

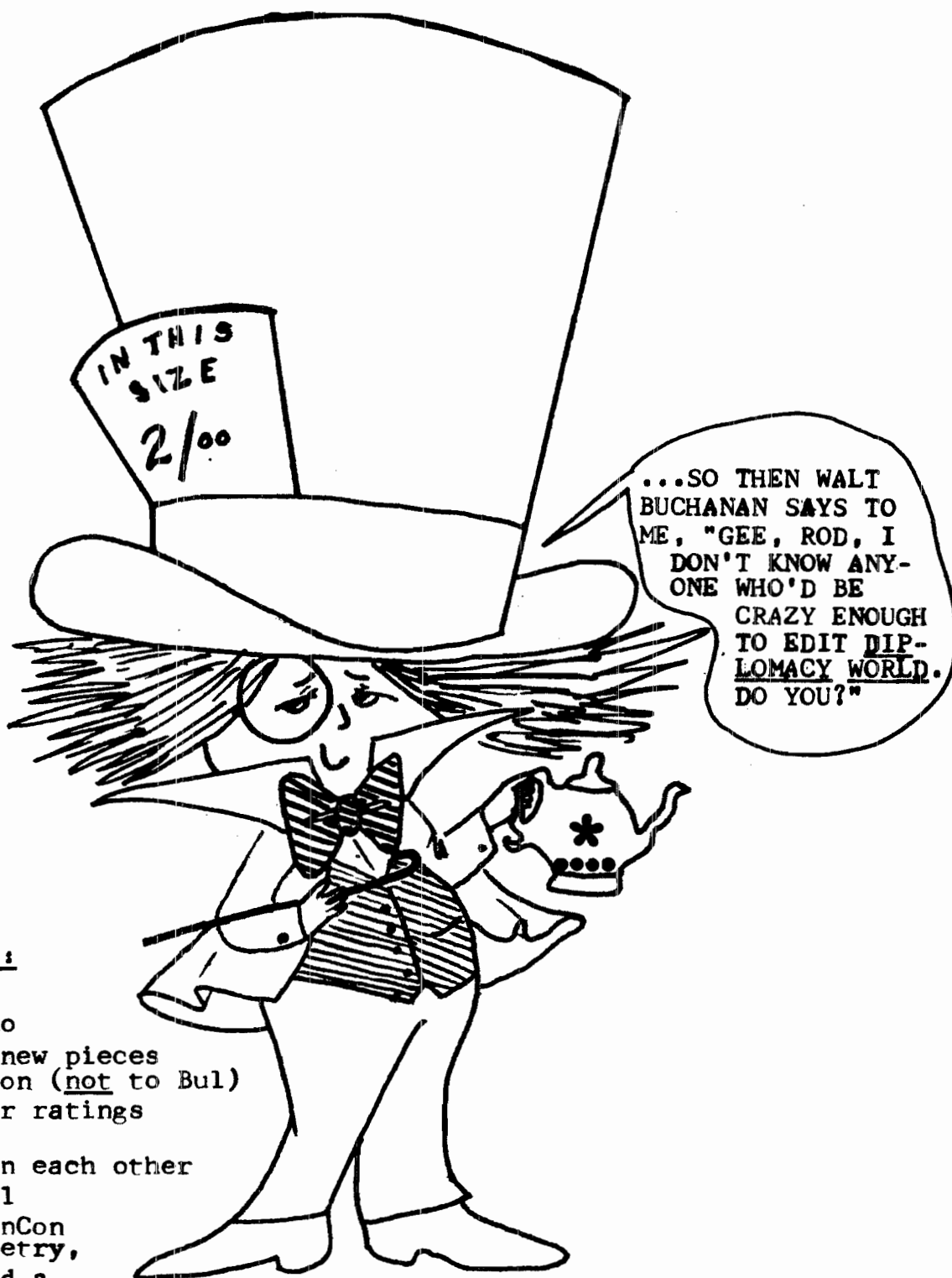
DIPLOMACY

WORLD

28

FALL 1981

\$2



INSIDE THIS ISSUE:

BERCH on letters

DITTER on the Demo

GREENWOOD on the new pieces

LEW on moving A Con (not to Bul)

McLENDON on player ratings

WALKER on convoys

SACKS and DAVIS on each other

LEEDER on The Poll

Game openings, GenCon
results, news, poetry,
other goodies, and a
new editor.

*DIPLOMACY is a registered trademark for a game invented by Allan Calhamer and owned by Avalon Hill Game Company, 4517 Harford Rd., Baltimore MD 21214. The game may be purchased for \$15.00 plus postage. The Gamer's Guide to DIPLOMACY is also available from Avalon Hill for \$4.00 plus \$.50 postage.

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This is Pandemonium Publication #726.

Staff

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EDITORIAL

If you haven't noticed by now, there has been a changing of the guard at DIPLOMACY WORLD. I am the fourth editor at the helm of DW since its founding by Walt Buchanan in 1974. It is my intention that this will be the last change for a very long time.

For those of you who don't know me, let me introduce myself. I'm Rod Walker, and you may know my name as author of Avalon Hill's Gamer's Guide to DIPLOMACY. I've played the game since 1961 and published within the postal hobby since 1966. I was also Co-Editor of DIPLOMACY WORLD during the tenure of Conrad von Metzke as Editor. I also edit other publications in the fields of poetry, fantasy, and postal DIPLOMACY. I work full-time, help run a business, and on occasion get involved with my family. I am a poet, freelance writer, amateur cartographer, and utterly inept at art. I'm over 30 (and don't ask how far).

I mention all this for three reasons: (1) because you should know who's taken over the operation here, (2) because I want you to know that I have the credentials to do a proper job of it, and (3) because you need to know that I do not have the spare

time to handle a lot of correspondence and telephone conversations. Please, therefore, restrict correspondence to necessary items and telephone calls to emergencies. We do not accept collect calls, nor do we accept postage due mail.

A new hand at the helm of necessity means there will be changes. Change can be good or bad, but we hope that you will find our changes for the better. I am going to promise you right now that DIPLOMACY WORLD will from this issue resume its regular quarterly schedule. By careful use of space we hope to increase the amount and variety of material you will see in the 'zine. We intend to seek out, actively, the best writing and thinking available in the hobby today. As an earnest of our intent to publish only the best, please note that DIPLOMACY WORLD has begun to pay for articles used. The payment now is the minimum...a contributor's copy of the issue in which your article appears. We hope to expand that payment so that by the end of 1982 payment will be at approximately 1/2-cent a word.

CONTINUED ON PAGE 15

SPECIAL SUBSCRIPTION ANNOUNCEMENT

If this line _____ has an X in it, we are informing you that your subscription has been revalued at our new rate. As noted in our editorial, this is necessary due to the current financial state of DIPLOMACY WORLD. Subscriptions ending with #28 are not revalued.

Below we've indicated the status of your subscription. The first figure indicates the last issue under your sub. The second indicates any odd amount left over (less than the \$1.50 sub price per issue). You may wish to apply that balance on a renewal of your sub or we will be happy to refund it upon your request. We are sorry for any inconvenience, but this measure should get D.W. quickly back on the road to financial health.

Your last issue is _____.
Cash balance above that is \$ ____.

If the "last issue" indicated is #28, it's time to renew. That's \$6 for 4 issues. Make checks payable to R. C. Walker.

BACK ISSUES

are available. Not from us, in this case.

Issues 3, 4, 10, and 14-19 are available @ \$1.25 each from Walter Buchanan, 3025 W. 250 North, Lebanon IN 46052.

Issues 21-27 are available from Jerry Jones, 1854 Wagner St., Pasadena CA 91107; ##21-23 for \$1.25 each and ##24-27 for \$1.50 each.

(Issues 28 on are of course available from me...but #28 you have in your hands and the rest haven't been printed yet.)

UNDELIVERED BACK ISSUES

Any inquiry regarding undelivered back issues should be addressed to the appropriate previous editor. If any of issues 1-20 are involved, contact the Editor Emeritus, Walter Buchanan. If issues 21-27 are involved, contact the immediate past Editor, Jerry Jones.

IMPORTANT NOTICE IMPORTANT NOTICE

We have a considerable file of articles which were submitted to the previous Editor for publication. Most of these articles will not in fact be used, for various reasons. If you desire that your manuscript be returned to you should we not use it, please forward a SASE to our editorial office at 1273 Crest Dr., Encinitas CA 92024. All articles and other submissions which are not accepted for D.W., and which are still in our files on 1 January 1982 will be destroyed. If you wish to inquire as to the status of a particular item you have submitted to us, please contact us and enclose a self-addressed postcard.



There is absolutely no reason why a player of integrity and honor cannot succeed in Diplomacy. There is absolutely no reason why treachery and deceit are to be used in Diplomacy. There is absolutely no reason why an honest player cannot win in Diplomacy. Take me, for instance. I have never stabbed an ally, never deceived a friend. Of course, I am often forced to attack my less trustworthy partners before they stab me. But that, after all, is only self-defense....

The Model Diplomacy Player

SCOTT MARLEY

I am the very model of a player of Diplomacy:
 My armies like to stay on land, my fleets prefer to roam asea.
 I know the sections of the board I'm not supposed to travel on,
 Like Switzerland and Iceland and the hill that's known as Avalon.
 Then I can take my army Brest and convoy it to Picardy,
 And make a stronger ally think that I'm his little chickadee;
 But if I find a way to trap an unsuspecting foreigner,
 I'll stab him in the back and then buy off the county coroner.
 Then I can write an order that is strictly unambiguous,
 And tell you when North Africa and Spain can be contiguous.
 My fleets, I say again, are much inclined to sail the foam asea,
 Which makes me quite the model of a player of Diplomacy!

On every aspect of the game I've written very wittily,
 From "How-to-Pick-a-Phoney-Name" to "How-to-Run-From-Italy".
 I have a special opening I published in FREDONIA
 That guarantees in Fall oh-two that France will take Livonia.
 I'm very good at gimmicks, the strategic and the tactical,
 From hopelessly outrageous down to patently impractical.
 On stalemate lines I'm just about considered an authority
 By everyone except an insignificant majority.
 My papers and my lectures and my speeches to the media
 Would probably suffice to fill a small encyclopedia.
 So all of you who aren't in a stupor or a coma see
 I am the very model of a player of Diplomacy!

In fact, when I can tell a lie without complete transparency,
 When I stop trying "SPRING OH-ONE: St. Petersburg to Barents Sea",
 When I can play a game and keep a couple of my promises,
 When I can make a move without consulting what my swami says,
 When I have learned a little of the art of modern puppetry,
 When I can stab my closest friend without my ending up a tree,
 When I stop getting Austria each time that I begin a game,
 Then maybe in a year or so perhaps I'll even win a game.
 For my knowledge of the game with all its details and its particles
 Entirely derives from writing lots and lots of articles:
 As long as I am published from Savannah to Sonoma, see,
 I am the very model of a player of Diplomacy!!

((With of course a grateful bow in the direction of
 Sir W. S. Gilbert.))

KEEPING THE LETTER*

*WHERE IT BELONGS

by MARK BERCH

Lives of great men all remind us,
As their pages o'er we turn,
That we're apt to leave behind us
Letters that we ought to burn.

...Anonymous

In DIPLOMACY WORLD 21, Andy Meier argued that the practice of passing on to a third party a letter sent to you was entirely ethical. This sparked some discussion in various 'zines. Lee Kendter, Sr., for example, discussed the drawbacks of this for the letter passer, and there were some comments in FOL SI FIE as well. But these tended to focus on the prospective letter passer and his decision. What about the original writer? What can he do to keep his letter from being passed?

The first thing to realize is that, ultimately, you can't prevent it. If he wants to pass it, he'll pass it. This is particularly true

if the person you write is very weak and feeling desperate...he really has little to lose.

Second, it's not the end of the world for a letter to get passed. In a well played game, everyone knows that a good player will often try to feel out an enemy for a possible truce, or different terms. On the other hand, not all games are well played. And sometimes it will be very embarrassing to have letters forwarded where they weren't intended to go. If you have promised your ally that you will tell Germany one thing, and you tell him something else, you don't want Germany to pass the letter to your ally. So you do want some tricks for reducing the chances of a letter being passed. In

(CONTINUED ON P. 7)



"... and so I remain,

Your true and faithful ally. . . "

FLETCHER '66

KEEPING THE LETTER WHERE IT BELONGS (Continued from p. 6)

what follows, assume that you are France writing Germany, but afraid that he will pass the letter on to England.

1. Be sure to repeat any criticisms or negative comments made previously. For example, "I know what you mean about England's letters being very vague." Or, "I appreciate your telling me about England's unreliable play in another game." This will make it a lot harder for Germany to pass your letter to England.

2. Try to label aggressive plans as his, not yours. Thus, "I quite agree with your notion that England must never be allowed to have a foothold on the continent." Or, "Your plan to have me move to Eng in SOL and then support you into Nth in FOI has great promise." If such a letter is passed to England, he may well wonder why Germany is not urging France against Italy, rather than England. As a side benefit, the German player may be flattered to be getting credit. In both of these plans, don't hesitate to exaggerate,

if necessary, what Germany has said. A casual suggestion can be blown up into an aggressive plan if need be. Indeed, in an extreme case, you can even refer to a nonexistent comment made by Germany, although this has some rather obvious drawbacks.

3. You can include in the body of the letter a reference to some "hobby" matter, and label it as Do-Not-Quote. This will present Germany with a dilemma if he wants to pass your letter. Virtually all players will respect a "Do Not Quote" label. But if Germany excises the DNQ paragraph, England is going to be suspicious about why it was removed. The German explanation of its being a hobby matter may not be believed. The removal might be covered by clipping and xeroxing, but then England will be suspicious of a xerox, suspecting that the letter has been doctored. On the other hand, Germany may see exactly what you are doing, and decide that anything in a game letter can be passed--after asking England that he not repeat the off-the-record material. So be cautious about what information you choose to label DNQ. If you feel this may happen, you might try to write an entire DNQ letter, and just include in the middle of it your sensitive game-letter. This may well make it harder for Germany to pass it.

4. You can threaten massive retaliation. At the start of the game, write the players that you do not want your letters passed. Then state that if anyone receives a passed letter written by you, he should send the proof of the perfidy to you (so you'll get your own letter back). You will then promise to ally with the person who sent you the proof, and against the passer! This provides a very powerful disincentive to Germany, if he knows that England can take the bait.



FLETCHER '66

KEEPING THE LETTER WHERE IT BELONGS
(Continued from page 7)

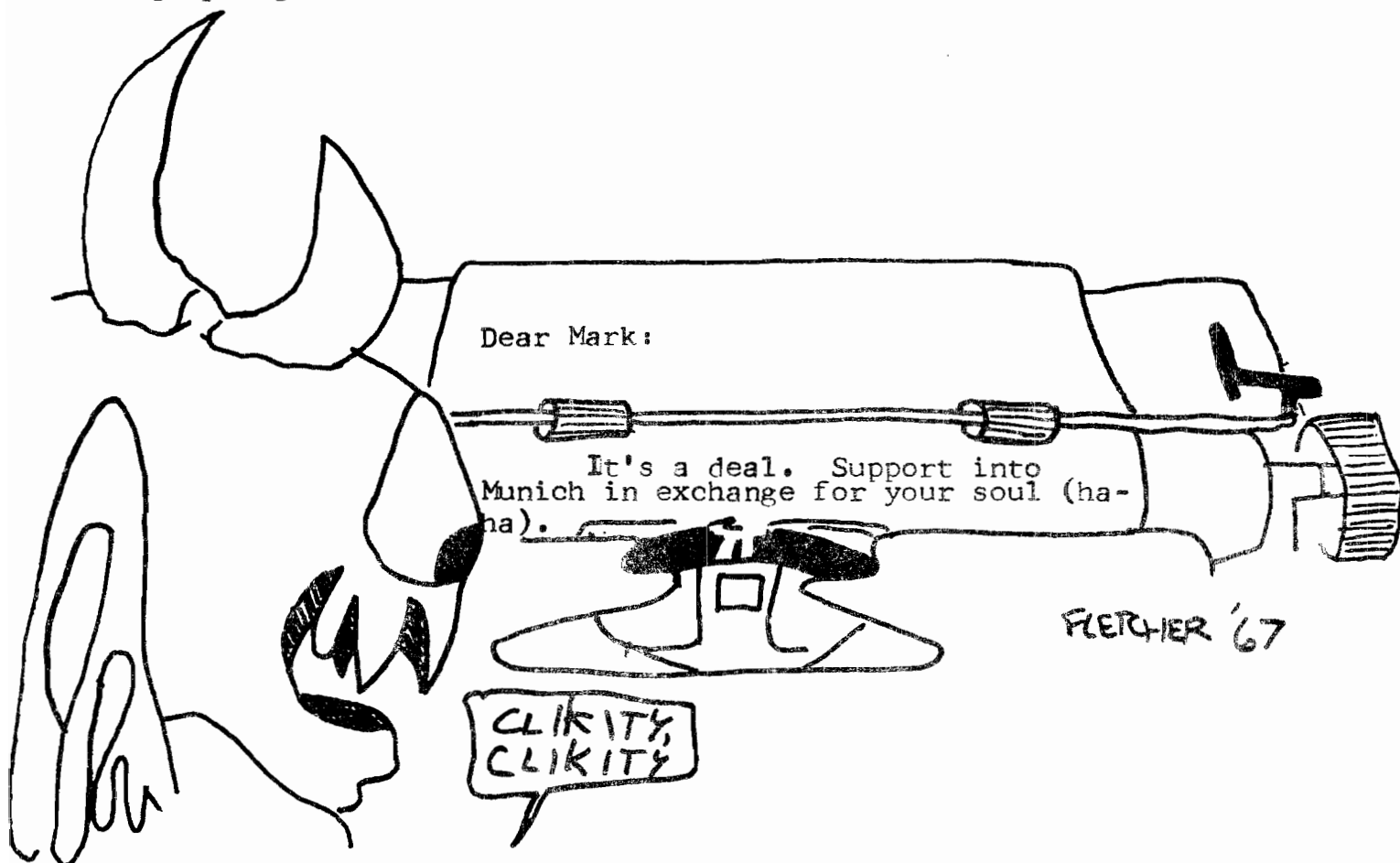
letter (which he got from Germany) and send it back to France, and thereby gain an automatic French ally against Germany. This is particularly true since Germany has no idea whether he can gain anything by passing the letter to England. Even if the passed letter is very anti-England, Germany has to figure that France getting the letter will make France very Anti-German. This approach is somewhat like going after cockroaches with a baseball bat. You may be stuck with an alliance you don't want.

