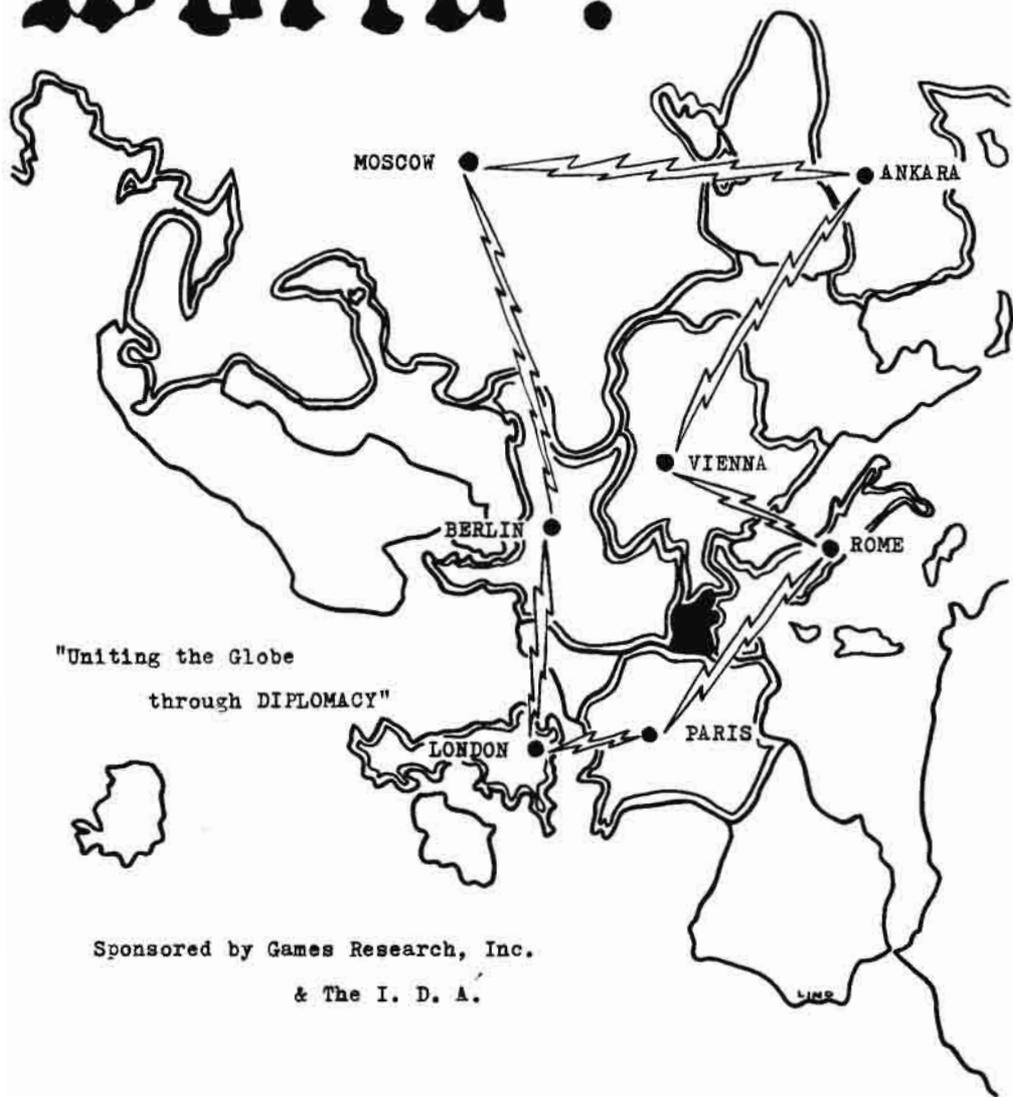


Diplomacy World!



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DIPLOMACY WORLD

Vol. 1, No. 2

Mar - Apr 1974

DIPLOMACY WORLD is a bimonthly magazine on Diplomacy* edited by Walter W. Buchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824. It is sponsored by Games Research, Inc., and the International Diplomacy Association. Its purpose is to give a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, presenting 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 DIPLOMACY WORLD. Subscriptions sell for \$3.00 a year (\$1 discount to IDA members if specifically requested). Single copies are 75¢ each. (Indiana residents add 4% sales tax.) Paid pre-publication circulation for the second issue: 275+.

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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

It appears that most people like the basic format of the first issue of DIPLOMACY WORLD, so we will likely stick with it for awhile. This doesn't mean, however, that we aren't open to suggestions. Ideas for improvement are always solicited, as well as the articles that form the basic content of the magazine. In this way, we can be responsive to what most of you like. The deadline for articles and artwork for the third issue is the end of May, although the sooner we get your contribution, the more likely we'll be able to use it. Many thanks. Your continued support is really gratifying.

We found out that bulk mail is even slower than we expected. The USPS swears all bulk mail should be delivered in 2 weeks, but the first issue neatly disproved that theory. We posted it on 1 March and it barely made the 2-week deadline to 2 subscribers in Indy! Some places took over a month. Although part of this is due to the fact it was mailed on the last day of the old rates, thus encountering the last minute mailing backlog, over a month for domestic delivery seems a bit much. Let us know when you get future issues whenever you write.

The new demonstration game is already filled. We'll surprise you with the all-star cast next issue. The idea of a standby for each country didn't seem very popular, however, since there are no takers so far. If you already got DIPLOMACY WORLD and are willing to receive Hoosier Archives by regular mail, I can let you have a standby slot for a real-cost figure of \$4.00. If this doesn't work, we'll go back to the 1 or 2 standbys submitting moves for everyone.

We will publish a wrap-up of 1973BI with a supply center chart and player statements next issue. If you missed the first part of the game I still have a few sets of the MA's that covered it for the package price of \$5.00 if you hurry.

In regard to articles this issue, the tournament systems that Allan Calhamer describes will be the actual ones used at DIPCON VII. Also, the German article is reprinted from Doug Beyerlein's fine California Reports, proof as to why you should sub. Incidentally, any publisher that has an article they would like reprinted should let us know. We also try to catch all news as it comes in to the archives, but we miss occasionally, so let us know if you have any hot item you want advertized.

Lastly, next issue we will publish a circulation survey for all game-genzines. To make sure your zine appears, please send us your current circulation figures before the end of May. A postcard will do the trick.

If a figure appears in the space below, this is what you owe to fill out your sub for the rest of the year. An "X" means this is your last issue until remittance.

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STAFF

Editor	Walter W. Buchanan
Associate Editor	Carol Ann Buchanan
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I CONFESS!

by CONRAD VON METZKE

On April Fools' Day 1973, there appeared in a hundred or so mailboxes a strange little magazine. It was titled Moeshoeshoe, and none of the recipients thought there was anything odd in this; they did, after all, subscribe to a magazine with that name. But when they took the trouble to read the thing, several problems immediately came to light. For one thing, the French was just a little shaky, and this was not normal in a magazine printed in Belgium. For another, instead of the usual games carried in Moeshoeshoe, there seemed to be some strange array of replacements, replete with moves that were ridiculous, orders that were wholly confused, players that were unaccountably interchanged, and all kinds of other mismanagements. And there was also the little problem that most of what was written was either absurd or insulting, and frequently both....

It soon became apparent, for various reasons, that it was a fake issue. The actual publisher of Moeshoeshoe, Michel Feron, was the likeliest culprit, of course, but there was never much question about that: the phony issue used a different typewriter, different paper, a different duplicator, and was addressed in unfamiliar writing and mailed from Bruxelles. (Feron lives 60 miles away in Hannut.) And so, the recipients asked, who did this dirty thing? Who was the evil, foul, putrid culprit? WHO??

Part of the answer was easy. The handwriting on the address sections was unquestionably that of Michel Liesnard, friend of Feron and former publisher in his own right. But while M. Liesnard freely admitted his complicity in addressing and mailing the fakes, he flatly denied having anything to do with production. And the bloke seemed so innocent, so sincere...well, who could possibly disbelieve a grotty bearded teddy bear like that?

In the ensuing year, charges and counter-charges, accusations and counter-accusations have flown back and forth among quite a number of people. The first victim to be publicly accused was John Piggott, another of Feron's friends from European science-fiction circles (and Diplomacy fandom), who of course admitted the whole thing immediately, thus proving that he couldn't possibly have done it. Next came Hartley Patterson under the grille. Then, when copies of the fake arrived in America, it was noted that the typewriter used looked terribly familiar to some...and sure enough, when comparison tests were made, it was seen to be the same

machine used to type Rod Walker's Erehwon! Of all people.

But Rod denied it, and since he had been totally out of the hobby for seven months at that time, people believed him. And so the question remained: Who the hell did do it? Piggott? Patterson? Walker? Liesnard? Feron himself? One of half a dozen others who had been mentioned? More than one, acting in concert?

Well, folks, the time has come. A year of secrecy grates, and I strain at the traces to reveal to you, for the first time in honest and true form, Scout's honour and all that rot, the real story of Moeshoeshoe LXXIII, the 1973 fake issue.

Walt Buchanan has known all along, of course. In his archives repose the supporting documents that tell the whole story--letters among the conspirators, mock-ups for the issue, descriptions of the process by which the foul deed was done--and he has asked me, on the basis of my privileged status as one of the few in the "know," to broadcast this horrid hoax for all the world to see and hate.

In the first place, Michel Liesnard did it. To his credit, he never denied it; he said that he addressed and mailed the fakes, and sure enough, he did. He didn't admit the paragraph or two that he wrote for the issue, the part about how Feron was giving up the hobby altogether... but then, nobody asked him about it, so what shame is there in that?

In the second place, Rod Walker did it. Whoever first noticed that it was Rod's typewriter that did the typing was a genius; I think I was the one who figured that part out. There are only so many typewriters in the world that have the same defective accent mark.

In the third place, John Leeder did it. We haven't mentioned him before, but he was accused at several points of being "in on it," mostly because of his ability to translate English into French with something nearly approaching approximate accuracy, more or less. His letter accepting a role in the conspiracy is in itself a classic (ask Walt, he has it), but his efforts at writing portions of the fake text and at translating much of what he didn't write must be recognized and given full credit.

And in the fourth place, there's the mastermind of the whole operation. Yes, folks, there were four: four musketeers, riding out of the night to inundate the mailboxes of five score unsuspecting victims with an inspiration of inter-

national acclaim. Liesnard to do the on-the-spot work; Leeder to translate; Walker to lend a typewriter; and Mister Big, to organize the whole plot, write the bulk of the text, do the typing, print the stencils, and pay half the bills (Leeder and Liesnard paid the rest). So successful were these four, in fact, that a second printing had to be made and put up for distribution (and copies can still be obtained for postage from Hartley Patterson, "Finches," 7 Cambridge Road, Beaconsfield, Bucks., England HP9 1HW).

And thus did the world suffer the Hoax of Hoaxes! Fake issues have been done before, but never like this, breaking language barriers and the Atlantic Ocean as if they were mere playthings (costing \$30), providing a full year's worth of confusion for friend and foe alike, and bringing the entire postal Diplomacy hobby to a new level of vehement disarray. Belgium will never be the same again, and Moeshoeshoe has been looking over its poor benighted shoulder ever since.

Ham...I guess I forgot to tell you who Mr. Big is, didn't I? Well, don't let it bother you that you don't know; sometimes he wonders if he even knows himself.

EXCUSE NO. 1

by ERNIE MELCHOIR

This doesn't look like it's an excuse; in fact, its crucial function is to unmask one of the hobby's great myths, but with the myth unmasked, the excuse will be obvious.

My story begins with a DIPCON a couple of years back. I had just gotten in to postal Dip-py a month before, and knew three names: John McCallum, John Boardman and Walt Buchanan. As I got to DIPCON, I obviously looked for these 3 people. Suddenly, I saw a huge cunning-looking fellow with a name tag that said, "Walt Buchanan"! I exclaimed, "That's Walt Buchanan!"

At this point, he gave me a very funny look. "Very funny" is an understatement. This look was utterly hilarious. In fact, the friends that were with me are still laughing at it/me.

The other day I was thinking about the continued assertions that Walt is not a very humorous person. I find them ridiculous. Anyone who could make a look that funny has to be a very witty person. Thus, Walt is a very witty person.

Now consider: according to Rod Walker, in the last DIPLOMACY WORLD (and he should know), witty Diplomacy players write press releases that other people find amusing. To be a good press release, the character must be slightly ludicrous yet believable, consistent in his/her character, and appear over many games for readers to follow. Examples are Honj of Boardman, Lucretia of Walker, and Madame Edyth of Birsan. Why has Walt not done this? Why doesn't he have a character that is ludicrous, profound, silly, and still believable? Why hasn't Walt written a single series of press releases in his Diplomacy playing career?

I suggest he has. He has created a ludicrous, laughable, and totally believable character whose profundity has livened up more games that I can count. The name of this character is Carol Ann Buchanan ((I AM NOT a character!! CA)), and most of the hobby believes she really exists. Not so.

Does anyone really think that Walt is married to someone who spends her whole life criticizing Indiana ((wouldn't you if you had to live here?!)), spending Walt's precious money sending out complimentary copies of DIPLOMACY WORLD to players' wives, who won't care any, and at the same time, reversing her policy and typing the zine for him? ((You'd better believe you'd type too if Walt chained you to the wall deep down in the dungeon in front of a typewriter and stood over you with a bullwhip...)) No one, not even a madwoman, would be so self-contradictory! Do you really think any woman, however incompetent, would have any trouble

THE WONDERFUL WIDE WORLD OF DIPLOMACY



We of the Diplomacy Widows Association are appalled that a pulp like DIPLOMACY WORLD can get a subsidy, but we can't. This is not only an affront to our dignity, but also to our Treasury.

Ms. Buchanan

After due consideration, your Governing Council has decided to take action to insure that the MCPs who run the Diplomacy business cough up some cash to us. We feel that there is only one course of action open to us which will allow us to retain our dignity and yet come up with the dough we want. We will not beg! We will not plead!



Ms. Buchanan

We will kidnap Allan B. Calhaver.



RCW

burning all the Graustarks she wanted to? ((My poor Siamese cat is being held hostage in order to guarantee the safety of the ~~the~~ marvelous Graustarks.)) Ridiculous! Walt has created the most ludicrous, silly and foolish character in all Diplomacy, and half the hobby thinks she types up his zine for him! Face it; there is no Carol Ann Buchanan--Walt is currently dating a girl by the name of Mary Lane. ((He'd better NOT be!))

This great hoax was perpetrated to a much larger degree when Lebanon's lady plumber happened to be at Walt's place when Beyerlein got there last summer, but this is irrelevant to this expose. ((That was no lady--that was just his wife...yeah, I know...groan.))

Now for the excuse. This came up (we not being married yet, though I'm marrying Penelope Naughton Dickens in the Pouch shortly) when I asked a girl out for a Friday night one Tuesday. That Thursday, the Dipgame started. I was conceded to on Saturday afternoon at 3:30. My excuse? I just told the girl that the group had been praising the Diplomacy Widows Association. "For two days?" she asked.

"Could an adequate praise of that fine group be done in any less time?" I answered.

"No," she said softly. Then I asked her out for the next weekend. The next weekend was the best date I've had in a long time...but it was with another girl.

((I feel it only fair that I should warn you, Ernie, that for your treachery, deception, and lies, you will soon be receiving several little gifts which I obtained from Box SH here at DIPLOMACY WORLD...Cackle, cackle! CA))

HOW TO WIN WITH GERMANY

by DOUG BEYERLEIN

To begin, it isn't easy. You have only one chance in ten, compared to the usual one in seven. As an interior country, Germany can have potentially many enemies or many friends with conflicting interests. To win, Germany must use these neighboring powers to its own advantage. This requires unceasing diplomacy combined with the right strategy and flawless tactics. A lot of luck doesn't hurt either.

