any gamezine to the enjoyment we can all find in Diplomacy fandom.

I hope that some of the more experienced publishers will decide to wind down their gamezines (something I have been doing for a year) so they can transfer their energies to other projects which need a boost. In other words, the same amount of effort applied to a special project rather than to a gamezine will give much greater dividends to the hobby, and perhaps to the individual involved. Publishing a gamezine is a good experience, especially if you manage to control your involvement, but the pressure to maintain schedules can become stifling after a year or two. One of the advantages of a special project is that time pressure is absent. But enough of that.

The following are listed in the order they came to mind when I began making notes for this article; I doubt that they could be categorized in any useful way. Note that for the most part these apply to North America rather than to the entire world.

1. A HANDBOOK FOR NOVICE PLAYERS. I have seen innumerable articles on "how to win," especially about this or that alliance and about openings. Virtually nothing new have been said about playing Diplomacy in the past couple years, at least nothing that would be meaningful to a novice. Why not gather together the more carefully written specimens of this plethora of articles and offer them in one package to novices? This could either be done at no cost to them, as funded by some organization, or it could be offered for sale. I imagine many veteran players would wish to purchase copies in any case, perhaps subsidizing the cost of distributing them free to novices. Other contents of the Handbook

could be an account with "expert" commentaries of one or more demonstration games. A general introduction to the hobby, along the lines of Pontevedria and The Cepheids could also be included. The primary objective, however, is to make these articles available to novices when they need them so that we can get the repetitious things out of the hobby's zines and use the space for useful and interesting new material.

2. A FREQUENTLY-PUBLISHED NEWSZINE. Now that DIPLOMACY WORLD is quarterly, there is no central source for immediate information and news. Many zines print some news, but not enough to make them worth subscribing to solely for that purpose. (Speculum and Impassable come closest.) DIPLOMACY WORLD is a central source, but the news is often months old; moreover, as an organ of Games Research Inc., DIPLOMACY WORLD must not become involved in hobby "political" controversies. Yet many such disagreements are symptoms of substantive differences which ought to be discussed in public both for contributions from hobby members and in order to avoid having anything decided behind people's backs.

Ideally a bi-weekly zine is best, but tri-weekly or even monthly would be better than what we have now. The publisher'd have to be prompt and able to publish over 100 copies, including trades with most other zines. Contents of the zine would include: (1) Reviews of all zines published, including a listing of articles, sub rate, and game openings. A person who wants to keep track of what is said about a particular aspect of the hobby, for example variants, can refer to these listings and order relevant issues of zines he does not normally receive. The importance of game openings and sub rates is self-evident. (Don Miller used to do this task in The Gamesletter, but now that publication is very erratic and few fans of postal Diplomacy receive it.) (2) The publisher ought to occasionally take more time in reviewing a zine in order to talk about such things as printing quality, the trend of current discussions in the zine, a particularly fine press war, etc. (3) The publisher ought to sometimes summarize discussions or disputes which are being carried on in a number of zines, for example, the discussion of reprinting material without permission. Inevitably this will sometimes have a "political" tone, and it should; so long as the publisher of the newszine maintains objectivity (even if he is not completely neutral), then the hobby will be well served. (4) Guest articles as room is available concerning aspects of the hobby interesting to hard-core fans (the article you are reading might be one, for example).

3. A VARIANT PACKAGE OF GOOD OVERSEAS-DESIGNED VARIANTS. It is very difficult to obtain variants from overseas, especially now that there is variant bank chaos in Britain. Many,

though far from all, are available from the North American Variant Bank, but this is expensive and the quality (photocopies of sometimes light printing) is poor. Many players are also unwilling to order from the VB (or anywhere else for that matter) without having games prejudged in some manner. It ought to be possible for some person or group to get together the more fully realized (or "better" if you prefer) overseas-designed variants and to publish them in one group, preferably offset.

4. INCREASING IN-PERSON CONTACTS. I must admit that I don't care whether we bring many new people into the hobby or not. But others do. One means of doing so is through newspaper articles. Most small town newspapers will print local news of almost any sort. If the local chess club can get articles printed about their matches with other cities (and they can in Battle Creek, Michigan), why shouldn't Diplomacy clubs be able to get some publicity of some sort? Even in large cities (for example, Detroit), newspapers are willing to run an occasional article about wargames if only to say, "look at these weird buggers." This ought to be sufficient to help find players who were not previously aware of postal gaming (perhaps they learned to play from someone else and never saw the flyer, or they started before there was a flyer) or of the local gaming group.

What could be done is to write up a general article about Diplomacy which can be included with remarks specific to the local area in which the newspaper article is to be published. This can be printed professionally and would then be available to people who want to obtain local publicity. I think that some papers would be more likely to publish an article if it were accompanied by a well-done "press release" (in the newspaper sense), especially if it was noted that there was no connection with the manufacturer. I know of people who have obtained local publicity, but I have not tried it myself because I move back and forth to school so much.

5. STATISTICS. Don Miller, Charles Reinssel, and Len Lakofka, each in his own way, have worked in this area. Some things that might be interesting to know include: What is the army to fleet ratio for each country, on the average? For each game? For each country when it wins? What is the average length of a postal game in game-years? In real time? What is the average number of missed moves, resignations, and drop-outs, and how do game length, long deadlines, conditional winters (prophecies), and use of game deposits affect the averages? What are a country's builds (in position and type of unit) most likely to be in 1901 (answer for won games separately). In 1901-03? How many gamezines have there been? What percent collapsed due to publisher drop-out, what percent were folded with games finished by carbon, what percent changed publishers, what percent finished their

games and then ceased? What is the average length of time a publisher is active? Means as well as medians should be determined. Many questions can be added to the list. One doesn't need to be an "expert" to do a little counting--one only needs some complete game records, say the complete runs of a few good zines for the past few years, to answer some of these questions.

6. SURVEYS. Naturally. How about one for GMS only, asking questions about draw vote procedures, preference list policy, etc.? A survey devoted only to player characteristics might be interesting. Someone is already working on a variants survey. Publishers might learn something from surveys in their own zines, if nothing else. Maybe someone ought to ask players what they think of "hobby politics"?

7. PSYCHOLOGY AND SOCIOLOGY. This is rather specialized and somewhat complex. Some of you know that considerable work has been done by social scientists about means of negotiation (for example, to compare the effects of positive inducements and of sanctions or threats), cognitive limitations on rationality, etc. Examples of this, and of the use of game theory as applied to general questions about games and negotiation, can be found in the Journal of Conflict Resolution, among others. Can this information be applied in any way to Diplomacy? Can we be more rigorous in discussing "how to play and win? (Who cares?--well, somebody reads all those "how to" articles.) This is a game of negotiation, not of tactics; we can't treat it like chess is treated. We have to get into the mind of the player and see what makes him tick. Machines will never play Diplomacy--even today some can play chess passably.

8. THE HOBBY FUTURE. It is amazing how little has been said on this very important subject. Where are we going? What do we want to accomplish? What can we expect to happen in the future? Will the hobby grow (how much?) or will it continue the present trend toward stability? We ought to think about what kind of hobby we want, and then work toward it. Instead of letting events control us, we ought to try to think ahead and control events. There are some fundamental questions which must be answered. Do we want to emulate chess? Wargaming? A sport? Or do we want to try to find a unique niche in society for our hobby? Do we even care enough to think ahead?

DON'T read this and say, "I'd like to do it but someone else is sure to beat me to it." If you want to avoid duplication of effort, let me know what you're doing and I'll warn off anyone else who later says he wants to do the same thing--in fact, I'll direct him to you. If these ideas don't appeal to you, maybe you can think of something else that will be helpful. One person can do only so much, but each can contribute in an important way if he chooses.



# ARCHIVES PUBLISHERS SURVEY

Since last printed in DIPLOMACY WORLD I, 5, this chronological list of when currently active Diplomacy GMS started publishing is very much out of date. This is due to many new zine starts, address changes and the high attrition rate of Diplomacy publishers in general. I have listed all publishers in order from the time they began publishing and noted with an asterisk

the ones that have had publishing breaks of over three months. Several British GMS aren't listed that may be active since I haven't heard from them in response to a trade. I'd like to encourage all present and potential pubbers to trade with me as well as Doug Beyerlein, the Boardman Number Custodian, so we can keep up-to-date records on the hobby.

1963

1. May 12 John Boardman, 234 East 19th Street, Brooklyn, New York 11226

1965

2. Nov\* Don Miller, 12315 Judson Road, Wheaton, Maryland 20906

1966

3. Feb 22\* Charles Reinsel, Box 33, Leeper, Pennsylvania 16233
4. Jul 5\* Rod Walker, 1273 Crest Drive, Encinitas, California 92024
5. Jul 15 Hal Naus, 1011 Barrett Avenue, Chula Vista, California 92011

1967

6. Dec\* Doug Beyerlein, 240 Hawthorne, Apartment F, Palo Alto, California 94301

1969

7. May 18 Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657
8. Jul 2 Don Turnbull, Albion House, 21 Whitwell Way, Coton, Cambridgeshire CB3 7PW England
9. Dec\* Chris Schleicher, 814 E. Old Willow Rd., Apt. 214, Wheeling, Illinois 60090

1970

10. Jan 29 Andrew Phillips, 128 Oliver Street, Daly City, California 94014
11. Nov Greg Warden, 804 South 48th Street, Philadelphia, Pennsylvania 19143

1971

12. Jan 24 Walter Buchanan, R. R. #3, Box 324, Lebanon, Indiana 46052
13. Feb Michel Feron, Grand-Place 7, B-4280 Hannut, Belgium
14. Apr 20 Lewis Pulsipher, 423 North Main, Bellevue, Michigan 49021
15. May 29 Hartley Patterson, "Finches," 7 Cambridge Road, Beaconsfield, Bucks HP9 1HW England
16. Sep Herb Parents, R. R. #4, 1142 South 96th Avenue, Zeeland, Michigan 49464
17. Sep 17 Tom Leahey, 356 Elm Street, #102, New Haven, Connecticut 06511
18. Oct 4 Bernie Ackerman, Cheshire Home, 890 Main Road, Moseley, 4001, South Africa
19. Oct 15\* Dick Vedder, 1451 North Warren, Tucson, Arizona 85719

1972

20. Jan 1 Burt Labelle, Forest Park #23, Biddeford, Maine 04005
21. Jan 31 John Boyer, 117 Garland Drive, Carlisle, Pennsylvania 17013
22. Jan 31 Paul Wood, 24613 Harmon Court, St. Clair Shores, Michigan 48080
23. Feb 7 Edi Birsan, Apartment 302, 35-35 75th Street, Jackson Heights, New York 11372
24. Mar Fred Davis, 3012 Oak Green Court, Ellicott City, Maryland 21043
25. Aug 11 Richard Walkerdine, "Cheriton," 15 Crouch Oak Lane, Addlestone, Surrey KT15 2AN Eng.
26. Sep Jim Benes, 16W450 Honeysuckle #112, Hinsdale, Illinois 60521
27. Sep John Leeder, 4910 20A Street SW, Calgary, Alberta, T2T 5A6 Canada
28. Oct Richard Sharp, 27 Elm Close, Amersham, Bucks, England
29. Oct 14\* David Staples, PO Box 651, West Fargo, North Dakota 58078
30. Nov 1 Mike Bartnikowski, 943 Stewart, Lincoln Park, Michigan 48146
31. Nov 15 Mick Bullock, 14 Nursery Avenue, Halifax, Yorkshire HX3 5SZ England
32. Dec Enrico Manfredi, Via Vecchia di Barbaricina, 20, I-56100 Pisa, Italy

1973

33. Jan 1 Don Horton, 16 Jordan Court, Sacramento, California 95826
34. Feb Will Haven, 30, Plungington Road, Preston PR1 7RB England
35. Mar 5\* Nicholas Ulanov, 334 Foulke Hall, Princeton University, Princeton, New Jersey 08540
36. Mar 11 Howard Johnson, R. R. #2, Box 146, Glyndon, Minnesota 56547
37. Apr 17 Steve Nozik, 265 Dunrovin Lane, Rochester, New York 14618
38. May John Coleman, 277 Currey Avenue, Apt. 10, Windsor, Ontario, N9B 2B4 Canada
39. Jun 15 Robert Lipton, Box 360, Lafayette College, Easton, Pennsylvania 18042
40. Jul Randolph Bart, 9950 Reseda Boulevard, #13, Northridge, California 91324
41. Sep Gordon Anderson, 3716 North Kenmore, Chicago, Illinois 60613

42. Sep Dan Gallagher, 6425 King Louis Drive, Alexandria, Virginia 22312  
 43. Oct John Hullah, R. R. #3, Guelph, Ontario , N1H 6H8 Canada  
 44. Oct 9 Duncan Morris, 30 Bradenham Beeches, Walters Ash, High Wycombe, Bucks HP14 4XW Eng.  
 45. Oct 16 Richard Scott, "Desscot," Kingwood Common, Henley on Thames, Oxon, England  
 46. Nov Larry Rubinow, 5340 North Ricewood Avenue, Fresno, California 93705  
 47. Nov Peter Shamray, PO Box 24872, Los Angeles, California 90024  
 48. Dec 20 John Mirassou, R. R. #2, Box 623AC, Morgan Hill, California 95037  
 49. Dec 21 Steve Norris, 1161 Greenland Avenue, Nashville, Tennessee 37216

1974

50. Jan ? Randy Christopher, 15170 Colombet Avenue, San Martin, California 95046  
 51. Jan Daniel Gorham, Box 5, Summers, Arkansas 72769  
 52. Jan Michael Rocamora, 211 East 89th Street, Apt. C13, New York, New York 10028  
 53. Jan 1 Jim Eumpas, 948 Loraine Avenue, Los Altos, California 94022  
 54. Feb Al & Tom Burkacki, 13201 Dwyer, Detroit, Michigan 48212  
 55. Feb 24 Roland Prevot, 14 Avenue Theophile Gautier, 75016 Paris, France  
 56. Mar Robert Correll, 44 Rawlinson Avenue, Toronto, Ontario M4P 2M9 Canada  
 57. Mar 20 David Allen, 11, Alma Heights, Off Cavendish Way, Meckleover, Derby DE3 5BJ England  
 58. Mar 25 Anthony Kniaz, 3975 Haverhill, Detroit, Michigan 48224  
 59. Apr 15 Michael Lind, 493 Westover Hills Boulevard, #12, Richmond, Virginia 23225  
 60. Apr 23 Francis McIlvaine, 206 West 15th Street, Deer Park, New York 11729  
 61. Apr 27 Douglas Reif, 67 Grosvenor Road, Kenmore, New York 14223  
 62. May 2 Joel Klein, 62-60 99th Street, Apt. 1220, Rego Park, New York 11374  
 63. May 18 Donald Efron, 1823 Dacotah Drive, Windsor, Ontario, N8Y 1S4 Canada  
 64. Jun Raymond Heuer, 102-42 Jamaica Avenue, Richmond Hill, New York 11418  
 65. Jun Richard Loomis (Flying Buffalo, Inc.) PO Box 1467, Scottsdale, Arizona 85252  
 66. Jun 3 Gil Neiger, Apt. 11B, 300 West 108th Street, New York, New York 10025  
 67. Jun 29 Scott Rosenberg, 182-31 Radnor Road, Jamaica, New York 11432  
 68. Jul ? Geoff Challinger, 23, Priestnall Road, Heaton Mersey, Stockport, Ches. SK4 3HR Eng.  
 69. Jul Paul Cook, 1 Stonepitts Close, Binstead Road, Ryde, IOW, England  
 70. Jul ? John Lovibond, 1 Oak Lea Avenue, Fulshaw Park, Wilmslow, Cheshire SK9 1QL England  
 71. Jul Steve Solomon, 17240 Lake View Drive, Morgan Hill, California 95037  
 72. Jul 20 Dave Kadlecek, 1447 Sierra Creek Way, San Jose, California 95132  
 73. Jul 24 Bruce Schlickbernd, 6194 East 6th Street, Long Beach, California 90803  
 74. Jul 27 Randolph Smyth, 249 1st Avenue, Ottawa, Ontario K1S 2G5 Canada  
 75. Aug Craig Nye, 56, Meadow Drive, Lindfield, Sussex, England  
 76. Aug 25 Mike Homeier, 238 North Bowling Green Way, Los Angeles, California 90049  
 77. Sep Greg Hawes, 16 Crescent Road, Sidcup, Kent DA15 7HN England  
 78. Sep 3 Peter Berggren, Davistown Schoolhouse Road, Orford, New Hampshire 03777  
 79. Sep 10 Bob Hartwig, 5030 North 109th Street, Longmont, Colorado 80501  
 80. Sep 11 Robert Sacks, 15-F Tang Hall, 550 Memorial Drive, Cambridge, Massachusetts 02139  
 81. Oct Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107  
 82. Oct 21 Tim Roberts, 85, Elers Road, Ealing, London W13 9QB England  
 83. Nov Peter Birks, 39 Handforth Road, London SW9 0LL England  
 84. Nov 5 David Head, Box 1231, Huntsville, Ontario POA 1K0 Canada  
 85. Nov 29 Mike Friedman, 76 Halyard Road, North Woodmere, New York 11581  
 86. Dec ? Greg Costikyan, 1675 York Avenue, New York, New York 10028  
 87. Dec Laurence J. P. Gillespie, 23 Robert Allen Drive, Halifax, Nova Scotia, Canada  
 88. Dec Warren Wyman, 450 Hill Trail, Ballwin, Missouri 63011  
 89. Dec 15 David Truman, 50 Stephanie Street, Apt. 1510, Toronto M5T 1E3 Canada  
 90. Dec 16 Dennis Brackman, 57 Wallalong Crescent, West Pymble, NSW, Australia 2073