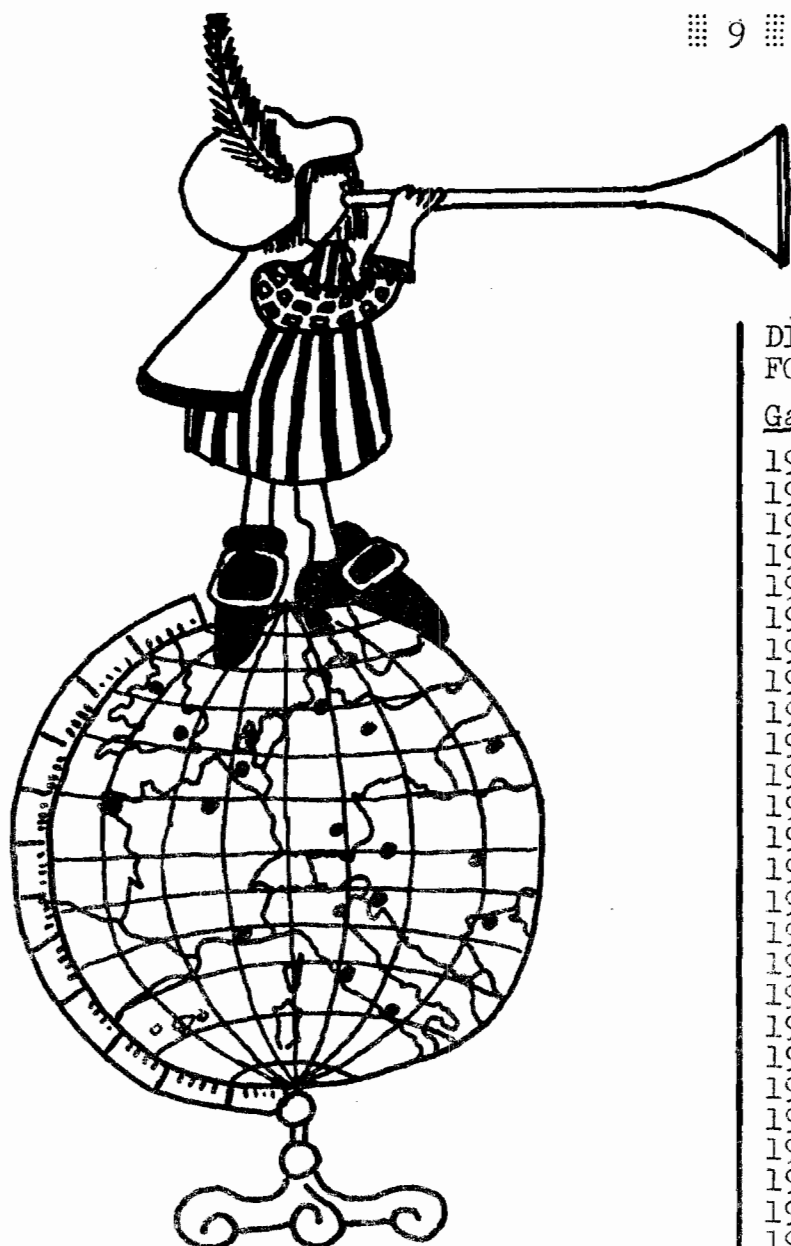
Then again, that last one can be run at the level of a swindle. That is: you write Germany, asking him to pass the letter on to England. England would then remail the letter to France and would think that he had a solid French ally -- thus setting England up for an immediate stab. Alternatively, note that Germany thinks that you are setting up England in the above

swindle. You could surprise him by attacking him, when he expects you to be attacking England. And, finally, Germany might double cross you by telling England all, and they might decide that you are just too devious.

Isn't Diplomacy fun?

((Ed. note: There is yet one other facet to this ploy. That is passing your letter yourself. I wrote a letter to an ally in one game, but the letter was itself a phoney and I destroyed the original. What I wanted was the carbon. I then wrote a letter to my enemy in the game on some other matter, but in folding the letter I included the carbon of the fake letter to my ally, upside down so that it appeared that I had enclosed that item by mistake. It gave a complete (and wrong) run-down of my orders for the next season. Sure enough, my enemy moved to meet the moves he thought I was going to make...only to be confronted by completely different orders. Alas....)))





WINNERS

DIPLOMACY WORLD CONGRATULATES THE FOLLOWING WINNERS OF POSTAL GAMES

Game # Power Player (*replacement)

1975V	AUS	Mike Willemsen
1975Z	AUS	Lee Kendter, Sr.
1975CR	ITA	Mark Johnson*
1976EK	ITA	Al Pearson*
1976EW	ITA	Jim Stevenson
1976EX	GER	Ronald Larsen*
1977AF	TUR	Jan Jensen
1977AX	FRA	Bruce Schlickbernd
1977CP	FRA	Eric Kirchner*
1977HG	AUS	Ron Brown
1977HH	TUR	Stan Johnson*
1977IY	ITA	Jim Allan
1977IZ	ENG	Rick Kassel
1977KB	AUS	Nelson Kempsey
1978U	AUS	Edlon Nichol
1978AF	RUS	Ronald de Bracmoor
1978CG	RUS	Larry English*
1978CI	FRA	Bruce Schlickbernd
1978CP	GER	Roy Henricks
1978CT	GER	R. Van Hunter
1978FB	ENG	Ron Foster*
1978HF	GER	H. R. Stockert
1978HN	AUS	Dave Ditter
1978HO	RUS	John L. Vogel*
1978HR	AUS	Steve McLendon
1978HS	GER	Bill Gosvenor*
1978HU	AUS	Bob Sergeant
1978IN	ENG	John Caruso
1978IR	RUS	Stan Johnson
1978IV	AUS	Wade Fowble
1978IW	TUR	Steve E. Decker
1978CZ	TUR	John Caruso
1979M	GER	Don Blasland
1979U	FRA	Bill Hart
1979V	FRA	David Bunke
1979Z	RUS	Walter Blank
1979AD	AUS	Phil Cooper
1979AK	ENG	Steve McLendon
1979AN	AUS	Gary Carson
1979AX	FRA	James Lawniczak
1979CD	TUR	Bob Sergeant
1979CF	GER	Bruce Linsey
1979CW	FRA	Stephen Lee
1979HE	TUR	Bob Osuch
1979HH	ENG	Bob Bragdon
1979HJ	RUS	David Smith

CONTINUED ON PAGE 10

This time we summarize the results of three issues of EVERYTHING. 47-49. After EV. 48, Lee Kendter resigned as Boardman Number Custodian, and appointed Don Ditter as his successor.

The last three issues of EV. reported the conclusion of 97 postal games, of which 59 resulted in a victory. The big news is that the Central Powers cleaned up! Austria, Germany, and Italy accounted for more than half the victories reported. The breakdown is as follows:

<u>Victories...59</u>	<u>Draws.....38</u>
Austria...14	2-Way...16
England... 6	3-Way... 9
France.... 7	4-Way... 9
Germany...11	5-Way... 4
Italy..... 7	6-Way... 0
Russia.... 6	7-Way... 0
Turkey.... 8	

WINNERS (Continued from page 9)

GENCON EAST

Game #	Power	Player (*replacement)
1979HP	AUS	Kevin Kozlowski*
1979HQ	GER	Arturo Guajardo
1979HR	AUS	Bill Bryg
1979IK	GER	Eric Verheiden*
1979IS	ITA	Kathy Byrne
1979KD	ITA	Tom Swider
1980C	ITA	Gary Howe
1980AQ	TUR	John Michalski
1980AU	GER	Robert Kraus
1980KN	TUR	John Stewart
1980KT	ENG	Johan DeKleer

Well, that's a bunch of games and no mistake! We wish Don Ditter all the luck in his new responsibilities as BNC. We know that Lee Kendter has great confidence in his ability to cope with an increasingly difficult job. It is our understanding that, despite a nice sum of money turned over to the BNC by Robert Sacks after GenCon, the BNC job is still expensive and that Don hopes that GMS will continue to send the traditional \$1 donation when they request a Number. We urge everyone to support the new BNC and help him to keep from going broke.

Robert Sacks, Diplomacy Tournament Director at GenCon East this year, has released the results of the tourney. The final scores were based on two rounds. Each round was scored was based on (a) total of the centers owned (final year weighted 10) divided by the total number of game-years in the game plus (b) the share of the win (10 points divided by the number in the win...that is, 2 or more if there is a draw). Now that that's clear as mud, here are as many of the scores as we will have room for:

BEST AUSTRIA:	Donald Luby, 15.647 (2-way draw, 13 centers)
BEST ENGLAND:	Fred Townsend, 17.500 (2-way draw, 15 centers)
BEST FRANCE:	John Giuffr�, 17.271 (3-way draw, 16 centers)
BEST GERMANY:	James Townsend, 11.467 (3-way draw, 9 centers)
BEST ITALY:	Steve Arnawoodian, 18.737 (2-way draw, 17 centers)
BEST RUSSIA:	Bob Sergeant, 25.176 (sole victory, 19 centers)
BEST TURKEY:	Brux Linsey, 18.211 (2-way draw, 17 centers)

FIRST PLACE:
Bob Sergeant, 32.823

SECOND PLACE:
Jim Townsend, 28.911

THIRD PLACE:
John Caruso, 26.921

AND THE THUNDERING HERD:

26.400	Kathy Byrne
25.980	Lee Kendter, Sr.
25.683	John Giuffr�
25.283	Don Ditter
24.588	Philip Cooper
24.517	Gary Coughlan
23.891	Walt Aucott
22.192	Julie Glass
21.771	Edward Karlinski
21.098	Allen Wells
19.824	John Kador
19.796	Steve Arnawoodian
19.439	Tom Mainardi
19.034	Richard Brachman
18.912	Fred Townsend
18.822	Brux Linsey
17.415	Joshua Gottesman
17.409	Arye Gittelman
16.971	Michael Rollin

"...after observing your tactics and progress in several Diplomacy games, I feel I may have an opening for you among my staff."



CCONTINUED ON PAGE 23

THE LEEDER POLL

The Leeder Poll's official name is the Annual North American 'Zine and Gamesmaster Poll (that is, it's two polls in one), and this is the fifth poll. John Leeder of Calgary conducts the survey, in which any and all postal Diplomacy players are invited to participate. This year 126 ballots were received (as opposed to 93 in 1980). Respondents were asked to rate all 'zines and GMs with which they were familiar, on a scale of 10 (wonderful) to 1 (yech). The results appear in the columns below. Column headings are self explanatory except: P, Place; N, Number of times mentioned; L, Place in the 1980 Poll (* indicates did not place in 1980). No 'zine or GM mentioned fewer than 10 times was included.

'ZINES

P	SCORE	N	P	NAME
1	8.15	65	*	BLACK FROG
2	8.04	24	*	DOT HAPPY
3	7.95	60	8	BRUTUS BULLETIN
4	7.87	62	14	MURD'RING MINISTERS
5	7.81	42	21	GRAB DOTS
6	7.77	47	*	EUROPA EXPRESS
7	7.72	58	*	LONE STAR DIPLOMAT
8	7.61	36	*	JUST AMONG FRIENDS
9	7.56	36	*	JIHAD!
10	7.53	30	12	CHEESECAKE
11	7.43	30	*	EAST OF EDEN
12	7.36	50	43	WHITESTONIA
13	7.13	16	29	BUSHWACKER
14	7.11	28	1	FOL SI FIE
15	7.10	40	15	ST.GEORGE & DRAGON
16	7.07	60	13	DIPLOMACY DIGEST
17	6.97	29	*	PLAGUE TIMES
18	6.93	27	*	TORPEDO
	6.93	27	7	WHY ME?
20	6.90	40	5	EMHAIN MACHA
21	6.89	55	4	DIPLOMACY WORLD
22	6.88	40	19	DOGS OF WAR
	6.88	57	2	VOLKERWANDERUNG
24	6.85	13	*	BERSAGLIERI
25	6.78	18	*	SLEEPLESS KNIGHTS
26	6.71	77	10	VOICE OF DOOM
27	6.67	12	*	SNAKE PIT
28	6.65	34	*	LIFE OF MONTY
29	6.60	42	17	ENVOY
30	6.54	24	23	PASSCHENDAELE
	6.54	24	16	RUNESTONE

P	SCORE	N	P	NAME
32	6.36	28	9	DRAGON & THE LAMB
33	6.26	27	24	TER-RAN
34	6.15	13	*	SNAFU!
35	6.12	26	*	PEEK
36	5.96	25	11	EVERYTHING
37	5.92	25	*	APPALLING GREED
38	5.86	21	39	LIBERTERREAN
39	5.69	26	31	GRAUSTARK
40	5.66	32	25	SHOGUN'S SWORD
41	5.60	10	*	KLEPTO MANIA
42	5.56	16	27	RURITANIA
43	5.41	22	19	CLAW & FANG
44	5.27	15	22	INFIDEL
45	5.25	32	*	INVASION
46	5.4	14	*	Y'ALL
47	5.05	20	17	EGGNOG
48	4.81	21	*	THE CHAMBER
49	4.60	10	36	LIES... (LDNS)
50	4.54	13	42	ITALIANO PRIBE
51	4.06	16	26	TORONTO TELEGRAM
52	3.92	12	29	BOAST
53	3.48	29	*	BORN TO DIP
54	2.89	26	45	TETRACUSPID
55	2.10	21	47	FRONT... (FLD)

In addition, 77 other 'zines were mentioned, but fewer than 10 times each. We will now list as many of the GMs in the other Poll as we have room for. In this instance, a GM had to be mentioned 5 times or more to be included.

1	9.15	20	4	John Daly
2	8.90	29	19	Ron Brown (M.M.)
3	8.86	7	*	Gary Coughlan
4	8.61	23	6	Bob Sergeant
5	8.60	5	1	Don Ditter
6	8.55	20	15	Andy Lischett
	8.55	11	11	John Michalski
8	8.50	8	21	Randolph Smyth
9	8.40	5	13	Fred Davis
10	8.38	21	39	John Caruso
11	8.33	9	*	John Boardman
12	8.20	15	8	Lee Kendter, Sr.
13	8.17	6	*	Dave Marshall
14	8.14	14	*	Glenn Overby
15	8.13	15	*	Al Pearson
16	8.11	9	7	Bob Osuch
17	8.00	31	*	Jack Masters
18	7.94	16	14	Bob Arnett
19	7.88	8	26	Jim Bumpas
20	7.80	5	27	Drew McGee

A total of 47 GMs were listed, with another 58 receiving fewer than 5 mentions.



(*Number of games rated.)
(**Number of wins.)