It all begins in Spring 1901. Germany has three options to open with. Attack England with French and Russian aid. Attack France with England or Italy. Or attack Russia through Scandinavia and Warsaw. Which choice to take depends on the individual German player, his or her opponents, and their diplomacy prior to Spring '01. Let's study each of these attack options in detail.

An attack on England is difficult, but potentially very rewarding. Gain of the North Sea and adjoining territory gives Germany the security it needs to protect its gains and allow for flanking actions on either the Russians or the French. Thus, it combines the English defensive position with the German offensive might. All together, a very powerful position.

In 1901 Germany must gain three centers. Traditionally they are Denmark, Holland, and Belgium. At the same time it must insure England and France have come to blows over the English Channel. This diverts England's eastern movement aimed at Scandinavia to one aimed southward at France. If this diversion cannot be accomplished in 1901, then France will gain most or all of England in the coming conflict. Germany's progress towards a win is then thwarted unless a new target can be quickly found.

However, let's assume that the diversion of the English to the south is successful. For Winter 01, Germany builds two fleets and an army in Munich. The new army is to protect the homeland while the fleets get into position for the coming assault on England. The North Sea is taken and London and Edinburgh become German by the end of 1903. Germany may also lay claim to Norway if Russia gets careless in the north. Control of this new region gives Germany a corner of the board and room for future expansion.

At this point, a decision must be made on where to attack next. France or Russia? Consideration must be given to the involved players, the other alliances on the board, and the position of the units. The decision must come quickly to maintain momentum and to prevent stagna-

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taion occurring on the front line. Once this new attack is under way, Germany and its remaining ally quickly dominate the board and make it a two-way race to victory.

Attacking France is generally easier than going for England. However, no corner of the board is gained and there is always England watching over Germany's shoulder. This is not necessarily bad for Germany, but problems can develop later in the game.

Here again Germany should try to gain three centers in 1901. Belgium should be among the centers gained as then three German armies can come to bear on Burgundy in 1902. Once Burgundy is taken, Germany should try to infiltrate as many armies as possible through French lines. In conjunction, England is using its sea power to take and control the English Channel and the Mid-Atlantic Ocean. Then it is just a matter of beating the French into surrender.

A less obvious attack can be made by creating a French-English conflict and then slipping unopposed into Burgundy in Spring 1902. This is generally Germany's best tactic if Belgium cannot be gained in '01. With all of the French units facing the north, Marseilles or Paris can then be taken without resistance in the fall. A stab of this type usually breaks the back of any French opposition as the whole of the homeland is now threatened.

To make any attack on France successful, Germany must gain at least Paris and Marseilles by Fall 1903. Iberia belongs to England as probably does Brest. With these new gains, the English-German alliance must rapidly shift gears. With England near the strength of Germany and filled with fleets, it is suicidal for Germany to attack its ally. Thus, they must continue to work together.

With France dead or dying, they have two possible areas for advancement. The Mediterranean and the Italian coast are natural targets for the English fleets. However, there is hardly room for more than two German armies in this attack and thus the German rewards are minimal. In the same vein, a German attack on Austria gives England little to do. Thus, the best target is Scandinavia and Russia. England can use its fleets to great advantage in the waters surrounding Scandinavia and the lone German fleet can even help. The German armies have practically no barriers in their march on Moscow. The eastward sweep comes quickly and can overpower any Russian defense.

France and Russia are gone with the final push for victory about to begin. England runs the flanks (or at least the Mediterranean one) with the German armies forming the center of the line. Opposing England and Germany are one or more of the southeastern powers. If the southeastern opposition is smart and unified, they will recognize the Anglo-German threat and immediately try to occupy the provinces needed to

hold a stalemate line. If they accomplish this, then Germany has no chance for victory and may become a victim if there is a change in alliances on the board. Barring this problem, it is a race between England and Germany for control of Europe and victory. Germany's easy access to central Europe and its wealth of supply centers may be offset by England's umbrella effect. With English units stretched from St. Petersburg to Spain, England can control the outcome of the game. From here to the end, Germany must use diplomacy to overcome England's tactical advantage. It can be done as shown by my victories in 1968AD and 1969EH.

The third possible route to victory lies in an early attack on Russia. This is generally least preferred of the three attacks as it leaves Germany's two most likely enemies with a free hand in the west. Perhaps the best example of this attack is in 1973EI where Randy Bytwerk is in the process of destroying Russia singlehandedly.

This attack is actually a variation of the French-German attack on England. As I mentioned earlier, Germany gets the short end of the English spoils if England heads east towards Scandinavia and not south against France. France can then sneak in the backdoor via the Irish Sea and Liverpool, leaving Germany to batter through the North Sea defense line. Germany, when seeing that this is about to happen, must quickly scout out a new target. Continued aid of the French attack on England will gain Germany little or nothing and later place Germany at the mercy of the larger France. A prime example of this can be found in 1971BC.

Therefore, the Russian attack is one way to gain centers while France destroys England. And because Germany is alone in this venture, the attack is most successful if it is a sly stab. The convoy from Kiel through the Baltic Sea to Livonia is a good opener as it is rarely expected. The Russian front line at Warsaw is outflanked and St. Petersburg, Moscow, and Warsaw are all threatened by a single army. This move combined with the eastward advance of one or more German armies from Munich and/or Berlin quickly reduces Russian resistance.

While the land attack is in progress, the German fleets (at least two are needed) are busy in the Scandinavian countries. Both Sweden and Norway should fall within a year. Thus by Fall 1905, Germany should control at least three of the Russian home centers and all of Scandinavia. As in the English attack, Germany has now found a corner of the board to call its own. This puts the German player in a good position for the second phase of the attack.

Germany is again faced with a question of which way to go. If France is agreeable to keeping the North Sea and the Norwegian Sea neutral, then Germany has a secure backyard. An attack through central Europe is now probably

	1	2	3	4	5	6	7
Board I	1	13	12	4	5	9	8
Board II	14	2	3	11	10	6	7
Board I	1	2	3	4	5	6	7
Board II	1	13	12	18	19	8	7
Board III	14	2	17	11	5	20	8
Board III	15	16	3	4	10	9	21
Board I	1	2	3	4	5	6	7
Board II	1	16	17	25	24	9	8
Board II	15	2	26	18	10	23	7
Board III	14	27	3	11	19	6	22
Board IV	28	13	12	4	5	20	21

Now, once entry has closed for the first round, a seeding committee determines which are the best players in its own opinion. Best to give this problem to a committee, if only to spread the blame where anyone disagrees with the decisions. The Seeding Committee may indicate only that there are, say, 6 good players and 22 not known to be good; or 5 goods, 12 middles, and 11 not so good; or the Committee may give each one a number in rank order. In any case, the table can handle the problem. Given 5 goods, 12 middles, etc., the Tournament Director assigns the numbers 1-5 to the 5 goods, 6-17 to the 12 middles, and so on. It would probably be best if he drew lots to assign numbers within each strength group.

The Director also draws by chance to determine which country is represented by number 1 in the table, by number 2, etc. When finished, he has a complete assignment of players to countries and to boards, with the strengths well distributed. How well distributed the strengths are can be seen by adding the columns and the rows. The columns have equal totals, and the totals of the rows are almost equal.

Whether the seedings should be published or not is a question to be considered. If not, there is no way to criticize the committee; if so, the better players are spotlighted and may be especially ganged up on, and the lower-ranked players may be unduly discouraged. Perhaps publication after the round is over would be appropriate.

Preparing the table for other numbers of boards follows an interesting formula.

The sequence of numbers 1, 2, 3... is used to fill the table, starting in the upper left corner and moving one step right and one step down at the same time. Upon reaching an edge, the sequence flattens out so as to repeat once in the constricted dimension, then starts back, the other dimension always remaining completely independent:

	1	2	3	4	5	6	7
Board I	1	30	31	11	10	20	21
Board II	29	2	12	32	19	9	22
Board III	28	13	3	18	33	23	8
Board IV	14	27	17	4	24	34	7
Board V	15	16	26	25	5	6	35

Oddly enough, the only number of boards for which this method will not work is 7, or some multiple thereof, in which case the sequence runs into a corner before the whole diagram is filled. We have worked on the problem with 7 boards and have a solution which is a little arbitrary and does not bring the boards too close to equal totals, but it would do to fill the gap:

	1	2	3	4	5	6	7
Board I	1	16	17	25	24	48	49
Board II	15	2	26	18	47	23	36
Board III	14	27	3	46	19	37	22
Board IV	28	13	45	4	38	20	35
Board V	29	44	12	39	5	34	21
Board VI	43	30	40	11	33	6	8
Board VII	42	41	31	32	10	9	7

Perhaps someone can find a better table for 7 boards.

The problem of scoring the second round remains. The plan now is to score the first round like duplicate bridge, then pair the second round like the Swiss System in chess. It does not quite make sense to continue scoring as in duplicate, when we assume that competition is stronger at the higher boards. The scoring must nevertheless be compatible with the first place, second place of the first round.



VARIANT INFORMATION

by LEW PULSIPHER

I do not have the final figures yet, but approximately one quarter of all postal Diplomacy games begun in 1973 were variants. This column will help give variants the attention they deserve. This column is in effect a transfer from Blood and Iron, where the same sort of material has appeared for the past year and a half; I will not be backtracking to describe older variants because the information is in back issues of B&I. This first installment of the column is also shorter than it will be in the future. In future issues I will include complete lists of variant openings and variant sources for North America. Anyone who wishes me to include information in this column should write me, since I do not have access to all sines.

Recently Published Variants

NORTH AMERICAN DIPLOMACY by Don Jousma. 20¢ from Herb Barents, 157 State St., Zeeland, Mich. 49464. 7 players each begin with three centers; 11 neutral centers. Played on a map of North America, including the Arctic seas, which freezes at times. There are virtually no rule changes. A game is open in Barents' Stench for a \$2 refundable game deposit and sub (8/\$1).

INTERSTELLAR DIPLOMACY III by Lewis Pulsipher. 20¢ from him at 423 N. Main St., Bellevue, Mich. 49021. Five players, approximately 75 units (all space fleets). The starting position of each player is identical with that of every other (the only way to get perfect balance). The board, representing the galaxy, is three-dimensional toward the center. Each space has an economic value, and each action requires expenditure of credits; there are no supply centers.

TRANSATLANTIC DIPLOMACY by Ron Melton. 10¢ from Ron Melton, % Rhodes' Books, 694 Broadway, El Centro, Calif. 92243. This is a description of a simple addition to the regular board, plus new rules for an American player. Reminiscent of Rod Walker's Pirate fleets in IMPERIALISM VII, in TRANSATLANTIC an eliminated player becomes the player for America. America cannot be attacked, and if it captures 18 European centers, the game is a draw among all players. The objective is to give weak players a bargaining point ("if you wipe me out, I'll get you when I become America"). Unfortunately, America has little influence on eastern countries; the idea might be more successful if China and perhaps Africa were added as well. This is probably not worth playing postally, though it would be easy to try face-to-face.

1885 by Fred C. Davis. 25¢ from him at 3012 USK Green Ct., Ellicott City, Md. 21043.

Regular players plus Spain and Sweden, with 39 centers. Well-done, as are all of Fred's variants. Relatively conservative, though intended to be more realistic than regular Diplomacy, particularly the convoy rules.

LOGICAL DIPLOMACY II by Lewis Pulsipher. 20¢ from him (see address above). This was experimental in design. Five players with identical positions, four centers each, with a good balance between sea and land movement. There are no rule changes.

JIHAD II by Dick Vedder. Available from Dick at 1451 N. Warren, Tucson, Ariz. 85719. As in Dick's other variants, the victory conditions vary with the initial strength of the country. Players are Byzantine Empire, Sassanid, Persian Empire, Frankish Empire, Visigothic Spain, Italy, Arabia, and Germany. 80 supply centers. Moderate rule changes such as double centers, hidden movement in Arabia and Germany (which are off limits to other powers) and loaned centers.

Miscellaneous

The IDA Variant Committee is progressing slowly. Persons interested should contact Dick Vedder.

To my knowledge, the YOUNGSTOWN VARIANT is not currently available anywhere. Joe Antosiak (see below) may plan to reprint it. It will be included in the MGA (formerly MOW) Variant Package #2, which ought to be available sometime this summer. It was not included in the first because, at that time, a good map was available from Richard Hull.

Openings

This is only a partial list. See also the first part of this column.

MIDDLE EARTH V is still open in my Ragnarok for a \$2 refundable game deposit plus a sub (7/\$1).

YOUNGSTOWN VARIANT, \$4 in Anschluss. Joe Antosiak, 422 East Ave., Joliet, Ill. 60525. Joe also offers to GM almost any multi-player game if there is enough interest and he can obtain the rules, so if anyone is interested in playing LUNATIC DIPLOMACY by mail, for example, this is the place to try.

SCOTTICE SCRIPTI III, \$6 in Lost Horizons. John Boyer, 117 Garland Drive, Carlisle, Pa. 17013. Rules 25¢.

All of the above have been GMing for at least two years.

GREAT LAKES, sub (13/\$2) plus \$1 game fee plus \$1 refundable game deposit in Book of Stab. Randolph Bart, 19160 Olympia St., Northridge, Calif. 91324. Rules 20¢. Has been publishing regularly for 10 issues.

NEWS FROM CARTHAGE

by HARTLEY PATTERSON

This is a column about Diplomacy in Britain. Judging from some of the articles that appeared in Hoosier Archives, the colonies seem to know very little of what is going on here. From now on, you will have no excuse for ignorance!

British and American Diplomacy had similar origins, with several groups starting up independently of each other. Don Turnbull, a board wargamer, started ALBION in 1969, while two groups of SF fans in England and Belgium started in 1970. Turnbull had seen American zines but had his own ideas—he has never used standbys, for instance. The British SF people, whose first zine was War Bulletin, later introduced standbys but stuck to a two-season year, with conditional retreats and builds.

Later zines derived from these two styles. The average British zine carries a mixture of regular and variant games, mostly with a fair amount of press. All readers subscribe and players pay a small game fee. There is generally some special feature; articles on Diplomacy, wargaming and allied subjects. Several have a subzine with several games run by a different GM. The two-season year is in general use.

How many of us are there? Who's Where #5 (10 March 1974) lists 288 players in British GM'd games. Who's Where charts the players and which games they are in, so if you are about to start in a game with Andy Davidson (who leads the field, being in 54 games) you can check up on what he did with the same country before. There are 22 British zines listed, excluding subzines.

Mad Policy carries a quarterly listing of games. MP26 (4 February 1974) reported that 158 games had started in 1973, 20 had finished, and 195 were in progress. This last included

DIPLOMACY PLAYERS: Frustrated by an inability to bring in those victories? Jealous of the likes of Biran and Ver Ploeg? Let us help you. Our firm offers a wide variety of personalized letter bombs in all colors and sizes. To use, remove the safety and slip it into your regular envelope. Guaranteed to provide that one crucial turn of civil disorder to successfully stab your ally or get that pesky enemy off your back. Volume discounts available to all GM's planning to cease publication. Send one dollar to Box SH, DIPLOMACY WORLD for our illustrated catalog. Sorry, we cannot accept COD orders. Endorsed by the PIF, Black September and Burt Labelle.

110 regular, 73 variant, and 12 "others" like Origins and Strategy 1.

The editors of Hannibal, in taking over the Variant Bank, printed a list of variant maps/rules available in Britain in Hannibal 7 (March 1974). There were 67 of them, of which 33 were of British origin—most of these have not appeared in America. The Variant Bank attempts to keep a stock of as many variants as possible, with consequent saving of time and effort by individual publishers and buyers. There are a number of keen variant designers.