1975

91. Jan Walter Luc Haas, Postfach 229, CH-4018, Basel 18, Switzerland  
 92. Feb ? Richard Kovalcik, 947 56th Street, Brooklyn, New York, 11219  
 93. Feb 8 Ake E. B. Jonsson, Box 176, S-981 01 Kiruna 1, Sweden  
 94. Feb 23 Philip Murphy, 41/43 Park Avenue, Belfast BT4 1PU North Ireland  
 95. Mar Russell Fox, 5160 Donna Avenue, Tarzana, California 91356  
 96. Mar 6 Phil Stutt, % Nat. West. Bank, 80, The Horsefair, Bristol BS1 3JT England  
 97. Mar 15 Dave Ross, Supt. Trp. C Sqn., 16/5th Lancers, Northampton Barracks EFPO 33, England  
 98. Apr ? John Carroll, 424 Waupelani Drive, Apt. Q-12, State College, Pennsylvania 16801  
 99. Apr Steve Cook, 307 Elm Street, Glenview, Illinois 60025  
 100. Apr 1 Roger Oliver, 67 Franklin Road, Denville, New Jersey 07834  
 101. Apr 11 Marie Cockrell Beyerlein, 240 Hawthorne, Apt. F, Palo Alto, California 94301  
 102. May 14 Ben Grossman, 29 East 9th Street, #9, New York, New York 10003



# VARIANT INFORMATION

by LEW PULSIPHER

"Novelty is the one thing human nature craves"--Anon.

The following comes from Robert Sacks:

## VARIANT PROJECTS, OFFICERS AND PUBLICATIONS by Robert Sacks, MNC

The World Variant Bank, with two component parts (the Continental European VB/Walter Luc Haas at Postfach 229, CH-4018 Basel 18, Switzerland and the North American VB/Dan Gallagher at 6425 King Louis Drive, Alexandria, VA 22312) is completely functioning. The British VB is presently not functioning; Hartley Patterson (Pinches, 7 Cambridge Road, Beaconsfield, Bucks HP9 1HW England) is looking for a new Director. NGC members can use the NGC VB maintained by the NGC Secretary for Variants, Richard Scott (Dossicot, Kingwood Common, Henley-on-Thames, Oxon, England). The Fantasy & Science Fiction VB is run by Associate MNC Thomas Galloway (237A Regulus Avenue, Virginia Beach, VA 23454); he also runs a rating feedback service (described in DIPLOMACY WORLD II, 1) for all variants and for F&SF Games.

The Miller Number Custodian, Robert Sacks (15-F Tang Hall, 550 Memorial Drive, Cambridge, MA 02139), and his European Associate, Michel Feron (Grand-Place 7, B-4280, Hannut, Belgium) assign the Miller Numbers to postal games of Diplomacy variants. To obtain a Miller Number, send a self-addressed envelope, postage, GM's name, magazine, year of game start, type of variant, and player/country list to the custodian in your hemisphere. Each custodian maintains a journal (Lord of Hosts and Miller Time, respectively) for information about variants, the assignment of Miller Numbers and designators, and game results. Subscriptions to each are cost plus postage. Articles, new variants, game opening information, MN requests, game results, and subscriptions are solicited.

More information about variants and game openings is available in the publication of the IDA Novice Committee, Cepheids, which is available for free to novices from Robert Correll (144 Rawlinson Avenue, Toronto, Ontario, Canada M4P 2M9). As this serves as an introduction to the hobby, it is very highly deserving of assistance.

In conjunction with the IDA Variant Committee, the MNC would like to catalog the variants and publish a variant handbook. Persons interested in coordinating these projects should apply to the Miller Number Custodian, or the act-

ing Chairman of the Variant Committee, Paul Bean (379 Marlborough Street, Boston, MA 02215). A project which has already begun (although not formally adopted) is the Variant Orphan Rescue Service under the Associate MNC for Orphans and Statistics, Raymond Heuer (102-42 Jamaica Avenue, Richmond Hill, NY 11418). He is restarting Dick Vedder's El Dorado (and the Variant Equation Game Analysis ratings) as an occasional subzine of Lord of Hosts.

Hartley Patterson, in The Darien Settlement, has a set-up for future functioning of the British Variant Bank; there will be an Archives, functioning like the NAVE, and federated with NAVE and CEVB in the World Variant Bank; there will be a shop which would sell variants for which there is a steady demand plus new variants on a trial basis; there will be a "Complaints Dept." exercising general supervision over both functioning arms. He has appointed Will Haven (4 Victoria Street, Chorley, Lancs., England) to head the Archives, and he has proposed that NGC, after it holds its elections this June, extend its Variant Bank into the shop and have its Variant Secretary serve as the "Complaint Dept." He expressed disappointment over the general apathy on this matter, and criticized the disputes in and among the several diplomacy organizations while problems like this are ignored.

As this is being written (June 20) there are two changes to make in the above. First, Robert is once again Chairman of the Variant Committee, which is in the process of making official its de facto independence. With the existence of so many organizations which are interested in variants, it is impossible to maintain a single body including all persons active in variant organization unless the body has no ties with any single group. Second, Thomas Galloway's address is now 16 Paquin Place, Middletown, RI 02840.

Some YV maps produced by Douglas Reif as mentioned above were distributed at Michicon IV in Detroit recently, and more will be distributed in other parts of the country as they become available. The maps are about 3 feet by 7 feet, computer printed on one sheet of paper. The outlines of the spaces appear somewhat schematic because only straight lines could be used, but the maps are much more convenient for face-to-face play than previous maps because standard pieces fit in all spaces. The maps are free, with preference to postal YV players and GMS, but only by in-person distribution. Do not write TDA asking for a map.

Unfortunately, there is one error in the map. South Pacific Ocean and Timor Sea ought to connect with one another. According to Michel Feron's article (see below), the separation of these two provinces arises from a printing error Eurt Labelle made on some of the YV maps he printed. I have the original Walker map, so I

can confirm that the two provinces ought to be connected if you wish to play most versions of YOUNGSTOWN VARIANT.

The latest article that I know of explaining the multitude of YV versions appeared in Michel Feron's Miller Time #1. Michel has found 13 separate versions altogether, three more than Dick Vedder listed in El Dorado #5 about two years ago. MT is four pence plus postage from Michel. Remember that overseas air mail is very expensive, and surface mail very slow.

Dave Kadlecak, 1447 Sierra Creek Way, San Jose, Calif. 95132 has openings for GLOBAL VARIANT (published in DW II, 1) in Speculum for a fee of \$1.50 plus a sub (10/\$2). As some of you know, I seldom recommend any zine, but I do recommend Speculum. Dave has published a large zine regularly for the past year despite going through his college freshman experience. His zine includes letters, zine reviews, and material of interest to non-variant as well as variant fans.

I want to try something new in the variant columns. When you play a new variant FTF (or even an old one), please keep a supply center chart and send it to me with your comments and impressions about the game for possible publication in DW. Most people don't get a chance to play any given variant FTF, and my descriptions are not always sufficient to tell them whether they might like to play the game by mail. The chart plus comments may help people decide whether they want to try that particular variant.

Because there has not been enough time for response from publishers, the (hopefully) complete listing of variants available in North America will be delayed until next issue.

I thank Dick Vedder, Fred Davis and Robert Sacks for their recent contributions to the variant columns of DIPLOMACY WORLD. Walt has given us 8 pages to use, and I haven't the interest or desire to fill them all with my own material.

#### A VARIANT RATING SYSTEM

In 1972-73 Dick Vedder maintained a rating system for variants only which he called VEGA (Variant Equation Games Analysis). This was the second attempt to include variants in a rating system; the first was by Don Miller, who maintained a combined Calhauer Point Count for standard and variant games. In order to have a fair-sized body of data to work with, Dick dug through dozens of zines and printed many supply center charts (some compiled from scratch) in El Dorado.

The interest in VEGA was never high--variant players fortunately haven't learned yet how to "play the ratings," so that many are more interested in having a good time than in winning--and when Dick's graduate study load increased, he discontinued active compilations. I've heard unconfirmed reports that VEGA will be revived by another person, and this led me to dust off and

revise an alternative system which I devised a few years ago, which is published here for the first time.

The VECA system works as follows. Points for place finish are given in descending order, with the winner receiving points equal to the number of players--in a 7-player game, winner receives 7, second place 6, third place 5, etc. In addition, the winner receives one point for every player eliminated in the game. In the case of a draw, each player receives the average of the place points. For example, in a 7-player game a 3-way draw would be worth  $(7+6+5)$  divided by 3 = 6 points. There are provisions for resignations, drop-outs, and other special cases, but the above is the essential working of the system.

My comments are that while the system satisfactorily solves the problem of games with varying numbers of players (a win in a 3-player game is not equal to a win in a 9-player game, is it?), playing for place (second, third) is encouraged as opposed to playing for draw, which is not in accordance with the rules nor with current views of players. Additional winner's points for eliminations encourages playing for a win versus a place, but the provision does not make sense from the viewpoint of a rating of skill. The number of eliminations is much more a function of the variant than of the skill shown by the winner. Two different 7-player games can give quite different average eliminations per game. In fact, in a few variants, players cannot be eliminated completely at all.

Below are two tables illustrating two related but different rating systems (called, for no logical reason, ORION I and II). The first is designed to reflect the opinions of players as expressed in the NADES #2; the second reflects relative outcomes which are, I think, less out of line with the spirit of the game. The first system is related to John McCallum's EROEDINGNAC system (maintained most recently by Jeff Power). The EROB system, probably the most destructive of the various systems now around since it encourages playing for medium places rather than wins and draws, simply assigns one point for each player you defeat and minus one point for each player who defeats you. Thus, a winner receives 6, third place 2, seventh place minus 6, etc.

Two-player games are not rated in ORION because this is a Diplomacy rating system and two-player games cannot, by their very nature, be diplomatic in any meaningful sense of the word. Two-player games require very different skills than do true multi-player games. Games with more than 11 players are rated as 11-player games. Variants have had as many as 34 players (ANARCHY I, one center each), and it does not make sense to award 34 points to the winner of such a game, for example. To win a game including that many players requires a great deal of

luck as well as skill, certainly not a higher level of skill than is required in an 11-player game.

Some people might even want to cut off 11- or 10-player games. More by chance than by design, the present method gives results for four versions with more than 7 players and four with less than 7, and that seems as good a reason as any to stop at 11 rather than 10 or 12. A ratingsmaster would have to determine what games would be eligible for rating. Some games, such as the "realistic" Tolkien variants, are so unbalanced that rating them would be unfair to the players who have little or no chance to win. The actual rating of a player would be a percentage score indicating what percent of his maximum possible score he has attained.

ORION I uses the BROE system, adding one point for a win. Also, the maximum possible negative point total is minus 6, the same as for a 7-player game. I have done this because a player is no worse if he is wiped out first in an 11-player game than in a 7-player game. When you reach numbers of players this high, every player has several neighbors and one seldom is in a corner position.

Considering the rating as a measure of skill, I see no argument in favor of a minus 10 score. In fact, one could argue that minus 6 is too great a penalty, and that the minimum score ought to be less. The minus 6 level gives an average score variation from only 1/7 (for 7) to 7/11 (for 11); a higher level would tend to raise the average score obtainable in games with large numbers of players. As I said, I built this around the 7-player values, trying to match it with the averages obtained from the NADEPS #1 outcome question. When there were two fairly equal alternatives, I chose the one favoring the draw over the place.

# Players	11	10	9	8	7	6	5	4	3
Win	11	10	9	8	7	6	5	4	3
2-way Draw	8	8	7	6	5	4	3	2	1
3-way Draw	6	6	6	5	4	3	2	1	0
4-way Draw	5	5	5	4	3	2	1	0	-
5-way Draw	4	4	4	3	2	1	0	-	-
6-way Draw	3	3	3	2	1	0	-	-	-
7-way Draw	2	2	2	1	0	-	-	-	-
2nd Place	4	3 1/2	3	2 1/2	2	1 1/2	1	1/2	0
3rd Place	3	2 3/4	2	1 3/4	1	1/2	0	-1/2	-1
4th Place	2	1 3/4	1	1/2	0	-1/2	-1	-1 1/2	-2
5th Place	1	1 1/4	0	-1/4	-1	-1 1/4	-2	-3	-4
6th Place	0	-1/4	-1	-1 1/4	-2	-2 3/4	-3	-4	-5
7th Place	-1	-1 1/4	-2	-2 1/4	-3	-4	-5	-6	-7
8th Place	-2	-2 1/4	-3	-3 1/4	-4	-5	-6	-7	-8
9th Place	-3	-3 1/4	-4	-4 1/4	-5	-6	-7	-8	-9

The pattern of points for draws not shown is obvious--for example, a 10-way draw in an 11-player game is worth one point.

In ORION II, I have revised the first system, initially adding one point for a win or draw, second by halving the place values (divid-

ing by two whether negative or positive). Players are not so much discouraged from playing for draw rather than place because points for draws are higher. People who try for win or draw and fail are not so strongly penalized for finishing low (which is often the outcome). The higher places (second, third) also receive less credit than in ORION I, which encourages playing for win or draw. In order to avoid dull games in which a few people are eliminated and the rest agree to a draw, I have reduced the points available for draws at lower levels. Now a 7-way draw in an 11-player game is worth only 2, not 4. Draws not listed go down to zero points but not to negatives--for example, a 10-way draw in an 11-player game is worth zero. This rating much better reflects the spirit of the game as a competition, in my opinion.

# Players	11	10	9	8	7	6	5	4	3
Win	11	11	10	9	8	7	6	5	4
2-way Draw	8	8	8	7	6	5	4	3	2
3-way Draw	6	6	6	6	5	4	3	2	1
4-way Draw	5	5	5	5	4	3	2	1	-
5-way Draw	4	4	4	4	3	2	1	-	-
6-way Draw	3	3	3	3	2	1	-	-	-
7-way Draw	2	2	2	2	1	-	-	-	-
2nd Place	4	3 1/2	3	2 1/2	2	1 1/2	1	1/2	0
3rd Place	3	2 3/4	2	1 3/4	1	1/2	0	-1/2	-1
4th Place	2	1 3/4	1	1/2	0	-1/2	-1	-1 1/2	-2
5th Place	1	1 1/4	0	-1/4	-1	-1 1/4	-2	-3	-4
6th Place	0	-1/4	-1	-1 1/4	-2	-2 3/4	-3	-4	-5
7th Place	-1	-1 1/4	-2	-2 1/4	-3	-4	-5	-6	-7
8th Place	-2	-2 1/4	-3	-3 1/4	-4	-5	-6	-7	-8
9th Place	-3	-3 1/4	-4	-4 1/4	-5	-6	-7	-8	-9

Now what is all this worth? I did it as a mental exercise; I have no interest in actually maintaining a system, and I have reservations about how the appearance of variant ratings will influence the genre. I have assumed above that the form of the system can alter playing patterns to conform with its values; I am sure this is true in some cases with standard ratings, but whether those that are affected are a majority of players or a small minority or somewhere in between, I do not know. The NADEPS #1 results indicate that a strong minority of players pay attention to their ratings, but it cannot be assumed that they alter their playing habits in order to score better on one or another rating.