DRAGON'S ROW

(DRAGONSTOOTH is the (we hope) regular column in which we feature the DragonsTeeth Rating System of Steve McLendon. Steve is also the editor of the excellent gamezine, DRAGON & THE LAMB. For information on how DTRS is compiled, see D.W. #26, p. 29.)

The following list encompasses 873 games, from EVERYTHING #19 (1/75) through EVERYTHING #47 (3/81).

Score	Country	Win	2D	3D	4D	5D	6D	7D
8.87	France	77	37	53	47	23	3	1
8.63	Russia	122	32	34	26	17	3	1
8.51	England	74	35	53	52	24	3	1
7.37	Turkey	73	30	51	38	20	1	1
6.81	Germany	82	42	44	34	22	3	1
5.86	Austria	78	26	31	32	22	2	1
5.22	Italy	54	24	34	35	22	2	1
<u>Totals*</u>		560	113	100	66	30	3	1

(*Total # of games ending in a win, 2-way draw, &c.)

Rank Score N* Player

Top Board

1	48.41	8	Dave Crockett (8W)**
2	31.35	4	Bill Hart (3W)
3	30.36	3	Ralph Morton (2W)
4	28.82	3	Tom Thorsen (2W)
5	27.48	7	Mark Berch (2W)
6	27.35	3	Arnold Vagts (2W)
7	27.07	12	Dave Ditter (4W)

Second Board

8	26.77	9	Tom Ripper (3W)
9	26.56	5	Drew McGee (3W)
10	25.45	6	Konrad Baumeister (2W)
11	25.36	5	Steve Decker (2W)
12	25.10	24	Lee Kendter, Sr. (7W)
13	25.06	11	Randolph Smyth (4W)
14	24.99	2	Andy Lischett (2W)

The Rest of Us

15	24.27	11	Mike Lariton (4W)
16	23.29	4	Tom Kissner (1W)
17	23.26	14	Blair Cusack (5W)

CONTINUED ON PAGE 13

DRAGONSTOOTH! (from p. 12)

Rank	Score	N*	Player
18	22.32	23	Steve McLendon (8W)
19	22.29	6	Trevor Baillie (3W)
20	21.89	46	Ron Kelly (11W)
21	21.76	14	Bob Sergeant (4W)
22	21.75	7	John Fleming (3W)
23	20.62	4	Peter Reese (1W)
24	20.58	5	H.D. Bassett (2W)
25	20.48	2	Bob Osuch (1W)
26	20.41	11	Don Ditter (3W)
27	19.34	5	Dan McLellan
28	19.28	8	Harry Drews (1W)
29	19.26	9	Rick Kassel (2W)
30	18.79	11	Eric Verheiden (2W)
31	18.62	4	Alan Rowland (2W)
32	18.26	8	Don Blasland (1W)
33	18.17	13	John Stevens (2W)
34	18.11	3	Bill Becker
35	17.98	2	Ron DeBracmoor (1W)
36	17.48	4	Eric Kirchner (1W)
37	17.29	4	Roland Straten (1W)
38	17.21	2	Phil Cooper (1W)
39	17.12	4	Brian Johnston
40	17.11	5	Robert Correll (1W)
41	16.91	2	Ben Zablocki (1W)
42	16.78	2	Mark Rowell (1W)
43	16.43	13	Zane Parks (1W)
	16.43	7	Gary Kilbride (3W)
45	16.34	15	John Michalski (2W)
46	16.32	10	John Caruso (1W)
47	16.01	7	Jack Brawner (2W)
48	15.45	5	Cliff Hardisty
49	14.97	9	William Young (2W)
50	14.81	6	Eldon Nichol (2W)
	14.81	3	Tony Watson (1W)
52	14.79	7	Dave Bunke (1W)
53	14.74	2	Stephen Lee (1W)
54	14.54	2	Steve Heinowski
55	14.28	2	David Pierce (1W)
	14.28	2	Tom Henthorn
57	13.87	10	Leland Harmon (1W)
58	13.81	3	Dick Martin (1W)
59	13.59	4	Arnold Trembly (1W)
60	13.26	2	John Robinson (1W)
61	12.95	5	George Pyfrom (1W)
62	12.83	2	William Brownfield
63	12.75	3	John Malay (1W)
	12.75	2	Jan Jensen (1W)
65	12.66	7	Robert Gallagher
66	12.55	6	Bob Beardsley (1W)
67	12.35	4	Roscow McPherren (1W)
	12.35	4	David Reynolds (1W)
69	12.21	3	Paul Rauterburg
70	11.93	10	Tom Slaughter (2W)
71	11.73	3	Mark Fassio
	11.73	2	Bob Eckert (1W)
	11.73	2	William Adam (1W)
74	11.66	14	John Weswig (3W)
	11.66	3	Mike McMillie (1W)

Rank Score N* Player

Best Country

AUSTRIA

1	31.45	4	Ron Kelly (3W)
2	19.49	4	Bob Sergeant (1W)
3	18.23	2	Harry Drews (1W)
4	17.67	2	Randolph Smyth (1W)

ENGLAND

1	34.32	3	Dave Crockett (3W)
2	21.34	3	Tom Slaughter (2W)
3	18.44	2	Blair Cusack (1W)
4	17.98	2	Steve McLendon (1W)
5	16.45	2	Bob Sergeant (1W)

FRANCE

1	26.52	2	Dave Crockett (2W)
2	16.83	2	Bob Sergeant (1W)
3	16.45	2	Dave Bunke (1W)
4	15.73	3	Steve McLendon (1W)
5	15.68	4	Lee Kendter, Sr.

GERMANY

1	32.46	6	Steve McLendon (4W)
2	25.71	9	Ron Kelly (2W)
3	23.76	3	Lee Kendter, Sr. (2W)
4	17.67	4	Don Ditter (2W)
5	13.77	2	Trevor Baillie (1W)

ITALY

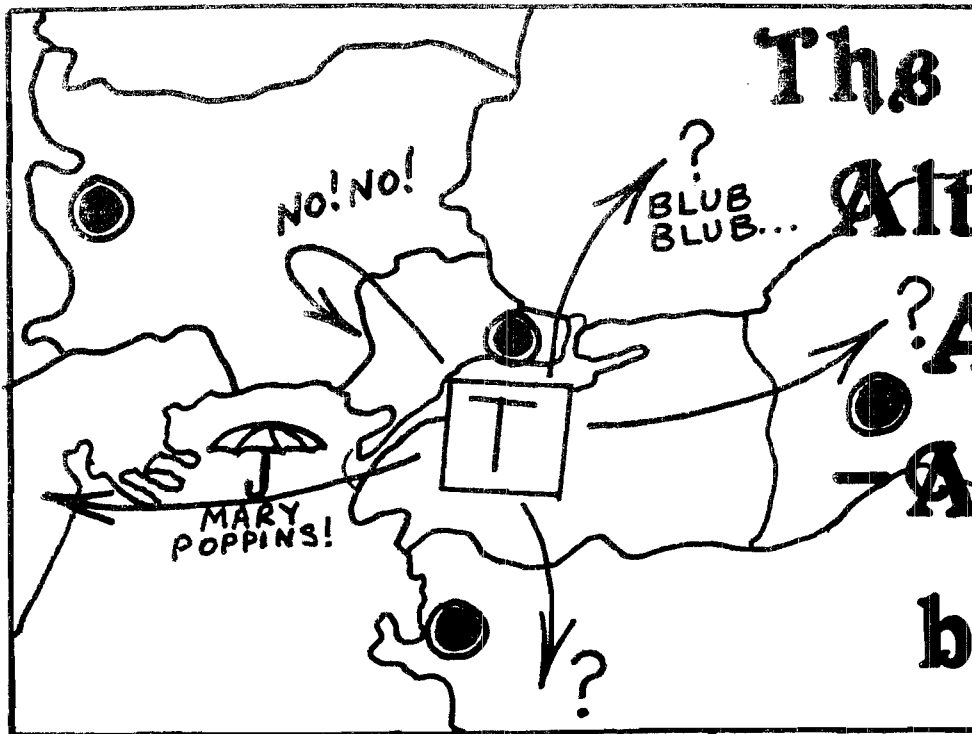
1	23.54	3	Mark Berch (2W)
2	18.31	2	Bob Bawtinheimer (1W)
3	16.36	3	Mike Lariton (1W)
4	13.77	2	Blair Cusack (1W)

RUSSIA

1	36.79	10	Ron Kelly (6W)
2	26.52	2	Eric Verheiden (2W)
3	26.03	3	Dave Ditter (2W)
4	24.42	3	Blair Cusack (2W)
5	21.17	2	Rick Kassel (1W)

TURKEY

1	32.93	4	Lee Kendter, Sr. (3W)
2	22.86	4	John Weswig (2W)
3	20.48	2	Bob Osuch (1W)
4	17.01	3	John Caruso (1W)
5	15.69	5	Steve McLendon



The Anatolian Alternative: A CON Anywhere but BUL

"There is no substitute for A Con-Bul."

--Rod Walker, The Gamer's Guide to Diplomacy

"The word 'always', with one exception (A Con-Bul), simply does not belong in these discussions."

--Mark Berch, "The Lapland Lurch"

No go, Joe! Did you really think you could get away with that, Mark? A Con also has viable alternatives, as you'll see. Once again there are psychological, strategic, and tactical reasons. To be different, I'll start tactical.

If, for instance, you really wanted a F Bul in 1901, you could do A Con-Bul, F Ank-Con. But if you do, you'll have to get that army out of the way, but to where? Austria won't let you into Gre, Russia won't let you into Rum, and the GM won't let you back into Con, unless the fleet goes somewhere else. But if you do F Ank-Con, A Con-Smy in the Spring, then the picture is totally different. You can now do F Con-Bul with your armies out of the way.

Granted, there's a possibility you will be bounced, but if you're clever enough, you can trick Russia into moving F Sev-Bla and then if you're lucky, he'll try a convoy to one of your home centers, letting you into Bul. The Austrian A Ser should be no trouble because he won't bother with an unlikely shot at Bul when he's got Greece wrapped up.

So why do you want a F Bul in the first place?, you ask. Simple. Let's say that all of your Diplomacy fails and there's no doubt that Italy, Austria, and Russia intend to carve you up, but at the last moment Austria offers to be your secret ally. However, Austria is paranoid and an A Bul makes him uneasy. So you offer to take Bul with a fleet and Austria is agreeable and your life is spared. Enough of tactics; on to Psychology.

This opening is very effective in psyching our your opponents, and it can be used in many ways. It is especially useful if (once again) I, A, and R are all after your blood. For example:

CONTINUED ON PAGE 15

THE ANATOLIAN ALTERNATIVE

(continued from page 14)

One nice plan is to do A Con H, F Ank H, A Smy H. The easiest way to do this is by just not submitting orders. The GM will then consider that you NMRed and will appoint a standby. With any luck, he will be some formidable player and he'll easily have the others turning around and stabbing each other. Then, you come back in and submit fall orders and gain a powerful position while I, A, and R are busy stabbing and retaliating.

Another good use of this idea is to play dumb. Once again Italy, Austria, and Russia are allied. You get your three-year-old son to write letters for you and submit orders like: A Smy-Syr, F Ank H, A Con S F Ank. The other three will assume you are a moron, so instead of wasting the time killing you, they'll grab the Balkans and turn around. As they start to stalemate with Eng/Fra/Ger, you casually take Bul. Rather than give in to EFG, IAR will let you keep it. Then you take Gre. IAR will be mad now so you tell them that you're satisfied and start making your five units meander again, but really you are maneuvering....

Next year, super-stabbo! Suddenly Turkey is at ten. Your eastern friends will be crippled and while EFG squabble over the spoils, you clean up for 18 and the win! I'm sure you're all dying to try this one out, but don't go yet; there's still the strategic possibilities.

This time IAR aren't necessarily all after you. But instead, what if you expect war with, say, Israel or Iran. In that case, you'll need to move A Smy-Syr or -Arm. But then what if you find out that Italy is going to try a Lepanto. Then you'll need A Con to block the convoy. The fleet can't help because it's now on the other side of your country. Further, A Con-Bul might get Austria or Russia upset, and that's the last thing you want with the three "I" countries after you. Need I say more?

The possibilities are endless. In any case, your game will be more interesting for the 'zine readership. Especially for those like Don Del Grande, who has never seen a unit in Syria.

EDITORIAL

(continued from page 3)

If you have already noticed that our subscription price has gone up, let me say that I regret the necessity of this. Rising printing and postage costs are part of the problem. However, in addition, DIPLOMACY WORLD has been in the red for several issues. The result is a huge present deficit. The price increase is therefore in part to help offset and make up that deficit, so that by the end of 1982 DIPLOMACY WORLD will be paying for itself. We hope you will agree with us that this is the best way to manage things, without putting an unfair financial burden on the new editors. However: it is our firm intent to give you more for your money, since we're asking for more money.

We are anxious to know your opinion of what we are doing. Despite my comments about mail earlier, please don't hesitate to send us comments, ideas, and suggestions. I can't undertake to reply personally, but please be assured that everything we receive will be read by me personally. We hope to incorporate in an issue every so often a Reader Response Form which will ask your reaction to several specific questions. Editorial decisions will be based on what we learn from these forms, so please return them to us, filled out.

These things are said elsewhere in this issue, but let me repeat:

(1) The subscription increase is being applied retroactively and subscription credit recomputed. See the symbol on your address label and the corresponding code on page 4.

(2) Inquiries about unfilled orders for back issues should be taken up with Jerry Jones, who is still handling orders for ##21-27.

MORE ABOUT CONVOYS*

*THAN YOU COULD POSSIBLY
HAVE WANTED TO KNOW.

by Rod Walker

I have always contended that the 1971 Rulebook is a clear and remarkably self-consistent document, and that there is no need to have it revised a second time. Nonetheless, it does appear that the situations involving convoys can be knotty... but not nearly so problematic in many cases as it might seem.

What I would like to do in this article is, first, trace briefly the history of the Rulebook. Second, make a couple of general observations about convoys. Third, return to the specific examples Mark Larzelere raised in his article last issue and suggest how they should be adjudicated.

Before starting, let me make this observation. We are not really talking about whether Rule IX, or Rule XII, or any parts of either of them, should be "revised" to read in thus-and-so a manner. Neither the owner of the game, nor its inventor, has evinced any interest in changing the text. Partly it's a matter of need: The situations shown or alleged as problems are largely contrived situation likely to arise only rarely in actual play, if at all. They are interesting anomalies but not a demonstration of any compelling need to change anything in the Rules.

It's also a matter of economics. Even if it could be shown that one or two sections of the Rulebook were in dire need of change, the cost to do so would not be justified.

In other words, to get the Rulebook revised in any way, you're going to have to get the inventor of the game to accept the need and the owner of the game to accept the cost. That is an unlikely combination of events. I happened once, in 1970, but a different owner (Games Research) was involved and every "Big Name" in the hobby was unanimously agreed

that the Rules needed revision (although not as to how), and the need was very real and very obvious. Not so, now.

A Brief History of the Rules

I said, above, that there is no need to revise the Rulebook a "second" time. Actually, the present Rulebook is the fourth.

The first Rulebook was that of 1958, which differed very basically from any of its successors. A summary of the differences can be found in the Gamer's Guide to Diplomacy, which Avalon Hill will gladly let you purchase for \$4 (plus \$.50 postage).

The second Rulebook, embodying more or less the present rules, was put out in 1959. This was reprinted in a different format (much like the present one) in 1961 when Games Research bought the game. I do not believe any substantive changes were made in this reprint.

The third Rulebook was published in 1966. It was almost exactly the same as the second, but included two examples (numbered I and II) regarding cut supports. It also changed the configuration of the board in 5- and 6-person games. However, no other changes were made.

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(continued from page 16)

By 1966, however, postal Diplomacy was in full cry. Already differing and conflicting interpretations of various rules had been uncovered and widely discussed. They were given names in those days: the Boardman Dilemma, Miller's Rule, the Turner Rule, Koning's Rule, and so on. Thick compendia of these things were being compiled in the late 60s. Loopholes abounded and GMs and players delighted in finding them; it became almost a game within the game to identify a new rule problem.

In 1970 Games Research commissioned a young man who had never played Diplomacy, Steve Manion, to draw up a draft of a revision. At about the same time, I submitted a suggested draft to John Moot, the President of GRI. John put me in touch with Steve. After a flurry of letter writing, a committee was formed which would work with Allan Calhamer in setting up a final revised Rulebook. The committee consisted of Steve, myself, John McCalum, John Boardman, and a couple of other postal GMs/players who had been prominent in the preceding orgy of rules discussions.