It is possible for most GMS and postal players to meet at reasonable traveling cost, and many do so at "minicons" extending over a weekend at someone's house. This is a great help in avoiding feuds and animosity as it's not so easy to insult someone in print that you are likely to meet FTF.

((Postage for 2 oz is currently 3p inland, 4p seairmail and 14½p USA Airmail.))

Who's Where is a free supplement to 1901 and All That (Mick Bullock, 14 Nursery Avenue, Halifax, Yorks HX3 5SZ), 3/\$1 air, 7/\$1 sea.

Mad Policy (Richard Walkerdine, 15 Crouch Oak Lane, Addlestone, Surrey KT15 2AN), 3p + postage. Walkerdine is British Boardman Number Custodian.

Hannibal (Andrew Herd, 35 Austin Drive, Didsbury, Manchester M20 0FA), 2½p + postage. Carries a "Variant Poll," a continuous voting list of variants.

Next issue we might get round to some news.....

DIPCON VII

Attend THE Diplomacy event of 1974! On August 16-18th, DIPCON VII will be held in Chicago, so you should make plans now to go.

The DIPCON is being organized by Gordon Anderson (Viking Systems, Suite #834, 24 N. Wabash Ave., Chicago, Ill. 60602) and all communications should be sent to him. The convention will probably be co-sponsored by Viking Systems and IDA.

There will be a 3-round, open, seeded Diplomacy tournament (a \$7.50 entry fee for all three days) with a scoring system that is being worked out with the aid of Allan B. Calhauer. Generous prizes will be given. There will also be a miniatures, Fletcher Pratt and WWII armor tournament with a \$35 entry fee for 6-man teams.

DIPCON VII will be held at the La Salle Hotel with rooms for \$22 single/\$25 double and 4-man dormitory rooms for \$8 a day. For all the above, write Gordon for advance reservations. Gordon also solicits ideas and suggestions.

SCORING A DIPLOMACY TOURNAMENT

by ALLAN B. CALHAMER

Probably in a tournament, the games would not in general be played to completion. It might be ruled that the games must proceed to such-and-such a year, and then be curtailed. The results, then might be of three kinds: victories, agreed-upon draws, and curtailed games.

Expecting to score at least some of the games by using the number of supply centers controlled by each country, I have frequently urged that a victory be awarded $\frac{3}{4}$ points, all losers receiving 0. If we then used the equal share rule of the rulebook, an agreed N-way draw would give a score of $\frac{3}{4N}$ to each sharer.

The curtailed games presumably would be scored by the number of supply centers held by each country. However, in general hardly any group will secure agreement to a draw, since almost always at least one player could do better by playing on and scoring his number of centers, than by accepting a score of $\frac{3}{4N}$.

Now it appears to us that a player with 12 units might be doing pretty well if he were the biggest power at curtailment. If, however, at that time some other player had 16 units, the 12 unit power would probably not have anywhere near as good a game, since he needs six more centers to win, whereas a competitor can win with just two more centers!

This reasoning has led us to attempt to devise a scoring system for curtailed games which would try to reflect generally a player's chances of winning if the game continued. Since we

wish it based strictly on objective factors, however, only the numbers of supply centers held by each player will be considered.

A player who has nine centers usually has nine pieces, and needs nine more centers to win. Thus, if he attempted to rush to victory, he would have on the average only 1.0 pieces to send out against each target supply center, which in general on the average will be defended by one unit.

If the player gets up to 12 units, he needs only 6 more centers. Both the numerator and the denominator of the fraction changing, and in opposite directions, this one-third increase in number of units changes the ratio of units possessed to centers needed from 1.0 to 2.0. At 15 units, the $\frac{15}{3}$ ratio has soared to 5.0. At 17 units, of course, it is $\frac{17}{1}$ or 17.0.

I call this ratio the player's "prospects."

Now, given the number of centers each player has, it is easy to look up the "prospects" of each in a table. Add all the "prospects" together to get the total, which runs between about 2.5 and 3.5 during the early part of the game, but climbs to the neighborhood of 18.5 as one player goes up to 17.0. Now we determine each player's fraction of the total of the "prospects," which we call his "share of the prospects."

The "share of the prospects" can also be read off a table, if we are willing to round off the total of the prospects a little. Experience suggests that round off to the nearest digit is fine, except perhaps in the range 2.5 to 3.5, but there the whole matter is of lesser importance, anyway.

A satisfactory table for these purposes follows. The gamesmaster could omit the columns "Needed" and "Prospects," going directly from "Centers" to "Rounded." He adds the rounded prospects of the seven players, rounds off this total to the nearest digit, and finds that digit at the head of a column. He then reads off each player's "share" directly from that column, indexed by the "Centers" column.

Examples follows. The figures are very similar to supply center totals until the leader gets up somewhere in the vicinity of 12 units, when his score begins to surpass his center total and other scores begin to sink below their center totals.

In practice, any player who survived might be given a half point or quarter point, where his tabular score is 0. This score is important, where the actual score for the round is a first, second, etc., with the country played, for the quarter-point for survival would place the player ahead of all competitors who were knocked out.



Yes, Len, those are my units in your home supply centers. Yes, I have in fact stabbed you... And yes, Len, next season I will have 18 centers, so there is no way you can get revenge on me! Cackle, cackle, chortle,



Len, what are you going to do with that knife? ... No, Len, don't ... don't please, don't AAAAAAAAAAARGH!!!!



RCW

A - Centers			B - Needed							C - "Prospects"							D - Rounded						
A	B	C	D	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17					
1	17	.059	.1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0					
2	16	.125	.1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0					
3	15	.200	.2	2	2	1	1	1	1	1	1	1	1	1	0	0	0	0					
4	14	.286	.3	3	3	2	2	1	1	1	1	1	1	1	1	1	1	1					
5	13	.385	.4	5	3	3	2	2	2	2	1	1	1	1	1	1	1	1					
6	12	.500	.5	6	4	3	3	2	2	2	2	1	1	1	1	1	1	1					
7	11	.636	.6	7	5	4	3	3	3	2	2	2	2	2	1	1	1	1					
8	10	.800	.8	9	7	5	5	4	3	3	3	2	2	2	2	2	2	2					
9	9	1.000	1.0	11	8	7	6	5	4	4	3	3	3	3	2	2	2	2					
10	8	1.250	1.2	14	10	8	7	6	5	5	4	4	3	3	3	3	3	2					
11	7	1.570	1.6	18	14	11	9	8	7	6	5	5	4	4	4	4	3	3					
12	6	2.000	2.0	23	17	14	11	10	8	8	7	6	6	5	5	5	4	4					
13	5	2.600	2.6	29	22	18	15	13	11	10	9	8	7	7	6	6	6	5					
14	4	3.500	3.5	-	30	24	20	17	15	13	12	11	10	9	8	7	7	7					
15	3	5.000	5.0	-	-	34	28	24	21	19	17	15	14	13	12	11	11	10					
16	2	8.000	8.0	-	-	-	-	-	34	30	27	25	23	21	19	18	17	16					
17	1	17.000	17.0	-	-	-	-	-	-	-	-	-	-	-	-	-	-	34					

Example 1. A 12-unit power in second place behind a 16-unit power:

	A	B	C	D	E	Total
Supply Centers	16	12	4	1	1	34
"Prospects"	8	2	.3	.1	.1	10.5
"Share"	27	7	1	0	0	35

Example 2. A 12-unit power as leading power:

	A	B	C	D	E	Total
Supply Centers	12	8	7	6	1	34
"Prospects"	2	.8	.6	.5	.1	4.0
"Share"	17	7	5	4	1	34

Thus, this 12-unit leader scores 17 whereas the 12-unit second in Example 1 scored only 7.

Example 3. As a big power moves to victory, his score moves up smoothly to 34 and those of the losers move down to 0:

	A	B	C	D	Total
Supply Centers	16	8	5	5	34
"Prospects"	8	.8	.4	.4	9.6
"Share"	27	3	1	1	32
Supply Centers	17	8	5	4	34
"Prospects"	17	.8	.4	.3	18.5
"Share"	32	2	1	1	36
Supply Centers	18	8	4	4	34
"Share"	34	0	0	0	34

Example 4. Center-year diagram of 1973EI (Hoosier Archives) and running "share" scores.

The early scores would have been even closer to the center totals, except that roundoff introduced some perturbation:

	01	02	03	04	05	06	07	08	09
England	4	4	3	1					
France	5	6	6	8	9	10	14	16	17
Germany	4	5	7	9	9	9	10	9	7
Italy	4	4	4	5	5	3			
Austria	5	5	7	6	6	3	4	4	5
Russia	6	5	4	2	2	3			
Turkey	4	5	3	3	3	6	6	5	5
Total	32	34	34	34	34	34	34	34	34
England	01	02	03	04	05	06	07	08	09
France	3	3	2	1					
Germany	5	6	6	9	11	14	20	27	32
Italy	3	5	7	11	11	11	7	3	1
Austria	3	3	3	5	5	2			
Russia	5	5	7	6	6	2	2	1	1
Turkey	6	5	3	1	1	2			
Total	3	5	2	2	1	6	3	1	1
	28	32	30	35	35	37	32	32	35

Note how Germany's score dwindled as France surged past him, though he was not losing centers, and even gained one in 1907, the year of his crucial drop in "share of the prospects." The value of 5 centers is still five when there are two leading powers standing at 9 centers each; but when the leader arrives at 14 centers, other scores deteriorate from their center totals.

$$[(AA+T) \div \sqrt{IN}] = GS$$

CONDENSED NOTATION

by ALLAN B. CALHAMER

There follows an attempt to put all of game 1973BI on a single page. I gave up after three game years because the transcribing from the magazines is fatiguing, and the point was made as well as it can be. The transcribing, of course, would be equally difficult for a gamesmaster; but not if he kept his records in this form from the start.

It appears by measurement that about nine game years can be put on one page. More lines would be needed both in the body and the notes; possibly the notes would have to be on another page.

To add one more space between columns would require the dropping of the last four plays.

The point of compact notation is not only to save space. Some people may find it easier to play over a game where the material is compact (reader opinion on this point would be interesting). Also, only about half as many strokes with the typewriter would have to be made.

To get the position at any point it is not necessary to play from the start, but only to look back far enough to locate each piece.

There may be applications of this system of notation which are not apparent. In discussing alternative possibilities, either in the opening position or in any position, the different columns could each be a new departure from the position in question; and possibly not the whole board would be included. Still, the compactness and single column format could be very beneficial. Discussing whole sets of possibilities with an ally or prospective ally might be easier. Letter the columns, then refer to the letters in the text, saying something like, "If you stab me we get the result of column A; if I stab you we get column B; neither position is sufficiently good for the stabber because he does not actually win anything..."

There is some economy in the fact that the space the piece is to move from need only be given once, although several departures may be considered.

Suppose when you were writing to another player by hand, you put your position and his, and perhaps that of some other related player, in a column at the top, on the left side of the page, leaving the whole space to the right for entry of additional columns. Then, as you wrote, every time you wanted to refer to a whole set of moves, you filled in a column, lettered it, and referred to it in the text. You might use only two columns, or you might use ten, depending on what you thought of as you went along; but in every case, the amount of writing would be cut in half and there would be some organization.

S01 F01 S02 F02 S03 F03
F Edi NwgCNwy NthSNwy Cly Liv
F Lon Nth Hol Ska DenCedi Lon
A Liv Edi Nwy StP H EdisLiv
RFLon Eng Nth Wal IriDrop

A Par Bur Bel Bel H (f) (r)
A MarSBur Spa Gas H Liv H
F Bre Mid Por Mid IriClivSLiv
RFBre Eng MidClivSNat
RAPar PicSBel BursBel
RFBre Eng Lon

A Ber Kie Hol Den Den LivSWar
A Mun Ruh Bel Hol H H H
F Kie Den H Ska Ska NwySSwe
RFBer Kie BalCliv Swe
RAMun Sil War
RABer
RAMun

A Rom Apu Tun H H H H
A Ven H H H Tyr Boh Boh
F Nap IonSTun Eas AegSEas Con
RFNap Ion Ion Eas Sny

A Vie Gal Gal Gal Gal BudSBud
A Bud SerGre (a) (c)SBulSRum
F Tri Alb Gre (b) (d) Bul (h)
RATriSSerSSerSBud Bud
RABudSGalSGal Rum Rum
RATri

A Mos Ukr RumSGal Gal Boh Sil
A War Gal Gal GalSGal GalSSil
F StP Bot Swe H Nwy Nwy H
F Sev BlaSRum Rum (e) (g) Bla
RFFNC H SNwySNwySNwyDrop
RAMos UkrSGalDrop

A Con Bul Gre H RumSBul BulDisb
A Sny Con BulSBul BulSConDisb
F Ank Bla BlaSBulSRum ConSBul
RFSny Eas EasSSnySSny
RFCon SnySCon

Retreats: Sp 1903 Eas-Syr, F 1903 Liv-Yor, War-Mos.

RA: Raise Army; RF: Raise Fleet; PNC: StP North Coast; Disb: Disbanded; SGal: supports one of its own pieces in or to Gal, with no irregularities in the related orders; any irregularities reported by footnote.

- (a) A Ser S Russ A Rum-Bul (not so ordered)
(b) F Gre S Russ A Rum-Bul
(c) A Ser S Turk A Bul-Rum
(d) F Gre S Ital F Ion-Aeg
(e) F Sev S Turk A Bul-Rum
(f) A Bel S Germ A Hol
(g) F Sev S Turk A Rum
(h) F Bul S Ital F Aeg-Con

THE GRUYERE OPENING

by GREG WARDEN

There has always been great controversy regarding what is the hardest country to play in Diplomacy. John Smythe once said that France presented the most difficult position. Other players have bemoaned the centrality of Germany. Still others have thrown up their hands in disgust when confronted with the diplomatic intricacies of Austria-Hungary. I myself for many years shuddered at the thought of having to play Italy. Recently, however, after long and careful deliberation, I came to the conclusion that there is a country much harder to play than all of these: a country whose diplomatic and tactical problems would baffle Machiavelli and Metternich. This country is Switzerland.

There are many reasons why Switzerland is difficult to play. It is surrounded by four major powers (those tacticians who have complained loudly of the vulnerable position of Germany or Austria have obviously not given much thought, or sympathy for that matter, to Switzerland's unfortunate plight). Even more difficult to overcome is the handicap of having no armies or fleets. An experienced player, however, can overcome these tactical deficiencies. Shrewd diplomacy is the answer and after all, that's the name of the game.

I've played Switzerland many times. In fact, I think that I once won a game playing this country. I'm not sure though, but that's the great thing about playing Switzerland: you can never be sure of anything. And since no one else knows you're playing, you can use surprise as your major weapon (it's also cheaper since the gamesmaster doesn't know that you're playing and can't charge you a gamefee).

Before discussing tactics, however, we must first understand the vital statistics. So be sure to remember that Switzerland is about two inches long, one inch wide, and colored pink and brown. Also, its mathematical relationship to the other great powers is:

England: $1.8456y$ France: $1.7456-3.5x$
Germany: $52g/x-2g$ Turkey: $2-4x(y(g))$
Austria: $1-(-3xg(y))$ Italy: $5x(a-y)$
Russia: statistics unknown due to gravy and water damage on my gameboard.

These statistics show even more interesting results when graphed, for the graph resembles an alpine horizon.

It is imperative that the above figures be memorized. They are crucial for your understanding of the situation. Only with these figures firmly in mind can you begin to play a skillful Switzerland. The best set of opening moves is the one which leaves the most options. Never betray yourself too early and you'll have more time to betray yourself later on. Keep in mind the element of surprise. No one else knows you're playing, so why let them in on your little secret? Why not wait until the end of the game to break the news to the other players.