I believe, though I cannot prove, that some people avoid playing variants because the ego-bio value is lower--no rating listing to show you're a hotshot, no winners listed in DIPLOMACY WORLD. At the same time, there are people who strongly dislike the rating runaround (and some of them are excellent players). They may have been attracted to variants in part because the rating-chaser element is missing. But right now I don't think ratings will have much effect, negative or positive, on variants. The sum of attractions and disadvantages of variants overwhelms whatever small part ratings may play.

## WHAT IS A VARIANT?

Specifically, what does it mean to say that a game ought to receive postal status or not? What does it mean to say that a game is a variant?

As some of you know, for over a year and a half beginning some time in 1971, I was responsible to edit the Variant Postal Diplomatic Game Directory, also known as Miller's Index after Don Miller, who established the system. At the time not everyone was happy with giving the Miller number distinction to some change of what was and what was not a variant.

My predecessor, Miller, had not defined variant, and his activity set no precedent that could be followed. In general he considered assigning numbers to any multi-player game except those which already received a number in some other system (for example, OFFICERS OF WORLD WAR II and Rick Loebis' various games). One game that received a number, the GODAWFUL GAME, had nothing in common with Diplomacy except that it was multi-player, began in 1906 (using a 1900 rather than 1914 map), and was played by persons who were active in Diplomacy fandom.

He nearly assigned numbers to postal GALAXY, which is a multi-player space warfare in which negotiation is expressly forbidden and which a few postal Dip players participated in (among many others). When he found that GALAXY games were coached by someone else, he gave up the idea. Another game which received a number, PARLEMENT, was like Diplomacy only in that there were negotiations and it was multi-player. It was a political game in which players formed coalitions in efforts to win elections and control a government. There was nothing military or economic (in the grand strategic sense) about it but a postal player designed it and a section was played in a postal Dip zine.

It ought to be obvious that not all multi-player diplomatic games are variations of Diplomacy. My problem, then, was to decide which games were Diplomacy variants that ought to receive numbers, and which were not. My definition was developed with assigning numbers in mind.

With Dick Vedder as helpful sounding board, I asked myself what characteristics were common to all games which I considered to be variants. It was evident that it was not enough to say that a variant is a multi-player diplomatic military-economic game. STARLORD, STRATEGY I, 4000 AD, NUCLEAR DESTRUCTION, IMPERIALISM, and many other commercially-available games are played by more than two people and involve considerable negotiation. I decided that it would be necessary to say something about the origin of the game, that is, a Diplomacy variant is derived in part from standard Diplomacy. This is obvious and easy to say, but how can it be determined by looking at a game?

In most cases, the game appears in a Dip

list or is derived from a published game. If the rules for a game appear in the Variant Postal Diplomatic Game Directory, then it is a variant. Games which are derived from published games are published in the Variant Postal Diplomatic Game Directory. If a game is derived from a published game, then it is a variant. If a game is derived from a published game, then it is a variant. If a game is derived from a published game, then it is a variant.

Clearly, I realized that so far as I could tell (and this will hold true today), every game which I considered to be a variant included the support rule in one form or another; in fact, some of the most radical variants change almost every diplomacy rule except this one. But it is easy to conceive of a game very much like Diplomacy, and derived from it, which does not use support. Consequently we decided at the time that a rigid definition would be more trouble than help, and a variant was defined for my purposes as a multi-player diplomatic military-economic game derived from Diplomacy, which almost certainly meant that it would include the support concept.

Since I know what I meant by "multi-player diplomatic," I felt no need to elaborate on the term. Now, though, I want to explain what I mean. First, it means that more than two people are engaged in play of the game (excluding GM, if any). Second, there must be at least three sides or interests in the game which may independently win and which are not restricted to one set of alliances or alliances to begin with (though they may accept restrictions freely). Thus, the 6 x 3 team game with one country in civil disorder is not a multi-player game because each team constituted only one side or interest. Even though six persons play, one for each nation, it is one team or the other which wins and team members are not permitted to change sides. If there were three or more teams, the game would be multi-player.

The same is true for a multi-commander game. Many wargames have been played with two or more persons on a side commanding separate groups of units, so that more than two were playing the game; yet there are only two sides, only one side can win, and even though there may be added rules specifying a winning commander (in games in which commanders are independent of other commanders on the same side), no commander can attack forces of his side.

Another example of a game played by more than two but which is not multi-player is THIRD REICH. In this game, Germany, Italy (the Axis), and Russia, Britain, and France (the Allies) each can have separate players, and each has separate victory conditions so that it can happen that only one player wins (and his side can lose even though he wins, but this is unlikely). Yet players are not allowed to switch sides or attack players on their side, even though they may make peace with the enemy for a short-term

advantage (long-term peace is suicide since victory conditions require conquest of territory).

Another problem arises from the use of the word "diplomatic." The actual reason for requiring that games be multi-player was (and is) that there can be no negotiations in a two-player game unless there is a chance for both players to win (not draw). I hope this is self-evident. I know of no two-player military economic game in which both players can win, though there are simulations used for educational purposes in which this can occur. I know of only a few multi-player games in which two players (and never more than two) can both win, and in those games there are other players who lose.

Considering draws to be partial wins, in a two-player game a draw can be forced by one player even if the other wishes to oppose it, or if not, then the other player has a forced win if he chooses to take it--there is no room for negotiation here. Of course, it would be possible to design a two-player game which both players could win if they cooperated, but it would be either very simple or rather pointless. Consequently I decided not to worry about the possibility, and I excluded all two-player games as having no negotiations. Of course, the heart of Diplomacy is negotiation; it seemed rather foolish to me then (and it still does now) to give the same numbers to games without negotiation.

Thus, the best definition I can think of for determining what a variant is in the sense we usually speak about it in this hobby is "a game derived from Diplomacy, including at least three independent sides and consequently at least three players, which almost certainly is military-economic and almost certainly uses the support concept." No definition is perfect. So far as I know, this is the only definition to have been put forth since I devised my definition in 1972, and I think it is the best definition now available.

## VARIANT DESIGN

### BALTIC DIPLOMACY

by Robert Sacks

1. The standard rules of Diplomacy apply as modified below.

2. Every mainland province is a supply center, as is Denmark, and each supply center supports 2 units.

3. You can pick your own victory conditions.

4. There are no convoys. After a fleet moves (or refrains from moving), it may load an adjacent army or unload an army to an adjacent province, but not both, if at sea, or it may

load or unload an army, if on a coast, in that province.

5. The first turn each year is Summer, the second Winter. Adjustments are made after Winter moves and retreats. The Gulf of Bothnia and the coasts of Poland and Mecklenburg are frozen in the Winter. No fleet may end its Winter move in the Gulf of Bothnia, or attack or support along a frozen coastline. A fleet can be on a frozen coast but cannot traverse one (i.e., move).

6. Each player begins with one home province, chosen in any satisfactory manner. Should a player lose his home, he may resettle in any province he controls that has not been under another player's control in the last four moves.

7. A player controls his home until he has no units in it and another player does. Any other land province is controlled by whichever player has the most units in it. Denmark is controlled only if only one player has control of any of the three islands and The Belts (unless Denmark is a home province).

8. Passage in Denmark and between Denmark and the adjacent land provinces is by the eight marked passages only. Whoever controls The Belts may block any or all of the passages to any or all of the other players.

9. More than one unit may be in any space. Attack is not automatic, and must be ordered. Support is not cut unless the unit is attacked. The stand-off rule is not in effect. Any unit which survives combat may retreat.

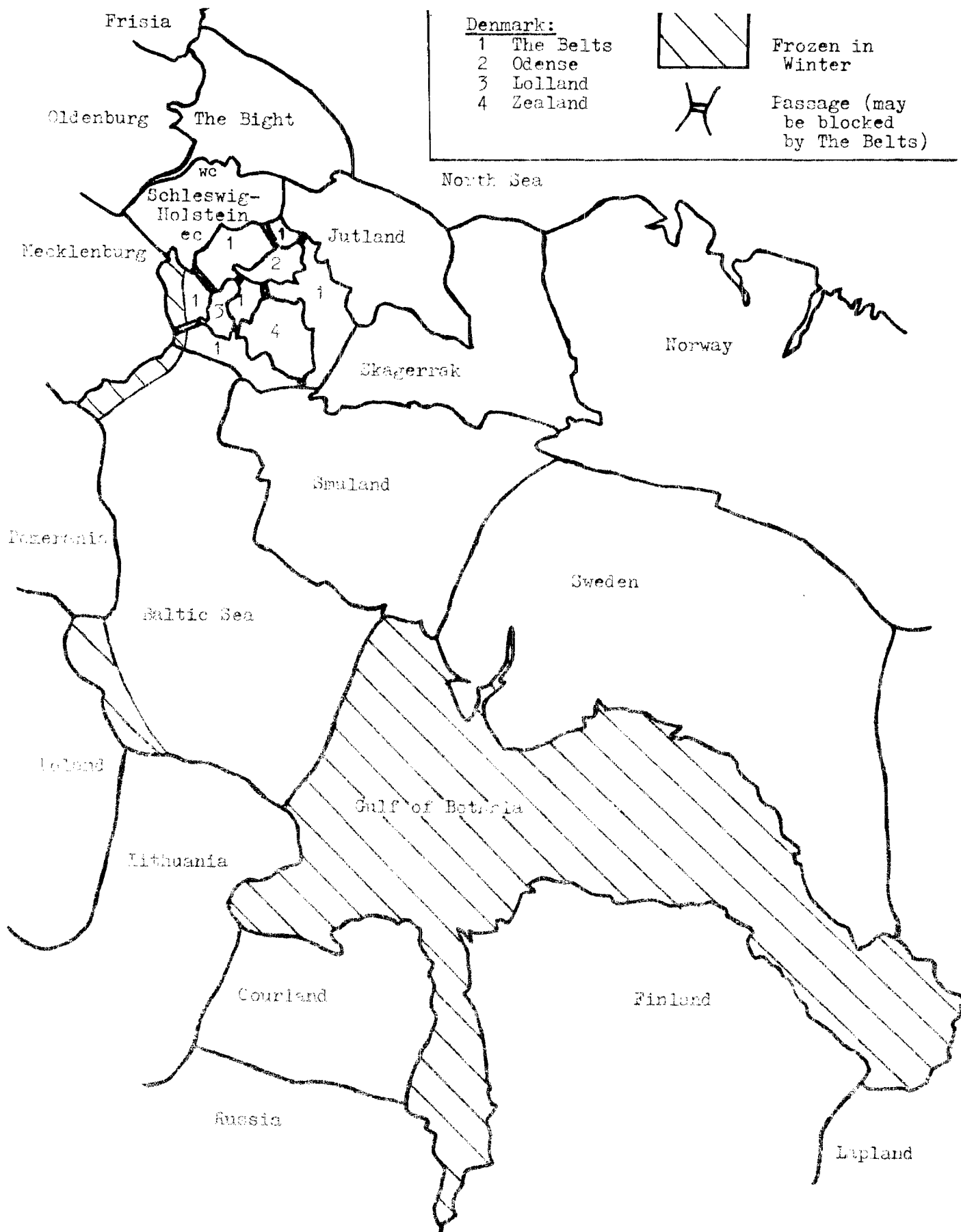
10. Control is determined each turn. A province is not counted toward supply until it is controlled for two consecutive turns. Thereafter it is considered to remain controlled, even if it is not occupied, until another player seizes control. Control of The Belts does not carry over from turn to turn.

11. The order to attack is made with moves and may be specific or general. The attack is considered to apply first against those units not supporting and second to those units which are. If several units are supporting and one is attacked, all the supports are disrupted.

12. If both players attack, the attacker is the larger (if both are the same size it doesn't matter). The defender loses  $\frac{1}{2}$  the number of units of the attacker, rounded down. The attacker loses  $\frac{1}{2}$  of his units, rounded down, or twice the number of the defender's units, whichever is less. Casualties come first from a player's units in the space of combat, second from other units in the space which supported him (evenly distributed if more than one player supported him, with the largest players in the space taking the extra losses), then by the same procedure from each group of adjacent forces which supported him.

EXAMPLES: Summer 1

Denmark: P Bel S Zea-Sma, A Lol-Mec,



1. The above information is true and correct.

1997

[illegible][illegible]

*Journal of Management Education* 30(6)

Continuing to feel isolated, TP contacted a person from the community.

13thmanus: A Goss-Aus, A Pitt-Bul, 2d Pitt-  
Gos, 1st Pitt-Bul, 1st Pitt-Aus, A Pitt-Fow, A Pitt-  
Hog.

Highways: 2P Non-Nat, 2P Non-Nat, 1A Non-  
Cap, 1 Non-Gmt attack, 1 One attack, 1 One S  
(100%)

Y. C. Chen, M. S. Chen, and C. C. Chen

Remarks: 1 Del blocked attack 3 cut, 2F  
cut attack 3 Del, a 2nd Del, a 3rd Del, a 4th Del  
cut, 2F cut again. Build 2.

Altimeter: 2 Bal-S Pom-Moc, 4 Pin-Lap attack, 2F CoB-Swe attack, 4A Bal-Pom attack, 1 Pom-Moc attack, 4A Bus-Pin attack, 1 S Swe gun. Build 1.

Monday: 2A Top 3 Swe, 4 Jut-411, 5 Jut-2  
2F Ska-Jut attack, 21 Tha 3 Swe, A Swe 4-322.  
2F Jut end 4 Swe annn. 4-321 1.

VARIANT	DESCRIPTION
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UNITED STATES DIPLOMACY III by Fred C. Davis, Jr. is a development of Charles Reissel's game which put a supply center in each of the continental United States with players beginning from an ANARCHY-type set-up. Fred has cut the number of centers to 44 and includes about a dozen spaces without centers. This ought to open the game up, though I think that it will still be a crowded, push-and-shove affair with little movement. A 4:3 ratio of spaces to centers inevitably leads to severe crowding! Fred also restricts the choice of initial spaces by requiring each player to choose two of his three initial centers in one of nine regions. The rules (in Bushwacker IV-7) describe connections of the additional spaces; my copy came with a photocopy of the revised map, but this is in short supply. The rules are for seven players, but other numbers could be used with little or no alteration. Available for 25¢ from the designer at 3012 Oak Green Ct., Ellicott City, MD 21043.

ETIODIPLOMACY by Al and Tom Burkacki is one of the most complex variants I've seen. The players represent five species of baboons, one each of reptiles, birds, insects, canines, and felines. There are three levels for movement--

[illegible]

SENIOR-DIPLOMACY II: By Gil Naylor was not really meant to be different from S-D I (by Dick Imbloom) except that Gil does not allow a player to be eliminated by a Black Hole. But Gil tried to figure out the S-D rules from watching a game and I have the original rules for comparison-- there are other changes Gil inadvertently made. S-D is intended to eliminate the overwhelming fault of the original BLACK HOLE--that after a while there is no room to manoeuvre and the game "logs down" while one province (the Black hole) becomes like Switzerland) until little is left. First, one province is black holed each spring and fall, but in addition one is split at the same time into two provinces. Also, black holes are returned to the game by "white holed" after four game-years have passed. The standard board has been used for games like this and BLACK HOLE but variant boards could be used just as well. Rules are 35¢ (in The Hunch #78) from Gil at Apt. 11B, 300 West 108th St., New York, NY 10025.

ANCIENT EMPIRES I by John Beyer is actually a hypothetical game which happens to use ancient names for the countries (provinces are numbered). The map is one 8 1/2 x 11 lined page depicting one large land mass (though it looks like three), two islands and a large sea area--23 sea spaces and 35 land spaces altogether. The board is toroidal, so that left side connects with right side and top connects with bottom. (Note in this regard that the example of movement given is contradictory and misleading--it should read that a fleet can't move from J to 2 to 3.) Each player (versions for five and seven) begins with one unit of their choice in a fortress space. There are only 17 centers. This is a game in which you must develop quickly or you can find yourself impotent; this means it is a "stabbers game." Although this aspect does not appeal to me, I think the game is worth seeing and play is interesting. It is available for 25¢ (in an issue of Impassable from John at 117 Garland Dr., Carlisle, PA 17013).