Two or three working drafts were generated. One of them, which I had drawn up, adopted the innovation of numbering the sections and subsections of the rules. This ultimately became the underlying basis of the new Rulebook. There were a lot of discussions over details... the victory criterion, an expanded sample game, convoys...especially convoys. The committee did not in fact reach any final collective conclusion. Some of the debates had bogged down in fannish acrimony, and at that point Allan completed a final draft himself and sent it to GRI for printing.

We Pause Now...

for a word about the Coastal Crawl. I've heard some rumblings of confusion on that point. In the 1961/66 Rulebook, the term "space" was not as clearly defined as it is now. The ambiguity led John McCalum to conclude that the two coasts

of a double-coasted province could be regarded as two spaces. This being so, the following orders would be legal and would succeed:

F Mid-Spa(sc)

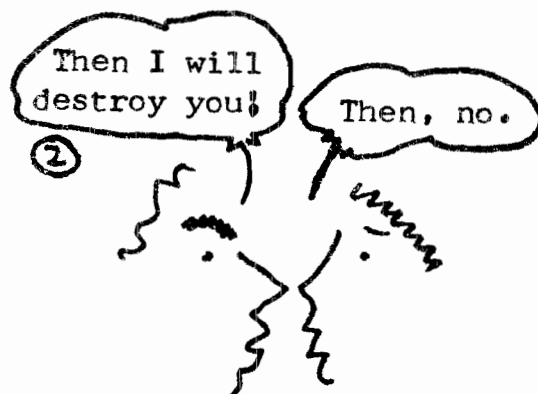
F Spa(nc)-Mid.

This effects an exchange of units, which is otherwise not legal under the Rules. In the 1971 Rulebook, the term "space" is more clearly defined, and it is now not legal to exchange two fleets using both coasts of a double-coasted province (i.e., between Spa & Por, Spa & Mid, Bul & Con). It was Allan Calhamer's specific intent to preclude such an exchange.

Convoys in General

Convoys have always presented a difficult adjudication problem. Two difficulties were well known when the new Rulebook was prepared. One was then called the "Shagrin Alternate Convoy". It applied to two locations (such as Lon & Bel) between which an army could be convoyed by either of two different fleets (such as Eng and Nth). Dick Shagrin argued that if he had A Lon, F Eng, F Nth, and ordered A Eng-Bel convoyed by both fleets, if one of the fleets were dislodged, the other would still provide a valid convoy route and the order could still succeed. This caused a furor, with most GMs opposing the interpretation and suggesting that if either fleet were dislodged the convoy would be disrupted (although that term was not then in use). Rule XII.4 represents the usual GM response to the Shagrin Convoy in 1970...but has itself been said to raise problems.

CONTINUED ON PAGE 18



Allan Calhamer will not agree with me here, but an important consideration in convoyed attacks is the direction from which the convoyed attack is coming. The important statement of this concept is Brannan's Rule, named after Steve Cartier (who was and is also known as Dan Brannan). The Rule states, "The army in a convoyed attack is deemed to come from the space occupied by the last convoying fleet." This originally had to do with whether the convoyed attack could cut the support of a unit in the space if was attacking, if that unit was supporting an attack on the last convoying fleet in the convoy chain. Thus:

FRANCE: A Spa-Nap C by F Wes & F Tyn.

ITALY: F Rom-Tyn S by F Nap.
Question: does the attack of A Spa cut the support of F Nap for the attack on Tyn? Brannan's Rule says "No" (and in the mid-60s, many GMs were saying "Yes"). The Rulebook (Example 13) also now says "No", although the language of Brannan's Rule is deliberately omitted. It was Allan's intent that Brannan's Rule should not be used in Diplomacy adjudications, but no language forbidding it was ever inserted. In fact, my view is that the effect of Example 13 is to support the use of Brannan's Rule in the absence of conflicting language. Carried to logical limits, the Rule yields some results regarded by many as peculiar. But it is still a valid method of dealing with problems that arise with respect to convoyed attacks.

Mark Larzelere's Examples

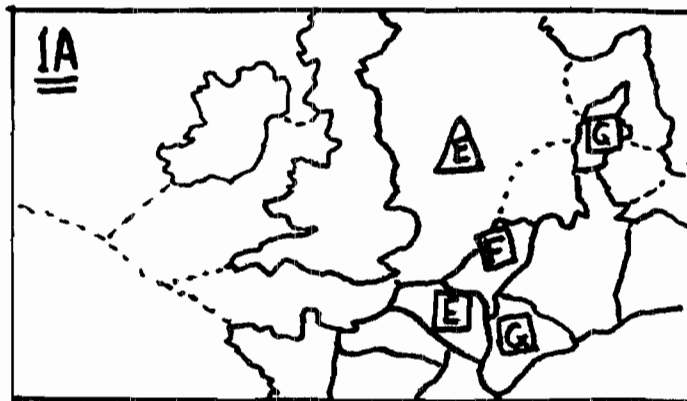
I am going to number these so that they more or less correspond to the order in which Mark raised them. My adjudications will be indicated with each example (underlined orders fail).

1A. The VOD Poll Situation

ENGLAND: A Bel-Hol, F Nth C
GERMAN A Den-Bel.

FRANCE: A Hol H.

GERMANY: A Den-Bel S by A Ruh.
England's A Bel is dislodged. The



Rulebook does not say (as if often alleged) that a country "cannot participate in its own dislodgement". The Rules are actually sparkling clear on this point. Rule IX.3 is the only Rule (with Examples 1 and 2) that applies. It states that a player can't dislodge one of his own units by attacking it, and if he supports a foreign unit in an attack on a space occupied by one of his own units, the support (but not the attack per se) is invalid if that unit does not move out. (Example 2 shows that if the foreign unit has enough support of its own to succeed, it will, regardless.) Nowhere does the Rulebook state that a player can't convoy in an attack that dislodges one of his own units. Nor am I aware of any reason why it should.

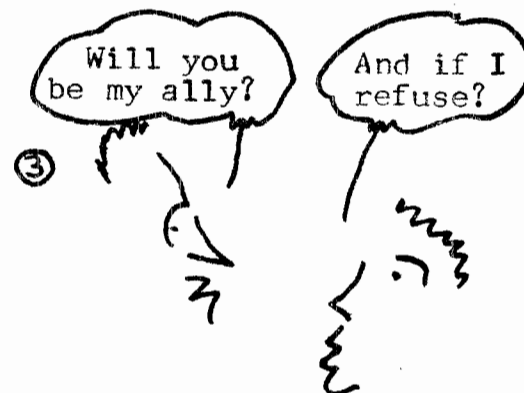
1B. Same, With Nastier Extras

ENGLAND: A Bel S GERMAN A Ruh-Hol, F Nth C GERMAN A Den-Bel.

FRANCE: A Hol H.

GERMANY: A Den-Bel, A Ruh-Hol.
Nothing moves. Any player who makes the orders England does here is just colossally stupid. Well, if you screw up, you should pay the consequences...and either England did in writing those orders, or Germany did in choosing England as an ally.

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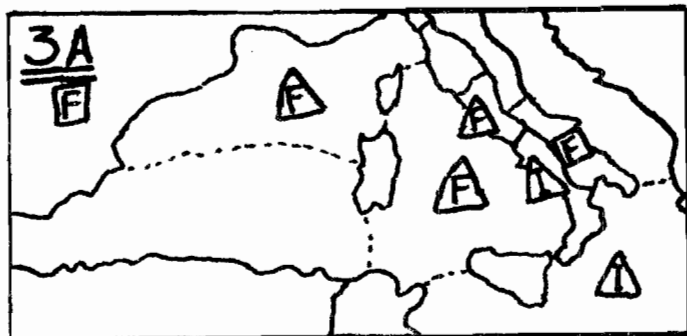
2. Self-Defeating Convoy

ENGLAND: A Lon-Bel C by F Eng.

FRANCE: F Bel S ENGLISH F Eng.

GERMANY: F Bre-Eng S by F Mid.

This is a simplified version of the Pandin Paradox, which had a great vogue of interest in 1971/72, and has remained a popular favorite ever since with some people...who also presumably indulge in sessions of looking at pinheads and counting angels. This situation makes clear just how unlikely it is that any GM will ever be called upon to adjudicate any such set of orders. My ruling, however, is that it is a paradox, that's the breaks, and nothing goes. Unless the players actually prearrange the thing, you're not likely ever to see anything of this sort.



3A. Naples Gets Zapped

FRANCE: A Spa-Nap C by F Lyo & F Tyn and S by A Apu, F Rom S F Tyn.

ITALY: F Ion-Tyn S by F Nap.

F Nap is dislodged and disbanded for lack of retreat. Mark asks whether F Nap's support is cut, implying a possible contradiction between Rule X and XII.5. Actually, there is none; Rule XII does not need to repeat what Rule X already says. The support of a dislodged unit is always cut.

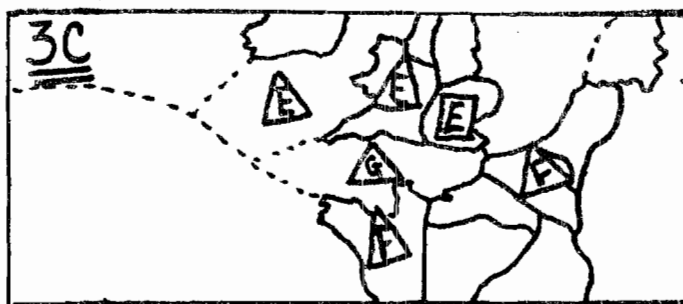
3B. Behold Brannan's Rule

FRANCE: A Spa-Nap C by F Lyo & F Tyn and S by A Apu.

ITALY: F Nap-Tyn S by F Ion.

This is 3A without F Rom and with the Italian orders reversed. Here the attacks come out of and go into Tyn. Because under Brannan's Rule the attack of A Spa is coming from the direction of Tyn, the two attacks are stand-offs. This is a logical extension of Brannan's Rule and of the ruling made in Example 13. However,

Allan Calhamer specifically disagrees with this ruling and would allow F Nap-Tyn to succeed, disrupting the convoy.



3C. Beleaguered Convoy

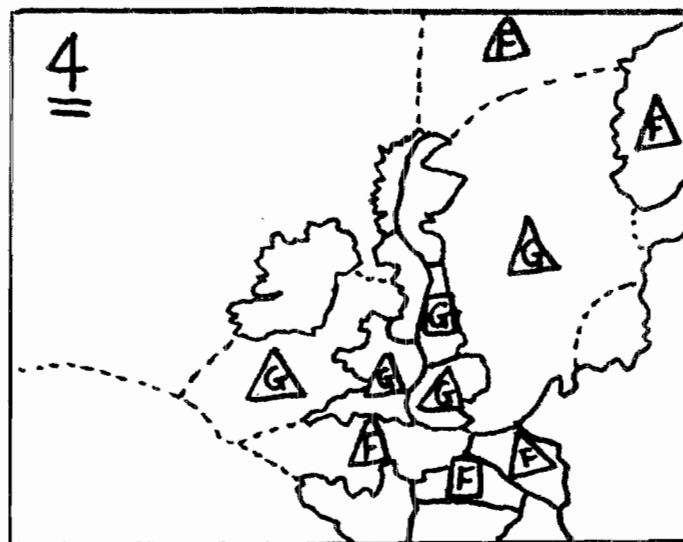
ENGLAND: A Lon-Bel, F Wal-Eng

S by F Iri.

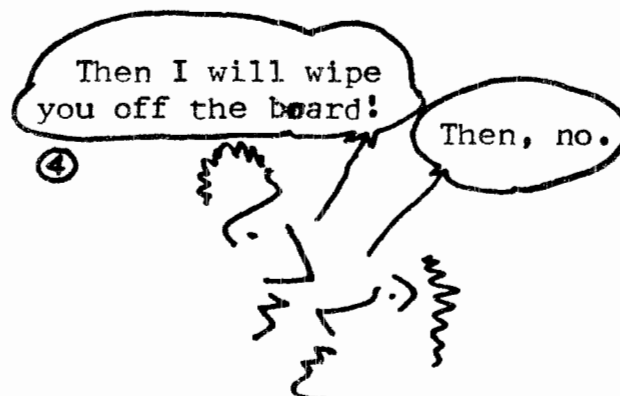
FRANCE: F Bre-Eng S by F Bel.

GERMANY: F Eng C ENGLISH A Lon-Bel.

Nothing goes. This situation is easily resolved under Example 13, which specifically states that the support for F Bre-Eng is not cut by the convoyed attack. Brannan's Rule applies here and gives the reason; A Lon is coming from the direction of Eng.



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(continued from page 19)

4. Pandin's Paradox

FRANCE: A Pic-Lon C by F Eng,
F Nrg-Nth S by F Nwy, F Bel S F Eng.

GERMANY: A Yor-Bel C by F Nth,
F Wal-Eng S by F Iri, F Lon S F Nth.

This is Pandin's Paradox in full cry, although Tony Pandin's original had four Great Powers going at it. Yes, it's a paradox. I see no reason to worry about something like this, which should occur in actual play with about the same frequency as the Mediterranean fruit fly appears in Siberia. But it's a neat paradox, isn't it?

5A. More Pandin

ENGLAND: F Wal-Eng S by F Bel,
F Edi-Nth S by F Lon.

FRANCE: A Bre-Lon C by F Eng.

RUSSIA: A Nwy-Bel C by F Nth.

Another neat paradox. As in the previous situation, I rule nothing goes because the entire cycle is self-defeating. This one is particularly neat because I see no way of resolving it with any of the methods usually used to resolve Pandin situations. This in turn highlights my point that it is futile to go to the trouble to make new rules and whatnot for paradoxes in the first place.

5B. Pandin Bear

ENGLAND: F Yor-Nth S by F Edi,
F Pic-Eng S by F Lon, F Lpl-Iri S by
F Wal, F Bar-Nrg S by F Cly.

GERMANY: A Nwy-Edi C by F Nrg,
A Den-Lon C by F Nth, A Bre-Wal C by
F Eng, A Gas-Cly C by F Mid, F Iri,
& F NAT.

This example isn't adjudicated, but nothing would go. I hold it up as a perfect example of the tenuousness of all such hypothetical situations. As with most of them...but much more obviously in this case...there are many more units than there are supply centers to account for them. England and Germany are using 18 units...and what, prithee, is going on elsewhere in the game? In other words, in order even to have this sort of situation arise...disregarding the unlikelihood that the right orders will be issued...the respective players have got to neglect their other military fronts just to cram enough units into the area.

Now, no doubt some simple paradoxes will occur, on rare occasion, but most of these are pure fantasy.

6A. The Unwanted Convoy

ENGLAND: F Eng C FRENCH A Pic
-Bel. (dislodged)

FRANCE: A Pic-Bel S by A Bur,
F Bre-Eng S by F Mid.
This peculiar special case crops up a lot in discussions of convoy problems. It is nothing more than a red herring. An army does not need a convoy to move to an adjacent province; therefore (Rule VII.1) A Pic-Bel succeeds regardless of what happens to the convoy. Whether the convoy was wanted or not is also not relevant. Ruling otherwise would allow a player to take advantage of a "technicality" which is in fact not even applicable.

6B. The Really Unwanted Convoy

ENGLAND: F Wal-Eng S by F Iri,
A Lon-Bel C by F Nth and S by A Hol.

FRANCE: F Eng C ENGLISH A Lon-
Bel, F Bel S F Eng.

Both French units are dislodged. This situation is an admittedly knotty one. It is like the old Shagrin alternate convoy thing in some ways. My position is to treat any foreign convoy as unwanted unless the army could not move without it. However, as a GM, my Houserules do provide that the army's orders should specify which fleets it expects to move by (and I would then ignore any convoy orders not mentioned in the army's order). The situation here is not paradoxical, but rather muddled up by the French player. Although this tactic is admittedly clever, it rubs me the wrong way. GMs should probably have some HR regarding convoys which will cover this situation. But it will probably never arise in most games.

CONTINUED ON PAGE 21



(continued from page 20)



6C. Yet More Unwantedness

ENGLAND: F Wal-Eng S by F Iri,
A Lon-Bel C by F Nth and S by A Hol.

FRANCE: F Eng C ENGLISH A Lon
-Bel. (dislodged)

I reversed the order of this one and the preceding. Anyway, my comments above apply here as well.

The Proposed Solutions

Changing "any" to "all" in Rule XII.4 would have the effect of allowing the Shagrin Alternate Convoy, which that rule specifically prohibits now. Consider:

FRANCE: F Lyo, F Wes

ITALY: A Tun, F Ion, F Tyn

TURKEY: F Eas, F Aeg

Unsure whether France or Turkey will attack him, Italy orders both fleets to convoy. Thus:

FRANCE: F Wes-Mid, F Lyo-Wes.

ITALY: A Tun-Nap C by F Ion & F Tyn.