In any case, I highly recommend moving from Switzerland to Marseilles in the spring. The weather on the Riviera is quite nice at that time of the year and it doesn't get as unbearably hot as it does in August. The scenery is also at its best in the spring. In the fall, move to Munich. Take in King Ludwig's castles and have a mug or two. In the winter, a retreat to Tyrolia is a must. The skiing is great.

As you can see, playing Switzerland has numerous advantages and the country is to be recommended to all advanced players. After all, you can play by your own rules; no need to mess around with nit-picking gamesmasters. It is hard to win, however, but if you're playing Switzerland, you probably won't care.

IN EDI BIRSAURON'S PARLOR

SO MANY BACKS

SO LITTLE TIME

RCW

THE WONDERFUL WIDE WORLD OF DIPLOMACY



There, that makes it legal. You get to win 7 games against Birsauron and I get.....

VARIANT DESIGN

by LEW PULSIPHER

We have two very different variants in this issue. WESTPHALIA VI is a very conservative, historically based map-replacement variant. Howard has spent considerably more time developing the game than most designers expend before initial publication, as the version number indicates. I've included it here, even though it has been published twice before, because (1) it provides a good contrast with LUNATIC DIPLOMACY, (2) Walt likes it, and (3) I've not yet received any comparable submission for this column.

LUNATIC DIPLOMACY was submitted to me for another purpose, but I like it so much that I think it belongs here. Thomas says he's "not much of a Dippy player," but he has designed a great variety of multi-player games. (Both of these are the first Diplomacy variants by the respective designers, by the way.)

Because these games were not submitted specifically for this column, there are no formal lists of objectives. Howard's lengthy historical commentary (which will be included here if there is space) indicates that he was interested in reflecting a historical situation without altering the rules of Diplomacy, if possible. Thomas' objective was to design a variant with moving supply centers, a completely new idea so far as I know.

An important question arises from the obvious differences between these variants. What kind of variant is the "average" Diplomat interested in? I mentioned to Walt that the map for LUNATIC is just a bunch of circles, to which he replied:

I hope you will restrict the variants in DIPLOMACY WORLD to Diplomacy but with different maps. Lunatic Diplomacy is too much like another game (remember that all Walt had to go on was my description, so that he probably assumed that Lunatic is as radical as Interstellar Diplomacy), while Diplonuts variants on a different historical map, or fantasy map, i.e., Middle Earth, are much more appealing.

I don't mean to put Walt on the spot in any way, because there are many people who agree with him. Walt is a one-game person, however, while most Diplomacy players are not, and it is my experience that variants with altered rules (even with the regular map) offer an even greater variety than conservative map-replacement variants. As an example, I quote a letter from Roland Prevot of France:

I have taken very recently an interest in variant games, when I began to play in the Interstellar Diplomacy I game...in Moeshoeshoe. I did not have

a high opinion of variants before this (perhaps also because I am also playing in ((a conservative variant)) which I am definitely not enjoying at all, but when I read the rules of Interstellar I, I understood that variants could really add something to the regular game.

INTERSTELLAR I is one of the most radical variants around (see "Variant Information" for a description of its successor). Variants such as WESTPHALIA VI which Walt and many others seem to favor are a minority of all variants. There are many people who would only play a very conservative variant like YOUNGSTOWN VARIANT or MIDDLE EARTH IV, but there are many others who are looking for more variety and even for an escape from the regular rules (myself included).

LUNATIC DIPLOMACY is not a great departure from the rules in concept, though the result is quite radical and quite unlike any other variant I know of. For example, a stalemate draw is impossible because the centers are always moving. Except for the movement, the rules are very orthodox, yet the thinking required is very different from what one does in the regular game. It is more than ever important to plan ahead, and this will penalize the sloppy player and the center-grubber. Thomas has solved the balance problem by letting the players place centers before the game begins. The number of players can also be varied. The result is a versatile, unique, but simple game.

I hope that when the hobby manages to produce a comprehensive survey, some of the questions will concern variant likes and dislikes. Until that time, I will appreciate any comments readers send to me; and with Walt's permission (if he hasn't thrown me out after reading this), particularly interesting comments will be included in the next column.

A couple additional comments are in order. The LUNATIC board can be drawn as large as you wish without much trouble. Thomas is working on two other variants using similar principles with such twists as intersecting orbits and an orthodox (i.e., predetermined) center set-up. As these become available, announcement will be made in "Variant Information." His address for comments is Thomas Galloway, 237A Regulus Ave., Virginia Beach, Va. 23454. The mapwork for both variants is by the respective designers. A four-page WESTPHALIA VI map is available from Dan Gallagher, 6425 King Louis Dr., Alexandria, Va. 22312, or Herb Barents, 157 State St., Zeeland, Mich 49464.

WESTPHALIA VI
EUROPE 1648

by HOWARD MAHIER



Some players may not be familiar with some variant etiquette. It is customary to obtain permission for reprinting a variant even if it is not copyrighted. Of course, if it is copyrighted permission is mandatory. ((GRI's copyright precepts any game similar to Diplomacy.)) It is not customary to ask for a designer's permission to let a gamesmaster a variant, but it is a good idea to let the designer know that you intend to do so. A designer has no right to authorize or prohibit gamesmastering of his game even if it is copyrighted.

My address for submissions for the column is now 423 N. Main St., Bellevue, Mich. 49021.

Westphalia VI, Europe 1648
by Howard Mahler

1. All rules are the same as in Diplomacy except as changed for this variant. Basic rules are taken from Rules of Diplomacy, 1971 Edition, and published by Games Research, Inc.

2. There are 39 supply centers; you need 20 to win. Spain starts with 4 home centers and each of the other 7 major powers begins with 3 each.

3. Starting units in 1648:
Spain: Armies in Spanish Netherlands (SpNeth) and Two Sicilies, Fleets in Leon and Andalusia

France: Armies in Languedoc, Burgundy, and Brittany

England: Fleets in London, Scotland, and Leinster

Denmark: Army in Schleswig (Sch), and Fleets in Copenhagen (Cope) and Norway

Sweden: Armies in Swedish Pomerania (SwePom) and Finland; Fleet in Stockholm

Poland: Armies in Lithuania, Warsaw, and Volhynia

Ottoman Empire: Army in Bulgaria and Fleets in Constantinople and Macedonia

Austria: Armies in Bohemia, Vienna, and Styria (Styr).

4. Though separated from Spain proper, Spanish Netherlands and Two Sicilies are Spanish home centers and have all the properties of home centers. Portugal is NOT a Spanish home center.

5. Unnamed islands may not be moved into. In particular, the island of Sicily (not named on the map) is not part of and is in no way connected to the province of Two Sicilies. Switzerland is passable.

6. Papal States, York and Schleswig have east and west coasts. The Barbary States has north and west coasts. Denmark should remember to say which coast when building a fleet in Schleswig.

7. The Western Med and Mid-Atlantic do NOT touch; they are separated by Andalusia.

8. Fleets may pass through (but not skip) Constantinople, Andalusia, Scania, and Copenhagen. Armies may go from Copenhagen to Scania

and from Andalusia to the Barbary States.

9. Should two players control exactly 19 centers each, they may declare a draw in which only they share. The third player who controls the remaining one center need not approve of the two-way draw for it to take place.

10. The following abbreviations are used on the map:

Ast=Asturias	Scan=Scania
Bav=Bavaria	Sch=Schleswig
Brand=Brandenburg	Scot=Scotland
Carin=Carinthia	SpNeth=Spanish Netherlands
Cope=Copenhagen	Styr=Styria
EPrus=East Prussia	SwePom=Swedish Pomerania
GDanz=Gulf of Danzig	Switz=Switzerland
Ice=Iceland	Trans=Transylvania
KBay=Kiel Bay	UNeth=United Netherlands
Meck=Mecklenburg	ValTel=Val Telline
Muns=Munster	Ven=Venice
Sax=Saxony	

11. Any publisher is welcome to start a game of Westphalia, but please inform me: Howard Mahler, % Math Dept., Princeton U., Princeton, N. J. 08540. I'd also appreciate any comments or results of face-to-face games.

Design Objectives for Westphalia

1. A wide open board; no static stalemate lines.

2. A fast developing game; most countries must commit themselves the first season.

3. A quick transmission of decisions on one side of the board to the other side by a "domino effect."

4. A balanced yet not drawish game; each country has an equal chance to win, and, in spite of the even number of major powers, the chances of a large scale draw are slim.

5. Spain as a very challenging country to play.

6. Countries starting with their natural units; for example, not sticking a land power with a fleet.

7. Portraying the Thirty Years War, a fascinating period of history and one of the earliest eras of modern European diplomacy.

Lunatic Diplomacy by Thomas Galloway

1. The rules of regular Diplomacy apply except as noted below.

2. There is only one type of unit in this game--the space fleet. Any distinction made between fleets and armies in regular Diplomacy is therefore meaningless in this variant.

3. All eight spaces on the planet are equally accessible from each other.

4. Moves from satellite to planet or from satellite to satellite are indicated by dotted lines. Movement and support is possible in

either direction on a dotted line.

5. The number of neutral and home supply centers is to be determined at gametime and will depend on the number of players. The following is recommended; four of the planet's spaces will be neutral supply centers, four of the inner satellites will be neutral supply centers, and all of the home supply centers (however many) will be in the outer orbit. The rest depends on the number of players.

6. The game begins with a space fleet in each of the home centers on the Spring 00 move. Building is normal--in home centers after each fall turn.

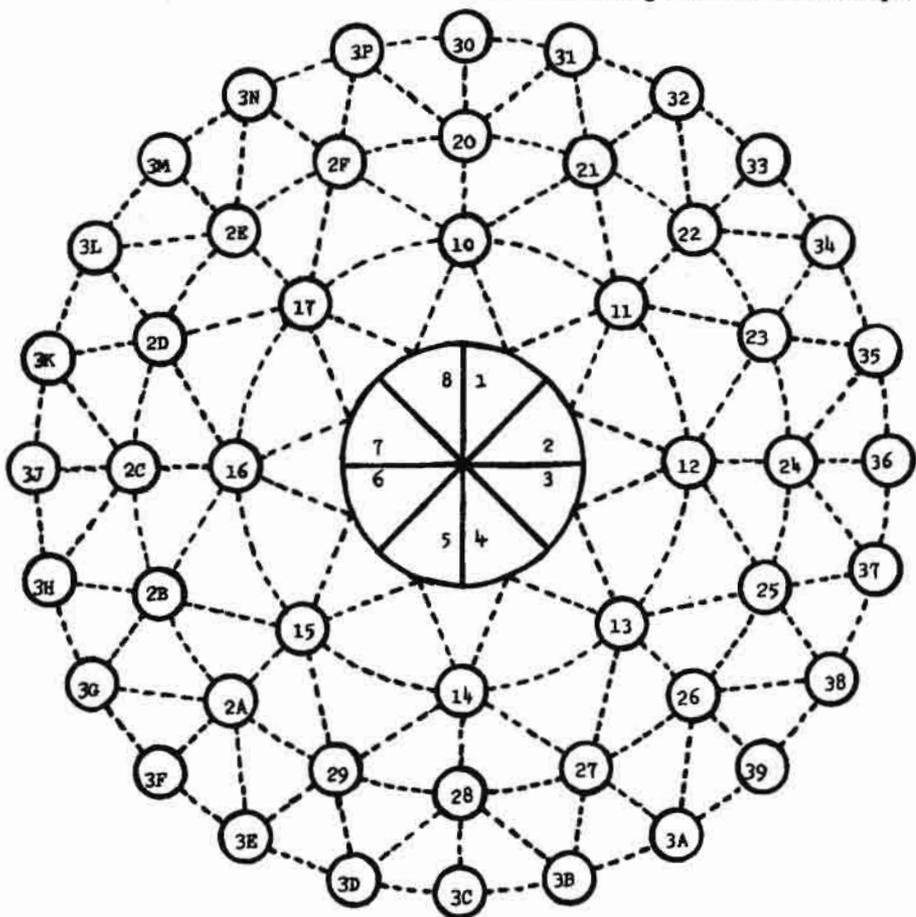
7. After each turn (see #8 for explanation) the satellites move clockwise in their orbits one position. The planet does not move. One can easily see that the inner satellites revolve about the planet three times as fast as the outer satellites.

8. A subvariant to this game involves how fast the satellites orbit. One is to have them

move in their orbits after every movement turn (spring or fall). The other is to have them move in their orbits after every build (yearly turn after each fall movement turn).

9. When the satellites move in their orbits, the space fleets move with them as well as their value as a supply center.

Note on design of game board: It is recommended that the basic structure of the map be drawn on a larger surface leaving off the names of the satellites. Then cut out pieces of paper (or whatever) to represent the 48 satellites. These pieces will have the names of the satellites as well as their value as a neutral or home supply center written on them. The space fleets can in turn be placed on the satellites. To move the satellites in their orbits, simply remove spaces A, 1, and a temporarily. Move X to A's previous spot, W to X's, etc., around the board and for all three orbits. Then place A at the spot vacated by B, 1 to 2's, etc. A set method for orbiting can minimize screwups.



HOOSIER ARCHIVES

DEMONSTRATION GAME

THE OLD AND NEW LIONS GAME--1973BI

(Reprinted from HA #134 - 137)

ATTACK ON BERLIN WOULD HAVE GIVEN ROCAMORA VICTORY, SAYS MONDAY MORNING QUARTERBACK Fall/Winter 1909

- AUSTRIA:** A Bud-Gal, A Tri S TURKISH F Adr-Ven, A Ser-Alb, F Gre S TURKISH F Alb-Ion.
(Vagts) Ows: Bud, Tri, Ser, Bul, Gre (5). Builds A Bud.
- FRANCE:** F Eng-Nth, F Nwg S F Eng-Nth, F Swe-Bal, F Ska-Swe, F Den-Kie, A Kie-Hol,
(Rocamora) A Ruh S A Mun, A Bur S A Mun, A Mun H, F Nap-Apu, A Ven S F Nap-Apu (R Rom),
F Ion S F Nap-Apu, A Pie S A Ven, F Tyr S F Ion. Ows: Ere, Mar, Par, Bel,
Hol, Edl, Idv, Lon, Por, Spa, Tum, Nap, Rom, Mun, Swe, Den, Kie, ~~Y~~ (17).
Builds F Ere, A Par, A Mar.
- GERMANY:** (Su09: F Den R Hel) F Bar S A Nwy, A StP S A Nwy, A Nwy H, F Hel-Hol,
(Bytwerk) F Ber-Bal, A Sil-Ber, A Boh-Sil, A Tyr-Pie. Ows: Ber, Nwy, Mos, Sev,
StP, War, Vie, ~~K~~, ~~P~~ (?). Removes F Hel.
- TURKEY:** (Su09: F Ion R Adr) F Adr-Ven, F Alb-Ion, F Apu S F Alb-Ion, A Bul-Run,
(Calhauer) F Con-Aeg. Ows: Ank, Con, Smy, Rum, Ven, ~~P~~ (5). Constant.

COW PASTURES-IN-KIEV EXCLUSIVE (6 October 1909): Our second report on the bedrooms in the Gandersnouts' suite at the Kiev Hilton-Astoria arrived yesterday and read as follows (we're going to have to have a talk with our reporter): "This evening I met with the delectable Ms. Letitia Lola Lott, the Gandersnouts' chambermaid, who escorted me into the second of the bedrooms. Ms. Lott was not wearing her uniform ("After all, I'm not working for them now...") but was resplendent in a sheer pink lounging gown. Ms. Lott is a warm, sensitive woman who is a delight to interview. Oh, this bedroom? It was done in golds."