DIPLOMATIE INTERSTELLAIRE IV (INTERSTELLAR DIPLOMACY IV) by Roland Prevot is an improvement



of my ID series, specifically of ID III. The map is 3-dimensional, representing a galaxy complete with increased thickness toward the middle. There is a detailed economic system requiring expenditures for maintenance of space fleets (the only type of unit), movement, combat, industrial center construction, and fleet construction. The major change from ID III is to limit fleets to one per space except in industrial centers. The board has also been redesigned to vary the starting positions, though the number of players is still five. The original is in French, but it will be published in English soon in Britain, and I hope to have the translation published in North America sometime. I don't know if you can get copies (in the French) from Roland or not--the cost would probably be 1½ francs for sea mail. His address is 14 Avenue Theophile Gautier, 75016 Paris, France.

The following four variants are all in The Rocket Armenian #13, 30¢ from Scott Rosenberg, 152-31 Radnor Rd., Jamaica, NY 11432.

**STAB-HAPPY DIPLOMACY** by Rosenberg and Matt Diller alters the standard map and includes Winter 1900 builds. The map changes are designed to give very quick access to and from home countries by eliminating spaces that often get in the way (such as Rel, Liv, Alb, Sic). It is meant to be a fun game, not something for "blood" players. 1 page mimeo map provided with rules.

**PACIFICA I** by Rosenberg includes players Alaska, Australia, British Empire, Hawaii, Japan, New Zealand, Philippines, and USA. There are 55 centers, many of them islands, and 35-40 sea spaces compared to only one landlocked space. There are virtually no rule changes. I recall reading one of Don Miller's mimes now about 8 years old of someone working on a Pacifica game, but if it was ever finished, it was not printed. I have thought of trying it with a circular configuration of players, but I never started anything. Except for Hawaii and the Philippines, the configuration here is circular. The map is two mimeo pages, large enough for Risk pieces but not for standard units.

**DELUVIAN DIPLOMACY** by Matt Diller is played on the standard board, though variant boards can be used. This is a variation on **BLACK HOLE**: after each spring and fall one province is affected, but rather than becoming a hole it is changed from sea to land or vice versa. This idea was developed independently about a year ago by Peter Aronson, but he wanted to use a new board and add marine units. Using the idea as a base but changing everything else (e.g., fleets cannot move in land spaces but can support into them, and armies can support into adjacent sea spaces), I designed a game called **CEO-SHIFT** which hasn't been published yet, though test copies have been sent to some people. Diller's game involves minimum change, but it is also much easier to keep track of what's going on.

**DILATORY DIPLOMACY** by Rosenberg is another

variation of BH, this time changing a center to a non-center and vice versa. I think another interesting version would be to have centers move around rather than disappear or appear.

**PERSIAN VARIANT I** by Martin Janta-Polczynski was published in Europa 6-8. I believe the most convenient (and perhaps only) place to obtain it would be the Variant Bank. The designer's native language is not English (I think he is Polish, though he lives in Belgium) and the rules are awkward and not easy to follow, though they seem complete. This is a thoughtful variant for a first try. Fleets and armies are differentiated in combat, other things (including supports) being equal--for example, an army moving via convoy is strongest, a fleet moving from land weakest. Sea spaces are very large (only two in the Med plus Adr), and more than one fleet of the same player may occupy one sea space. Russia and Germany have four centers, the other powers (same as standard) three. Neutrals are generally the same as standard Dippy but there are many changes within the player-countries. The map is 9 x 8 with names in French. I think this game ought to be reprinted in North America sometime.

**NOTE**--in the description of Robert Sack's **ACTIVE NEUTRAIS** last issue there was a typo. The Belgian unit is an army, not a fleet.

A few variants have been floating around which I've not described. **DIPLOMACY: 2001** copies have been distributed to a few people, but it is still in a preliminary stage and unavailable (even to me). **DIPLOMACY II** by Riley Geary was submitted for **DIPLOMACY WORLD**, but it was too long because the designer included all the old rules with the changes. I wrote about a conversion to a standard format but received no reply. Until we find out what has happened to the designer I guess the game will be unavailable. **COLONIAL VARIANT** by Glenn Seed and Peter Bengtson was published with the wrong map (inadvertently, of course); the correct map was never published. **BAIKAN WAR** and **WORLD WAR II** by Charles Reinsel are unavailable generally--I'd like to get a copy of the latter myself--since 50¢ to Reinsel netted no reply (not even return of the money). **COMLOT** by Evan Jones was published a few months ago but I've had difficulty obtaining a copy.

A word about my policy in this section; I am not looking for the trenchant phrase, which reads well but which serves no purpose but to annoy people. I will not ridicule or condemn a variant simply because I do not like the subject or the means the designer chose. I recognize that my tastes are not identical to those of many others, and as much as I can, I take this into account. If I do not recommend a game, it is probably because I don't have a strong opinion or because I don't know enough about it to speak out. Comments on the descriptions are welcome (and may be published).

# BROBINGNAG RATING LIST

BY JEFF POWER

The BROB Rating List is maintained and edited by Jeff Power, 430 W. 34th St., Apt. 12D, New York, NY 10001. Inquiries and complaints should be addressed there. The list is published by Walt Buchanan and can be obtained only from him.

For the benefit of the unfamiliar, the BROB Rating List orders players by a percentage score determined from the expression  $\% = 50 + 50(S/6N)$  ( $1 - \frac{1}{2}N$ ). N is the number of completed regular postal Diplomacy games for which that player is the player of record. S is the cumulative score in points from those N games. In each game, a player receives one point from every player having done more poorly than he and gives away one point to every player having done better. Players performing equally well exchange no points.

Performances in games are ordered as follows: win, draw, survival according to the number of supply centers/units, elimination according to the season and year. Hence, the winner's score in a game is always +6, the third eliminated player's is -2, and so on. The term  $(S/6N)$  then is a player's adjusted average score per game. The term  $(1 - \frac{1}{2}N)$  is a correction for the wide variances that occur in the average scores of players rated on the basis of but a few games; it approaches one as N increases, dropping out entirely for this purpose when N exceeds eight. A typical entry in the list might read: 62.5 2 +44 John Doe (W). From left to right are the percentage score, N, S, name, and the number of wins.

When a country is played by one or more replacement players, the player of record is determined as follows. Any score of -2 or less is credited to the original player; any score of +2 or greater is credited to the latest replacement



**STARLORD:** an interstellar game of the future. This is a grand-tactical space game for two or more players. Build a space fleet and then conquer the galaxy. Twenty different classes of ships to choose from, ranging from "cutter" to "starbase." Play face to face or by mail. Highly rated in S&T magazine. Game with maps & charts for 4 players--\$5. Game with extra maps & charts for 4 additional players--\$7.50. Postpaid.

**IMPERIALISM:** a game of fleet & armies, of colonization and exploration, of pirates, storms, and sudden changes of fortune. Simulates the age of sail when heroes discovered new worlds and exploited them for the benefit of the homeland. For 3 to 8 players, this game is one you can probably get your non-war-gaming friends to play. Received a good review from Sid Sackson in S&T #46. Includes a plastic-laminated board, die-cut counters, and a die. \$9.50 postpaid.



Flying Buffalo Inc. provides moderating services for other multi-player play-by-mail games. Six different games available, hundreds of opponents. Write for more details, Box 1467, Scottsdale, AZ 85252.

player; a score of -1, 0, or +1 is given to a replacement player only when it improves his percentage score, otherwise it goes to the original player.

This list includes only active players and is limited to players in North American magazines and to players who have completed more than one game as of Everything #21. This step has been taken to reduce somewhat the size of the list. Since it is impossible for any one person to know who is or is not active, any assistance in correcting this aspect of the list will be much appreciated.

Included in this listing are the results of 515 postal games as follows: SRE/21 plus games 1966EM; 1968CG; 1969AE, AZ, EX, CE; 1970BJ; 1972K, EU; 19730; minus games 1971BL, BP.

## Country List:

55.3	+327	France	(52W)
55.3	+326	England	(54W)
53.7	+229	Turkey	(60W)
50.3	+18	Russia	(82W)
48.3	-101	Italy	(36W)
46.8	-200	Germany	(55W)
40.3	-599	Austria	(51W)

## Top Board:

97.2	9	+51	Walt Buchanan (7W)
96.2	11	+61	B. Ver Ploeg (8W)
94.2	10	+53	Mike Rocamora (6W)
93.0	4	+22	Tom Berendt (3W)
90.4	5	+25	Donald Pitsch (3W)
89.1	4	+20	Lee Childs (2W)
88.2	12	+55	John Beshara (7W)

## Second Board:

87.5	2	+12	M. Beyerlein (2W)
86.4	3	+15	J. VanDeGraaf (W)
85.5	5	+22	John Boyer (2W)
84.0	3	+14	Mike Beavers (W)
84.0	3	+14	Paul Wood (W)
81.8	28	+107	Ron Kelly (5W)
81.4	6	+23	Elliot Lipson (2W)

The Rest of Us:													
81.2	2	+10	M. Lariton (W)	65.6	2	+5	Robert Correll	50.0	2	0	Laurence Gillespie		
81.2	2	+10	Duncan Smith (W)	65.6	2	+5	Barry Eynon	50.0	2	0	Raymond Heuer		
80.9	14	+52	Lew Pulsipher (6W)	65.5	21	+39	Jerry Model	50.0	2	0	John Morgan		
80.6	12	+44	Tom Eller (6W)	65.0	6	+11	Steve Brooks (4W)	50.0	3	0	Len Scensny		
80.1	6	+22	Joel Klein (W)	65.0	6	+11	John DePrisco (W)	50.0	3	0	Mike Willemson		
79.5	7	+25	John Stevens (W)	65.0	6	+11	Robert Knudsen (W)	48.5	61	-11	C. von Metzke (3W)		
79.2	3	+12	Terry Knowles (W)	64.6	5	+9	Rudy Tatay	47.8	19	-5	Bob Ward (2W)		
79.2	3	+12	Sam Nierenberg (W)	64.5	3	+6	Gary Gygax	47.6	3	-1	John Carroll		
79.1	5	+18	Mark Tonnesen	64.5	3	+6	Steve Ball	47.6	3	-1	R. St. Johns (W)		
78.7	9	+31	Arnold Vagts (W)	64.5	3	+6	Allan Calhamer (W)	46.9	2	-1	Greg Greer		
78.1	2	+9	Paul Schwartz	64.5	3	+6	David Fujihara	46.9	2	-1	Tom Kistler		
77.3	4	+14	B. Ackerman (W)	64.5	8	+14	Ed Halle (W)	46.7	10	-4	Sid Cochran		
77.3	4	+14	John McKeon (W)	64.5	3	+6	Mike Horig (W)	45.1	3	-2	David Staples		
77.3	4	+14	B. Schlickbernd (W)	64.5	3	+6	Howard Mahler	44.5	6	-4	Bruce Gletty		
77.2	27	+88	D. Beyerlein (11W)	63.0	7	+11	Robert Lamb	43.8	2	-2	Robert Beasecker		
77.1	35	+114	A. Phillips (10W)	62.9	5	+8	Tom Keller (W)	43.8	2	-2	Charles Cox		
76.7	3	+11	David Lagerson (W)	62.5	2	+4	Mike Carr	43.8	2	-2	David Gershenson		
75.9	9	+28	Bruce Kindig (2W)	62.5	2	+4	Drew McGee	43.5	5	-4	Chic Hilliker (W)		
75.8	5	+15	Hollingsworth (W)	62.5	2	+4	Russ Nekorchuk	43.2	6	-5	Louis Menyhert (W)		
75.0	2	+8	Jim Abeler	62.5	2	+4	Art Schleinkofer	43.2	32	-26	G. Reinsel (3W)		
75.0	2	+8	James Barber	62.5	2	+4	David Truman	42.7	3	-3	John Biehl (W)		
75.0	2	+8	Eartnikowski (W)	62.1	3	+5	David Glaman	42.6	9	-8	Elair Cusack (2W)		
75.0	2	+8	Dan Gallagher (W)	62.1	3	+5	Richard Loomis (W)	41.2	17	-18	Greg Warden		
75.0	2	+8	Dick Miller (W)	62.1	3	+5	Pat Walker	40.9	43	-47	Jerry White (W)		
74.3	12	+35	Jeff Power (4W)	61.7	4	+6	Wayne Harris	40.6	2	-3	Mark Richter		
74.3	3	+10	Charles Sharp	61.7	7	+10	Tom Leahey (W)	40.3	3	-4	Steve Nozik		
74.3	3	+10	Randolph Smyth (W)	61.7	7	+10	Stan Wrobel (2W)	39.1	6	-3	Robert Kaathley		
73.6	7	+20	Dave Johnson (3W)	61.1	9	+12	Rick Brooks (2W)	38.3	4	-6	William Chamm		
73.5	4	+12	David Davies	60.9	6	+8	Dave Scott	38.2	20	-24	Dan Brannan		
73.4	4	+12	Stephen Hall (W)	60.6	15	+19	Herb Barents	37.9	3	-5	Gary Tesser		
73.4	16	+45	E. Verheiden (2W)	60.5	62	+78	Edi Birsan (13W)	37.6	8	-12	Steve Cooper		
73.3	10	+28	Tim Tilson (4W)	60.3	8	+10	Bill Linden	37.5	2	-4	Randy Christopher		
72.9	2	+7	Steve Cook	59.8	4	+5	C. McCuistion (2W)	37.5	2	-4	Scott Robinson		
72.9	2	+7	Gary Peterson	59.7	5	+6	David Ayres	37.1	5	-8	Gary Gehrke		
72.9	2	+7	Robert Thomas	59.7	3	+4	Gary Burce	36.3	6	-10	Red Beam		
72.6	5	+14	Don Roll	59.7	3	+4	Steven Langs (W)	36.3	4	-7	John Ostapkovich		
71.9	6	+16	H. Lindauer (W)	59.4	2	+3	George Inzer (W)	34.4	4	-8	Frank Aker		
71.5	4	+11	James Fish (W)	59.4	24	+27	John Smythe (8W)	34.3	9	-17	C. Schleicher (W)		
71.0	5	+13	Robert Lipton	59.4	2	+3	T. M. Worthington	31.2	2	-6	Joseph Antosiak		
70.4	9	+22	Brad Payne (W)	57.8	4	+4	Don Efron	31.2	2	-6	Earl Hodin		
69.4	5	+12	Walter Blank	57.8	4	+4	Eurt Labelle (W)	31.2	2	-6	Conrad Moeller		
69.4	3	+8	Bruce Chin	57.8	4	+4	Arnold Froujansky	31.2	2	-6	Eric Prasse		
69.4	3	+8	Fred Davis	57.0	7	+6	Wayne Lanham	30.6	3	-8	Victor Ricci		
69.8	21	+50	Gene Prosnitz (6W)	57.0	7	+6	John Leeder	28.5	31	-80	M. Cemignani (W)		
68.8	2	+6	Brian Burley	56.5	5	+4	Doug Dick	28.2	7	-18	Mark Thomas		
68.8	2	+6	Bill Connor	56.2	2	+2	G. Lowrance (W)	28.1	3	-9	Peter Shamray		
68.8	2	+6	Jonathan Jacobs	56.2	2	+2	Don Lowry (W)	28.1	3	-9	Dick Trtek		
68.8	2	+6	Ed Kollmer	55.9	4	+3	Tom Cleaver	26.4	7	-20	Eric Just		
68.8	2	+6	Andreas Lang (W)	55.9	4	+3	Despina White	26.4	7	-20	Eric Just		
68.8	2	+6	Zane Parks	55.6	15	+10	Bill Osmanson (W)	26.4	4	-12	Doug Nelson		
68.2	22	+48	Len Lakofka (5W)	55.6	18	+12	Larry Peery (2W)	25.6	2	-8	John Arensmeyer		
67.8	5	+11	Ted Holcombe (2W)	54.9	3	+2	Jim Bumpas	25.0	2	-8	John Hulland		
67.8	5	+11	Bill Klitzke	54.9	3	+2	Ron Gorski	25.0	2	-8	Bob Maloney		
67.8	5	+11	Brad Smith (W)	54.8	7	+4	Leo Early (W)	25.0	2	-8	Kirby Welch		
67.6	8	+17	Harry Drews	54.6	9	+5	Don Berman (W)	23.3	3	-11	Bill Hoyer		
67.6	43	+91	Hal Naus (4W)	54.6	18	+10	John Hendry	20.8	3	-12	Bob Van Andel		
67.0	3	+7	Duane Linstrom (W)	53.7	9	+4	Richard Swies	18.8	2	-10	Tom Guggenheim		
66.7	9	+18	Don Horton (2W)	52.5	10	+3	Jeff Key (W)	18.8	2	-10	John Lawrey		
66.7	10	+20	Bob Johnson (W)	52.4	3	+1	A. Stephanides (W)	16.1	5	-21	John Powell		
65.8	10	+19	Dave Johnston (2W)	52.0	4	+1	Greg Dority	14.8	4	-18	Terry Paul		
				52.0	7	0	Jim Boskey	14.8	4	-18	Paul Stone		
				50.0	6	0	Bill Drakert	12.5	2	-12	Rhea Stone		
								8.7	3	-17	Rick Stuart		

