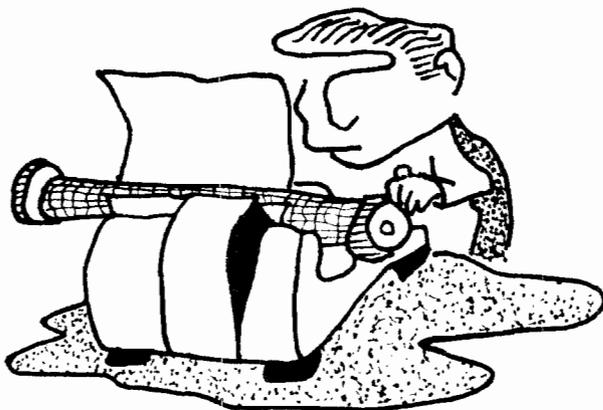


# Diplomacy World

"Lessee, now... I'm in four of Brannan's games... three of Boardman's... one of von Metzke's and one of Reinsel's... I'm running three sTab games, and plan to start another ... then there's the weekly YUDC meeting, and Blitzkrieg night with Smythe... I have time for dinner every night but Wednesday, if I carry my lunch to that University class... and I've three hours free on alternate Sundays.

"Dear Fred: Please enter me in your new Superdiplomacy game..."



DIPLOMACY WORLD is a bimonthly magazine on Diplomacy<sup>(R)</sup>\* which is edited by Walter W. Buchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824. It is sponsored by Games Research, Inc., and the International Diplomacy Association. Its purpose is to give a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, presenting the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD. Subscriptions sell for \$3.00 a year (\$1 discount to IDA members if it's specifically requested). Single copies are 75¢ each. (Indiana residents add 4% sales tax). Paid pre-publication circulation for this issue: 280+.

\*Diplomacy is a registered trademark for a game invented by Allan E. Calhamer and Copyright by Games Research Inc., 500 Harrison Street, Boston, Mass. 02118.

## I. D. A.

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

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

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

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

## FORWARD

This issue is being delayed in mailing to domestic subscribers due to the 1973 Calhamer Awards, the nomination results of which are being mailed to all participating GMS by 30 June. I should receive my copy during the 1st week in July whereupon the voting ballot will be immediately dittoed and sent with this issue as an insert. Although the awards are sponsored by IDA, all players are eligible to vote and I urge you to do so. For the record, I would like to point out that while Hoosier Archives is an amateur zine, DIPLOMACY WORLD is not, and therefore, I would like to withdraw DIPLOMACY WORLD from consideration (in case you might have been thinking of voting for it in the best pub category).

The Tretick Standby System is being used in the new demonstration game after all and we only lack players for Germany and Turkey to have a full standby board. If you are interested, the fee is still a real-cost figure of \$4.00 to get Hoosier Archives while your country is in the game. The standby players so far are:

AUSTRIA: Ronald Kelly  
ENGLAND: Paul Eoymel  
FRANCE: William McCullam  
ITALY: Bruce Schlickbernd  
RUSSIA: Francis McIlvaine

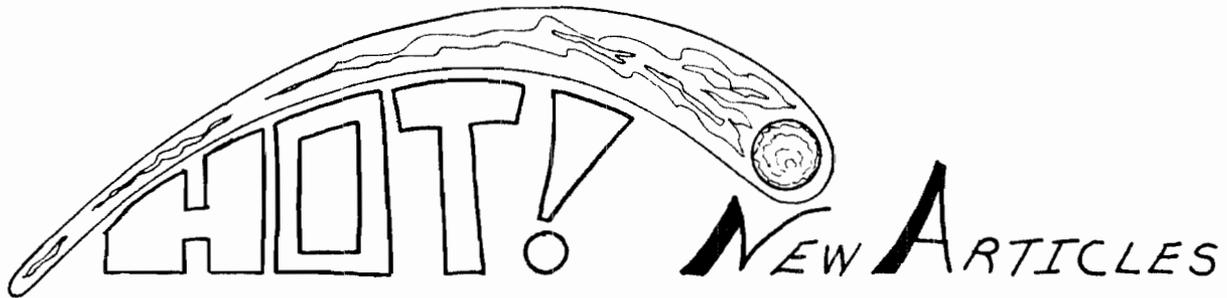
Standbys have full press release rights.

The promised wrap-up of the Lion's Game is being delayed until next issue in the hopes that we will get a commentary from the winner, Mike Rocamora. If not, we will print up the very interesting commentaries we have now. Incidentally, you can still get the packet of HA's that contain the game for only \$5.00. There were a lot of interesting articles in those issues, too, as well as other hobby-wide information.