COW PASTURES-IN-KIEV: Did Rosmilenkov really take Ms. Gandersnout to see a doctor?

PARTISAN ARMY UKRAINA disbands. One platoon returns to Moscow to participate in budding revolution; one platoon heads west to search for whatever's left of Lady Edythe.

SEVASTOPOL (10 December 1909): It was a somewhat subdued Rosmilenkov who bade farewell to the stunning Ms. Gloria Gandersnout at Pier 7 today. Ms. Gandersnout boarded the S. S. Philadelphia Flyer for a trip to the US. Rosmilenkov

commented that Gloria had explained to him only that "at a time like this in a girl's life, it's time for her to visit an aunt in Philadelphia."

The ex-diplomat stated he was at a loss to further amplify Gloria's remark, and the former Ms. World was unavailable for comment. Dismissing rumors of a pregnancy in his entourage, Rosmilenkov clutched a sack of "Puppy Chow" and headed for the cab stand, muttering, "If Letitia is going to show anybody that third bedroom, it is going to be me."

KIEV (17 December 1909): Amid growing reports of an impending peace in Europe, the ex-diplomat from the Czar's Court was asked his assessment of the world situation at present.

"With Gloria no longer at my side, with Suzette nursing her pups, and with Letitia repairing the damage in the third bedroom, I have had little else to occupy my thoughts except the present situation in Europe.

"I do not see a draw," he continued. "Germany might settle now for a draw, before he loses any more; but I rather doubt he sees the wisdom in this--what can you expect from one who lived in the box his television came in, and then bought a new car hoping to move into a big-

ger box?

"And as for Turkey agreeing to a draw, well why not, in his case? Let me ask you, gentlemen, do you know how Aln ben Calhamah really came to power in Turkey? It was considered unseemly for his predecessor, Ahmed ben Dova, to be greeted by the populace of Ankara with cries of 'ben Dova! ben Dova!' So many people believed it was actually Ben Calhamah who was being greeted that it was a natural to elevate him. Funny thing about it is that whenever ben Calhamah appears in public, the people still shout just about the same thing.

"You'll have to excuse me now, I have to get back to the Kiev Hilton-Astoria to see if Letitia has had the bed repaired yet. The next time we meet, I'll tell you a story about Rocco le Mora that has amused diplomatic circles for some years."

COW PASTURES-IN-PHILADELPHIA (17 December 1909): The lovely Ms. World, Ms. Gloria Gladys Gandersnout, was met today at Pier 3 by her dowager aunt, the swinging Ms. Fannie Flossie Frump. "Oh Auntie," Ms. Gandersnout was heard to exclaim before the pair was whisked off in a VW limousine.

They headed for Ms. Frump's country estate, Pigge Pastures, where Ms. Gloria and Ms. Fannie were spotted strolling along the pig pens, deep in ~~the~~ conversation. Reporters were unable to obtain interviews with either lady.

COW PASTURES-AT-PIGGE-PASTURES (19 December 1909): Ms. Gloria Gladys Gandersnout has just entered the spacious hall at the Pigge Pastures Estate of her aunt, Ms. Fannie Flossie Frump, to read a statement to the press. Ms. Gandersnout is wearing an attractive lime green empire dress. Now, Ms. Gandersnout;

"Ladies and gentlemen of the press. After discussions with my aunt, I have come to the conclusion that I have nothing to hide (and nowhere to hide it anyway), so I am pleased to announce that I am carrying the child of the ex-diplomat, Rosmilnikov of Russia. I am also proud to announce that I intend to fly back to his side on the first flight to Kiev tomorrow."

When asked what she intended to do about Ms. Letitia Lola Lott, Ms. Gandersnout muttered, "I have already taken care of that little b-----!" Ms. Gandersnout closed the interview at that point.

BYTWERK & VAGTS FLEE BEFORE MIGHTY ROCAMORA'S PATH!
Spring 1910

AUSTRIA: (Vagts)	A Bud-Rum, A Gal S A Bud-Rum, A Ser-Bul, F Gre S A Ser-Bul, A Tri S TURKISH F Ven
FRANCE: (Rocamora)	F Ska-Nwy, F Nwg S F Ska-Nwy, F Nth S F Ska-Nwy, F Swe S F Ska-Nwy, F Den-Bal, A Kie-Ber, A Mun S A Kie-Ber, A Ruh S A Mun A Bur S A Mun, F Bre-Mid, A Par-Gas, A Pie-Tus, A Mar-Pie, A Rom-Ven, F Nap-Apu, F Ion S F Nap-Apu, F Tyr S F Ion
GERMANY: (Bytwerk)	A Sil-War, A Boh-Vie, A Tyr H, F Ber H /r/ (Pru, d), A Nwy H /r/ (Fin, d), F Bar H, A StP H
TURKEY: (Brooks)	A Rum-Bul /r/ (Ukr, Sev, d), F Alb-Ion, F Aeg S F Alb-Ion, F Apu S F Alb-Ion, F Ven S F Apu

(The game's standby, Rick Brooks, takes over for Turkey, effective this season, due to Allan Calhamer's resignation.)

AN OPEN LETTER by Allan B. Calhamer: I have just learned from Hoosier Archives that I have "resigned as Turkey" to be replaced by another player. That statement tends to suggest the misleading impression that I was just too lazy to continue the game, or didn't want to be around when I lost or something of the sort.

Quite the contrary. When I resigned, I supposed that I was conceding the game to France. I have already sent him a letter congratulating him on his victory. I supposed from a phone conversation with Randy that he was doing the same thing. The only reason Arn was not included was that he was too far away. I supposed (1) that Rocamora would win right away anyway, (2)

that he would certainly win because Germany and Turkey would not move on this turn, and (3) that then Vagts would concede.

Personally I have no objection to others continuing the game; however, I thought I was ending the game because for practical purposes it was over anyway. Certainly, Randy, Arn and I were all fully competitive as long as there appeared any reasonable chance of saving the game.

What happened had not occurred to me as a possibility. There appears to be no way to "re-sign" as one does in chess, unless possibly all three of us resigned on the same play--but even then, wouldn't the gamesmaster have the duty to find three replacement players and continue the game?

((In a situation like that, the current feeling seems to be that the game should be rated as a concession to the remaining player.))

ROCAMORA NAMED SUCCESSOR TO HIRSAN & VER PLOEG'S THRONE!
Fall/Winter 1910

AUSTRIA: (Vagts)	A Cal-Vie, A Tri-Bud, A Rum-Bud, A Bul S F Gre, F Gre S FRENCH F Ion H (nso). Owns: Bud, Tri, Bul, Gre, Ser, Rum (6). Builds A Bud.
FRANCE: (Rocamora)	F Nwg H, F Nwy-Ska, F Nth H, F Swe H, F Bal H, A Ber-Kie, A Ruh H, A Run-Tyr, A Bur-Mun, A Gas-Mar, F Mid-Ves, A Pie-Ven, A Tus S A Pie- Ven, A Rom S A Pie-Ven, F Ion-Apu, F Nap S F Ion-Apu, F Tyr-Ion. Owns: Ere, Mar, Par, Bel, Hol, Edi, Ldv, Lon, Por, Spa, Tun, Nap, Roa, Kis, Mun, Den, Swe, Ven (18). Builds F Ere.
GERMANY: (Bytwerk)	(Sul0: F Bar R Pru, A Nwy R Fin) A Fin-Nwy, F Bar S A Fin-Nwy, A Stp S A Fin-Nwy, F Pru-Bar, A War-Ukr, A Tyr-Tri, A Vie-Bud. Owns: Ber, Nwy, Moe, Sev, StP, War, Vie (7). Constant.
TURKEY: (Brooks)	(Sul0: A Rum R Ukr) A Ukr-Rum, F Ven S F Apu (R Atr), F Apu S F Ven (B), F Alb-Ion, F Aeg-Con. Owns: Ank, Con, Smy, Adh , Ygh (3). Removes F Con.

DAVIS-MONTHAN AFB (Brooks HQ) (3 March 1974): Adam Richard Brooks (Regent of the World) arrived!! Although he is only 6 lb, 13 $\frac{1}{2}$ oz and 19 $\frac{1}{2}$ inches tall, he said that he can beat any Indiana dry-water sailor at Diplomacy. His mother is fine but is said to be disturbed by the fact that he was born holding seven (?) pieces of colored wood in his hands!

COW PASTURES NURSERY (17 March 1974): Upon hearing the challenge to a game of Diplomacy by the desert rat, Adam Richard Brooks, Prince William toddled energetically around the nursery aided by his "Shooting Star" tennis-runners, jabbering wildly, "Leek, duck cheese! Coke, clock--truck!!! Baby, bel." Translation: "Now look, that Arizona duck is as soft as cheese! I'll slip something in his Coke and if that doesn't work in time, why, I'll run him down with my toy truck!! He's such a baby he doesn't even know where his belly-button is."

KIEV (20 December 1910): Flinging aside his overseas copy of The Hoosier Archives, Pyotr Rosmilenkov muttered, "Seven days from Sevastopol to Philadelphia! Obviously they don't call it the 'Philadelphia Flyer' for nothing. And that grasping broad is flying back right away." Storming into his third-floor suite, reporters in the lobby of the Kiev Hilton-Astoria heard him bellowing, "Letitia, pack our things! We're checking out!"

KIEV (21 December 1910): Minutes before Trans-Ukrainian Airlines Flight 747 from Philadelphia was due to land at Kiev International, reporters were crowding around Ms. Letitia Lott and diplomat-without-portfolio, Pyotr Rosmilenkov in the departure lounge, pressing for details of the couple's immediate plans.

"Gentlemen, please. One at a time. And keep your hands off Ms. Lott. Now, it's true, as some of you have discovered, that we're taking a flight for Smolensk, but we've no plans beyond that at this time. We've discussed chartering a plane for a visit to Ulan Bator, or possibly just motoring into western Europe for a visit with Monsieur le Mora."

The reporters pressed closer to Rosmilenkov (a few pressed closer to Letitia). "Mr. Minister," one called, "will you tell us now, before you enplane, that story about M. le Mora you promised us last time?"

"Gentlemen," Rosmilenkov laughed, "I'm sure Rocco le Mora wouldn't mind my repeating a story the entire diplomatic community has heard, but the story is of some, uh, delicacy, and Ms. Lott is in our presence."

Ms. Lott tittered, "Pyotr, darling, I'll wait for you on the plane." With that, she twirled up the ramp singing, "My legs fit his legs, they hug him, they hold him--they'll never let him go..."

The assembled press watched until Letitia had disappeared inside the plane, sighed collectively and turned again toward Rosmilenkov.

"Now, Mr. Minister, let's have that le Mora story," prompted several reporters.

"Very well, gentlemen," began Rosmilenkov. And this is the story he told.

Quite a few years ago when M. le Mora was still very young and only a second deputy to an obscure under-secretary in the French Government, a gendarme was making his midnight patrol on a secluded beach in the south of France along the Cote d'Azur when he discovered the nude body of a woman washed ashore by the incoming tide. She had obviously drowned. He pulled the corpse up above the high-water line and left to phone in a report to his superiors. He was told to return to the scene and await the arrival of the forensic crew.

When he returned to the beach, the gendarme saw something was amiss. M. le Mora was making love to the corpse! "Alors! Monsieur, have you no shame?" hissed the gendarme. Rocco le Mora looked idly back over his shoulder at the gendarme and continued with his endeavour. "Mon Dieu! Monsieur, zat woman is dead!" cried the gendarme. Agast, Rocco leaped to his feet. "Sacre Bleu!" he cried, adjusting his clothing. "I didn't know...I thought she was an American!"

The reporters roared with laughter, including several American newsmen who nodded knowingly.

At that point, the arrival of TUA Flight 747 from Philadelphia was announced over the the airport public address system. Rosmilnikov bolted up the loading ramp. "Good-bye, everyone. We'll be in touch. Captain, get this thing in the air!"

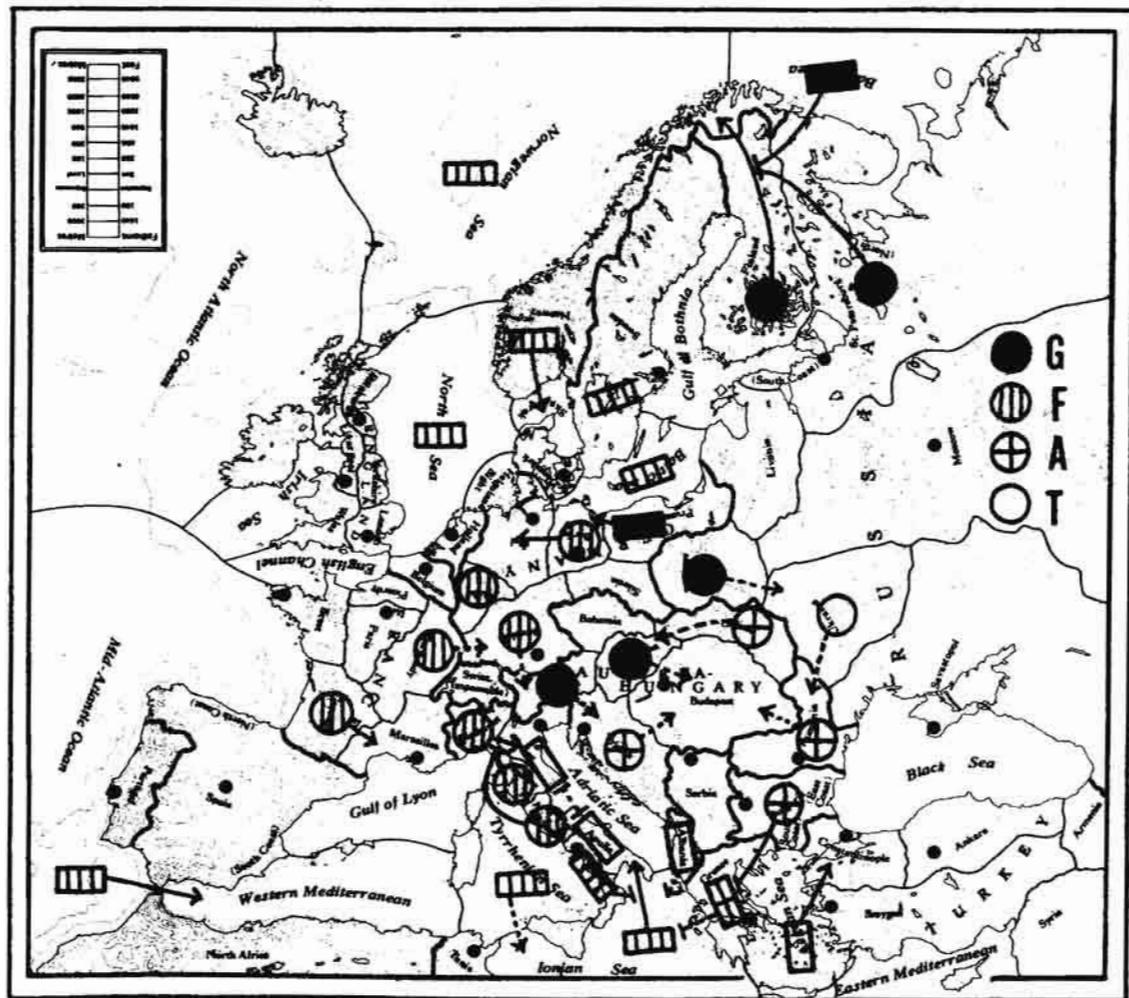
TUA Flight 727 then took off on runway 22R as Flight 747 came in on 3L. The press hastened inside to greet Ms. Gandersnout.

She was finally located at a U-Drive coun-

ter hiring a car and driver for a fast run to Smolensk. The reporters descended enmass on the railway station to purchase tickets on the overnight express to Smolensk.