TURKEY: F Eas-Ion S by F Aeg.

The adjudication, per XII.4, prevents A Tun from moving; F Ion is of course dislodged anyway. But the proposed alteration of the Rule would allow Italy to hedge his bet by ordering both fleets to convoy. Admittedly a rare circumstance, of course...but aren't they all, here?

The Verheiden Rule was proposed a decade ago. It's been adopted into the Houserules of some GMs. Whether it in turn would lead to new adjudication problems, I don't know; but past experience indicates that it would. In any event, because it goes further than the present Rules in obviating the useful Brannan Rule, I have never been much in favor of it. I must emphasize that the problems it seeks to resolve are primarily hypothetical problems.

The search for a rule, or rules, which would resolve all such difficulties in the game is, I feel, a chimera. Accounting for all contingencies would probably pad the present Rulebook to several more pages...

and one of its chief charms (and one of the inventor's chief intentions) is its comparative brevity (as opposed to most other wargames).

This search is also a chimera in another sense; that is, it is (perhaps unconsciously) based on the feeling that the GM is some sort of glorified computer who automatically produces game results. Certainly a degree of uniformity in how games are adjudicated is desirable. There was too much variation under the old Rulebook. But some individuality, at least in respect to rare and hypothetical situations, is not necessarily a bad thing.

In any event, as I have said at the first, rewriting the Rulebook is probably not something we can expect to happen. Therefore, when (and if) situations like these arise...well, GMs will have to do what they're being paid to do: make a decision. I hope the discussions in Mark's article, and in this one, and in possible future ones, will help in that process.

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MILITARISM IV

A Variant

by Lew Pulsipher

Games and Puzzles is a professional magazine devoted to word and paper-and-pencil puzzles, games, and adult board-games. It resembles Playboy's Games magazine in some ways, but is much older and somewhat more cerebrally oriented. Wargames and Diplomacy are rarely mentioned in Games but are regularly covered in G&P. At present G&P is a monthly, alternating puzzles and games issues. Subscription information from AHC Publications, 23a George St., Luton, Beds., ENGLAND.

MILITARISM IV is reprinted from G&P #74, which is out of print.

The Rules

1. The game begins with negotiations followed by a 1900 build session. Each player builds a unit in each of his home centers, which until then are vacant, choosing armies and fleets as he wishes. In addition, he designates one of these to be a "double" unit (see rule 2). (Exception: Russia may not build a double unit in StP, nor F StP north coast.)

2. Each player has one double unit, either army (DA) or fleet (DF). If this unit is disbanded for any reason it may not be rebuilt, that is, after 1900 builds no double unit may be built. Only one supply center is needed to supply a double unit. A double unit is as strong as two normal units except in retreat, when it equals a normal unit. In other words, when moving or defending it has the strength of a normal unit supported by another unit; when giving support it is equal to two normal units giving support; a single unsupported attack, consequently, cuts one-half of the double unit's support, reducing it to the equivalent of a normal unit, e.g. Germany: DA Mun S A Ber ($\frac{1}{2}$ cut); Austria: A Bur-Mun, A Pru-Ber, A Sil S A Pru-Ber (underlined moves fail). A double fleet may convoy only one army, not two; a double army is convoyed in the same manner as a single army.

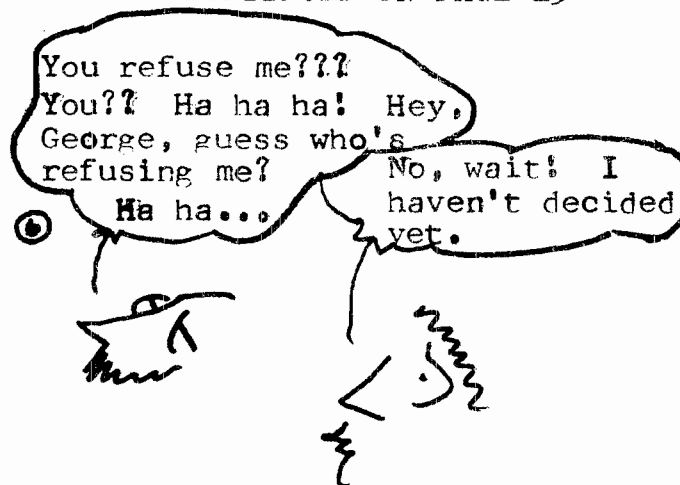
3. Each neutral center (minor country) begins with a unit (see rule 4). Players have the opportunity to control these units. Each season each player may

write one order for a minor country unit (MCU) per center he owned at the end of the preceding game-year. If a particular order is given to a MCU more times in a season than any other order, the unit obeys that order--a plurality is needed, not a majority. If no order dominates, the MCU holds. E.g., England orders A Bel-Pic, A Bel-Pic, A Spa-Mar; France orders A Bel H, A Spa-Gas (and others); Germany orders A Bel-Bur (and others). A Bel moves to Pic (ordered twice, other actions ordered once each), A Spa holds. A player may give the same order more than once, as above, but also the action may be ordered by several different players. E.g., if England ordered A Bel-Pic just once, but Italy also ordered A Bel-Pic, the result would be the same as above.

4. Units are also built in the 12 neutral supply centers in 1900. Players may attempt to control what type of unit is built. If no order dominates, an army is automatically built. A minor country cannot refuse its initial build. E.g. Germany might want a fleet built in Bel, and orders Build F Bel three times. But if England orders Build A Bel three times, neither order dominates and an army is built in Bel.

5. After 1900 builds minor countries may not build. A MCU is disbanded whenever dislodged, or when there is no supply center to supply it in the Fall adjustments period. MCU can capture supply centers just as players' units can, and may be supported and give support.

CONTINUED ON PAGE 23



(continued from page 22)

6. A) A player may loan supply centers he owns to other players and to minor countries. Loans are given during Fall adjustments, in a separate orders session before builds and disbands are ordered. The player specifies which center(s) are being loaned to which country(ies). The loan lasts until the next Fall adjustments when, of course, it may be repeated.

B) A loaned center is counted in the recipient's supply center total, not in the loaner's total, for that Fall adjustment. It is not necessary for the recipient to occupy the center. The center, while on loan, is subject to capture as usual, even capture by the recipient of the loan.

C) A player may not loan at one time more than half of the centers he owns.

7. A player wins when he owns nineteen supply centers, excluding loans.

EXAMPLE. This is an example of the opening western moves in a game of MILITARISM IV. England and Germany are allied to attack France. I don't recommend these particular moves, which are certainly not the best possible.

1900 builds. England builds F Lon, DF Edi, F Liv, orders builds F Bel, F Bel, A Hol. Germany builds DA Mun, A Kie, F Ber. Orders F Bel, A Den, A Swe. France builds F Bre, A Mar, DA Par. Orders builds F Hol, A Spa, A Por.

Spring 1901. England: FLiv-Iri, F Lon S F Bel-Eng, DF Edi-Nth, orders F Bel-Eng three times.

Germany: A Kie-Ruh, F Ber-Kie, DA Mun-Bur, orders A Hol-Bel, A Den H, A Spa-Gas.

France: F Bre-Eng, DA Par-Bur, A Mar S A Par-Bur, orders A Hol-Kie, F Bel H, A Spa H.

Skipping ahead now to the Fall 1901 adjustments, let's assume that the army from Holland ends the year in Belgium. The allies want to preserve the Belgian fleet, which is in better position to attack France than any newly built unit would be. Consequently, Germany orders "Loan Ber to Belgium", keeping the Belgian fleet in existence even though the supply center Belgium belongs to Holland (the loan is to the country Belgium, not the center Belgium).

WINNERS / GENCON EAST

(continued from page 10)

16.849	Glenn Mathias
16.721	Brad Lewis
16.412	Dick Martin
16.349	Ben Zablocki
16.191	Russell Blau
16.079	Dennis O'Sullivan
15.721	Terry Richwine
15.667	Dan Mathias
15.239	Allen Pearson
14.896	Greg Haskew (1 round)
14.429	Janice Goodwin
14.321	Norman Schwartz

And that appears to be all we have room for, alas.

IS&TPD

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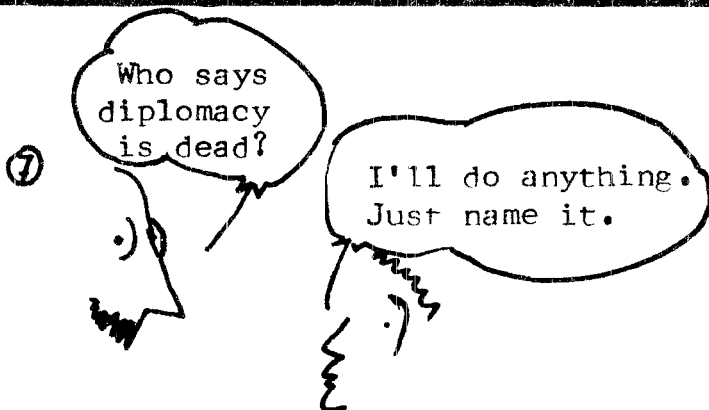
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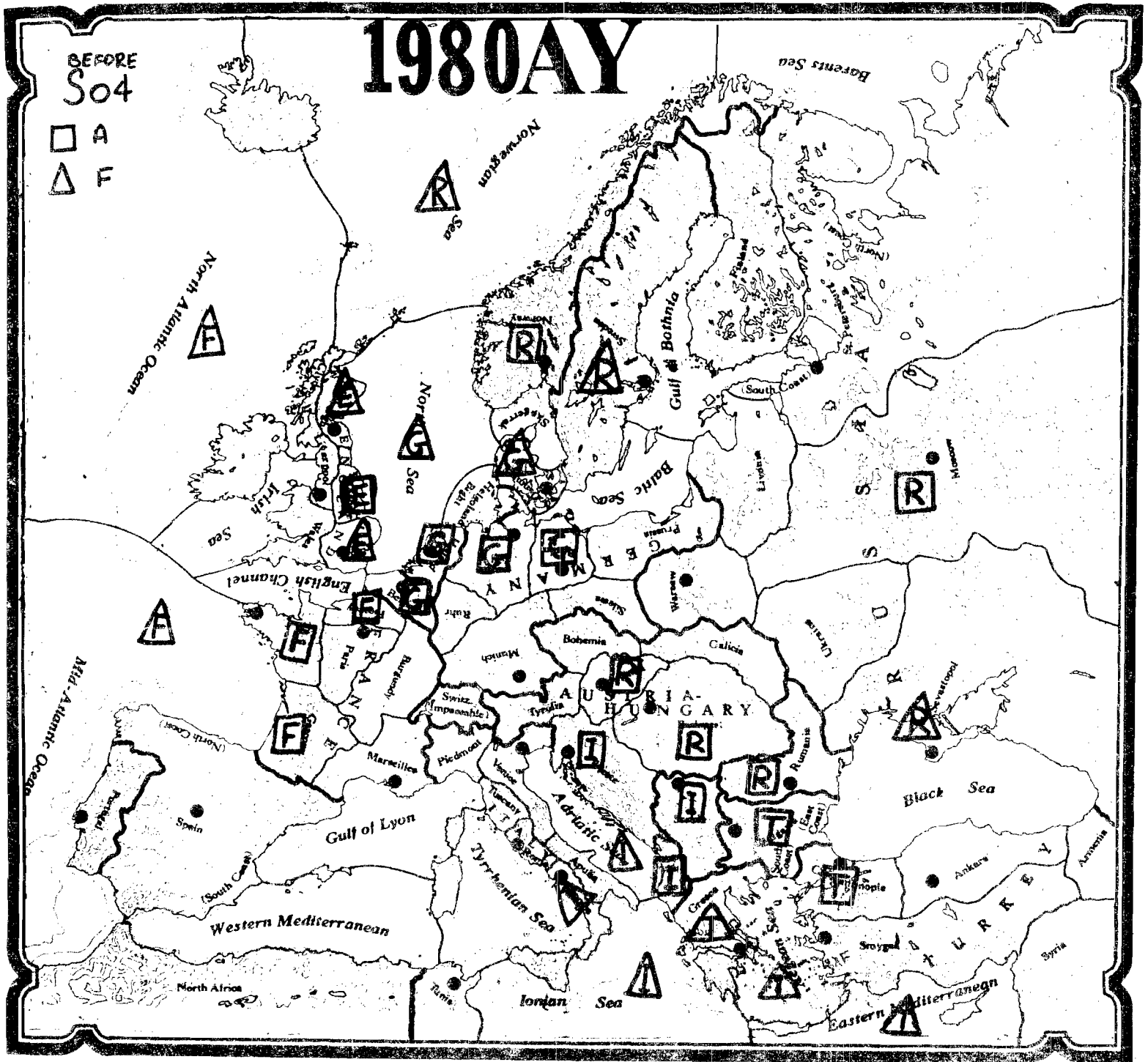
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D. W. DEMO GAME

GAMESMASTER: ERIC VERHEIDEN
COMMENTARY: DON DITTER

((Note: To make this easier on the Editor, we will switch over at this time to a slightly different notation system, the EREHWON system of game reporting. Each order is immediately followed by all related supports and/or convoys. Thus, "A

Mun-Ber S by A Kie" (for A Mun-Ber, A Kie S A Mun-Ber) or "A Lon-Bel C by F Nth and S by F Hol & A Ruh" (a set of order for 4 units). Abbreviations are exactly as specified in the Rulebook, plus Lpl (Liverpool), Lvn (Livonia), Trl (Tyrolua), Tyn (Tyrrenian), and Bot & Lyo for the two "Gulf of" spaces. Other order abbreviations are /r/,

D.W.DEMO GAME (continued from p. 24)

dislodged, must retreat; R-, retreats to; /d/, disbanded because unable to retreat; D, Disband; B, build; /cd/, convoy disrupted; /nso/, not so ordered; /otm/, unit supported in place ordered to move; /nsu/, no such unit; /imp/, impossible. As before, orders which fail are underlined.

SPRING 1904

ENGLAND (Bernard Sampson): F Edi
-Nth S by F Lon, A Yor H.

FRANCE (Robert Sergeant): A Bre
-Cly C by F Mid & F Nat, A Pic H, A Gas H.

GERMANY (Lee Kendter, Sr.): A
Hol-Lon C by F Nth, F Den S F Nth, A Bel H, A Ber H, A Kie-Mun.

ITALY (Hal Norman): A Tri-Ser
/r/(R-Trl), A Ser-Gre S by A Alb, F
Nap-Ion S by F Adr, F Ion-Aeg /r/
(R-Tun).

RUSSIA (Mark Berch): A Bud-Tri
S by A Vie, A Gal-Bud, A Rum S TURK-
ISH A Bul-Ser, F Sev H, F Swe H, A
Mos-StP, A Nwy-Cly C by F Nrg.

TURKEY (Peter Reese): A Bul-
Ser, A Con-Bul, F Gre-Ion S by F Aeg
& F Eas.

Commentary: Remember last issue I gave Italy a 10% chance of obtaining a Russian ally. With Spring '04 that chance was lost and Italy's power will most certainly decline very rapidly. In a way I am surprised the Russian chose the Turk. It seems to me that Russia has more chances for victory by joining with Italy to wipe out Turkey, and then hoping to find a Western ally to deal with Italy and a race to the win. Russia would probably get more supply centers with Italy and would have good reasons to build fleets in Sev. The R/T alliance is a powerful one, but both power must always look out for a stab--particularly if Winter builds are favorable to one and not the other. In the West there was an interesting press development. England threatened to puppet to Russia, unless F/G broke off their attack to form an E/F/G trio to stop the growing R/T. The rather poor attack on England seems to indicate that F/G may be listening. Particularly the French blocking of Nat and Cly from Russian occupation looks suspicious.

FALL 1904

ENGLAND: F Lon-Nth S by F Edi,
F Yor S F Edi. Owns: Edi, Lon, Lpl
(3). No change.

FRANCE: A Pic H, A Gas-Mar, A
Bre-Cly C by F Mid & F Nat. Owns:
Bre, Mar, Par, Spa, Por (5). No
change.

GERMANY: F Nth-Ska S by F Den,
A Bel H, A Hol-Ruh, A Ber-Pru, A Mun-
Sil. Owns: Ber, Kie, Mun, Bel,
Hol, Den (6). No change.

ITALY: A Alb-Ven C by F Adr and
S by A Trl, F Nap-Tyn, F Tun-Tyn, A
Gre-Bul /d/. Owns: Nap, Rom, Ven,
Tun, ~~Txx~~, ~~Ser~~ (4). Disband 1 (1
unit /d/).