Lew Pulsipher has persuaded us not to print the circulation survey this time. He says it promotes competition in that area that results in burn-outs. After considering the history of the hobby in the last couple of years, I tend to agree with him. What do you think? Lew also feels we devote too much space to the press in the demo game. We felt that this added a humorous balance to the magazine, but would like to hear how you feel on this subject also.

Recently we solicited gamezine pubbers to send us plugs for their zines. We will start printing some of these next issue. Speaking of the next issue, if any of you were intending to submit articles, we would like to ask you to send them to John Boyer (117 Garland Dr., Carlisle PA 17013) for the '74 IDA Handbook. This worthy project needs all the support it can get. I know John will end up with a fine product.

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



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|                                      |                    |
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BULL, JOHN!

by ROD WALKER

OR, WRITING VEDDY,

VEDDY ENGLISH PRESS RELEASES

Having looked at press releases in general, we are now ready to look at writing them for a specific country. We will begin with England. This is an easy country because you already know the language. This is not true of the other countries. English is best for them, too, however, unless you want to become unintelligible. Anyone who would spend 6 months teaching himself Hungarian in order to write for Austria-Hungary is either a fool or Conrad von Metzke.

There is a distinctly English point of view and this is a good thing to use in PRs. It is the kind of point of view which could allow the Times, back before The War (World War I is "The War" in England), to print the following headline: "Storm in Channel, Continent Cut Off." You also have to understand that it is not "The London Times," nor yet "The Times of London," but always "The Times." Unlike the Germans, the English do not push being superior; they have always known.

English royalty is a good example of this sort of good-natured arrogance. One always says, "Her Majesty," or "Her Britannic Majesty," but never "Her Majesty the Queen" (except when announcing Her arrival)--everyone knows who you're talking about. Queen Victoria was Empress of India and the world, and She damn well knew it. The British monarchs were on speaking terms with God only because they felt that He was of good family. They forgave Him for making the Jews His Chosen People only because there were no English around at the time. They knew, of course, that long before the reign of Henry VIII, He had rectified this mistake.

Underneath this façade, however, lurked another face of the monarchy--its massive closet full of skeletons. There was, for instance, William IV's well-known preference for things nautical--especially sailors. And Queen Victoria Herself was often referred to as "Mrs. Brown," because of Her affair with a Scottish gardener of that name. The Prince of Wales, later Edward VII, liked girls, which was all right, but he liked them in large numbers, serially, and eventually succumbed to a rather unpleasant, and incurable, social disease. And besides, he was always hanging around people like Aubrey Beardsley--I mean, really!!

The PR writer can have a lot of fun with this, depicting his little island in all its openly stuffy and secretly sensual splendor. But there are other approaches which can be and

have been taken, and I thought I would devote a little time to them. There lurk in the background of what England is now many possibilities and alternatives which can be exploited for a lot of fun. I want to look at 4--Eritons, Anglo-Saxons, Puritans, and Stuarts.

Our main knowledge of the Eritons is contained in the various versions of the Arthurian Cycle. This is admittedly a projection backward of medieval practices, but the romantic and heroic stature of the Arthurian characters ought to give the PR writer a field day.

Imagine a revived Erythonic England--ur, Britain--under a new Arthur! The Cabinet would of course be replaced by the Round Table, and Parliament by the Joust. You could have some latter-day surrogate for Sir Gawaine running all over the place for the Holy Grail (if you put him in command of the northern fleet, he could start in Norway). Arthur, of course, would never leave home--he'd be staying at home keeping his eye on Guinevere (who could be pictured as always wearing a 42-pound chastity belt). (I can see a delicious scene where Sir Lancelot is caught with Guinevere and a locksmith.) Those who are into the Arthurian romances can quickly think up more things to do. Consider, for instance, the fun which can be had with Merlin--he could be having an affair with Iolanthe, for instance, or could always be trying to put a hex on the enemy with various fantastic incantations and rituals--with positive or negative results as pictured in the actual moves.

The Anglo-Saxons can be counted on to make a perfect mess of England. Big, tall, blond, and brawny, they are always wenching, drinking, and fighting (wining, wenching, and warring; that's a good phrase). Having divided up England into several kingdoms, they can be conducting a perfectly bloody marvelous civil war while engaging the German High Seas battle fleet in their longships. Meanwhile, the King of Wessex, Ethelred the Unsteady--who is never sober--is still trying to find Germany on a map. One can also use the King of Northumbria, Frithlof the Malodorous, who has a tremendous problem with his itchy scalp. Dandruff? No, fleas.... King AEdmund the Dotty, of Mercia, has the hots for the daughter of King Vortigern of Wales, and so is marching the Anglo-Saxon army the wrong way... Anyway, one big thing to remember about the Anglo-Saxons is that they were uncouth, unstable, unpredictable, unwashed, un....