KIEV (10 April 1910): Partisan Army Moscow, formerly the second platoon of Partisan Army Ukraina was arrested today and jailed for vagrancy. While in the west, the first platoon of Partisan Army Ukraina was last observed standing knee-deep in the surf off Calais staring wistfully toward Dover, murmuring, "Edyth, Edyth, where are you now that we need you?"

FALL 1910



ANALYSIS

ANALYSIS BY BEYERLEIN: Fall 1909 to Conclusion. Doug welcomes comments; write him at 330 Curtner Ave., Apt. #8, Palo Alto, Calif. 94306.

Fall 1909 went just about as I said it would in my last analysis. Both Rocamora (France) and Bytwerk (Germany) detoured from the script slightly and went for the move to the Baltic Sea as a flanking action and thus stood each other off. But it was a good try. In action to the south, France lost Venice, postponing victory. However, once the Winter 1909 adjustments were made, it was quite obvious that Rocamora had the win in 1910.

Calhamer, playing Turkey, saw the inevitable French win at that time. His resignation from the game was his way of saying so. Bytwerk acted in a like manner by ordering all German units on the French front to hold in Spring 1910. What they saw that told them that the war was lost was the fact that Norway could not be held in the face of four French fleets. Its gain by France, making it the all-important 18th supply center, was guaranteed with the simple order of F Nth-Nwy, F Swe S F Nth-Nwy, F Ska S F Nth-Nwy, and F Wng S F Nth-Nwy. Opposing that attack were only three German units. Thus a sure gain for France and victory.

The remaining Spring and Fall 1910 orders became only garbage time--to borrow a basketball term. France, of course, took Norway, though with F Skagerrak. Also, the attack on Berlin was successful in the face of German non-resistance. Vagts (Austria) also saw the hopelessness of stopping France and decided to gain a center or two at Turkey's expense. Thus the attacks on Turkish Bulgaria and Rumania. At this point in the game they made little difference--except possibly to Vagts and Rick Brooks, the new Turkish player.

Fall 1910 was the end. Rocamora gained Venice. And with the capture of Venice guaranteed, he made a good show of gamesmanship by withdrawing from Norway and Berlin, giving Bytwerk, his former ally, a clear second place finish. It was a nice touch to a well-played victory. Thus, congratulations go to Mike Rocamora and thanks go to the other players for making 1973BI such an interesting game to analyze.

For those people who are interested in ratings, and the ODD rating system in particular, I have worked out below the tentative score resulting from this game of the original seven players.

The official scores will be tabulated in California Reports #15, but should differ little, if at all, from the scores shown below. Rocamora's 1373 points make him the second highest-rated player in the history of the hobby. He is

now second only to Brenton Ver Ploeg, who, with the win of 1972CR (the last HA game), attained a score of 1405 points.

	Old ODD Score	Points Changed	New ODD Score
A - Arnold Vagts	959	-21	938
E - Edi Birsan	897	-15	882
F - Michael Rocamora	1245	+128	1373
G - Randy Bytwerk	1134	-39	1095
I - Len Lakofka	813	-7	806
R - Peter Rosamilia	1210	-46	1164
T - Allan Calhamer	550	-0	550

Again, congratulations go to Mike Rocamora for winning an excellent game against a field of top players.

TO: DIPLOMACY WORLD, U.S.A.
% WALT BUCHANAN

Dear Mr. Editor:

Dear Walt,

I received DIPLOMACY WORLD #1 today and I am pleasantly surprised. I had expected it to be entirely serious, a tactician magazine. I could wish that there were a few more humorous articles, but it seems fairly well balanced.

I was not offering the Illyrian Opening as the only possible variation. Edi seems to assume it is a backstab on the Austrians. Perhaps this is a difference in playing styles. In the more than fifty games I played over the board in Woodmere, a pattern emerged that alliances were not determined until some definite actions had been carried out that proves an alliance. So, until Italy supported Austria into Bulgaria or something, the "alliance" would not exist.

Secondly, the problem was not with what was done with the moves precisely, but merely the fact that the standard Lepanto can be shifted easily into an anti-Austrian opening. The strength of the Lepanto and the fact that no one seemed to notice that no one but Turkey could be attacked has, for the past two years, forced the Italians into a position of diplomatic defensiveness.

I did not maintain that A Venice could walk into Trieste. The move A Ven-Tri is meant to limit the mobility of the Austrians. As long as A Ven-Tri keeps up it is difficult for Austria to move to counterattack.

Robert Lipton, Box 360, Lafayette College, Easton, Pa. 18042.

16. A game will not be rated if an unnamed player(s) makes one or more moves or if "neutral" moves are used for one or more seasons. (Note: this is applied only if there is a registered player protest of such phantom moves.)

17. A game will not be rated if the Games-master requires retreats with moves, or winter adjustments with fall moves over the protest of

one or more players.

18. A game will not be rated if the Games-master has removed one or more players without cause and replaces him with a player who wins or draws.

19. A game will not be rated if it is part of a game series in which cross-game alliances effect the outcome of the game.

Rogues' gallery

PLAYER'S NAME	# OF GAMES PLAYED IN	CORRECTED GAMES	POINTS TOTAL	AVERAGE	AVERAGE RANK	TOTAL PT. RANK
Hugh Anderson	4	3.54	305	86.10		
Peter Ansoff	9	6.50	483	74.30		
Josiane Ankri	3	3.00	121	40.03		
Brian Bailey	9	6.25	-12	-1.92		
Don Berman	3	3.00	204	68.00		
John Beshara	11	8.81	1355	153.80	9	11
Herb Barents	8	5.66	167	29.51		
Doug Beyerlein	33	21.01	2448	116.49	12	2
Rick Brooks	6	6.00	395	65.83		
Steve Brooks	5	4.37	83	18.99		
Ray Bowers	4	3.55	10	2.81		
Dennis Brackman	3	3.00	35	11.67		
Edi Birsan	55	43.12	3697	85.73		1
Walter Buchanan	6	5.45	1433	262.93	2	10
William Buchanan	1	0.01	1	100.00		
Randy Bytwerk	11	11.00	1720	156.36	8	7
Blair Cusack	7	5.15	-27	-5.24		
Lee Childs	13	8.07	733	90.83		
Sid Cochran	16	11.47	130	11.33		
Ken Davidson	4	4.00	117	29.25		
Toa Eller	12	9.21	1498	162.65	6	9
Bruce Gletty	11	8.03	182	22.66		
Margaret Gemignani	34	24.97	-284	-11.37		
Michael Grayn	3	3.00	825	275.00	1	
John Hendry	13	7.13	193	27.07		
Ted Holcome	3	3.00	359	119.67	10	
Dennis (?) Hall	4	3.16	271	85.76		
Glen Hertz	5	4.40	212	48.18		
Don Horton	6	5.20	418	80.38		
Robert Johnson	16	10.79	492	45.59		
Eric Just	10	5.28	32	6.06		
John Koning	31	25.95	1630	62.81		8
Robert Keathley	9	5.15	-37	-7.18		
Jeff Key	11	9.87	665	67.37		
Bruce Kindig	4	3.75	802	213.87	3	
Robert Knudsen	5	4.33	109	25.17		
Lenard Lakofka	20	15.67	1756	112.06	15	6
Burt Labelle	4	2.95	230	77.97		
Arthur Lasky	3	3.00	100	33.33		
John Leeder	6	4.70	442	94.04		
Paul Leitch	4	3.53	228	64.59		
Michael Leisnard	4	4.00	250	62.50		
Thomas Leahy	5	4.02	119	29.60		
Elliot Lipson	4	3.81	444	116.54	12	
Harold Naus	63	40.65	1250	30.75		13
William Osmanson	5	3.77	304	80.64		
Brad Payne	17	10.07	548	54.42		

Larry Peery	20	17.17	973	56.67		
Andy Phillips	58	30.94	2286	73.88		4
John Piggott	4	3.66	116	31.68		
Jeff Power	16	12.91	1114	86.29		15
Tony Pandin	6	5.67	67	11.81		
Lewis Pulsipher	13	11.34	1274	112.34	14	12
Arnold Proujansky	4	4.00	158	39.50		
Bud Pendergrass	11	8.82	654	74.15		
Ed Rack	4	3.37	527	156.38	7	
Charles Reinsel	35	30.00	508	16.93		
Mike Rocamora	6	5.62	1129	200.89	5	14
Peter Rosamilia	12	8.43	877	104.03	17	
Chris Schleicher	11	7.18	276	38.44		
John Snythe	30	21.00	2390	113.80	13	3
Tim Tilson	5	3.00	326	108.67	16	
Mark Tonneson	5	2.95	193	65.42		
Arnold Vagts	7	3.51	291	82.91		
Brenton Ver Ploeg	10	10.00	2075	207.50	4	5
Conrad von Metzke	70	42.41	944	22.26		
Robert Ward	19	14.22	585	41.14		
Mark Weidmark	9	4.24	236	55.66		
Charles Welsh	20	14.45	375	25.95		
? Wittman	5	3.77	-4	-1.06		
Jerry White	44	34.46	500	14.51		
Stan Rumble (Wrobel)	6	4.84	294	60.74		

COUNTRY	# OF WINS	POINTS FOR WIN	# OF DRAWS	POINTS FOR DRAWS	AVERAGE DRAW	NUMBER OF SURVIVALS	POINTS FOR SURVIVAL	AVERAGE SURVIVAL	NUMBER OF ELIMINATIONS	POINTS SUBTRACTED FOR ELIMINATIONS	SURVIVALS - ELIMINATIONS	WINS + DRAWS	TOTAL POINTS MINUS ELLIPS.
AUSTRIA	33	8,685	29	2571	88.65	82	2263	27.59	201	-4890	-2627	11,256	8,629
ENGLAND	44	11,420	50	4671	93.42	124	3618	29.17	127	-2570	+1048	16,091	17,139
FRANCE	37	9,665	43	3752	87.25	138	3589	26.00	127	-2570	+1019	13,417	14,436
GERMANY	36	9,460	37	3112	84.10	101	2360	23.36	171	-3650	-1290	12,572	11,282
ITALY	26	6,790	32	2575	80.45	128	3196	24.96	159	-3290	-94	9,365	9,271
RUSSIA	57	14,990	32	2901	90.65	96	2589	26.91	160	-3430	-841	17,891	17,051
TURKEY	38	9,890	47	4875	103.72	135	4229	31.32	125	-2700	+1529	14,765	16,294

345 Games Rated by ROGUES' GALLERY 74

(those with a slash are completed but not rated)