# HOOSIER ARCHIVES DEMONSTRATION GAME

## THE ROSE AMONG THE THORNS GAME -- 1975A

(Reprinted from HA #164 - 169)

BROOKS-LAKOFKA CHOP, CHOP  
Winter 1902/Spring 1903

AUSTRIA: (W02: B A Bud, A Vie) A Ven-Rom, A Tri-Ven, A Vie-Tyr, A Bud-Tri,  
(Lakofka) A Ser S F Gre, A Bul S F Ere, F Gre S ITALIAN F Ion-Aeg (nso)

ENGLAND: (Au02: A Nwy /d/; W02: B F Edi) F Edi-Nwg, F Nth S F Edi-Nwg,  
(Rocamora) F Eng-Ere, F Spa(sc) S ITALIAN A Pie-Mar

FRANCE: F Por-Spa(sc), F Mid S F Por-Spa(sc), A Pic-Par, A Mar-Eur /r/  
(Holcombe) (Gas, d)

GERMANY: (W02: B F Kie, A Ber) F Bel-Pic, A Bur S ITALIAN A Pie-Mar, F Swe  
(Brooks) S ENGLISH F Nth-Nwy (nso), A Den H, F Kie-Bal, A Ber-Pru, A Mun-Sil

ITALY: (W02: R A Ven) A Pie-Mar, F Wes S ENGLISH F Spa(sc), F Ion-Cre  
(Birsan)

RUSSIA: F Nwy S GERMAN F Swe-Ska (nso), F StP(nc)-Bar, A Liv-Mos, A Rum S  
(Pitsch) AUSTRIAN A Bul, F Sev-Arm, A Ukr-Sev

TURKEY: A Con-Bul, F Aeg S A Con-Bul, F Ank-Ela  
(Beyerlein,  
Marie)

LAKOFKA SLIPS IN BACK DOOR!  
Fall/Winter 1903

AUSTRIA: A Tyr-Mun, A Rom-Nap, A Ven-Rom, A Tri-Tyr, A Ser S F Gre, F Gre S  
(Lakofka) A Bul, A Bul S TURKISH F Aeg-Con. Owns: Bud, Tri, Vie, Bul, Gre,  
Ser, Ven, Rom, Mun (9). Builds F Tri, A Bud.

ENGLAND: F Nth-Nwy, F Nwg S F Nth-Nwy, F Ere H /a/, F Spa(sc) S ITALIAN A Mar.  
(Rocamora) Owns: Edi, Liv, Lon, Spa (4). Builds F Lon.

FRANCE: F Mid-Bre, A Gas S F Mid-Bre, A Par S F Mid-Bre, F Por-Spa(sc). Owns:  
(Holcombe) Bre, Par, Por, ~~Mar~~ (3). Removes A Gas.

GERMANY: F Swe H, A Den-Liv, F Bal C A Den-Liv, A Sil-War, A Pru S A Sil-War,  
(Brooks) F Pic-Eng, A Bur-Pic. Owns: Ber, Kie, Bel, Hol, Den, Swe, ~~Mar~~, War  
(7). Constant

ITALY: A Mar S ENGLISH F Spa(sc), F Wes-Mid, F Ion-Nap. Owns: Nap, Tun,  
(Birsan) ~~Mar~~, Mar (3). Constant.

RUSSIA: F Nwy S ENGLISH F Nth-Ska (nso), F Bar S F Nwy, A Mos-War, A Rum S  
(Pitsch) AUSTRIAN A Bul, A Sev H, F Arm-Ank. Owns: Mos, Sev, StP, Rum, Nwy,  
~~Mar~~ (5). Removes F Bar.

TURKEY: F Bla-Ank, A Con-Ank, F Aeg-Con. Owns: Ank, Con, Smy (3). Constant.  
(Beyerlein,  
Marie)

NEW YORK (VIA BUDAPEST) (23 March 1924):  
The Godmother, Part 2: Edi Birsauroni had been  
in the cleaning business for a little over five  
years when he got a call from the plant manager  
that he had better get downstairs--fast. When  
he arrived, in a pile of dirty laundry, Edi  
found the mutilated body of Bobbey Tretick, head  
of the east side family. Edi was dumbfounded!  
He ran to the phone to call the police--of all  
people.

They arrived quickly enough and took all

the necessary data. A plumb captain, name of  
Ulanova, called Edi to the side. "What in the  
blazes is wrong with you? You are supposed to  
get rid of the bodies, not discover them!" Edi  
was dumbfounded.

He went up to his office to call "Poppa"  
Jesus Besharabia, head of the Bronx family.  
"You did what?" screamed Jesus when Edi told him  
what he'd done. "Luckily Ulanova was on the  
case. I'll have him lose the report and the  
body! Come to my office--right now!" Edi was

dumbfounded.

CHICAGO (VIA BUDAPEST) (27 March 1924):  
Child-bride Marie Beyerell (just turning 24)  
waited in her Lake Shore Drive apartment for her  
groom, Hydrocomp dealer, Doug Cocklein. With  
her were her "aunt" Cleo, Conrad (the fish) Von  
Messy and the Family's hired gun, "Father" Danny  
Gorgenham. Marie had become head of the family  
in 1920 when she personally assassinated Joshue  
Ieshara in the men's room of Cub's ball park.  
She was now planning a much more daring caper.  
She called it the wedding night wipe out.

GARY, INDIANA (VIA BUDAPEST) (28 March  
1924): Walter Euchannonni and his wife, the  
pert Carol-Ann, were driving towards Chicago.  
Carol-Ann was to help her girlfriend Marie out

on a little caper she had planned for next  
April. "Come on, bozo! Can't you find the  
right road? That's twice we've been on the way  
to Springfield!" "Oh, shut up--honey," squeaked  
the mild-mannered rutabaga farmer.

CHICAGO'S SOUTH SIDE (VIA BUDAPEST) (1 A-  
pril 1924): Lenny (da lip) LaCupcake and Don  
(da Czar) Pitschych conferred on their strategy.  
"Where's we gonna hit 'em, Lenny?" belched Don  
in his quaint southside-ese. "Where it hoirts,  
dunny. Da's where. You cheat me again, Pitchey  
and I'll plug ya! OLD MAID!"

NEW YORK (VIA BUDAPEST) (24 March 1924):  
The Godmother, Part 2: Edi Birsauroni had been  
beaten by "Doc" Johnny Boardman and Eric, the  
Stale, Verhighdan for an entire day. Edi claim-

#### EDI AND MARIE STUB LABOFKOID'S TOE!

Spring 1904

AUSTRIA: (Iakofka)	<u>A Mun-Bur, A Tyr-Pie, A Ven-Apu, A Rom S A Ven-Apu, F Tri-Adr,</u> <u>A Bud-Gal, A Ser S A Bul, F Gre-Aeg /r/ (Alb, d), A Bud H</u>
ENGLAND: (Rocamora)	<u>F Nwg-Nwy, F Nth S F Nwg-Nwy, F Lon-Eng, F Spa(sc)-Por</u>
FRANCE: (Holcombe)	<u>F Por-Mid, F Bre S F Por-Mid, A Par S F Bre</u>
GERMANY: (Brooks)	<u>F Eng-Bel, A Pic-Bur, F Swe S ENGLISH F Nth-Nwy (nso), F Bal-Kie,</u> <u>A Pru-Ber, A War-Mos, A Liv S A War-Mos</u>
ITALY: (Birsan)	<u>F Mid S ENGLISH F Spa(sc)-Por (R Spa(sc)), A Mar-Pie, F Ion-Gre</u>
RUSSIA: (Pitsch)	<u>F Nwy-StP(nc) /r/ (Ska, Bar, d), A Mos-StP /r/ (Ukr, d), A Rum S</u> <u>AUSTRIAN A Bul, F Arm-Ank, A Sev-Arm</u>
TURKEY: (Beyerlein, Marie)	<u>F Aeg S ITALIAN F Ion-Gre, A Con-Ank, F Bla-Sev</u>

#### LABOFKOID GETS BROCKSOLD!

Fall 1904

AUSTRIA: (Iakofka)	(Su04: <u>F Gre R Alb</u> ) <u>A Mun-Kie, A Tyr-Mun, A Rom-Nap, A Apu-Ven,</u> <u>F Adr-Ion, F Alb-Gre, A Ser S F Alb-Gre, A Bul S F Alb-Gre, A Gal-War.</u> Owns: <u>Bud, Tri, Vie, Bul, Gre, Ser, Rom, Ven, Mun, Kie, Nap (11).</u> Build 2.
ENGLAND: (Rocamora)	<u>F Nwy S GERMAN A Liv-StP, F Nth-Bel, F Eng S F Nth-Bel, F Por S</u> <u>ITALIAN A Mar-Spa. Owns: Edi, Liv, Ion, <del>Spa</del>, Bel, Nwy, Por (6).</u> Build 2.
FRANCE: (Holcombe)	<u>F Mid-Wes, F Bre S ENGLISH F Por-Mid (nso), A Par S F Bre. Owns;</u> <u>Bre, Par, <del>Spa</del> (2). Remove 1.</u>
GERMANY: (Brooks)	<u>A Pic-Bur, F Bel-Hol, F Kie-Den, F Swe S F Kie-Den, A Ber-Mun,</u> <u>A Liv-StP, A Mos-War /r/ (Liv, d). Owns: Ber, Hol, Den, Swe, War,</u> <u><del>Kie</del>, <del>Spa</del>, StP (6). Remove 1.</u>
ITALY: (Birsan)	<u>F Spa(sc)-Wes, A Mar-Spa, F Gre S TURKISH A Con-Bul /r/ (Aeg, d).</u> Owns: <u>Tun, Mar, <del>Spa</del>, Spa (3). Constant.</u>
RUSSIA: (Pitsch)	(Su04: <u>A Mos R Ukr, F Nwy R Bar</u> ) <u>F Bar-StP(nc), A Sev-Mos, A Ukr S</u> <u>A Sev-Mos, A Rum S AUSTRIAN A Bul, F Arm-Sev. Owns: Mos, Sev, Rum,</u> <u><del>Spa</del>, <del>Spa</del> (3). Remove 2.</u>
TURKEY: (Beyerlein, Marie)	<u>F Aeg-Eas, A Con-Bul, F Bla-Ank. Owns: Ank, Con, Smy (3). Constant.</u>

ed he knew nothing, and Jesus Besharabia agreed! "If you wasn't my brudder-in-law I'd send you to da Middle East!" Edi was dumbfounded.

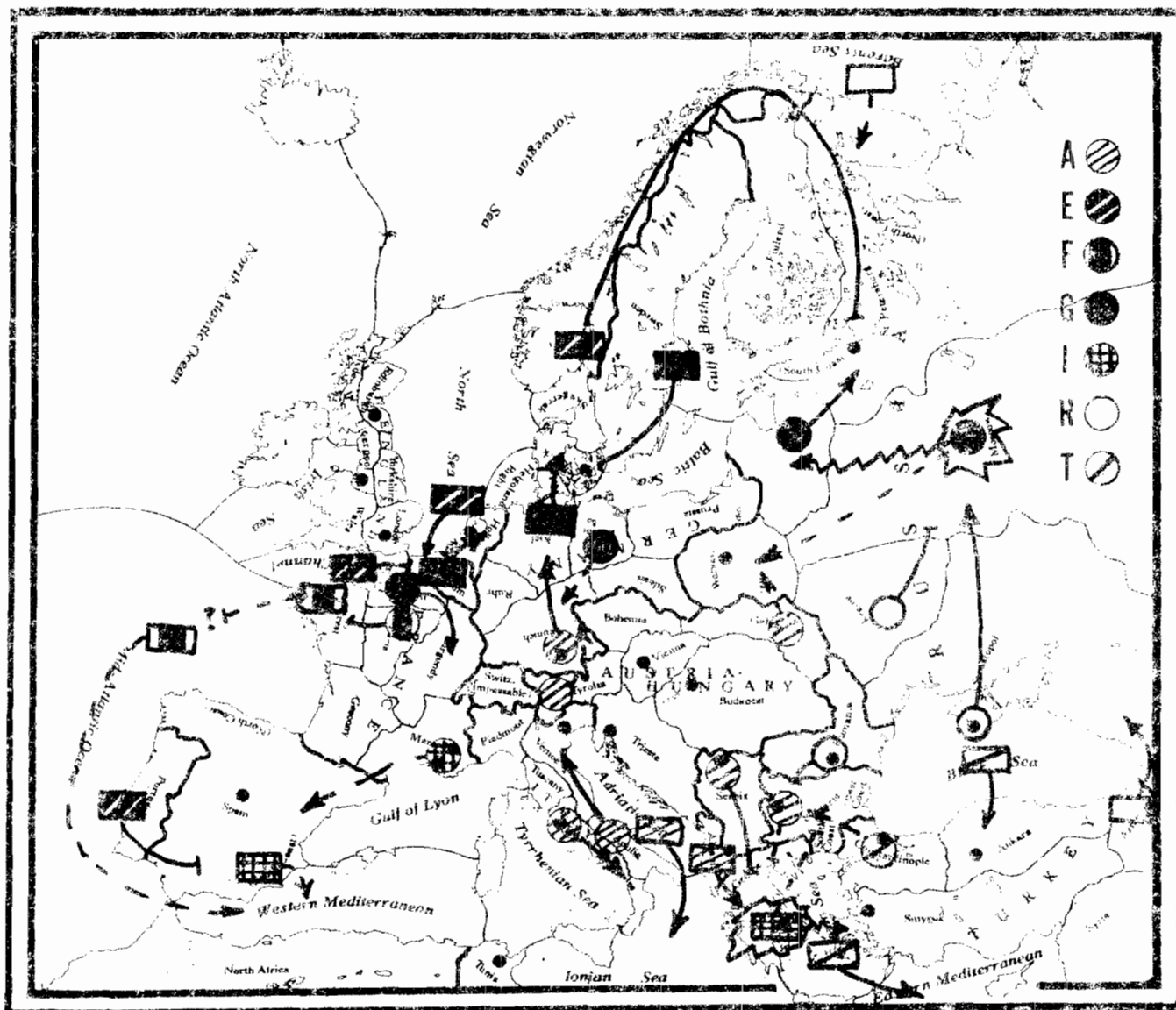
CHICAGO (2 April 1924): Lenny (da Lip) La Cupcake walked into a phone booth at the LaSalle Street Station, inserted a nickel and then forgot the phone number. "Hello, honey. Gimme da number for Don (da Czar) Pitschych. Waddya mean look in da book! Look ya dumb broad...what amazing number of phone calls to directory assistance? Look B\*!#%\*! Gimme da d#%& phone number!" Click! "Hey, gimme my nickel. Let me

outta here! Help!!"

GARY, INDIANA (2 April 1924): "Look, Bozo, we've been driving around this town for 3 days. The soot is all over everything including my baby! You get your tail into Chicago or I'll spike your lunch!" "Yes...honey," said Walt Buchannonni to his pert wife Carol as he turned around in the middle of the road.