The Puritans were the exact and precise opposites of the Anglo-Saxons. That much purity is probably unbelievable, even for press releases, but why not try? One of my players did start up a series of releases in which the Restoration had never happened, and England was still ruled by a line of hereditary Protectors, of which the current representative was Oliver VII. He was dogmatic and loved dirigibles.

But a lot more can be done with this. The Puritans were of course religious fanatics, and one good ploy for a PR series is to have them determined to convert Europe. Protector Richard V (Protectors are all named Oliver or Richard, of course), who was dropped on his head shortly after he was weaned, at the tender age of 17, has decided that all of the wicked heretics must be purged, so.... The writer should also remember that the Puritans were sexually repressed, which can give rise to one set of humorous situations. Repression leads to obsession, which can give rise to another. In fact, it would be well to remember that the Puritans regarded as sinful anything which might be fun. The PR writer can readily imagine what might happen to the staunch Cromwellian soldiery once they were turned loose upon the fun-loving people of Norway or France. Consider, for instance, an edict against "ye sinfull luxurie of ye truffles." (Yes, the Puritans are still speaking Elizabethan English.) Finally, there can always be some good rebellions in favor of the old monarchy.

Speaking of the old monarchy--the Stuart Kings of England had the misfortune to get too uppity twice in their careers, and got the sack (or the axe) for it both times. They then put up an Old Pretender, a Young Pretender, and of course the Great Pretender. All this pretending didn't do any good because the Stuarts were Catholic. Later on they had to pretend even that they were English, since they were really French or Bavarian or some such nonsense.

On the other hand, you can't accuse the Stuarts of not knowing how to have a good time. Skipping over James I, who was rather gloomy and had other drawbacks we can't mention in a family zine, we come to Charles I. Well, let's skip him, too, 'cause he had his head chopped off. He knew how to die well. Anyway, Charles II, the "Merry Monarch," was a real winner. He really set the tone of the Stuart monarchy, whose other characteristic was a rather simple-minded insistence on their divine right to be Kings, regardless of what Parliament or anyone else felt. The court of Charles II, bathed in this feeling of inevitability, was gay, dissolute, hedonistic and otherwise thoroughly admirable.

The PR writer may therefore enjoyably imagine a Stuart Restoration for his England, or a continuation of the Stuarts (without the "Glorious Revolution") through James III, Charles III, Henry IX, and right on to whomever is the current Merry Monarch. ("Henry IX" was a gloomy sort who, in real life, became a Catholic bishop.) One can see a court of extravagant manners and fashions, in which Aubrey Beardsley sets the pace (considering the fantastic vogue for him everywhere in England but the court, that is not really out of line).

I would like to share with you one final thing I did for England once, and it worked very nicely. Read Michael Moorcock's "Jewel of the Skull" novels. They are set in a future England ruled by the cruel and mysterious "Huon XVIII" ("Huon" is a transmogrification of "John" through "Juan"). England is conquering the board in Diplomacy. Extremes of cruelty, rapaciousness, and licentiousness are the order of the day in Huon's England, which combines all the worst features of the Teutonic Knights, the Templars, the Inquisition, and 1984. Which are all the best things for a really fun set of PRs.

The PR writer for England thus has many choices. He can delve into the present of the game itself. He can resurrect some alternative past. He can pry the lid off the future. Or he can let his fantasy run riot in some other direction (which may be more fun for him, but harder for his readers to appreciate).

Next time we will look at the most fun PR country, Italy--in an article tentatively titled, "Throw the GM to the Lions, Scipio, Feel a Grape for His Holiness, and Bring Me a Map of Ethiopia!" (Or, "Since You're Going to Lose, Anyway, Why Not Enjoy the Press War?")

#### DIPLOMACY IN THE GREEN PASTURES



"Yassuh, Gabriel, De Lawd am pow'rful distressed at dat Earth he made. Dem people down dere, dey is gamblin' an' killin' an' stealin' an' sinnin' all ober de place agin. Why, dey is doin' eben worse dan sinnin'... dey is Diplomacynnin'!"

# AN ALTERNATIVE TOURNAMENT PLAN

by ALLAN B. CALHAMER

In addition to the suggested tournament plan, there is another possibility which might make an interesting alternative.