- 63: a, b, c
- 64: a-d
- 65: a-i, j, k-m, n, o, p-u, v, w
- 66: a-d, e-g, h, i, j, k, l-o, p, q, r, s, t, u-v, y (players only), z, aa-ac, ad, ae, af, ag-ai, aj, ak-am, an, ao, ap, at, as-av, ax-az, az, ba, bb, bc, bd-be, bg, bh, bi-bo, bp
- 67: a, b, c, d, e, f, g, h-j, k-m, n-p, q-r, t-w, x, y, z, aa-ac, ad, ae-ah, ai, aj-al, am, an-aq, ar, as, at-aw, ax, ay, ba-bd, be
- 68: a-p, q, r-z, aa-ao, ap-ax, av, ay, ax-az, ba-bc, bd-be, bk, bl-be, ba-bu, bv-bx, by, bz, ca-cd, cf-cm, cn, cp, cq, cr-ct, cu, cv, cw
- 69: b, c, d, e-h, i, j, k-m, n, o, p, q, r-z, aa, ab, ac, ad, ae, af, ag, ah, ai, aj, ak, al, am, an, ao, ap, aq, ar, as, at, au, av, aw, ax, ay, az, ba, bb, bc, bd, be, bf, bg, bh, bi, bj, bk, bl, bm, bn, bo, bp, bq, br, bs, bt, bu, bv, bw, bx, by, bz, ca, cb, cc, cd, ce, cf, cg, ch, ci, cj, ck, cl, cm, cn, co, cp, cq, cr, cs, ct, cu, cv, cw, cx, cy, cz, da, db, dc, dd, de, df, dg, dh, di, dj, dk, dl, dm, dn, do, dp, dq, dr, ds, dt, du, dv, dw, dx, dy, dz, ea, eb, ec, ed, ee, ef, eg, eh, ei, ej, ek, el, em, en, eo, ep, eq, er, es, et, eu, ev, ew, ex, ey, ez, fa, fb, fc, fd, fe, ff, fg, fh, fi, fj, fk, fl, fm, fn, fo, fp, fq, fr, fs, ft, fu, fv, fw, fx, fy, fz, ga, gb, gc, gd, ge, gf, gh, gi, gj, gk, gl, gm, gn, go, gp, gq, gr, gs, gt, gu, gv, gw, gx, gy, gz, ha, hb, hc, hd, he, hf, hg, hh, hi, hj, hk, hl, hm, hn, ho, hp, hq, hr, hs, ht, hu, hv, hw, hx, hy, hz, ia, ib, ic, id, ie, if, ig, ih, ii, ij, ik, il, im, in, io, ip, iq, ir, is, it, iu, iv, iw, ix, iy, iz, ja, jb, jc, jd, je, jf, jg, jh, ji, jj, jk, jl, jm, jn, jo, jp, jq, jr, js, jt, ju, jv, jw, jx, jy, jz, ka, kb, kc, kd, ke, kf, kg, kh, ki, kj, kl, km, kn, ko, kp, kq, kr, ks, kt, ku, kv, kw, kx, ky, kz, la, lb, lc, ld, le, lf, lg, lh, li, lj, lk, ll, lm, ln, lo, lp, lq, lr, ls, lt, lu, lv, lw, lx, ly, lz, ma, mb, mc, md, me, mf, mg, mh, mi, mj, mk, ml, mm, mn, mo, mp, mq, mr, ms, mt, mu, mv, mw, mx, my, mz, na, nb, nc, nd, ne, nf, ng, nh, ni, nj, nk, nl, nm, nn, no, np, nq, nr, ns, nt, nu, nv, nw, nx, ny, nz, oa, ob, oc, od, oe, of, og, oh, oi, oj, ok, ol, om, on, oo, op, oq, or, os, ot, ou, ov, ow, ox, oy, oz, pa, pb, pc, pd, pe, pf, pg, ph, pi, pj, pk, pl, pm, pn, po, pp, pq, pr, ps, pt, pu, pv, pw, px, py, pz, qa, qb, qc, qd, qe, qf, qg, qh, qi, qj, qk, ql, qm, qn, qo, qp, qq, qr, qs, qt, qu, qv, qw, qx, qy, qz, ra, rb, rc, rd, re, rf, rg, rh, ri, rj, rk, rl, rm, rn, ro, rp, rq, rr, rs, rt, ru, rv, rw, rx, ry, rz, sa, sb, sc, sd, se, sf, sg, sh, si, sj, sk, sl, sm, sn, so, sp, sq, sr, ss, st, su, sv, sw, sx, sy, sz, ta, tb, tc, td, te, tf, tg, th, ti, tj, tk, tl, tm, tn, to, tp, tq, tr, ts, tt, tu, tv, tw, tx, ty, tz, ua, ub, uc, ud, ue, uf, ug, uh, ui, uj, uk, ul, um, un, uo, up, uq, ur, us, ut, uu, uv, uw, ux, uy, uz, va, vb, vc, vd, ve, vf, vg, vh, vi, vj, vk, vl, vm, vn, vo, vp, vq, vr, vs, vt, vu, vv, vw, vx, vy, vz, wa, wb, wc, wd, we, wf, wg, wh, wi, wj, wk, wl, wm, wn, wo, wp, wq, wr, ws, wt, wu, wv, ww, wx, wy, wz, xa, xb, xc, xd, xe, xf, xg, xh, xi, xj, xk, xl, xm, xn, xo, xp, xq, xr, xs, xt, xu, xv, xw, xx, xy, xz, ya, yb, yc, yd, ye, yf, yg, yh, yi, yj, yk, yl, ym, yn, yo, yp, yq, yr, ys, yt, yu, yv, yw, yx, yy, yz, za, zb, zc, zd, ze, zf, zg, zh, zi, zj, zk, zl, zm, zn, zo, zp, zq, zr, zs, zt, zu, zv, zw, zx, zy, zz
- 70: a, b, c, d-f, g, h, i, j, k, m, n, o-p, q, r, s, t, u, v, w, x, y, z, aa, ab, ad, af, ag, ah, ai-ak, al-ax, ao, aq, ar, at, au, aw-bb, bc-be, bk-bn, bp, bq, br, bs, bu
- 71: b-d, e, f, g, h, i, j, k, o-q, s, t, u, w, x-za, ad, ae-ak, al, am, ao-aq, ar, as, at, az, bc, bd, be, bh-bk, bs-bv, cc, cd, ce-eh, ei-ep, cr, ds-ff, db, de, dg, di, dj, dk, dm-dr, du, dx, dy, eb, ec, ee-eh, fi-fi
- 72: b, e-k, n-p, x, aa, ab, ad, ae, al, an, ap, ar, aw, ba, bf, bh, bp, br, bu, bv, bx, bc, ca, cb, cg, ch, cl, cr, ct, cy, de, dg, dj, dk, dl, dm, dn, do, dp, dq, dr, ds, dt, du, dv, dw, dx, dy, dz, ea, eb, ec, ed, ee, ef, eg, eh, ei, ej, ek, el, em, en, eo, ep, eq, er, es, et, eu, ev, ew, ex, ey, ez, fa, fb, fc, fd, fe, ff, fg, fh, fi, fj, fk, fl, fm, fn, fo, fp, fq, fr, fs, ft, fu, fv, fw, fx, fy, fz, ga, gb, gc, gd, ge, gf, gh, gi, gj, gk, gl, gm, gn, go, gp, gq, gr, gs, gt, gu, gv, gw, gx, gy, gz, ha, hb, hc, hd, he, hf, hg, hh, hi, hj, hk, hl, hm, hn, ho, hp, hq, hr, hs, ht, hu, hv, hw, hx, hy, hz, ia, ib, ic, id, ie, if, ig, ih, ii, ij, ik, il, im, in, io, ip, iq, ir, is, it, iu, iv, iw, ix, iy, iz, ja, jb, jc, jd, je, jf, jg, jh, ji, jj, jk, jl, jm, jn, jo, jp, jq, jr, js, jt, ju, jv, jw, jx, jy, jz, ka, kb, kc, kd, ke, kf, kg, kh, ki, kj, kl, km, kn, ko, kp, kq, kr, ks, kt, ku, kv, kw, kx, ky, kz, la, lb, lc, ld, le, lf, lg, lh, li, lj, lk, ll, lm, ln, lo, lp, lq, lr, ls, lt, lu, lv, lw, lx, ly, lz, ma, mb, mc, md, me, mf, mg, mh, mi, mj, mk, ml, mm, mn, mo, mp, mq, mr, ms, mt, mu, mv, mw, mx, my, mz, na, nb, nc, nd, ne, nf, ng, nh, ni, nj, nk, nl, nm, nn, no, np, nq, nr, ns, nt, nu, nv, nw, nx, ny, nz, oa, ob, oc, od, oe, of, og, oh, oi, oj, ok, ol, om, on, oo, op, oq, or, os, ot, ou, ov, ow, ox, oy, oz, pa, pb, pc, pd, pe, pf, pg, ph, pi, pj, pk, pl, pm, pn, po, pp, pq, pr, ps, pt, pu, pv, pw, px, py, pz, qa, qb, qc, qd, qe, qf, qg, qh, qi, qj, qk, ql, qm, qn, qo, qp, qq, qr, qs, qt, qu, qv, qw, qx, qy, qz, ra, rb, rc, rd, re, rf, rg, rh, ri, rj, rk, rl, rm, rn, ro, rp, rq, rr, rs, rt, ru, rv, rw, rx, ry, rz, sa, sb, sc, sd, se, sf, sg, sh, si, sj, sk, sl, sm, sn, so, sp, sq, sr, ss, st, su, sv, sw, sx, sy, sz, ta, tb, tc, td, te, tf, tg, th, ti, tj, tk, tl, tm, tn, to, tp, tq, tr, ts, tt, tu, tv, tw, tx, ty, tz, ua, ub, uc, ud, ue, uf, ug, uh, ui, uj, uk, ul, um, un, uo, up, uq, ur, us, ut, uu, uv, uw, ux, uy, uz, va, vb, vc, vd, ve, vf, vg, vh, vi, vj, vk, vl, vm, vn, vo, vp, vq, vr, vs, vt, vu, vv, vw, vx, vy, vz, wa, wb, wc, wd, we, wf, wg, wh, wi, wj, wk, wl, wm, wn, wo, wp, wq, wr, ws, wt, wu, wv, ww, wx, wy, wz, xa, xb, xc, xd, xe, xf, xg, xh, xi, xj, xk, xl, xm, xn, xo, xp, xq, xr, xs, xt, xu, xv, xw, xx, xy, xz, ya, yb, yc, yd, ye, yf, yg, yh, yi, yj, yk, yl, ym, yn, yo, yp, yq, yr, ys, yt, yu, yv, yw, yx, yy, yz, za, zb, zc, zd, ze, zf, zg, zh, zi, zj, zk, zl, zm, zn, zo, zp, zq, zr, zs, zt, zu, zv, zw, zx, zy, zz
- 73: g, o, p, q, r, s, t, u, v, w, x, y, z, aa-aa, ab, ac, ad, ae, af, ag, ah, ai, aj, ak, al, am, an, ao, ap, aq, ar, as, at, au, av, aw, ax, ay, az, ba, bb, bc, bd, be, bf, bg, bh, bi, bj, bk, bl, bm, bn, bo, bp, bq, br, bs, bt, bu, bv, bw, bx, by, bz, ca, cb, cc, cd, ce, cf, cg, ch, ci, cj, ck, cl, cm, cn, co, cp, cq, cr, cs, ct, cu, cv, cw, cx, cy, cz, da, db, dc, dd, de, df, dg, dh, di, dj, dk, dl, dm, dn, do, dp, dq, dr, ds, dt, du, dv, dw, dx, dy, dz, ea, eb, ec, ed, ee, ef, eg, eh, ei, ej, ek, el, em, en, eo, ep, eq, er, es, et, eu, ev, ew, ex, ey, ez, fa, fb, fc, fd, fe, ff, fg, fh, fi, fj, fk, fl, fm, fn, fo, fp, fq, fr, fs, ft, fu, fv, fw, fx, fy, fz, ga, gb, gc, gd, ge, gf, gh, gi, gj, gk, gl, gm, gn, go, gp, gq, gr, gs, gt, gu, gv, gw, gx, gy, gz, ha, hb, hc, hd, he, hf, hg, hh, hi, hj, hk, hl, hm, hn, ho, hp, hq, hr, hs, ht, hu, hv, hw, hx, hy, hz, ia, ib, ic, id, ie, if, ig, ih, ii, ij, ik, il, im, in, io, ip, iq, ir, is, it, iu, iv, iw, ix, iy, iz, ja, jb, jc, jd, je, jf, jg, jh, ji, jj, jk, jl, jm, jn, jo, jp, jq, jr, js, jt, ju, jv, jw, jx, jy, jz, ka, kb, kc, kd, ke, kf, kg, kh, ki, kj, kl, km, kn, ko, kp, kq, kr, ks, kt, ku, kv, kw, kx, ky, kz, la, lb, lc, ld, le, lf, lg, lh, li, lj, lk, ll, lm, ln, lo, lp, lq, lr, ls, lt, lu, lv, lw, lx, ly, lz, ma, mb, mc, md, me, mf, mg, mh, mi, mj, mk, ml, mm, mn, mo, mp, mq, mr, ms, mt, mu, mv, mw, mx, my, mz, na, nb, nc, nd, ne, nf, ng, nh, ni, nj, nk, nl, nm, nn, no, np, nq, nr, ns, nt, nu, nv, nw, nx, ny, nz, oa, ob, oc, od, oe, of, og, oh, oi, oj, ok, ol, om, on, oo, op, oq, or, os, ot, ou, ov, ow, ox, oy, oz, pa, pb, pc, pd, pe, pf, pg, ph, pi, pj, pk, pl, pm, pn, po, pp, pq, pr, ps, pt, pu, pv, pw, px, py, pz, qa, qb, qc, qd, qe, qf, qg, qh, qi, qj, qk, ql, qm, qn, qo, qp, qq, qr, qs, qt, qu, qv, qw, qx, qy, qz, ra, rb, rc, rd, re, rf, rg, rh, ri, rj, rk, rl, rm, rn, ro, rp, rq, rr, rs, rt, ru, rv, rw, rx, ry, rz, sa, sb, sc, sd, se, sf, sg, sh, si, sj, sk, sl, sm, sn, so, sp, sq, sr, ss, st, su, sv, sw, sx, sy, sz, ta, tb, tc, td, te, tf, tg, th, ti, tj, tk, tl, tm, tn, to, tp, tq, tr, ts, tt, tu, tv, tw, tx, ty, tz, ua, ub, uc, ud, ue, uf, ug, uh, ui, uj, uk, ul, um, un, uo, up, uq, ur, us, ut, uu, uv, uw, ux, uy, uz, va, vb, vc, vd, ve, vf, vg, vh, vi, vj, vk, vl, vm, vn, vo, vp, vq, vr, vs, vt, vu, vv, vw, vx, vy, vz, wa, wb, wc, wd, we, wf, wg, wh, wi, wj, wk, wl, wm, wn, wo, wp, wq, wr, ws, wt, wu, wv, ww, wx, wy, wz, xa, xb, xc, xd, xe, xf, xg, xh, xi, xj, xk, xl, xm, xn, xo, xp, xq, xr, xs, xt, xu, xv, xw, xx, xy, xz, ya, yb, yc, yd, ye, yf, yg, yh, yi, yj, yk, yl, ym, yn, yo, yp, yq, yr, ys, yt, yu, yv, yw, yx, yy, yz, za, zb, zc, zd, ze, zf, zg, zh, zi, zj, zk, zl, zm, zn, zo, zp, zq, zr, zs, zt, zu, zv, zw, zx, zy, zz

ARCHIVES PUBLISHERS SURVEY

Since last printed in Hoosier Archives #122, 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 footnoted the ones that have had publishing breaks of over 3 months.

1. Sep 11¹ Conrad von Metzke, PO Box 4, 1962 San Diego, California 92112
2. May 12 John Boardman, 234 East 19th 1963 Street, Brooklyn, New York 11226
3. Nov² Don Miller, 12315 Judson Road, 1965 Wheaton, Maryland 20906
4. Feb 22³ Charles Reinsel, Box 33, 1966 Leeper, Pennsylvania 16233
5. Mar 14⁴ Bob Ward, 8665 Florin Road, #176, 1966 Sacramento, California 95828
6. Jul 5⁵ Rod Walker, 417 Juniper Street, 1966 San Diego, California 92101
7. Jul 15 Hal Naus, 1011 Barrett Avenue, 1966 Chula Vista, California 92011
8. May 1 Larry Peery, Box 8416, 1967 San Diego, California 92102
9. Dec⁶ Doug Beyerlein, 330 Curtner Avenue, 1967 Apt. 8, Palo Alto, California 94306
10. Apr 17 Jeff Key, 6918 NW 78th Terrace, 1968 Kansas City, Missouri 64152
11. May 18 Len Lakofka, 644 West Briar Place, 1969 Chicago, Illinois 60657
12. Jul 2 Don Turnbull, Flat 13, Gilmerton Ct., 1969 Trumpington Rd., Cambridge CB2 2HQ, UK
13. Nov⁸ Richard Holcombe, 45 Kimberlin Heights Drive, 1969 Oakland, California 94619
14. Dec⁹ Chris Schleicher, 814 E. Old Willow Road, 1969 Apt. 214, Wheeling, Illinois 60090
15. Jan 29 Andrew Phillips, 128 Oliver Street, 1970 Daly City, California 94014
16. Nov Greg Warden, 4305 Baltimore Avenue, 1970 Philadelphia, Pennsylvania 19104
17. Jan 24 Walter Buchanan, R. R. #3, 1971 Lebanon, Indiana 46052
18. Feb Michel Feron, Grand-Place 7, B-4280 1971 Hannut, Belgium
19. Apr Ray Bowers, 11870 Twillwood Drive, 1971 St. Louis, Missouri 63128
20. Apr 20 Lewis Pulsipher, 423 North Main Street, 1971 Bellevue, Michigan 49021
21. May 10¹⁰ Stephen Marsland, 78 Genesee Street, 1971 Greene, New York 13778
22. May 29 Hartley Patterson, "Finches," 7 1971 Cambridge Rd., Beaconsfield, Bucks, UK
23. Sep 17 Tom Leahy, 356 Elm Street, Apt. 102, 1971 New Haven, Connecticut 06511
24. Oct 4 Bernie Ackerman, %Cheshire Home, 890 1971 Main Rd., Moseley, 4001, R. of S. Africa
25. Oct 15¹¹ Dick Vedder, 1451 North Warren, 1971 Tucson, Arizona 85719
26. Oct 22 Herb Barents, 157 State Street, 1971 Zeeland, Michigan 49464
27. Nov 20 Stan Wrobel, 7 Poland Village Boulevard, 1971 Poland, Ohio 44514
28. Dec James Massar, 127 North Emmons Street, 1971 Danmore, New York 12929
29. Dec 3 Brenton Ver Ploeg, 2629 South Bayshore Drive, 1971 A-24, Miami, Florida 33133
30. Jan 1 Burt Labelle, Forest Park #23, 1972 134 West Street, Biddeford, Maine 04005
31. Jan 31 Paul Wood, 24613 Harmon Court, 1972 St. Clair Shores, Michigan 48080
32. Feb 7 Edi Birsan, 35-35 75th Street, 1972 Jackson Heights, New York 11372
33. Feb 17 Joseph Antosiak, 422 East Avenue, 1972 La Grange, Illinois 60525
34. Mar Fred Davis, 3021B Oak Green Court, 1972 Ellicott City, Maryland 21043
35. Mar 11 John Boyer, 117 Garland Drive, 1972 Carlisle, Pennsylvania 17013
36. Jun 14 Graham Jeffery, 8 Rusholme Road, 1972 London SW15 3JZ, UK
37. Aug 11 Richard Walkerdine, Cheriton, 15, 1972 Crouch Oak Lane, Addlestone, Surrey, UK
38. Sep Jim Eenes, 16 West 450 Honeysuckle, 1972 #112, Hinsdale, Illinois 60521
39. Sep John Leeder, Box 1606, 1972 Huntsville, Ontario, Canada

40. Sep 25 Tim Tilson, 200 West 9th Avenue, Sault Ste. Marie, Michigan 49783
 41. Nov 1 Michael Bartnikowski, 943 Stewart, Lincoln Park, Michigan 48146
 42. Nov 15 Mick Bullock, 14 Nursery Ave., Halifax, Yorkshire HX3 5SL, UK
 43. Dec Enrico Manfredi, Via Vecchia di Barbaricina, 20, I-56100 Pisa, Italy
 44. Dec Richard Sharp, 27 Elm Close, Amersham, Bucks, UK
 45. Dec 9 Brian Yare, 19 Doocot Road, St. Andrews, Fife, Scotland