"If you didn't use those stupid AAAA maps we wouldn't always be getting lost," screeched Carol-Ann. "Well, if you'd learn to read them right side up..." mumbled Walter to himself.

## FALL 1904



(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. If a retreat is possible and it is known at the time the map is being drawn, it would be noted by a jagged line in the direction of the retreat.)



# ANALYSIS

by Eric Verheiden

Perhaps the most curious aspect of '03 and '04 was the on-again, off-again conflict between Rocamora (England) and Brooks (Germany). F02 closed with an apparent stab by Brooks against Rocamora. With S03, however, it became clear that the stab was almost certainly a set-up as Brooks and Rocamora moved decisively against Holcombe (France) and Pitsch (Russia). If this is indeed true, then it is somewhat surprising, to me at least, to see Rocamora agreeing to such a proposal. In the first place, it put him entirely at Brooks' perhaps somewhat less than tender mercy in S03 and in the second, while the maneuver did benefit both players, it almost certainly benefitted Brooks more. Denials notwithstanding, Rocamora did not achieve his impressive record of victories by overly encouraging the growth of his faithful allies.

Perhaps Brooks reached the same conclusion, for in F03, Brooks stabbed Rocamora for real. Unfortunately, he was simultaneously somewhat overly trusting of Lakofka (Austria) to the south and this probably cost him his winning chances right then and there. With hindsight, it is clear that Brooks should have sent A Bur-Mun. However, even without it, on general principles alone, it seems to me that Brooks was risking far too much on forcing the annihilation of a unit which Rocamora would probably have had to remove anyway to defend his home centers. A shrewder ploy would have been to have agreed to the plan (which Lakofka probably had a hand in) and then sent A Bur-Mun anyway, thereby forcing Lakofka to show his true colors in time to take appropriate measures. It is always easier to apologize for being overly cautious than to recover from the effects of not having been sufficiently so.

After Lakofka's stab, Brooks managed to reforge his alliance with Rocamora; this time, however, on Rocamora's terms, which the German evacuation of Belgium in F04 clearly shows. There will be no repetition of the escapades of F03! As for the F04 German move of F Kie-Den, this is harder to explain. It really makes no sense at all, except as a defensive move against a potential English stab, and even here, it is hard to see how perhaps F Kie-Den, F Swe-Den might not have had a similar effect at much less risk. Perhaps further events will clarify the matter.

Lakofka has clearly played the best game thus far and has earned the best (if not only) winning chances in the game. My guess is that he has one of his famous written treaties with Pitsch. Strange thing about these written treaties though, while they specify what you cannot do to your ally, they do not specify what you can't persuade someone else to do for you. In this particular case, I have little doubt that

the German attack on Russia had more than a little to do with more or less subtle Austrian hints that such a move would not be opposed on his part. Once the deed was done--and his faithful Russian ally was reduced from a rival to a client state--then Lakofka came to his ally's rescue and stabbed Germany, incidentally wounding another potential rival and, as always, picking up a few more centers in the process.

Lakofka's task now is to retain and, if possible, expand his German beachhead. This will not be as easy as it may once have appeared, inasmuch as Rocamora has wisely chosen to prop up Brooks, lest his centers fall into the wrong hands. As all the players know, to win, a player must capture at least one center on the opposite side of the board. Consequently, it behooves players on one side of the board not to readily give up centers to a strong power on the other side of the board, even if internal disputes must be buried in order to accomplish this.

Lakofka's main problem at this time is that he still has too many fronts to contend with and is overextended as a result. Fortunately, no player is currently in a position to take devastating advantage of this fact, as Lakofka took advantage of Brooks' overextended commitments, but until he removes the thorn represented by Marie Beyerlein (Turkey) and the remains of Birsan's Italy, he will not really be free to devote himself completely to the north, which is where he should obtain his winning advantage if he is able to at all.

The corresponding situation faced by Brooks and Rocamora with regard to Holcombe is not quite so bad; the upcoming removal will cost France dearly and at the very least, it should allow Rocamora to temporarily bypass France in favor of an immediate Mediterranean offensive.

One major question is the Russian removals. If F Sev goes, Birsan and Marie may be able to hold out indefinitely, so long as Rocamora and Brooks leave Birsan a secure center, which I am sure they would be delighted to arrange under the circumstances. Even without the fleet removal, they may be able to hold out a very long time. Holcombe's removal will determine if the way is finally open for western expansion to the Mediterranean.

As for builds, Rocamora should raise armies. There are more than enough fleets to go around (during 1904 there were fully 17 fleets and every single power on the board had at least 2). The problem is getting them into position. Armies are needed to finish off Holcombe in France and to block further Austrian incursions into Germany.

The future is hard to predict as always. About the only player capable of launching a victory steamroller is Lakofka and he still has two major fronts to contend with and almost united opposition. All in all then, this game could very well turn into another draw.



# YOU ONLY DUD TWICE

**BY ROD WALKER**

The only important thing in postal Diplomacy is the press. I don't know what the poor people who have to play the game FTF do. Without press releases, the game is unspeakably dull ...an occasional stab will liven things up, but after a while, it doesn't make much difference whether you do or you don't. At that point, I always suicide against all of my neighbors simultaneously and go out to the kitchen for some cold pizza.

In postal Diplomacy, it is otherwise. The game exists merely as an excuse to write press (and perhaps as a background for it). The deadline is when the Gamesmaster wants the press so he can type it up. Negotiations are for the purpose of coordinating releases. Rating systems and organizations exist entirely to give us targets for topical and satirical releases. Strategy and tactics articles are written only to give us ideas for interesting things to do on the playing board so we can write press about them.

Some time ago I began a column in DIPLOMACY WORLD about press, but it short-circuited because lack of reader response indicated I was taking the wrong tack. What we really need is an example; something topical, satirical, relevant, and all of the other virtues I've already talked about. Thus, without further ado, we present:

YOU ONLY DUD TWICE

Secret Agent Roddie Dudright, Code Name O-O-Dud, slid into Secret Superspy Headquarters. He always thought it a bit demeaning to have the secret entrance disguised as a demonstrator in a slide, see-saw, and jungle gym specialty shop, but he never argued with the judgment of his Leader, the ominous "Big D."

Dusting off the wood shavings which filled the box at the bottom of the slide, O-O-Dud opened the door to Big D's office a crack and threw his hat in. This act was followed by a burst of sub-machine gun fire. He threw open the door to see smoking fragments of his hat wafting downward to the floor. Big D's secretary, Margaret Gummygammy (affectionately known to all the agents as "Mad Meg"), was smilingly putting a smoking weapon back into her umbrella stand. "Come in, Mr. Dudright," she said tooth-somely.

"Big D" entered the reception room from behind a huge arras hanging on the wall. "Don't dawdle, 0-0-Dud. She's shot down the last 50 hats you've thrown in, so you needn't be sur-

prised by now..." They went into the office behind the arras and sat down. "Your unique talents are required on this case, O-O-Dud; it is one the Home Office is particularly interested in having nailed down. The Special Effects Office will furnish you with a case file and the usual array of secret weapons, and then you're off to Santa Pasta."

"Where's that? What for?"

"Inquisitive lad. Well, Santa Pasta is a feudal republic lying on the borders of France, Italy, and Switzerland. It is about 10 miles long and about 3 miles wide. The capital is Spumoni, which lies near the headwaters of the Vermicelli River. The current Doge is Cualthero Buccanini.

"You are being sent to foil the sinister plans of the local Spectre agent, Johann Beshdud. During the war, he ran the Dudburg Concentration Camp, which was entirely composed of Polack POWs. They all escaped within 2 weeks. During a subsequent assignment as Official Yes-Man to Goering, he found out what was going on at Buchenwald, and spent the rest of the war trying to get an assignment there. At the end he tried to escape to Sweden, but went the wrong direction and wound up in Switzerland. In 1947 he set up a gun-running operation to the Arabs, and ferried arms to Haifa for a year and a half before he found out who actually owned that port. He then set up a gingerbread hut outside of Nazareth, but the local kids kept eating the walls without ever once accepting an invitation to jump in his ovens. He is now the chief Spectre operative in Santa Pasta...an assignment not in lines with his ambitions, but certainly with his abilities."

"So what are his sinister plans?"

"Big D" drummed his fingers on his desk.

"We're not sure. Some mysterious things are going on there. Our local operative, Lenda Lizard, will brief you when you arrive."

"Lenda Lizzard? Isn't she the one who got out on the firing range and...?"

"Yes, 0-0-Dud, she is the only one of our agents who managed to miss her target, the broad side of a barn, more times than you did. At the moment, she is disguised as an exotic dancer, Samantha and Her Sexy Snakes. She's working at the Mosey Inn, which is near the new Westworld Amusement Park. Now get going; you don't want to miss your plane; Dogpatch Airlines only flies this route once a month!"

TO BE CONTINUED. Chapter II:

**SSSSsssssSSSSssssssssssssssssssssssssssss.....**

# N.A.D.P.S. NO. 2

BY LEW PULSIPHER

Introduction: 168 males and 3 females replied to NADEPS #2, compared to 136 and 2 for #1. This amounts to more than 1% of the total of North American fans. The form was printed in several more zines than #1 and more fans were reached, though I am sure that many more did not see the form. A chronological list with name, publisher, and number of replies follows: DIPLOMACY WORLD (Buchanan) 73, Blood and Iron (Pulsipher) 14 + 5 private distribution, Lord of Hosts (Jacks) 2, Paroxysm (Correll, Benson, Drews) 9, Impassable (Boyer) 14, Bagweed (A. and T. Furkacki) 1, American Wargamer (Slinak and AWA) 1, Book of Glib (Bart, et al) 3, Leichtes (Schlickbernd) 3, Exponent (Kovalcik) 14, Letterker (Benson) 2, Pen & Sword (Lind) 3, The Touch (Neiger) 2, Finestone (Leeder) 7, Speculum (Kadlecik) 3, Britania (Watson) 2, Erehwon (Walker) 2, Liaisons Dangereuses (Lokoika) 5, Armakis (Head) 1, Gimera (Bozik) 2, Shaft (Phillips) 2, 1 undated photocopy. Herb Barents also offered to distribute it, but I couldn't print more copies and his machine wasn't up to it. Thanks to all who printed and replied to this survey.

By state and province, replies came from: NY-23, CA-20, Ont-16, MI-11, PA-10, IL, MA-8, VA, IN-6, Alb, NC, OH-5, MD, NJ-4, WA-3, 19 states with 0, others with 1 or 2. Only 2 came from a state as large as Texas, which is surprising. 3 replies came from overseas people who play in N. American zines (Sweden, Denmark, Switzerland). 19 more were from Canada. The rest were from the U.S.

Two duplicates were sent in, and three without names; these were not tallied. The figures seldom add up to 171 because not all questions were answered and because of inevitable tallying errors.

You may have noted that #1 was officially supported by IDA, while #2 was not associated with any club. I did this with the hope that those who do not particularly care for IDA, especially members of other organizations, would be more likely to participate in #2. Insofar as zines go, at least, this was not the case.

Despite my estimate (in the form of a percentage) given in the #1 results, and the listing of over 300 subbers to DIPLOMACY WORLD, some amazing estimates of the number of postal Dippy players were sent in even by DW subscribers. I asked, "How many postal Dip players do you think there are?" Highest answer was 25,000, lowest 50. 20 answered 2,500 or more, 43 answered less than 600. The median is somewhere along 1,100.

The answer most often given was between 1,000 and 1,099 (often "1,000+"). The latest Diplomacy decade lists about 1,250 players worldwide. Considering turnover rate, error, etc., my estimate of the number of postal players in the world is 1,350. Walt Buchanan's was 1,500 as of January.

In my opinion, the hobby is growing very little, if at all. We have now saturated wargaming, that is, most wargamers know of Diplomacy and a surprisingly large percentage know how to play, so we'll recruit fewer persons from that group as time passes and as wargaming itself saturates the continent. So long as the flyer is in the new sets we can expect to recruit 100-250 a year in that manner. There will also be friends of players and others who learn of postal Dippy through other means. But we seem to be losing almost as many every year to vacation, school, marriage/family life, etc. I suppose it is possible that Diplomacy may catch on nationally the way Backgammon has, but it seems unlikely in the foreseeable future. Until then, we can plan on staying below 1,500 players in North America.

In some questions I organized responses according to number of games played, in order to see what difference experience might make. I asked, "How many games (standard and variant) have you been in (completed and in progress)," with four categories. It was with near horror that I noticed after initial distribution that I had not said "postal." However, I found that almost everyone understood what I meant, and I could spot virtually all (I think) who didn't by my personal knowledge of them, by the year they began playing, by the zines they received, or other indications. A few times in doubt I shoved the respondent into the 0-5 game category. In the next NADEPS (if there is one) I want to do more of this, but I am not sure which categories ought to be used. Would it be better to go by the year one began to play postal Dippy? If the present scheme is retained, I'll have to revise the categories so that responses to each are more nearly equal in number; I may also reduce to three categories. Or I might use different categories for different questions. I would appreciate suggestions for handling this problem.

You will find many times below a statement followed by six categories of answers, what I call degree questions. I made the statement and then asked players to answer with one of the following: Z = unfamiliar with idea, A = agree strongly, B = agree somewhat, C = neutral, D =

disagree somewhat, E = disagree strongly.

I asked people to check the top right corner of the form if they read the introductory paragraph. 64 (37%) did. I guess we're no better at reading instructions than anyone else. I also asked whether the respondent had replied to #1. 71 (42%) had not, 17 because they didn't get around to it, 40 because they didn't see it, 2 because they thought it was a waste of time and the rest for other reasons (often that they didn't feel qualified). At least 4 who said they did not had. That may have been true of others as well, whom I didn't recall.

**Respondent Characteristics:** I asked people if they knew what these are, giving only the letters: AWA (American Wargaming Association)-60, TDA (The Diplomacy Association)-127 (74%), MGA (Midwest Gaming Association)-98, GHS-6, IDA (International Diplomacy Association)-165 (96%). I haven't listed what GHS means because I don't know myself. I put it in as a dummy just to see how many yeses I'd get. I don't doubt that there is a GHS somewhere, though, and I'd appreciate it if one of the people who said yes would let me know what it is--if they didn't goof, that is.

38 (51%) knew who the Orphan Game Director is (Greg Warden). 118 (69%, 4% less than #1) knew who the Boardman Number Custodian is (Doug Beyerlein). 35 (32%, 4% less than #1) knew who the Miller Number Custodian is (Robert Sacks). Of course, both MNC and MNC have changed since NADPS #1.

I asked how many years people expected to remain in the hobby. Many didn't know or answered "many." Of those who answered more specifically, 22 said "life," "forever," "infinity." 35 answered five years or more (half of those over 10 years), 26 three years or less.

**Degree questions:** "Diplomacy is the best game I have ever played." Agree strongly 41, somewhat 47, neutral 24, disagree somewhat 23, strongly 22, unfamiliar 1 (huh?). "I am quick to explain to people about Dippy." Agree strongly 58, somewhat 72, neutral 28, disagree somewhat 22, strongly 7, unfamiliar 2. "Football Dippy players are abnormal." Agree strongly 32, somewhat 42, neutral 22, disagree somewhat 11, strongly 34, unfamiliar 4. This was admittedly a somewhat whimsical question. (Oh?? CA)

"Which subject area are you most interested in": social science 47, math 35, natural science 29, humanities 29, "professional (law, med)" 27. I hypothesized a fairly strong showing against math and natural science, which require a more

abstract kind of thinking which, in my opinion, is more suitable for play of two-player wargames than for Dippy. I am not surprised that social science came out on top, but it seems my initial idea has little validity in reflecting the kinds of people who play the game.

131 (77%) read science fiction/fantasy. 89 have at least one close person (wife, girl/boy friend, parent) who thinks he's crazy to play Dippy.

Of men, 20 of their wives/girl friends play Dippy, 91 do not, 45 not applicable, others no answer. Of women, 1 no, 1 not applicable, 1 no answer.