RUSSIA: A Nwy-Cly C by F Nrg,
F Swe H, A StP-Fin, A Rum-Ukr, F Sev-
Rum, A Tri S TURKISH F Ion-Alb, A
Bud S A Tri, A Vie-Trl. Owns: Mos,
StP, Sev, War, Nwy, Swe, Rum, Vie,
Bud, Tri (10). Build 1.

TURKEY: F Ion-Alb S by A Ser,
F Aeg-Gre S by A Bul, F Eas-Ion.
Owns: Ank, Con, Smy, Bul, Gre, Ser
(6). Build 1.

Commentary: Apparently F/G have found logic in the English analysis last season. Germany has forcefully redeployed his forces to strike at Russia. If E/F/G cooperate they should be able to push Russia back in the North. It will be slow going, but inevitable with sharp E/G play. The close game-long cooperation between R/T is, I'm sure, of great concern to F/G. Italy, having lost Ion to Russian deception last season, is in danger of losing Ven and Nap next year. He'll require fast assistance from France to have a hope of survival. For the next couple of years the Turk must be on the lookout for an appropriate attack on Russia. With Russia facing problems in the West, the time may come for Turkey to attack, if he has an appropriate agreement with one of the Western powers. Note that G/E trust is not perfect, as A Bel-Ruh & A Hol-Kie are more effective against Russia.

WINTER 1904

ITALY: D F Adr.

RUSSIA: B A War.

TURKEY: B F Smy.

CONTINUED ON PAGE 26

(continued from page 25)

Commentary: No surprises here. The removal was difficult for Italy I'm sure. With the preponderance of Turkish fleets around Adr, it was the logical one. Spring 1905 will be a guessing game around Warsaw. Germany could try A Pru-Lvn, which might catch the Russians by surprise. In the North, the E/F can dislodge Russia's fleet Nrg and then the French fleets must head south to assist Italy and tie up the Med.

SPRING 1905

ENGLAND: F Edi-Nrg S by F Nth, A Yor-Lpl.

FRANCE: A Pic-Par, A Mar-Pie, A Bre-Cly C by F Mid & F NAT.

GERMANY: F Ska-Swe S by F Den, A Pru-War, A Sil-Gal, A Bel-Hol, A Ruh-Kie.

ITALY: A Ven S A Trl, A Trl S
TURKISH F Alb-Tri /nsu/, F Nap-Tyn,
F Tun-Tyn.

RUSSIA: A War-Lvn, A Ukr-Mos, A Bud-Gal, A Tri-Trl S by A Vie, F Sev-Bla /nsu/, F Rum unordered, F Swe-Ska, A Nwy-Swe S by A Fin, F Nrg -Nwy /r/ (R-Bar).

TURKEY: A Ser-Tri, F Alb-Adr, F Ion-Apu, F Gre-Ion, F Smy-Eas, A Bul-Rum.

Commentary: Russia guarded against the devastating move to Lvn, but was outguessed by Germany. Had he ordered A Ukr-War, Russia would be in the driver's seat. As it stands now, there is no way to recapture War from Germany. In the North, F Nrg is dislodged as expected, but France is in Cly. E/F are cooperating well, but certainly this army has to go. There are two ways: force it to retreat, or convoy it back to France. The former is much more powerful as it allows France to build a fleet in Winter 1905 to go South. Germany continues to mess around with his two Lowland armies. The fleet in Den belongs in Bal and an army belongs in Den. It still appears that E/G trust is less than perfect, as A Bel is better placed in Ruh than Hol.

Turkey continues to make excellent progress against Italy. The move of A Bul is worth mentioning. It appears the strategy was to use

A Bul to cover Ukr for Russia, with F Rum going to Bla and possibly loaning a Turkish center. However, Russia screwed up (intentionally??) to leave Ukr open to German attack, though it is certain Germany will support War in place. It is obvious that R/T are continuing to play in close contact and cooperation.

FALL 1905

ENGLAND: A Lpl-Cly S by F Nrg, F Nth-Edi. Owns: Edi, Lon, Lpl (3).

FRANCE: A Cly-Edi /d/, F NAT-Mid, F Mid-Wes, A Par-Gas, A Pie S
ITALIAN A Ven /otm/. Owns: Bre, Mar, Par, Spa, Por (5). Build 1 (1 unit /d/).

GERMANY: F Ska-Swe S by F Den, A Kie S F Den, A War H S by A Sil, A Hol-Bel. Owns: Ber, Kie, ~~Mun~~, Hol, Bel, Den, War (6). No change.

ITALY: (NMR from Norman; s/b orders from Mark Zimmermann) A Trl-Mun, A Ven-Tus, F Nap-Ion S by F Tun. Owns: Nap, Rom, ~~Wes~~, Tun, Mun (4). No change.

RUSSIA: F Swe-Bal, A Nwy-Swe S by A Fin, F Bar-Nwy, A Lvn-War S by A Mos, A Bud-Gal, A Vie-Trl, A Tri S
TURKISH F Apu-Ven, F Rum-Bul (ec). Owns: Mos, StP, Sev, ~~War~~, Nwy, Swe, Vie, Bud, Tri, Rum, Bul (10). No change.

TURKEY: F Apu-Ven S by F Alb /nsu/ as F Alb, F Adr unordered, A Ser-Alb, A Bul-Gre, F Ion-Nap /r/ (R-Tyn), F Eas-Ion. Owns: Ank, Con, Smy, Gre, Ser, ~~Wes~~, Ven (6). No change.

Commentary: This season will be remembered as one of grave tactical and diplomatic errors. In the North the French A Cly is annihilated, but again E/F trust was less than perfect as F Nth was tied up in mistrust. Similarly A Hol was used in mistrust only. If E/F/G want to push back Russia any time soon, they had better get their act together. Norway could have been taken and there is no reason to allow Russia to take Bal. This fleet will be a real pain to Germany and it is not easily removed. Germany will regret this tactical error. On the Italian front Mark Zimmermann's phantom

CONTINUED ON PAGE 27



moves were used for Italy when Hal Norman NMRd. I have never liked phantom moves and his indicate the reason--the other players have no chance to negotiate with the phantom and his orders can be (as in this case) considerably different from those the original player might use. I much prefer a NMR be used and a standby appointed.

Back to the game. Turkey was guaranteed the capture of Ven, but

he screwed up the order. If Norman had submitted orders, Ven would probably not have fallen (i.e., if he had ordered A Trl-Tri). Why move A Ven-Tus? It will be forced to retreat there. I'm sure the capture of Munich was a surprise to F/G. Turkey also made a bad tactical error. In giving up his build to Russia, Turkey could not also afford to

CONTINUED ON PAGE 39.

COMPUTER DIP: RESULTS

CHRIS BUMCROT

A few months ago I read "Solo Diplomacy in DIPLOMACY WORLD 26. I've been playing Diplomacy for about 3 years and have been studying computer science at school; so I was fascinated by the idea of combining Diplomacy with the computer. I realized that the first step was to write an adjudication program (i.e., a program which inputs orders for a given situation and outputs the result). The importance of this step is not to make life easy for GMS, but rather to aid the execution of future computer-player programs. In order for the computer to play Diplomacy "intelligently", it must be able to compute the results of hundreds of possible combinations of orders in a relatively short time. This is impossible without the adjudication program. At first I thought this wouldn't be too difficult to put together, but I was mistaken. The Rulebook is only about ten pages long but it's almost always easier to teach humans than it is to teach computers. And besides the Rulebook, I had to tell the computer what the board looked like! (I did this with two huge Boolean matrices--one for armies, one for fleets.)

After months of working hard and neglecting classes, I managed to complete a working Diplomacy adjudicator. I worked in a language called APL; however, since most people (and most computers) don't know APL, I have translated my program into an easily understandable algorithm (an algorithm is like a computer program written in English--the instructions are sequential, very easy to execute, and easy to translate into any programming language). I tested the program on the first 16 seasons of the sample game of the Gamer's Guide and it ran smoothly. Before I go into any details concerning the writing of the program, I would like to list some of its major features:

(1) Inputs the orders in standard 3-letter abbreviation form.

(2) Eliminates all illegal moves and supports.

(3) Eliminates extraneous convoy orders.

(4) Takes care of all support cutting.

(5) Tells the players which pieces must retreat; accepts and processes retreat orders.

(6) Tells the players how many pieces may be built or must be disbanded; accepts and processes build orders.

(7) Will tell the players upon request what the year and season are, which centers each player controls, where their pieces are, and what type they are.

(8) Takes care of coasts.

(9) Processes all the convoy problems listed in Mark Larzelere's article in DIPLOMACY WORLD 27 (needless to say, the decisions reflect my interpretations of the rules).

(10) Prohibits self-dislodgement.

Now back to the derivation of the program. The first thing I realized was that the basic structure of the program would be the processing of a stack which consisted of all 75 spaces on the board. The program would look at each space in the stack; decide which piece, if any, moves into that space; and then go on to the next space in the stack. The two big questions are:

(1) In what order should the stack be arranged?

(2) How does the program decide which piece, if any, should move into a given space?

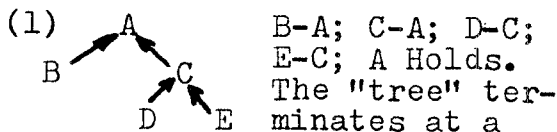
The first question is definitely the more interesting, so I will go into its solution here.

Before it can be decided which piece, if any, should move into space A, it must be decided where, if anywhere, the piece in space A is going. But what if A is attacking B? Then we must first find out where B is going, etc. If we trace every

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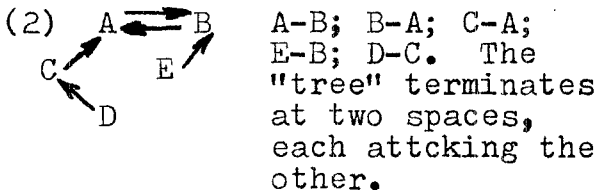
(continued from page 28)

attack in this manner, we will find that it falls into one of three cases:

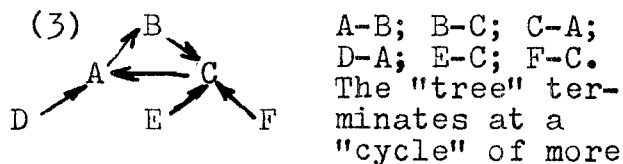


B-A; C-A; D-C;
E-C; A Holds.
The "tree" terminates at a space which ei-

ther is empty or contains a non-moving piece.



A-B; B-A; C-A;
E-B; D-C. The
"tree" terminates
at two spaces,
each attacking the
other.



A-B; B-C; C-A;
D-A; E-C; F-C.
The "tree" terminates at a
"cycle" of more

than two pieces (or a cycle of two where at least one of the pieces is being convoyed).

Case one can actually be divided into two subcases: (a) Trees which terminate at a space containing a fleet which is convoying, and (b) all other case-one trees. The reason for this division is as follows: Generally, it doesn't matter in what order we handle the various trees except that we must handle those trees described as case "1-a" first. This is due to the fact that if a convoying fleet is dislodged, it may have an effect on other trees. Except for this case, the trees are completely independent.

(I should say a little about support cutting. Before any moves are processed, it can easily be decided which defensive supports should be cut. It is equally easy for most of the offensive support cuts to be decided. The only ones which must wait are of the form...A-B; C S A-B; B-C; no other pieces attacking B. Clearly this case only involves one tree and does not interfere with the independence of the trees.)

Now, back to our stack. When some space A is being processed, the program isolates the set of spaces containing pieces which are attempting to move into space A. After it

has been decided what happens to A, the set of antagonist spaces is placed at the bottom of the stack--they comprise the second level of the tree which terminates at A. This process continues until the stack is empty.

The stack should first be loaded with those spaces which contain fleets participating in convoys. If one of these fleets is dislodged (keeping in mind the exception noted in The Gamer's Guide, p. 35, Question #11), then the army which was to be convoyed is considered to be holding.

When the stack becomes empty for the first time, you should reload it with all the empty spaces and all those spaces containing non-moving, non-convoying pieces (by now this includes the frustrated would-be convoyers). During this phase the special case of support cuts are taken care of.

When the stack becomes empty for the second time, you might handle the case-2 trees and, finally, after the third time, case-3 trees.

This is rather sketchy and hard to follow, but I couldn't take up the whole issue with the details. Those who want the details should send \$1.00 for a typewritten copy of the algorithm, and/or \$1.00 for the APL software and \$1.00 for postage costs to:

Chris Bumcrot
4393 Yale Station
New Haven CT 06520

By the way, I hope to be working on some sort of player program (maybe for a watered-down version of Diplomacy) for my Senior Project next year. Any suggestions would be very welcome.

((Ed. Note: It's not very well known now, but in postal game 1964A, in GRAUSTARK, it was said that Fred Lerner played Austria with the aid of a computer program for playing the game. Austria was eliminated in 1903. Well, they make computers better, now; don't they?))

the bloated mailbox

DIPLOMACY WORLD welcomes your letters of comment; a lively LoC column is a big plus in every 'zine. However, the Editor reserves the right to edit LoCs, just as he does articles. We request that you limit your LoC to matters which have appeared in D.W. or matters of general concern to the hobby at large. Personal feuds and the like really have no place here, nor do LoCs on subjects other than Diplomacy. Although bylined, LoCs are not paid for (as are articles). The Editor's decision whether to print any letter, or parts of any letter, submitted to him is final.

Dear Rod:

We have received a number of complaints from DIPLOMACY enthusiasts about our switching from the traditional wooden blocks in DIPLOMACY to the plastic symbols found in the current edition of the game. Upper management has asked me to pass on to you the reasons for this switch as they do not wish DIPLOMACY enthusiasts to feel that they are non-feeling in regards to the matter of maintaining higher quality components for DIPLOMACY. I would appreciate it if you would pass onto your readership our side of this particular story.

The supply of wooden blocks for DIPLOMACY had to be imported from Germany. While the cost of such importation was high, this was not the reason for Avalon Hill's refusal to continue to import the traditional wooden blocks. Rather, the switch over to plastic pieces stemmed from the fact that there has been much dissatisfaction from many DIPLOMACY purchasers about the closeness of the color hue between the green and light blue pieces. As opposed to the starkly contrasting dark and light blue pieces of the earlier version, the manufacturers of the wooden blocks had substituted a near turquoise colored hue which was very difficult to distinguish from the green blocks under certain types of lighting. Because the manufacturer would not honor our request for a

return to the properly colored wooden blocks of years gone by, Avalon Hill felt they had no choice but to switch to a supplier of plastics who was more amenable to our request for specific colors.....
.....Donald J. Greenwood

((Our readers may recognize Don's name as that of the esteemed editor of THE GENERAL. This letter was actually addressed to Fred Davis, but Don kindly sent me a carbon of it and it is reprinted here.

((I'd like to thank Don for giving us the inside information on the switch in Diplomacy pieces which has been causing a lot of negative comment in the postal Diplomacy press of late. I can readily understand the problem, and had heard of the green/light blue difficulty before.

((In fact, this is not the only color problem we've had with Diplomacy pieces. Many sets of pieces had such a dark shade of dark blue that it was not easy to tell English pieces from German. The English version of the game eliminates the problem entirely by dropping light blue (and white) and substituting pink (and lavender).

((I've not seen the new pieces, but it's my understanding they are of different shape and size as opposed to the traditional wooden ones. Perhaps one ultimate solution to the problem is to use the plastic, but molded into block shapes. But if we have to choose between the traditional shapes and the traditional colors, retention of the latter is much the more preferable, it seems to me.

((Those who already have the blocks may want to order sets of the new pieces anyway...they might come in handy for variants and...who knows?...they might become collector's items some day. Meanwhile, if you know where there's a set that still has blocks, you might be well advised to buy it as an investment...Ed.)))

(continued from page 30)

Dear DIPLOMACY WORLD:

In Mark Larzelere's article, "Convoys and the Rulebook", he proposes that Rule XII be changed so that a convoy would succeed if, after all dislodgements, a continuous conveying route exists. This would mean that you could in effect convoy A Lon-Bel via either F Nth or F Eng, without specifying which! A better change in the rule would be to keep the original rule for fleets of one's own country, but adopt the new rule for multinational convoys. This would mean that you could plan an alternate convoy route with your ally, but the worse anomalies of either the original rule or the new rule would be eliminated. Better yet would be to require a unit moving via conoy of another power to state, "A Lon-Bel via FRENCH F Eng", for instance. If this is not specified, the convoy could be ruled invalid, either for all cases or, preferably, for alternate convoy cases only.

I also have some comments on computer played Diplomacy. The drive for computerized chess helped advance both chess and computer science. A large percentage of computer research of a certain type was channeled into chess, helping to focus the research. If a large part of the appropriate types of research were channeled into Diplomacy, it would have the same effect, and of course would greatly help in popularizing Diplomacy. The game could well be ideal for such purposes.....
.....Lanny Myers.....