1973

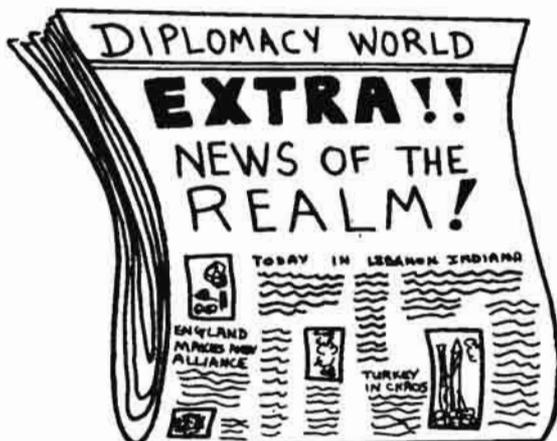
46. Jan 1 Don Horton, 16 Jordan Court, Sacramento, California 95826
 47. Feb John Biehl, 4002 West 32nd, Vancouver 8, B.C., Canada
 48. Feb (?) Ken Jones, "L'Ancrese," 10 Mill Rd., Sturry, Canterbury, Kent CT2 0AF, UK
 49. Feb Duane Linstrom, 1263 Pappani Drive, Gilroy, California 95020
 50. Feb 9 Bill Thomas, 18634 Birchcrest, Detroit, Michigan 48221
 51. Feb 14 Jim Murphy, 7121 Tyrone Avenue, Van Nuys, California 91405
 52. Mar Will Haven, 30, Plungington Road, Preston, Lancs., PR1 7RB, UK
 53. Mar 3 Jim Ronson, 864 Ingersoll Ct., Clarkson, Mississauga, Ont., Canada L5J 2S1
 54. Mar 5 Nicholas Ulanov, 60 East 8th Street, New York, New York, 10003
 55. Mar 11 Howard Johnson, R. R. #2, Box 146, Glyndon, Minnesota 56547
 56. Apr 17 Steve Nozik, SUNY at Buffalo, Clement Hall, Box L100, Buffalo, NY 14214
 57. May John Coleman, 837 Jos. Janisse, Windsor, Ontario, Canada N8Y 3A7
 58. May Donald M. Pitsch, 815 Hinman Avenue, Evanston, Illinois 60202
 59. May 19 Greg Dority, 302 West 15th Street, Washington, North Carolina 27889
 60. May 28 John Morgan, Box 253, Lazo, B.C., Canada
 61. Jun 15 Robert Lipton, Box 360, Lafayette College, Easton, Pennsylvania 18042
 62. Jun 28 Mike Sherrad, 136 Newton Road, Burton-on-Trent, Staffs., DE15 0TR, UK
 63. Jul Randolph Bart, 19160 Olympia Street, Northridge, California 91324
 64. Jul Steven Langs, 7809 S. Quad, 600 East Madison, Ann Arbor, Michigan 48104
 65. Jul John Lettice, 69 Craigie Drive, Dundee, Scotland DD4 7PD
 66. Aug 7 Jim Pulsipher, 223 DHH, MTU, Houghton, Michigan 49931
 67. Aug 9 Steve Chiolero, 16715 Del Monte Avenue, Morgan Hill, California 95037
 68. Sep Gordon Anderson, 24 North Wabash, Suite 823, Chicago, Illinois 60602
 69. Sep (?) John Coombe, Luney Barton Farm, "Sticker," St. Austell, Cornwall, PL26 7JH, UK
 70. Sep (?) Geoff Corker, Jesus College, Cambridge, CB5 8BL, UK
 71. Sep Dan Gallagher, 6425 King Louis Drive, Alexandria, Virginia 22312
 72. Sep (?) Les Pimley, 345 Livesey Branch Road, Blackburn, BB2 4QJ, UK
 73. Oct Andrew Herd, 35 Austin Drive, Didsbury, Manchester, M20 0FA, UK
 74. Oct John Hulland, R. R. #4, Gulph, Ontario, Canada N1H 6J1
 75. Oct Richard Scott, "Desscot," Kingwood Common, Henley-on-Thames, Oxon, UK
 76. Oct 9 Duncan Morris, 19 Doocot Road, St. Andrews, Fife, Scotland
 77. Nov Martin Davis, 16, Cross St., Oakfield, Ryde, Isle of Wight, PO33 1EH, UK
 78. Nov Larry Rubinow, PO Box 24872, Los Angeles, California 90024
 79. Dec 5 Barry Eynon, 1700 Gedder, Apt. B-8, Ann Arbor, Michigan 48104
 80. Dec 20 John Mirassou, R. R. #2, Box 623AC, Morgan Hill, California 95037

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81. Jan Daniel Gorham, 8 Ravenna Street, Asheville, North Carolina 28803
 82. Jan Mike Rocamora 345 East 72nd Street, #5A, New York, New York 10021
 83. Jan 1 Jim Bumpas, 948 Loraine Avenue, Los Altos, California 94022
 84. Jan 5 Rom Melton, "Rhodes" Books, 694 Broadway, El Centro, California 92243
 85. Jan 26 Charles Sharp, 506 West College Avenue, Apt. 3, State College, Pa. 16801
 86. Jan 31 Steve Wyatt, 5, Bideford Close, Edgware, Middlesex HA8 6DB, UK
 87. Feb 24 Roland Prevot, Fontaynas, 19420 Perpezac le Noir, France
 88. Mar Al & Tom Burkacki, 13201 Dwyer, Detroit, Michigan 48212
 89. Mar Robert Correll, 44 Rawlinson Avenue, Toronto, Ontario, M4P 2M9, Canada
 90. Apr Michael Lind, 493 Westover Hills Blvd., Apt. 12, Richmond, Virginia 23225

11 Sep 62 - 30 Jan 63, 1 Apr 65 - 15 Oct
 66, 17 Feb 68 - present
 2 Nov 65 - 31 Jul 73, 20 Jan 74 - present
 32 Feb 66 - 3 Jan 70, 27 Sep 72 - present
 41 Mar 66 - 20 Oct 69, 1 Sep 71 - present
 5 Jul 66 - 5 Aug 72, 24 Nov 73 - present
 6 Dec 67 - Jul 68, 13 Dec 72 - present

71 Apr 68 - 10 Jun 70, 11 Dec 70, 2 May 71,
 5 Oct 71 - 6 Apr 72, 27 Apr 73 - present
 8 Nov 69 - Apr 70, Sep 72 - 28 Jul 73,
 19 Feb 74 - present
 9 Dec 69 - May 73, Oct 73 - present
 10 May 71 - 10 Jun 72, 5 Aug 73 - present
 11 15 Oct 71 - 28 May 72, 15 Aug 73 - present



1. **BOARDMAN NUMBER CUSTODIAN.** As almost everyone knows, Conrad von Metzke holds this, the hobby's most important job. Without this job being in experienced and responsible hands, the hobby would cease to exist as an organized whole and no one could ask for a better job than Conrad has done.

Recently, however, due to the increasing size of the hobby and Conrad's many other responsibilities, both in and out of the hobby, Conrad has reached the point of burnout. In order to be able to continue as Boardman Number Custodian and publish Everything, the genre that lists new and completed games, plus the other statistics that Conrad keeps track of so we can maintain "the big picture," Conrad has decided to terminate almost all of his other publishing activities. I can only praise Conrad for doing this, since he could do no greater service to the hobby than to continue as Boardman Number Custodian.

Now, however, it is our turn to come to Conrad's rescue by providing new homes for the many games that Conrad has been forced to quit GMing. I think this is the least we can do for an individual that ranks among the top in saving orphan games and who, in the last 2 years alone, has spent countless hours and hundreds of dollars out of his own pocket in this endeavor.

So if you want to help, read on. You might also write Conrad at PO Box 4, San Diego, Calif. 92112 and thank him for all the selfless service he has rendered to the hobby. While you're at it, why not send him \$4.00 and subscribe to Everything? If you're serious about the hobby, you won't regret it.

2. **ORPHAN GAMES PROJECT.** Greg Warden (4305 Baltimore Ave., Philadelphia, Pa 19104) is the man heading up this vital task. How about writing him if you can help out with either time or money in finding new homes for Conrad's games? Although I would urge publishers (especially new ones with room for new games) to

write Greg and volunteer to take over a game or two, you really don't need to have publishing facilities to take over an orphan game. With a typewriter you can run a game by carbon copy. And for another idea, read on. This is a good way to get your feet wet as a GM.

3. **GALLAGHER'S PUBLISHING SERVICE.** Dan Gallagher (6425 King Louis Dr., Alexandria, Va. 22312), the publisher of Warlord, has volunteered to publish orphan games that someone without publishing facilities is willing to GM. What you do is send Dan the typed up ditto masters and typed address labels plus postage and 2¢ per sheet and he carries the ball from there. Write him if you are interested. You might also send him \$3.00 for a year's sub to his very fine Warlord. Maps with every issue!

4. **INSURED GAMES PROJECT.** The IDA is working to alleviate the orphan game problem by allowing any party to a game to insure it by sending in a \$1.00 insurance fee. If the game is approved, IDA will then guarantee the players that a new home will be found for their game in case it is later orphaned. Greg Warden and Edl Birsan, IDA's President (35-35 75th St., Jackson Hgts., NY 11372) are coordinating this project, so if you are interested, write one of them.

5. **MIDWESTERN GAMING ASSOCIATION.** MGA (formerly MDW) is also doing fine work in the area of orphan games. They have a "GM Group" that mutually guarantees each other's games. Just recently they took over all 12 games that were orphaned in Chic Hilliker's The Silmarilli, and a very smooth transition it was. If you would like to get into a MGA guaranteed game, write John Van De Graaf (37343 Glenbrook, Mt. Clemens, Mich. 48043) for details. To join MGA, send \$1.50 if you are an Ill., Ind., Mich., Ohio or Ontario resident, or \$2.00 otherwise, to the Treasurer, Jim Pulsipher (423 N. Main St., Bellevue, Mich. 49021). Just getting the Midwest Gaming Review is worth it alone.

6. **EREHWON.** Rod Walker (417 Juniper St., San Diego, Calif. 92101) is back with this legendary zine from the good old days in postal Diplomacy. There are no game openings now, but to get a chance to read Rod's unsurpassed wit, send him \$1.00 for a 6 issue sub.

7. **AUSTRIA.** This first chapter of Larry Peery's Strategy & Tactics of Postal Diplomacy is out and a mammoth work it is, really a book in itself. \$2.50 buys you over 40 pages with maps on how to play Austria in detail during every stage of the game. Write Larry at Box 8416, San Diego, Calif. 92102.

8. **CALIFORNIA REPORTS.** Doug Beyerlein (330 Curtner Ave., Apt. 8, Palo Alto, Calif. 94306) puts out THE zine to get on ratings. For a sub of 10/\$2.00, you can't go wrong. It's a must for every serious Diplomacy player.

9. **JASTRZAB.** Undoubtedly one of the funniest zines in the hobby, but anyone who knows Stanislob Wrobel (? Poland Village Blvd., Poland,

Ohio 44514) knows why. Now he has even coerced Queen Suzanne to play in his zine and I shudder to think of the press that will follow. If you want to find out, send Stan \$1.80 for 10 issues.

10. PELLUCIDAR. Burt Labelle (Forest Park #23, Biddeford, Me. 04005) is one of the most reliable GMs in the hobby, and you may still get in either the regular or Hyborean Age II games he now has open at \$6.50 a slot. These are the first openings Burt has had in a while so hurry.

11. ARRAKIS. \$6.00 (\$5.00 for IDA members) will get you into a game in Canada's oldest gamezine. John Leeder (Box 1606, Huntsville, Ontario, Canada) might even take Yankee money! Seriously, John's zine is very interesting to read, too, and covers many topics of interest in the hobby.

12. THE POUCH. Nicholas Ulanov (60 E. 8th St., New York, NY 10003) and staff have just put out their anniversary issue, the largest single issue in the history of the hobby. At \$1.50 (\$1.00 for IDA members), it is a bargain and the only thing comparable to it was the 1973 IDA Handbook. In fact, if you sub at 10/\$2.00, another 50¢ discount will be allowed. A special treat in this issue were several fascinating articles on the early history of postal Diplomacy.

13. CIMMERIA. Steve Nozik (SUNYAB, Clement Hall, Box 1100, Buffalo, NY 14214) has just opened up 3 games. Game fee is only \$2.00 plus a 10/\$2.00 sub. This is one of the better deals around.

14. THE BOOK OF STAB. Randolph Bart (19160 Olympia St., Northridge, Calif. 91324) has a regular game open. Fee is \$1.00 plus a \$1.00 refundable deposit plus a 13/\$2.00 sub for the duration. How can you lose? In addition, the zine is hilarious and has a staff of George Wallace, Chaz² Schlindwein, and other characters who we know of course don't exist!

15. EL CONQUISTADOR. Gordon Anderson (Viking Systems, Suite 823, 24 N. Wabash Ave., Chicago, Ill. 60602) publishes one of the hobby's few offset gamezines. To get into a professionally printed game, send Gordon a \$5.00 game fee and a \$4.00/year sub for the game's duration.

16. OBSESSION. Larry Rubinow (PO Box 24872, Los Angeles, Calif. 90024) and staff offer some of the cheapest games in the hobby. Game fee is only 50¢ plus the maintenance of a 12/\$2.00 sub.

17. THE FIGHTER'S HOME. How would you like to get in on the hobby's newest feud as Father Dan locks horns with our hobby's founder--and at the same time you get in on a professionally-printed game?! \$8.00 will buy you the whole ball of wax. Or for a sub only, send \$4.00 for 20 issues to Daniel Gorham, 8 Ravenna St., Asheville, NC 28803.

18. LIBERTERRAN. Another offset gamezine is put out by Jim Bumpus (948 Loraine Ave., Los Angeles, Calif. 94022) and if you want fast deadlines, this is hard to beat. Publication is semi-monthly and the game fee is a \$1.00 refund-

able deposit plus a 24/\$6.00 sub for the life of the game. All games are insured by the GM with IDA.

19. ALTERNATE REALITY. To my knowledge, this is the first center-stapled mimeographed Diplomacy gamezine in the history of the hobby. It looks quite promising and game fees are \$2 plus a 12/\$3.00 sub. Besides the games, there is quite a bit of interesting science-fiction material. Write Ron Melton, (Rhodes' Books, 694 Broadway, El Centro, Calif. 92243).

20. IDA HANDBOOK. The IDA is now working on its second Handbook on Diplomacy. IDA will give a free copy of the finished Handbook for all articles used; if more than one article is accepted, you will receive more than one copy. Contributors will retain exclusive rights to reprintings of their article outside of the Handbook for which it was used. The IDA will retain rights for the complete publication only.

All contributions must be typed in single space manner and on letter size paper with one inch margins on all sides. The Editor, John Boyer (117 Garland Dr., Carlisle, Pa. 17013), will retain rights to make corrections and will inform all contributors ahead of the publishing date of any editing done on your contribution.

The Handbook Project also needs artwork. We will be using the mimeo process on white paper, but will be using offset for the covers. Therefore, we will need artists for the covers and for small artwork on stencils for the inside pages. Artists accepted will receive free copies of the final product depending on the extent of their artwork used.



SEVEN HILLS PUBLICATIONS

is happy to announce the beginning of two new Diplomacy gamezines and other magazines for postal gaming. The two new zines are PEN & SWORD and PRAGMATIC SANCTION, which are published, printed and edited by Michael Lind and Gordon McCabe, respectively. To enter a game, or for information, write to Michael Lind at: 493 Westover Hills Blvd., Richmond, Va. 23225 or to Gordon McCabe at: 12901 Jefferson Davis Hwy., D-129, Chester, Va. 23831. Game fee is \$5 total, and there are now four games open. WRITE TODAY!