**Time spent on wargaming (including Dippy) and Dippy alone, in hours per week:**

Hours:	0-2	3-5	6-9	10-15	16-20	21-25	26+
Warring	21	42	25	51	19	6	9
Dippy	53	45	33	28	6	1	3

**Pages of press releases written per quarter year:** 0-1: 78, 1-5: 49, 5-10: 13, 10-20: 14, 20+: 10.

I asked, "Why are you in the hobby?" Mental competition-96, meeting people-65, release aggressions-33, escape-50, boost to ego-46, God know!-68, other: variant design, masochistic desire for self-abasement, publishing, blackmail, regressive trait, like to get mail, to be creative, keeps me off streets, can't figure it all out, love to persuade, need to be always planning, I'm crazy--it's good therapy, thrill of victory and agony of defeat, I am mad, renews my faith in humanity.

"What part (in %) would you say luck (as opposed to skill) plays in":

% Luck	Dippy	Chess	Bridge	Poker
0-5	29	118	6	1
6-15	54	35	14	7
16-25	41	10	71	14
26-50	37	2	50	62
51-70	5	1	10	44
71-100	0	0	10	25

The breakdown I tallied includes four times as many categories. I've simplified it for this report. I kept track of Diplomacy's place among the four. First (lowest luck) 18 times, second 114, third 25, fourth 6. 35 (52%) play bridge, 124 poker, 113 other card games (31%). (This is of 184 due to printing error.)

**Age:** Mean age was 24.48, median 24. The mean is .54 higher than for #1, median the same. Youngest was 14, oldest 51. Rather than say more, I'll list the entire huddle, from both surveys.

Age	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
#2	2	8	10	2	11	14	5	8	5	8	14	11	10	5	7	4	5	7	5	5	4	5
#1	4	7	15	5	5	10	5	6	4	11	7	10	12	7	12	1	5	10	2	2	3	4

There are also one each for 36, 37, 38, 44, 46, and 51 in #2 and one each for 41, 37, 38, 43, 45 and two for 42 in #1. 10 did not answer in #2.

**Playing Characteristics:** I asked people what year they began playing. (The figures in parentheses are from NADPS #1.)

	Standard Diplomacy			Variant Diplomacy	
	postal	face-to-face		postal	face-to-face
thru 65	5 (4)	8		1 (2)	2
1966	4 (5)	1		2 (3)	0
1967	1 (1)	5		2 (0)	1
1968	3 (3)	13		4 (2)	1
1969	5 (5)	12		3 (4)	1
1970	5 (4)	11		1 (0)	4
1971	17 (17)	21		6 (5)	6
1972	36 (29)	29		13 (8)	13
1973	37 (41)	23		33 (35)	21
1974	38 (31)	24		25 (19)	17
1975	10 ----	3		4 ----	2

I listed a number of zines, asking which ones people read regularly. I was curious to see what percentage response #2 got from the readers of zines that are often concerned with the hobby as a whole (though not all on the list are such). DIPLOMACY WORLD 123, Diplomacy Review 80, Strategy and Tactics 87, The Fouch 45, Graustark 35, Impassable 63, any wargame zine 104, Erehwon 41. Approximately one third response from the Dipzines is pretty good. If I could get that kind of response from the entire

North American hobby, I would have received twice as many replies.

I asked, "How many overseas Dipzines do you read regularly?" A total of 37 people read 144 zines, or 3.89 each. 27 of these were publishers, and 2 from overseas. Only 8 of 122 non-publishers read any overseas Dipzines regularly. The links at the "grass roots" level between the two segments of the hobby are very tenuous.

I asked, "How well do you think you play Dippy (1 = very poorly to 9 = very well)."

# games	9	8	7	6	5	4	3	2	1	No Ans.	Avg.	Total # Responses
0-5	3	2	13	15	9	5	3	7	2	5	5.47	70
6-10	0	2	16	6	6	7	2	0	0	0	5.85	39
11-20	3	8	13	7	4	0	1	0	0	0	6.86	36
20+	8	1	5	7	1	1	0	0	1	1	6.92	25
Total	14	13	53	35	20	13	6	7	3	6	6.09	170

In a future survey this question ought to be divided for postal and FTF skill.

I asked people to "indicate relative importance in play of these 3 oft-identified elements of Dippy from 0 = no importance to 10 = very important." I think now that a better question

would have been to assign a total of 10 among the three. No zeros were assigned.

The last column relates the average given by each experience group for the element to the average for that group of all three elements. This is for most purposes more accurate than the next-to-last column for purposes of comparison.

# games	Tactics										avg.	diff. w/tot. avg.
	10	9	8	7	6	5	4	3	2	1		
0-5	8	3	6	20	6	11	3	2	1	1	6.85	-.98
6-10	1	1	8	12	5	5	1	0	2	0	6.57	-1.20
11-20	1	1	7	7	8	8	3	1	0	0	6.31	-1.35
20+	3	3	3	8	2	1	1	2	0	2	6.64	-.96
Total	13	13	24	47	21	25	8	5	3	3	6.64	-1.09

# games	Strategy										avg.	diff. w/tot. avg.
	10	9	8	7	6	5	4	3	2	1		
0-5	16	8	16	11	5	5	1	1	2	1	7.60	-.23
6-10	5	6	9	4	2	4	2	1	1	0	7.32	-.45
11-20	6	4	9	6	6	4	1	0	0	0	7.50	-.16
20+	6	2	6	3	3	2	0	0	2	1	7.20	-.40
Total	33	20	40	24	16	16	4	2	5	2	7.47	-.26

# games	Negotiations										avg.	diff. w/tot. avg.
	10	9	8	7	6	5	4	3	2	1		
0-5	39	8	10	4	2	3	0	0	0	1	9.05	+1.22
6-10	22	7	3	1	1	0	0	0	0	0	9.41	+1.64
11-20	17	12	4	2	1	0	0	0	0	0	9.17	+1.51
20+	15	3	2	3	0	2	0	0	0	0	8.96	+1.36
Total	93	30	19	10	4	5	0	0	0	1	9.09	+1.36

Overall average was 7.73. For 0-5--7.83, for 6-10--7.77, for 11-20--7.66, for 20+--7.60.

I kept track of which element was given the highest rating by each respondent.

# Games	0-5	6-10	11-20	20+
Tactics	8	$\frac{1}{2}$	1	1
Strategy	9	$4\frac{1}{2}$	6	4
Negotiations	46	28	28	19

The overall results are not unexpected. I thought that the more experienced players might discount the role of tactics more than those less experienced, but there seems to be no significant pattern in the averages. While the middle two groups discount tactics and give more strength to negotiations than the least experienced group, the most experienced players reverse the trend. However, very few of the players with more than 5 games consider tactics most important--3% compared to 12%.

A different (and to me preferable) way to put the question would be to ask, how difficult is it to become a proficient player in each of these elements. In my opinion, tactics are easily learned, so that you become as good as anyone else in them relatively easily. (Of course, this doesn't take intuition into account since intuition cannot be learned.) It might be interesting to compare the ratings on importance of tactics and difficulty of learning tactics by wargamers and non-wargamers. I doubt that many people who play wargames successfully could think of Diplomacy tactics as complex or difficult.

I asked players to "assign #'s (1 = very weak to 9 = very strong, 5 = average) to indicate relative strength of the countries in standard Diplomacy." I suppose I should have stressed "relative." Whatever the reason, only four people gave a variation of 1 (that is, for example, assigned all 5's and 6's or all 4's and 5's, indicating that the countries are quite close together in strength), and only two gave variation of 2. I assigned four 5's and three 6's, a very uncommon configuration.

The reason I mention this is that I understood the question to mean that a country with strength 3 would be half as strong as one with strength 6. Looking at the averages, I can hardly believe that people answered the question with this in mind. Are some countries really 3 times as strong as others? Of course not. Is Russia really almost twice as strong as Italy? No. Inexperienced and incompetent players may tend to go down more easily when playing the inner three countries than the outer four, but this is not true for experienced players. I've managed less than a 3-way draw (a 3rd in my first game) only once in nine games with the Central Powers, so perhaps this effects my thinking.

AUSTRIA									
	9	8	7	6	5	4	3	2	1 avg.
0-5	0	2	4	4	12	10	15	11	7 3.71
6-10	0	0	2	3	6	8	9	6	1 3.83
11-20	0	0	1	3	6	9	11	4	2 3.72
20+	0	0	3	5	3	5	4	1	3 4.29
Total average: 3.83									

ENGLAND									
	9	8	7	6	5	4	3	2	1 avg.
0-5	9	17	23	8	10	2	2	0	0 6.93
6-10	5	7	11	7	3	0	1	1	0 6.86
11-20	5	8	7	11	2	2	0	0	0 6.91
20+	3	5	6	4	3	1	2	0	0 6.58
Total average: 6.86									

FRANCE									
	9	8	7	6	5	4	3	2	1 avg.
0-5	4	14	15	20	10	4	0	1	0 6.49
6-10	3	4	7	8	11	1	0	0	1 6.17
11-20	2	7	11	9	4	3	0	0	0 6.56
20+	2	3	5	6	7	1	0	0	0 6.33
Total average: 6.42									

GERMANY									
	9	8	7	6	5	4	3	2	1 avg.
0-5	0	4	4	15	16	13	12	3	0 4.85
6-10	0	0	6	3	9	7	5	3	2 4.46
11-20	0	2	3	5	10	8	6	2	0 4.75
20+	1	1	1	2	10	7	1	1	0 4.96
Total average: 4.76									

ITALY									
	9	8	7	6	5	4	3	2	1 avg.
0-5	1	1	1	5	3	19	17	12	4 3.66
6-10	0	0	2	1	4	8	11	6	3 3.43
11-20	0	0	1	1	7	11	10	3	4 3.57
20+	0	0	1	2	5	4	6	3	3 3.63
Total average: 3.59									

RUSSIA									
	9	8	7	6	5	4	3	2	1 avg.
0-5	8	9	13	17	8	9	0	2	0 6.32
6-10	4	8	10	6	4	2	1	0	0 6.77
11-20	5	8	7	11	5	0	0	0	0 6.92
20+	4	3	7	5	2	3	0	0	0 6.71
Total average: 6.61									

TURKEY									
	9	8	7	6	5	4	3	2	1 avg.
0-5	11	10	23	4	13	3	2	0	1 6.42
6-10	3	6	5	8	7	2	2	2	0 6.03
11-20	4	6	12	7	7	2	0	0	0 6.66
20+	5	5	3	4	4	3	0	0	0 6.75
Total average: 6.59									

I compared the countries, taking the average of all values (5.51) as 1.00:

	Aus	Eng	Fra	Ger
Avg.	3.83	6.86	6.42	4.76
% comp	.70	1.25	1.17	.86
	Ita	Rus	Tur	
	3.59	6.61	6.59	5.51
	.65	1.20	1.20	1.00

The relative ranking of strength here does not differ from NADPS #1 results, where players were asked to rank the seven. (SD = Standard Deviation of the seven averages.)

	0-5	6-10	11-20	20+	Total
Total avg.	5.48	5.36	5.59	5.61	5.51

Range	3.27	3.43	3.35	3.12	3.27
SD	1.39	1.43	1.52	1.29	1.42

Here I again looked for smaller differences from the more experienced players, to no avail. The standard deviation and total range are indications of how much variation there was in strength assignments. The least experienced confound the trend toward a smaller range with less experience.

When comparing the strengths assigned to a country by each experience group, remember to compensate for the difference in their averages. For example, it looks like the 20+ group has a higher regard for Russia than the average, but when you subtract .10 because the 20+ group's overall average is .10 higher than the total average, you find that no difference exists. (This is not fully accurate, but anyone with any math background can see what I'm getting at.)

Degree questions: "It is better to be a one unit puppet than to be wiped out." 64 agree strongly, 47 somewhat, 20 neutral, 15 disagree somewhat, 19 strongly, 1 unfamiliar. That helps restore my faith in the players. A follow-up question would ask the same thing "if there were no rating systems," since most ratings give more credit for survival than elimination. "How to play" articles help improve my playing ability." 41 agree strongly, 71 somewhat, 27 neutral, 14 disagree somewhat, 11 strongly, 2 unfamiliar. "How to play" articles contribute to my enjoyment of the hobby." 59 agree strongly, 74 somewhat, 17 neutral, 8 disagree somewhat, 8 strongly, 2 unfamiliar. "FTF play offers greater possibilities and variety than postal play." 4 agree strongly, 27 somewhat, 30 neutral, 61 disagree somewhat, 37 strongly, 9 unfamiliar. "FTF games are more likely to end in a draw than postal games." 38 agree strongly, 38 somewhat, 35 neutral, 29 disagree somewhat, 14 strongly, 14 unfamiliar. I expected even more agreement to the last question.

Boardman Numbers and Ratings: I link these because ratingsmasters would have great difficulty functioning without the help of the activities of the Boardman Number Custodian (BNC), and there is little justification for the EN other than ratings needs.

I have already mentioned that 69% knew who the BNC is. I asked three degree questions about the EN. "The continued maintenance of the Boardman Numbers is 'vital' to the hobby." 45 agree strongly, 61 somewhat, 25 neutral, 16 disagree somewhat, 16 strongly, 4 unfamiliar. "Same as above except substitute 'an asset' for 'vital'." 105 agree strongly, 42 somewhat, 9 neutral, 5 disagree somewhat, 2 strongly, 3 unfamiliar. "The hobby would be better off if the Boardman Numbers did not exist." 1 agree strongly, 1 somewhat, 19 neutral, 57 disagree somewhat, 86 strongly, 4 unfamiliar.

I suspect that many people, especially

those little experienced in the hobby, believe that the EN are vital because a few bigwigs (almost always ratingsmasters) say that they are. When you come down to it, EN are important almost solely for ratings (the other purpose is statistics), and the hobby would exist just as well, and perhaps more amicably, if there were no ratings. The ratings chasers have helped drive many of the old-time people, who just liked to play, out of the hobby.

All this noise about chaos in the hobby if something happens to the EN means chaos in the ratings. Games will form, games will be played, zines will be published, whether there are EN or not. On the other hand, the EN Custodianship could become a political football, and nearly did last year. The erection of a second BNC, antagonistic to the first, could bring much trouble; but this would be a symptom of a deeper split, and not a cause. See my article in The Pouch #74 for more on this subject.

I also gave players a choice of means by which the ENC "should be selected": predecessor 71, election 25, independent committee 24, IDA committee 24, TDA committee 2. Others--divine revelation, a game tourney of those interested (?), PDRC, GRI, Boardman if he'd like, divine revelation through Calhamer. Naturally conservatism wins here--many people are not willing to change anything until there is an emergency (witness the Calhamer Awards flaps last year), but other methods received more support altogether than predecessor.

I asked players to "assign #'s indicating relative value to you of the following outcomes from 0 = no importance to 100 = highest importance (assign 100 to at least one outcome)." In NADPS #1 I asked people to rank outcomes. Below column (A) is total number (out of 15,900 possible), column (B) is a percentage conversion, with the value for win taken as 100. Column (C) lists total values (for 140 people) in the #1 rankings. Of course, the necessity for ranking skewed the results, since whatever outcome was listed second could only be half as valuable as a win, and the lower values had to be less than 1/10th of a value for a win, but could not be less than 8%. Column (D) is a conversion of these scores for curiosity's sake. You'll note that in two cases draws are shifted one place lower in the present survey than in #1.