((On convoys: Odd you should mention the alternate convoy problem, Lanny. That problem cropped up under the provisions of the old Rulebook, just about the time the new Rules were being written by Allan Calhamer, assisted by a small committee of hobby people. We inserted Rule XII.4 to solve it. Convoys are still the knottiest problem in the Rules.

((There is an article by me elsewhere in this issue which treats the whole situation in detail. I do want to stress here, however, that a rewritten Rulebook is not a realistic option at this time. GMS and

players who encounter difficult situations of the type discussed in Mark's article are going to have to exercise their own judgement in each instance.

((It would be nice to think that our game would come to be interesting to computer specialists. Chess is the world's most popular game, and probably the number of people who play Diplomacy is only 1% of those who play chess. That's a pretty heavy obstacle to overcome. However, as a "classic" game, like chess, Scrabble, or Monopoly, Diplomacy will be around a long time, so maybe someday the computer people will sit up and take notice. Meanwhile a lot of hobbyists with home computers are working on the game....Ed.)))

Dear Jerry:

In his article on House Rules Bruce Linsey told us (quite correctly) that Diplomacy deadlines are 15 minutes according to the rules, but later he says (quite incorrectly) that there are officially five seasons in all Diplomacy games. Like the weeks-long deadlines, summer, autumn, and winter are inventions of postal Diplomacy. Officially the seasons are spring moves, spring retreats, fall moves, fall retreats, and fall adjustments. Linsey also didn't point out that there are two different ways to run "two-season" Dip, one in which adjustment orders are included with spring orders (standard method in North America and better than the other) and that which includes adjustments with fall (or autumn in Britain, where this method was popular) orders.

Players and GMS have been surprisingly industrious in finding holes in the new rules, but I doubt that one game in 20 is affected. Before the rulebook was revised in 1971 every game was affected by house rules interpretations of the rulebook. Perhaps Rod Walker could write an article about the pre-1971 rules chaos.....
.....Lew Pulsipher.....

THE BLOATED MAILBOX

(continued from page 31)

((All the problems which existed then are, hopefully, ancient history. But the article on convoys in this issue at least mentions that situation. It was the "chaos" that led Games Research (which then owned the game) to seek a revision of the Rules in 1970, and Allan Calhamer to agree to undertake writing a final text. I doubt whether any similar situation is likely to arise again.

((Bruce was no doubt speaking from the point of view of postal play, where seasons such as Winter and Summer have been so common for so long (over a decade) that they must seem "official". They are certainly standard in most 'zines.

((Lew Pulsipher is of course the esteemed Variants Editor of DIPLOMACY WORLD, and has been since this publication was founded in 1974. Bruce Linsey is editor of the postal 'zine VOICE OF DOOM and also editor of the excellent "Novice Handbook", SUPERNOVA. Elsewhere in this issue we mention how you can get a copy. ...Ed.)))

Editor, DIPLOMACY WORLD:

During the entire time I was in the hobby, I do not remember any important issue on which Fred Davis was in substantial agreement with me. You can therefore understand my apprehension on reading the inside front cover which announced his article - I was sure I was about to receive another Diplomacy World hatchet job, and I was right. My only surprise was that so little of his article was offensive.

I have spent my civic life fighting for principles, liberty, and the rights of individuals and the powerless minorities. This has been incomprehensible to Fred Davis and his colleagues. Their position, that I am a threat to their liberties, has made exactly the same sense as the thief's claim that the man who cries "Stop, thief" is a threat to his liberty.

It would be easy to demonstrate that Mr. Davis is my political enemy. In the alleged referendum he published ballots for, he refused to publish the statement I submitted,

an excerpt from the Encyclopedia Britannica on how totalitarian regimes come to power.

I expect, if I was the kind of person who hungered after power, that I still would be in the exercise of all the "powers" I once had if I had only agreed to abuse them the way Fred Davis and his colleagues wanted me to. The classic case was when the newly named Director of a Variant Bank appealed to me for help. The issue was fouled up by the changeover from IDAVC to a DVC governed under a defined set of rules. In the old structure, Variant Bank Directors were seated by title; since we were informed that the World Variant Bank included all of them and any new banks that would arise, we seated regional directors of the World Variant Bank in the new structure. The Director who had appealed had been named without any input from me to one of the founding banks in the World Variant Bank, and had voted for the changeover, and was being excluded from the federation because he refused to be blackmailed into a second-class status. I only regret that I was unable to stop the unprincipled coalition which drove a most promising Variant Bank out of the hobby.

I have come to believe that the existing Variant Banks do not have the interests of the hobby at heart, because they cannot distinguish their own interests from the interests of the hobby. (I never had this problem because I recognized the complete divergence between my personal interests, my hobby interests, and the interests of the hobby. My problem came from placing the interests of the hobby above my hobby interests, and both above my personal interests - and I have always prided myself on not being an altruist.) I am therefore highly apprehensive about any numbering system that the Variant Banks approve of, and I fear that the new system (if it is being adopted) will not only violate the principles I enunciated when Miller Number Custodian on brevity and ease of classification, but will actually be harmful,

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(continued from page 32)

impossible to use, and in addition,
fail as a classification system.....
.....Robert Sacks.....

(Fred Davis replies:

(I have only this to say about Variant Banks. It does not good to come up with any project, no matter how well designed, if you cannot get other people to co-operate with you. For six years, Mr. Sacks blocked the Reclassification of the 500-odd known Diplomacy variants into logical categories, because he wanted to adopt his system. He so antagonized the Custodian of the Central European Variant Bank, Walter Haas, that Walter cut off all communication with him. Sacks also antagonized the British Variant hobby by trying to force them to accept as their V.B. Custodian a person whom they did not want, for lengthy reasons I won't go into here. All Sacks ever accomplished was blocking the work of others, such as Conrad von Metzke and Der Garvey.

(In 1980, with the open encouragement of several other people, Rod Walker prepared the ARDA Catalogue of Diplomacy Variants for the North American Variant Bank. No one has said that this classification of the games is perfect. There will always be differences of opinion on what pigeonholes some designs fall into. The significant thing to note is that this system has now been adopted by the Miller Number Custodian and by all of the world's variant banks, here and overseas, in the short space of a little over a year. It is in place, and it is working. The proof of the pudding is in the eating.

I note that Sacks refers to the worldwide referendum on who should be Miller Number Custodian as "the alleged referendum". It was very, very real, as any 1976 Dipzine publisher can testify, since they all received ballots on this matter. In the December 1976 issue of BUSHWACKER, the two contenders, Sacks and von Metzke, were requested to present short statements, not to exceed 500 words, on the issues at hand. The main issue was how to proceed with the variant reclassification project, which

was long overdue even then. Ignoring the subject, Sacks submitted a verbatim extract (copyrighted) from the Britannica on "Totalitarianism". He fails to mention that when he was informed that this was unsuitable, he asked for and was given an extension to January 21, 1977, to submit an original statement. When he failed to meet that deadline, the ballots were sent out without any statements, since I had announced in print that in the interest of fairness, statements would be included only if they were received from both parties.

(The referendum ended in a 22-22 tie, with 23 other publishers submitting ballots but abstaining. A total of 27 publishers from around the world stated on the ballot that they were dissatisfied with Sacks' performance as MNC. Nevertheless, since he was the incumbent, no one challenged his right to remain in office. This was the only time in the history of the postal hobby that the fitness of a Custodian to remain in office came to referendum. The vote totals show that this dissatisfaction cannot be blamed on just one or two people.....
.....Fred Davis.....)

((Many, if not most, of our readers are going to find all of the above a little befuddling because (a) it deals with the postal hobby and (b) it deals with a very small subsegment of the postal hobby and (c) it deals with ancient history. Ordinarily, DIPLOMACY WORLD would prefer to avoid entangling itself in hobby politics and interpersonal strife. However, I felt it was best to get into it this far because of comments made in Fred's original article.

((Factually, some of the statements made by both Bob and Fred need correcting. The use of the ARDA variant numbers by the MNC is still somewhat up in the air. When I first devised the numbering system for the NAVB archive catalogue, I made it abundantly clear that I had no interest in the "Reclassification" dispute, that I did not want the ARDA Numbers to be used as Miller Numbers,

(continued from page 33)

and that I had infact designed them to make them improbable candidates for such use. So much for best-laid plans. The then-Miller Number Cus-todian, Greg Costikyan, made it very clear he wanted to use the ARDA #s anyway, effective 1 January 1981, and eventually I agreed to it. The im-plication that any Variant Bank is trying to force anything down the MNC's throat is untrue and unfair. The new MNC, John Leeder, has not made any definite statement on the matter, and further developments must wait on him.

((The 1976 Miller Number Referendum was a matter fraught with incredible bitterness and personal animosity. It was also to some extent a regional affair, with the New York variant people opposing the Big Name Variant Fans in the rest of the world. Further discussion of this unfortunate affair might serve to do things like place blame, but none of the issues are even relevant any more.

((And that ends any further Sacks/Davis confrontation on these questions in D.W. It's just not the sort of thing that belongs in these pages. If Bob and Fred want to continue arguing over it, I will offer them space in ARDA, the official periodical of the North American Variant Bank - West.

((I should mention that Robert Sacks is the compiler of the Known Game Openings list which appears in DIPLOMACY WORLD and elsewhere, and editor of HANSARD, which carries a game called PARLEMENT, which was invented by long-time Diplomacy fan, Charles Wells. Fred Davis is the editor of BUSHWACKER, one of the oldest continually published postal Dipzines in the hobby, and has just been named CoOrdinator for DipCon XV by an agreement between Avalon Hill & Origins with the DipCon Society Committee of Three.))

Dear Jerry:

I think DIPLOMACY WORLD is a very fine 'zine. I've only had it for one year now, but I've seen enough to know it is well worth the subscription fee you charge. I'm a student at Temple University in

Philadelphia. I'm also President of the Strategic Simulations Club at Temple, which is a fantasy and war gaming club. We play more fantasy than Diplomacy but we sometimes manage to get a game of Diplomacy together. One time we had so many people come by that I let two people play each country. One person was the President or leader and the other was the foreign minister. The game turned out to be an interesting variation of sorts. The foreign ministers made agreements that the leader didn't always go along with. Sometimes this was planned and it made a very good excuse for back stabs. If you would like to know more about this game and variant or even about my club write to: Tom Sessler, 35 Albert St., Feasterville PA 19047....
.....Tom Sessler.....

((There is one variant which has a three-man government set up... Head of State, Foreign Minister, and Military Commander. The rules get a little complex as to whom can do what to whom, and with which, and I forget the variant at the moment (the name, that is). Another interesting variant is Drew McGee's Grand Tournament Diplomacy, in which each unit has a different commander. Drew is, I believe, still running sections of this variant, and can be contacted at 100 Belmont Pl., Apt. 3-F, Staten Island NY 10301. ...Ed.))

((WHICH REMINDS ME: If you have a club or group that meets regularly to play (or to play sometimes) Diplomacy, be sure to let us know. We will publish relevant information ...and if we have enough, we'll devote a regular section of D.W. to publicizing such get-togethers. And if you plan a special con or tournament, give us as much advance notice as you can and we'll give it publicity.))

RICHARD REED would like to organize twice-monthly face-to-face Diplomacy games in the El Segundo area. The games would be on the 1st and 3rd Saturday of each month, starting at Noon sharp. Contact Richard @ (213) 322-0421 or 615-0311 (X2357).

NEWS & REVIEWS

((News & Reviews is D.W.'s regular section for just such things. We will print anything here which could possibly be of interest to our readership. We will do occasional reviews of established postal 'zines plus initial notices of what the new ones seem to be like. Hobby events will be covered here. We will give info on upcoming cons, tournaments, get-togethers, and the like, as well as announce regular meetings of Diplomacy clubs and other groups that (at least occasionally) play Diplomacy and/or its variants.

((All notices in this section represent the opinions of our reviewers and do not necessarily reflect any official attitude on the part of DIPLOMACY WORLD. Similarly, all news is presented exactly as it comes from our contributors. Although the Editors will not knowingly print any false or misleading information, DIPLOMACY WORLD is not responsible for the complete accuracy of news items submitted to us by others. Reviews are annotated by the initials of those responsible.

((We welcome all contributions to this section. Please keep them brief, factual, and to the point.)))

a The big news in the hobby these days is next year's DipCon. It's a refreshing change to note that we already have some dates and location, and work is already progressing on getting the DipCon set up with our host Con.

DipCon XV will be held during the weekend of 23-25 July 1982 in conjunction with Origins in Baltimore. The DipCon Committee of Three has appointed Fred Davis as a single point of contact with Atlanticon to make all necessary arrangements. All Diplomacy activities at the Con will be arranged, managed, and coordinated by the Committee, its representatives, and its appointees. We are hoping for the largest Diplomacy tournament ever held. This early work between the DipCon Committee and the host Con should guarantee the

smoothest and most enjoyable DipCon we've had in a long time. Avalon Hill's representative in this, Don Greenwood, has already promised us a great Con, and I know he and Fred will work hard to make sure that promise becomes a reality.

Further details on DipCon will be published in DIPLOMACY WORLD as they become available. Fred Davis has already sent us maps of the area and the Con site, but it's a little early to publish those; I expect you will see them in D.W. #30 (March 1982). We are also hoping for a complete schedule of Diplomacy events ...the tournament, the DipCon Society meeting, and so on.

Any Diplomacy group or organization which wishes to schedule a meeting at DipCon should contact Fred at 1427 Clairidge Rd., Baltimore MD 21207. Please don't ask Fred to provide Con details...those will be published here and in other 'zines as we get them. But if you will need facilities for Diplomacy activities at the Con, Fred is your pipeline to the host, Origins, to get them arranged.

There will be more details in D.W. #29. In D.W. #30 we will publish Fred's maps, lists of hotels & motels, and other useful information. D.W. #31, published the month before the Con, will contain updates, a Con schedule if we have one by then, and other information which may be useful. This will be the Fifteenth Annual DipCon, and the Twentieth Anniversary of the world's first (if abortive) postal Diplomacy game. We expect a truly great Con and hope that all the fen will be there. Make your plans now, save your money, and we'll see you in Baltimore in July of '82!!**rw**

b The late and unlamented International Diplomacy Association has finally wound up its affairs. The IDA began life in 1972 in a flurry of hobby activity and good wishes, and for a few years was a strong and

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effective force for progress within the postal hobby. However, in its last few years it became bogged down in constitutional disputes, personality conflicts, and the like. Various attempts to revivify the organization became embroiled in the same problems. Eventually (about a year ago) the IDA Council passed a resolution which distributed all the funds in its treasury to various hobby project Custodians and adjourned sine die, thus effectively killing the IDA. But even this became enmeshed in problems since there were two competing resolutions doing the same things (essentially), and two poles of opinion, each maintaining the superior legality of its resolution. The complications which then arose were truly astounding, and I hope nobody really wants an account of all that in these pages.

The treasury, \$126.10, had been in the hands of the penultimate Treasurer of the IDA, William Young. He had very properly refused to do anything with the money until some clear and unanimous instruction was received. When, after a year, that had failed to materialize, and after a compromise initiative had failed because the initiator suddenly tried to grab the treasury for himself (aren't politics grand???), he turned the money over to the last IDA Treasurer, Eric Verheiden. Eric then effected a compromise between the two competing resolutions and distributed the money as follows:

\$ 75.10...Bruce Linsey (SUPERNOVA)
 15.00...Elmer Hinton (for the Council Courier)
 20.00...Scott Marley (ditto)
 10.00...Ray Heuer (for OGP)
 2.00...John Leeder (Miller #s)
 2.00...Don Ditter (Bdmn. #s)
 2.00...John Daly (for USOS)

\$126.10 Total.

Sic transit IDA.