	A	B	C	D
Win	15,809	100	140	100
2-way draw	12,550	79	295	47
3-way draw	9,918	63	502	28
2nd place	9,489	60	612	23
4-way draw	7,498	47	708	20
3rd place	6,823	43	941	15
5-way draw	5,563	35	930	15
4th place	4,244	27	1147	12
6-way draw	3,904	25	1122	12
7-way draw	2,691	17	1318	11
5th place	2,613	17	1345	10



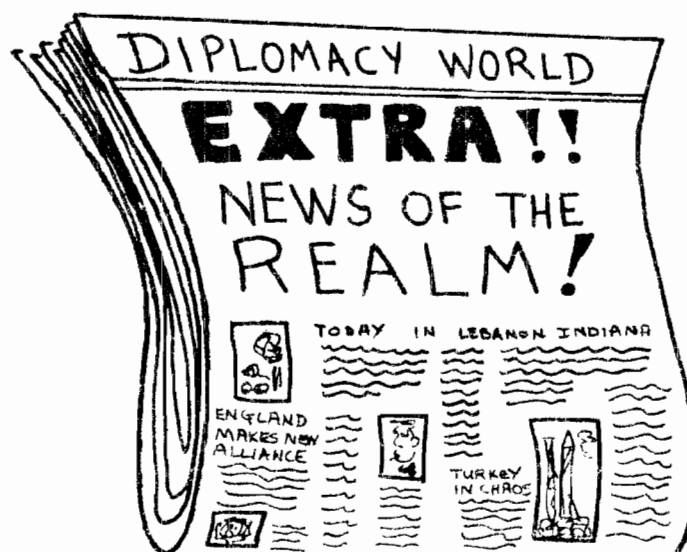
6th place	1,638	10	1521	9
7th place	628	4	(1750)	8

You'll notice that I counted some cases in which a win was given less than 100. There were four results which I didn't count. I look for data about competition from this kind of question (what else is it worth?), and obviously anyone who assigns 100 to a 7-way draw and decreasing values to 50 for a 2-way and 0 for other outcomes (including win) is not a competitive player. An assignment of 100 for third place (25 for win, 45 for second, 80 for 7-way) is also extremely unusual. Of those which were not of this type, some had to make me wonder what criteria (if any) were being used. I believe that many people just lopped off 5 or so with each reduction of outcome, for example, without thinking about it. How can 4th or 5th place, or worse, a 7th place, where you are surely eliminated, be better than a draw where you surely are not eliminated? Well, I don't worry too much about this any more: it only shows how varied opinions can be. I'd like to devise yet another way of asking this outcome question, but I have no hard ideas right now.

I mentioned with the first survey results printed in DIPLOMACY WORLD that while the idea of a universal rating system is silly and impracticable, perhaps the best means of determining values for such a system would be to ask the question for which results are now above. No other system comes close to giving these ranking and relative weights to outcomes. It would be very easy to use the figures in column B or A to create a rating system. Simply average the values of the outcomes a player obtains.

To take a brief example, if a player scores a 2-way draw in one game and a 5th place in another, his total score (which is useless as a rating of skill) is 96 (or if you wish to be more accurate, 15,163) and his average, which is his rating, is 48 (or 7,581½). If the results could be computerized, then the entire process could be redone each time new values are obtained from a survey. I've never understood why the results of games five and more years old are retained in rating systems, since competition was so different and skill can change in that length of time. Why not rate the outcomes of games the player has finished in the last 3-4 years, with an additional listing of the total number of games he has played in his career to indicate experience? I think the only reason is that it would be too difficult to police the ratings every year to throw out the oldest year's games. A computerized rating would not entail such difficulty.

I have no intention of starting a rating myself; I would be perfectly content if there were none at all. But if there must be some, I would like to see them run well and run in a manner most advantageous to those who like them and use them. (To be continued)



1. EVERYTHING. Doug & Marie Beyerlein (240 Hawthorne, Apt. F, Palo Alto, CA 94301) are not only the hobby's Boardman Number Co-Custodians, ie, the job of assigning a number to each postal game, but they are also the editors of this statistical zine that lists supply center charts and other data of completed games. The publisher is John Weswig and you can subscribe for a year by sending \$4.00 to "Chintimini Enterprises," 2115 NW Elder St., Corvallis, OR 97330.

2. ORPHAN GAMES PROJECT. Edi Birsan (Apt. 302, 35-35 75th St., Jackson Hgts., NY 11372) is running the IDA Orphan Game Committee while Greg Warden is away in Italy for the summer. Please contact Edi if you have an orphan game that you want to find a new home for. Incidentally, GMS that take over an orphaned game can join IDA for only \$1.00, ie, half-price.

3. CEPHEIDS. This is the zine for you if you are a newcomer to the hobby. You can get a free copy of this IDA service zine by writing Joel Klein (62-60 99th St., Apt. 1220, Rego Park, NY 11374), who heads up this IDA project to introduce novices to the postal hobby.

4. DIPLOMACY CENSUS. Stephen Tihor (32 Washington Sq. W, New York, NY 10011) is now heading up this IDA project. If you are a publisher, you can do the hobby a great service by sending Steve your mailing list or publishing it. This will help Steve in updating the census.

5. 1974 IDA HANDBOOK. John Boyer (117 Garland Dr., Carlisle, PA 17013) still has some copies left of this latest Diplomacy handbook. In one 88-page booklet you can get a good rundown on the hobby and how to play postal Dippy. Cost is only \$3 (\$2 for IDA members). John, by the way, is also editor of Impassable, one of the best gamezines in the hobby. Subs are 12/\$2.00 or 6/\$1.00 for newbloods.

6. INTERNATIONAL SUBSCRIPTION EXCHANGE. If you like to play in or sub to overseas Dippy zines, this IDA service is just for you since it saves you the cost of international money orders.



For details, send a SSAE to Edi Birsan (Apt. 302, 35-35 75th St., Jackson Hgts., NY 11372).

7. **HOBBY-WIDE JOBS.** All the above involve hobby-wide services that tie our hobby together. If you would like to help in any particular project, why not write the person involved? Or if you have an idea for a new project, you might write to the IDA President, Edi Birsan.

8. **SPECULUM.** Many people have complained about DW going quarterly since the frequency of up-to-date news is much reduced. Dave Kadlacak (1447 Sierra Creek Way, San Jose, CA 95132) has the answer. For a 10/\$2 sub, you can get this bi-weekly zine of his that carries an up-to-date nine review in each issue. Recommended.

9. **GAMES & PEZZLES NO. 37.** With this issue, this professional British gaming magazine begins a new series on diplomacy by Allen R. Chalkover. For this reason alone, a sub is a must. Write Chalkover at: GAMES & PEZZLES, 11 Yorkwater Ct. Rd., London W11 1EP, England. Sub to this monthly 10-page magazine for 10/30 outside, 10/10 inside. Why not be a G&P?

10. **WORLD STRIKE 'N' WARGAMING.** John Seiler (1001 Bell, San Jose, CA 95128) would like to publish a new quarterly on wargaming. He is now looking for writers. Write him at: World Strike 'N' Wargaming, 1001 Bell, San Jose, CA 95128.

11. **WARGAMING 'N' WARGAMING.** John Seiler (1001 Bell, San Jose, CA 95128) would like to publish a new quarterly on wargaming. He is now looking for writers. Write him at: Wargaming 'N' Wargaming, 1001 Bell, San Jose, CA 95128.

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13. **FOURTHED.** Bruce Schlickhernd (6144 E. San St., Long Beach, CA 90803) publishes this extremely interesting Dippy zine that carries a running discussion of hobby politics. To keep you up-to-date on what is going on in the hobby, a 10/42 sub is well worth while.

14. **ERENWON.** Rod Walker (1273 Chest Dr., Encinitas, CA 92024) is more and more bringing back Erenwon to the days of old as the funniest zine in the hobby. Subs are only 5/\$1 and will bring you a lot of laughs. Well worth it!

15. **WARGAMER'S INFORMATION.** Rick Loomis (8 Flying Buffalo Inc., PO Box 1467, Scottsdale, AZ 85252) has started this very helpful zine to keep you up-to-date on the whole wargaming hobby. Subs are only 12/\$2. Flying Buffalo also offers the only truly professionally CMed games in the hobby for only a \$6.50 fee.

16. **EL CONQUISTADOR.** Gordon Anderson (3716 N. Kenmore, Chicago, IL 60613) will definitely

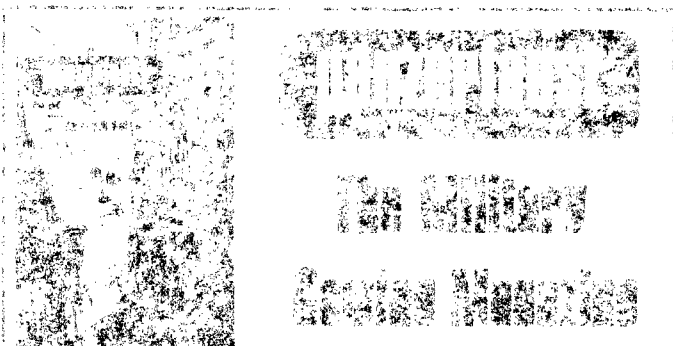
have the next El Con out on 19 July. Even better news, however, is that II, 2 will be released at DIPCON VIII and it may well be the largest Diplomacy magazine ever published.

17. **GRAUSTARK.** John Boardman (234 E. 19th St., Brooklyn, NY 11226) is still running his "Open Door Policy" on games. A \$10.00 gamefee and a country preference list gets you the most reliably CMed game in the hobby, as 12+ years of continuous publishing will attest to.

18. **LIAISONS BANGEROUES.** Ian Lakofka (644 W. Briar Pl., Chicago, IL 60657) has been publishing statistics and all sorts of interesting odds and ends in this magazine of his. Subs are 10/42 and novices can enter a game for a \$6 fee.

19. **LIARNEARSDAN.** Jim Hughes (248 Lorraine Ave., Los Altos, CA 94022) has been regularly publishing sales reports for 14 years and a record like that speaks for itself. If you want a fast moving zine, Jim's 24/\$6 sub plus a 22 refundable cash deposit is hard to beat.

20. **BYRON.** In maintaining the archives I've acquired a lot for her well as everyone will find up a bar coding just the about couple of years. Brian is by Fred Masood (13 Oak Ave., San Jose, CA 95128) and by 1984



PANZERFAUST is the magazine for everyone who is interested in the fast-growing hobby of wargaming. Not just a history magazine with a game attached, PANZERFAUST is a magazine about games, featuring reviews of new games, magazines, books and other products of interest to wargamers, PLUS articles on strategies, variants to existing games, some in-depth history articles, plus much more. SUBSCRIBE NOW!! Or, for a limited time you may get a sample issue for only 50¢.

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that it will be one of the best zines to start in 1975. Brad's an old-timer in the hobby who dropped out while in college but has returned to start a zine now that he's in a secure position to do so. He narrates an interesting tale of the hobby's early days and a free copy of *Diman* #1 is worth it for that alone. Game fee is \$5.

21. **PREDAWN LEFTIST**. Ben Grossman (29 E. 9th St., #9, New York, NY 10003) has started the Big Apple's latest pubbing venture and you are guaranteed DNYMPA protection. Gamefee is a 10/\$2 sub maintenance plus \$2.00.

22. **CENTURION**. Russell Fox (5160 Donna Ave., Tarzana, CA 91356) has the Golden State's answer for the latest Dippy zine. DNYMPA makes me wonder if "DinkiOrg" will do anything about insuring California games. Russell's gamefee is free, by the way, with an 8/\$2.00 sub maintenance. Russell's off to a good start.

23. **TURNABOUT**. Peter Berggren (Davistown Schoolhouse Rd., Orford, NH 03777) has gone to individual photos on the cover of his professionally printed zine. Subs are now 12/\$3.50 and there has been some interesting reading of late. How about a photo of yourself, Peter?!

24. **DIPPY**. Jim Benes (16W450 Honeysuckle,

#112, Hinsdale, IL 60521) still has openings in his latest game for a \$5 gamefee plus a 7/\$1 sub. I've played in one of Jim's games and can attest to his extreme reliability as a GM. He has pubbed tri-weekly like clockwork for almost 3 years.

25. **CLAW & FANG**. The Fangmaster himself, Don Horton (16 Jordan Ct., Sacramento, CA 95826), will be GMing a new game just opened for a \$2.00 gamefee plus a 12/\$3.00 sub. This is another zine I have played in and can highly recommend. It's promptly published twice monthly.

26. **BUMM**. If you speak German, you might be interested in the first Dippy zine in that language. It's put out by Walter Luc Haas (Postfach 229, CH-4018 Basel 18, Switzerland), who also pubs *Europa*, a comprehensive wargaming zine. Each issue seems intent on outdoing the last, the record now standing at 134 pages! Sub--5/\$4.

27. **PETER BIRKS** (39 Handforth Rd., London, England SW9 0LL) just called me this morning wanting to know if his latest article as British correspondent had arrived. Although it was sent 6 weeks ago, it hadn't! So Pete's column will be delayed until next issue. You might send the ISE \$2 for a sub to Pete's *Greatest Hits*, by the way. It will be reprinting some old HA articles.



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 7 July 1975. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample gamezine copy so you can get an idea of what zine you'd like to play in. An "\*" denotes a 3-month pubbing break.

1. John Boardman, 234 E. 19th Street, Brooklyn, New York 11226 (12 yrs.)
2. Hal Naus, 1011 Barrett Avenue, Chula Vista, California 92011 (9 yrs.)
3. Len Lakofka, 644 West Briar Place, Chicago, Illinois 60657 (6 yrs.)
4. Chris Schleicher, 814 E. Old Willow Road, #214, Wheeling, Ill. 60090 (5½ yrs.\*)
5. Herb Barents, R. R. #4, 1142 S. 96th Street, Zeeland, Michigan 49464 (3½ yrs.)
6. Jim Benes, 16W450 Honeysuckle #112, Hinsdale, Illinois 60521 (2½ yrs.)
7. John Leeder, 4910 20A Street SW, Calgary, Alberta, Canada T2T 5A6 (2½ yrs.)
8. Don Horton, 16 Jordan Court, Sacramento, California 95826 (2½ yrs.)
9. Larry Rubinow, 5340 North Ricewood Avenue, Fresno, California 93705 (1½ yrs.\*)
10. John Mirassou, Rt. 2, Box 623AC, Morgan Hill, California 95037 (1½ yrs.)
11. Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022 (1½ yrs.)
12. Donald Efron, 1823 Dacotah Drive, Windsor, Ontario, Canada N8Y 1S4 (1 yr.)
13. Richard Loomis, (Flying Buffalo, Inc.) PO Box 1467, Scottsdale, AZ 85252 (1 yr.)
14. Dave Kadlecsek, 1447 Sierra Creek Way, San Jose, California 95132 (1 yr.)
15. Randolph Smyth, 249 First Avenue, Ottawa, Ontario, Canada K1S 2G5 (1 yr.)
16. Steve Solomon, 17240 Lake View Drive, Morgan Hill, California 95037 (1 yr.)
17. Mike Homeier, 238 N. Bowling Green Way, Los Angeles, California 90049 (½ yr.)
18. Tony Watson, 201 Minnesota, Las Vegas, Nevada 89107 (½ yr.)
19. David Head, Box 1231, Huntsville, Ontario, Canada POA 1K0 (½ yr.)
20. Greg Costikyan, 1675 York Avenue, New York, New York 10028 (½ yr.)
21. Laurence J. P. Gillespie, 23 Robert Allen Drive, Halifax, N. S., Canada (½ yr.)
22. David Truman, 50 Stephanie Street, #1510, Toronto, Ontario, Canada M5T 1B3 (½ yr.)
23. Russell Fox, 5160 Donna Avenue, Tarzana, California 91356 (¼ yr.)
24. Roger Oliver, 67 Franklin Road, Denville, New Jersey 07834 (0)
25. Ben Grossman, 29 East 9th Street, #9, New York, New York 10003 (0)
26. Fred Brenner, 2821 West 12th Street, Brooklyn, New York 11224 (0)
27. Brad E. Hessel, 15 Oak Avenue, Tarrytown, New York 10591 (0)

*Viking Systems* PRESENTS

# CITEX 75

## DIPCON VIII

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IDA General Meeting will begin at 7:30 pm Friday, August 15.

Round 1 will begin at 11 am August 16.  
Round 2 will begin one hour after Round 1 ends.  
Round 3 will begin at 10:00 am August 17.

The top seven players will also receive trophies along with the top player  
receiving the traveling trophy (for one year) now held by MICHAEL ROCAMORA.

Entry fee is \$10.00 per player. Registration ends at approximately 10:00 am  
Saturday, August 16. Players are encouraged to register early.

HOURS OF CITEX 75:  
FRIDAY 1:00 pm till 9:00 pm  
SATURDAY 9:00 am till 9:00 pm  
SUNDAY 9:00 am till 6:00 pm

GENERAL ADMISSION

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(regular admission \$1.50 per day)

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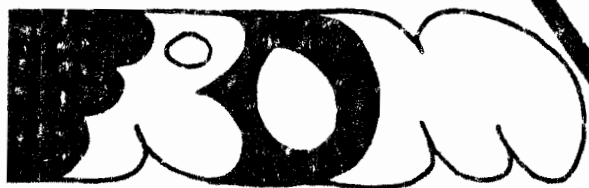
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