RW

C We haven't seen too many new 'zines lately, although we know they're out there. One that has crossed our desk recently is EREBOR. It's edited by Brian Lorber and Ken Halpern, 7 Polo Rd., Great Neck NY

11023. This is a very neatly done and readable mimeo 'zine. A subscription is \$5/10, and the game fee is \$2. However, the first 14 subscribers will get a free game fee. The first issue has a contest. EREBOR seems also to be oriented toward variants as well as regular Dip. We might note that Brian has just purchased the complete Youngstown Variant package from NAVB-West, so it's a good bet you might see some Youngstown openings here. Naturally, we like this 'zine because it observes the old (but seldom observed) tradition that Diplomacy 'zines are named for mythical places. We wish them long life and much success therefor. You might send a SASE (self-addressed stamped envelope) to Brian and Ken for a sample copy. RW

d Another new 'zine we've seen is POLITBURO, which will also carry a subzine for people living in the Southwest called (are you ready for this?) POLITBURITO. The first issue was really a flyer, and it's hard to tell much from that. We've also had a nice letter from the 'zine's co-editor, John Pack. POLITBURO will run \$.55 per issue, consist of about 20-24 pages (digest size), and will begin to appear in October. The editor will be Mike Mitchell, Box 3329/NMTECH, Cocorro NM 87801 and/or John Pack, C-2218, Helaman Halls/BYU, Provo UT 84604. The 'zine will feature regular Diplomacy, several variants (including some not yet published), and some other strategic multiplayer games. (John just ordered the complete Youngstown package from the NAVB, so you may be seeing sections of the ever-popular Youngstown Variant in POLITBURO.) RW

e And yet another new (but not really) 'zine is IRKSOME, which used to be a subzine of BRUTUS BULLETIN. It was supposed to be called DIPSO-MANIA, but the title was abandoned ...good thing, too, since Don Miller once ran a 'zine of the same name and we have enough bibliographic confusion in the postal hobby as it is. Anyway, this one is mimeo, will

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NEWS & REVIEWS

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run 10-12 8 1/2 x 11 pages per issue, and costs 10/\$3.50 from Scott Hanson, 701 SE 15th Ave., Minneapolis MN 55414. Scott will run several games of regular Diplomacy on both 2- and 4-week deadlines, and IRKSOME will appear every 4 weeks. For a sample sub, send \$1.20 for 3 issues. Two games are already running, with rather lively press. Not much yet; but most first issues don't even have games yet. RW

f NOTICE TO 'ZINE PUBLISHERS: If you would like your 'zine reviewed in DIPLOMACY WORLD, please send us the five most recent consecutive issues and we'll be glad to do an honest objective review of them. We also welcome reviews of 'zines from other persons, of not more than about 150 words, although we can't guarantee to publish all reviews received due to space limitations. RW

g DIPLOMACY DIGEST (Mark Berch, 492 Naylor Pl., Alexandria VA 22304) has passed the 50 mark...something we don't usually report. However, it gives us a good excuse to mention this excellent brother 'zine to D.W. ...D.D. specializes in reprints of the good, the bad, and all the in-between, culled from Marks huge archive of Dipzines. One of the most valuable and interesting publications in the hobby, it is 10/\$3.50 (10/\$4 in Europe). Nobody who is really interested in Diplomacy should be without DIPLOMACY DIGEST. RW

h WE DEEPLY REGRET to announce the impending demise of THE BRUTUS BULLETIN, ably edited and published by John Michalski, Rt. 10, Box 526-Q, Moore OK 73165. TBB only recently became one of that very select crew of postal Dipzines to go past 100 issues...the announcement we originally intended to make here. John's willingness to put out huge issues and to publish almost anything sent to him made TBB one of the most interesting 'zines in the hobby. It was almost an institution. John will continue in the hobby, but THE BRUTUS BULLETIN will be greatly missed.

LEW PULSIPHER is looking for a 'zine to publish (and possibly arrange to GM) two science fiction multiplayer diplomatic wargames he has designed. These games are fairly popular in Britain but have not been printed in North America. Variant publishers (and prospective players) please take notice. Contact Lew @ 700 Morreene Rd., Apt. C-11, Durham NC 27705. RW

j EGAD!! No space to tell you about the proposed Diplomacy Hall of Fame! Send SASE for a free copy of the special flyer, or \$1.00 for the upcoming issue of XENOGOGIC on this subject. Send to Larry Peery, address below in the Known Game Openings list. This is an interesting new hobby institution to honor our "Big Names". RW

KNOWN GAME OPENINGS (Cont'd from p. 40)

Larry Peery, P.O. Box 8416, San Diego CA 92102. XENOGOGIC *, quarterly, gf \$15. (Separage game reports mailed approximately monthly.)

Robert Sacks, 4861 Broadway, 5-V, New York NY 10034. HANSARD #, ?monthly, gf \$3 "plus costs".

Bruce Schneier, P.O. Box 5185 River Station, Rochester NY 14627. INVASION * #, ?monthly, gf (varies) plus sub \$5/11.

Michael Scott, 1726 Cypress Circle, LaVerne CA 91750. MIKE'S MAG #, 5 weeks, gf \$5.

Don Sigwalt, 125 Hebard St., Rochester NY 14605. HOOF & MOUTH *, 4 weeks, gf \$2.50 plus \$.60/issue.

Allen Wells, 550 Memorial Dr., #2E3, Cambridge MA 02139. DOT HAPPY * @, monthly, gf \$5 plus deposit \$5 plus \$.50/issue.

Note: It's also a good idea to obtain a recent sample issue to make sure game openings are still available in any given 'zine.

ANY GM WHO WISHES TO HAVE HIS GAME OPENINGS PUBLICIZED IN THIS COLUMN, please send complete information (including names of all games with openings) to Robert Sacks, 4861 Broadway, 5-V, New York NY 10034. Robert wishes information updated not less often than every two months, but preferably monthly. If you have sent information to Robert but your game openings are not listed in the following DW, please contact our editorial office directly.

Hobby Services

(A PARTIAL LIST)

It is our policy that our readers, and Diplomacy players in general, should be well acquainted with the services available to them. Before I became Editor of DW, I had started to publish a 'zine called ZIMIAMVIA which would list this information and which would be distributed to many of the hobby's 'zines for reprinting. ZIM is now replaced by a regular listing in D.W.

We urge you to take advantage of the services and general information sources listed here. They exist for your benefit. If you have trouble locating something you need, please send a SASE (self-addressed stamped envelope) with your inquiry to DIPLOMACY WORLD and we'll see if we can't locate it for you.

BOARDMAN NUMBER CUSTODIAN. Don Ditter, 910 Hope St., #12A, Stamford CT 06907. Assigns Boardman Numbers to new regular games in North America. Reports game statistics on completed games. Publishes BNCzine through Bern Sampson, 123 6th St., Middlesex NJ 08846, to whom subscriptions should be sent (3c/page plus postage; send \$5 to establish sub). If you have information about any game which might make its regular status questionable in the opinion of anyone compiling a rating system, please contact Don.

ORPHAN GAMES: THE UNITED STATES ORPHAN SERVICE. If your postal Diplomacy game has been abandoned by your GM, or is being mishandled in such a way that it amounts to abandonment, contact the USOS, which helps players find new homes for their abandoned games. The USOS has two co-directors: John Daly, Rt. 2, Box 136-M5, Rockwell NC 28138. And Kathy Byrne, 160-02 43rd Ave. (2nd Floor), Flushing NY 11358.

In Canada, orphans are placed by the CDO (Canadian Diplomacy Organization). Head of the CDO Orphan Service is in the U.S.: Andy Lischett, 3025 N. Davlin Ct., Chicago IL 60618

OMBUDSMAN SERVICES. An Ombudsman is a disinterested party whose services can be called upon in the resolution of disputes. Players and GMs

who are having that sort of problem should contact one of the available Ombudsmen for assistance. There are two known to us. One is elected by the NADF (North American Diplomacy Federation, a nonpolitical association of project Custodians). The other, by the CDO (Canadian Diplomacy Organization, a nonpolitical association of Canadian GMs). Both are Canadians. The NADF Ombudsman is Randolph Smyth, 212 SE Aberdeen St., Medicine Hat, Alberta, CANADA T1A 0R1. The CDO Ombudsman is François Cuerrier, Box 32, Sta. A, Ottawa, Ontario, CANADA K1N 0T9.

NOVICE INFORMATION. Newcomers to postal Diplomacy will want to avail themselves of information compiled expressly to introduce them to that part of the hobby.

In the U.S.A., you can obtain SUPERNOVA for 75c from Bruce Lindsey, 24A Quarry Dr., Albany NY 12205. This thick compendium of articles and other information is invaluable even if you're not strictly a newcomer.

In Canada, you can obtain CEPHEIDS from Nick Russon, 2503 Hurontario St., #353, Mississauga, Ontario, CANADA L5A 2G7. ((I've not seen an issue in years and don't know the current price.))

VARIANTS. The North American Variant Bank provides information on variants and will obtain copies of variants in their files for you at their cost. The NAVB's journal is ARDA, obtainable from Rod Walker, 1273 Crest Dr., Encinitas CA 92024. Cost is 5c per printed side plus postage; minimum sub is \$5. ARDA prints and updates the NAVB catalogue, prints complete variants, and gives other variant info. The current catalogue (ARDA 7) is \$1.25. Rod is Custodian of NAVB-West and the NAVB Archives. NAVB-East is Fred Davis, 1427 Clairidge Rd., Baltimore MD 21207. Many of today's better variants were designed by Fred and are best ordered from him. NAVB-North serves Canada and all games desired by Canadians can be ordered through him (thus eliminating the currency problem). The current Custodian is John Leeder, 121 NE 19th Ave., Calgary, Alberta, CANADA T2E 1N9.



We are not running an ad for Avalon Hill, per se, this issue. But I want to say a few words about the company on my own. AH, as you know, owns Diplomacy and has since 1976. As you also certainly know, AH produces and markets a wide variety of games every year...wargames, fantasy games, sports games, computer games, and others which can't be precisely classified (what, for instance, is "Dune"?).

What you may not know, and what I am going to tell you now, is that Avalon Hill has been a consistent and vital friend to DIPLOMACY WORLD. I believe it is fair to say that if it had not been for Avalon Hill's support, there would be no DW today.

Avalon Hill has consistently maintained that as a business corporation, they could not undertake to "back" publications and enterprises which they did not themselves produce and control (and could not, therefore, guarantee). That's fair and sensible.

But AH has also consistently made one exception to that: DIPLOMACY WORLD. When the game passed from Games Research to Avalon Hill, AH undertook to continue the backing (which was then in the form of a cash subsidy) of DW for a time. This agreement was faithfully executed. When the subsidy expired, AH continued to support DW by inserting our flyers in the game (and printing them at their expense, by the way), plus giving us a regular ad in THE GENERAL. That is generosity and support above and beyond the call of duty; even above and beyond the call of public relations. It is, frankly, a kind recognition of the rather unique quality of the game and the equally unique status of Diplomacy fandom. It is also something DIPLOMACY WORLD will have to continue to earn on behalf of the hobby we serve.

I am pleased to report that, at least for the time being, the vital arrangement we have with Avalon Hill will continue. It is our hope that our friends in the hobby will return the compliment.

No, I'm not suggesting you go to the nearest gamestore and buy out all

their Avalon Hill stock. I am suggesting that you give AH a chance, and look into what else they have to offer. You might just be very pleasantly surprised.

Their address is The Avalon Hill Game Company, 4517 Harford Rd., Baltimore MD 21214. Write them and ask for their current game catalogue. They'll be happy to send it to you and add you to their mailing list. Even if Diplomacy is the "only" game you play, you may find some things of interest. AH now stocks Machiavelli, for instance, a game set in mediaeval Italy which is surprisingly like Diplomacy itself... and which in fact is being played by mail in many 'zines which also carry Diplomacy games. AH has many other multiplayer games, and if you truly like Diplomacy you may like one or more of the others.

D. W. DEMO GAME

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lose Ion. I imagine Zimmermann's orders surprised Turkey, as Norman had lulled him into the Tyn bounce. If this fleet penetrates Aeg or Eas it could be a real problem for Turkey. Notice again the strong R/T cooperation. Turkey took Ven but gave up Bul to Russia--probably on loan--so that Russia would not have to disband a unit in Winter.

WINTER 1905

FRANCE: B F Mar.

Commentary: The French will be ready with their fleets just in the nick of time. Turkey's F Tyn is helpful in taking Rom & Nap, but little else. The major problem facing the Turk is outguessing Italy to keep him out of Aeg/Eas. The E/G must try to take Nwy, Swe, & StP, annihilating the Russian fleets in the process. The key to this is Germany's capture of Bal. The alliances are becoming very solid and relatively inflexible. Unless Turkey stabs Russia, the game looks to be headed for a 5-way draw. But there is a lot of play left and this is the DW demo game, so let's hope the players make it interesting from here on out.

KNOWN GAME OPENINGS

Compiled by Robert Sacks. Slightly revised by the Editor for presentation in this format, and some listings added.

DIPLOMACY WORLD does not itself offer postal Diplomacy games (other than the invitational Demo Game). The listing below in no way constitutes an endorsement by DIPLOMACY WORLD of any GM or publication. DIPLOMACY WORLD assumes no liability with respect to any game which any person may join as a result of information in this listing, which is provided only as a convenience for our readers. These are amateur publications, of which a certain number inevitably fold every year. Players are therefore advised to exercise due caution.

A good method of getting involved in postal play would be (a) getting sample copies of 'zines you wish to play in (send SASE or the cost of a single issue to the publisher) and (b) join some games as a replacement player by having your name added to various GMs' stand-by lists.

HOW TO USE THIS LIST: Entries are alphabetical by GM's name. A typical entry shows: GM's or publisher's name, address, 'ZINE NAME, frequency, costs (gf, flat game fee; sub, subscription; sometimes both are required). Note: After each 'zine name is/are one or more symbols, which indicate the type(s) of game(s) being carried: * (regular Diplomacy), @ (variant Diplomacy), # (multiplayer strategic games of other types).

Bob Arnett, 1500 Waterway Cir., Chesapeake VA 23320. VOLKERWANDER-UNG * @, 3 weeks, gf \$10.

M. P. Barno, 2811 Robins St., Endwell NY 13760. THE SHOGUN'S SWORD * @ #, monthly, gf (variable, small) plus sub \$5/12.

John Boardman, 234 E. 19th St., Brooklyn NY 11226. GRAUSTARK *, 3 weeks, gf \$15 (or EMPIRE #, 3 weeks, gf unknown).

Ronald J. Brown, RR#1, Brennan's Hill, Low, Quebec, CANADA JOX 2C0. SNAFU! * @, 5 weeks, \$5 plus sub \$6/12 (Canadian funds).

Dave Carter, 118 Harsham Ave., Willowdale, Ontario, CANADA M2N 1Z9. SLEEPLESS KNIGHTS *, 3-5 weeks, gf \$2 plus sub \$3/10 (Canadian funds).

John Caruso, 160-02 43rd Ave., 2nd Floor, Flushing NY 11358. WHITE-STONIA * #, 4 weeks, gf \$2 plus sub \$5/10.

John Daly, Rt. 2, Box 136-M5, Rockwell NC 28138. DOGS OF WAR *, 3 1/2 weeks, gf \$3 plus sub \$4/10.

Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore MD 21207. BUSH-WACKER @, monthly, gf \$7.

Don Del Grande, 142 Eliseo Dr., Greenbrae CA 94904. LIFE OF MONTY * @ #, monthly, sub \$.55/issue.

Steven Duke, Rt. 3, Fairfield Pike, Shelbyville TN 37160. THE SCHEMER * #, ?monthly, sub \$3.50/12.

Guy Hail, 1103-B Lorain, Austin TX 78703. GREAT WAR IN MODERN MEMORY *, 2-4 weeks, gf \$6.

Scott Hanson, 701 SE 15th Ave., Minneapolis MN 55414. IRKSOME! *, 4 weeks, sub \$3.50/10.

Steve Heinowski, 1630 W. 28th St., Lorain OH 44052. TER-RAN * #, 4 weeks, gf \$3 or \$1 plus sub \$3/10.

Roy Henricks, 128 Deerfield Dr., Pittsburgh PA 15235. ENVOY * @ #, 5 weeks, gf \$4 plus sub 3-1/8 cents/page plus postage (send \$5 minimum). (Gf varies with some games.)

Timothy Jones, P.O. Box 338, Cover NH 03820. WORLD CAMPAIGN #, 6 weeks, gf \$8 plus \$5/move.

Mark Lew, 3120 W. 79th St., Anchorage AK 99598. GANGRENE *, 2 weeks, gf \$3 plus \$1 "NMR fee".

David Manuel, 10318 Oakgate, Bellflower CA 90706. THE CHAMBER *, monthly?, sub \$5/10.

Dave Marshall, 1547 Maplegrove Rd., South Euclid OH 44121. DOWN'N-'DIRTY *, 3 weeks, gf \$3.50.

Steve McLendon, Box 57066, Webster TX 77598. DRAGON & THE LAMB, ?monthly, gf \$3.50 plus \$2.50 deposit plus sub \$6/10.

Glenn E. Overby, 23096 Tawas, Hazel Park MI 48030. JIHAD! * @ #, monthly, gf (varies) plus sub \$6/yr.

Al Pearson, Rt. 1, Box 177B5, Kearneysville WV 25430. JUST AMONG FRIENDS *, ?monthly, gf \$2 plus sub \$6/year.

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