In this plan, the players play each game against a random selection of opponents. The scheduling is devised so that each player may play as many different opponents as possible. Thus, better and worse players play together, each player in general playing against a cross-section throughout the tournament.

Since the basic idea of this type of tournament is social, it might not even be scored. Any of various methods of scoring might be employed.

The only task in scheduling is to reduce to a minimum the cases in which two players play each other more than once, and to distribute this burden as equally as possible.

Where there are only two rounds, the method is quite simple and easy. Using a 1 to indicate a player playing at board 1 in the first round, and 2 for a player playing at board 2, and so on, we then lay out the seven 1's, seven 2's, etc., in horizontal lines, and pair for the second round by counting down vertically:

2 Boards

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 |

3 Boards

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 |

4 Boards

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 |

Of course, in counting down vertically, when one reaches the bottom of a column, he goes to the top of the next column. When he has counted seven digits, he makes a cut. Thus, in the 3-board case, above, in the second round, one board would have three players from the first round board one, and two from boards 2 and 3; the next would have three players from the first round board 2, and two from each of the others; and so on.

5 Boards

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 5 | 5 | 5 | 5 | 5 | 5 | 5 |

6 Boards

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| 6 | 6 | 6 | 6 | 6 | 6 | 6 |

7 Boards

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| 6 | 6 | 6 | 6 | 6 | 6 | 6 |
| 7 | 7 | 7 | 7 | 7 | 7 | 7 |

8 Boards

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| 6 | 6 | 6 | 6 | 6 | 6 | 6 |
| 7 | 7 | 7 | 7 | 7 | 7 | 7 |
| 8 | 8 | 8 | 8 | 8 | 8 | 8 |

And so on. The method works perfectly until fourteen boards are considered, at which point it comes apart into two separate 7-board tournaments, but still fulfills its intended objectives.

I think the best way to work the pairings would be for the list to be closed at a certain time; then each player would be assigned a number by chance. Then numbers 1-7 play together, likewise 8-14, and so on.

Meanwhile, after the first round has started but before results have begun to come in, the gamesmaster makes the second-round pairing based on the appropriate table. Among the seven players all playing at board 3, for example, he chooses by chance an ordering by which to relate

them to the seven 3's in the table. He does not use their previous numbering. This procedure is to make it impossible for the player to know during his first round game which player or players he may also be playing with in the second round, to reduce the likelihood of multi-game alliances.

After making the second round pairings, the gamesmaster seals them and reveals them only after the conclusion of the first round.

With a three-round tournament, the procedure is different and more complicated. Giving each player a letter, using digits for the numbers of the boards they play in each round, then each player's three successive boards form a binary number. With two boards and three rounds, there are 8 possible binary numbers but 14 players; so the 8 binary numbers are used once, one for each player; then six of them must be used again. The two withdrawn from use must be such that they use one 1 and one 2 in each decimal place, and they must not duplicate any pair drawn from them; 111 and 222 fill the bill. Thus, your boards for the three rounds:

|   |     |   |     |
|---|-----|---|-----|
| A | 111 | H | 222 |
| B | 112 | I | 221 |
| C | 121 | J | 212 |
| D | 122 | K | 211 |
| E | 211 | L | 122 |
| F | 212 | M | 121 |
| G | 221 | N | 112 |

Thus, B, for example, plays AC DLMN at board one in the first round; he plays AEFJKN at board one in the second round; and DFHJLN at board two in the third round. With only 2 boards and three rounds, he plays N in all three games, and ADFJ and L in two of the three rounds. The players with the numbers 111 and 222 will have fewer repeats in their schedules.

With three boards, the numbers are ternary, not binary, and there are 27 ternary numbers of three digits, however. Thus, six must be withdrawn, having equal numbers of 1's, 2's and 3's in each decimal place, and avoiding the repetition of pairs. A good choice is 111, 123, 232, 213, 322, 331. Putting the rest of the numbers in in order, we get the following schedule:

|   |     |   |     |
|---|-----|---|-----|
| A | 112 | L | 223 |
| E | 113 | M | 231 |
| C | 121 | N | 233 |
| D | 122 | O | 311 |
| E | 131 | P | 312 |
| F | 132 | Q | 313 |
| G | 133 | R | 321 |
| H | 212 | S | 322 |
| I | 213 | T | 331 |
| J | 221 | U | 333 |
| K | 222 |   |     |

We note in checking that there are seven of each digit in each column. Player M, for example, plays on board 2 against HIJKLN; then he moves to board 3 to play against EFGNTU while on the first board he plays CEJORT. He has then played TENJ each twice and ten others each once.

With large numbers of players, the problem changes a little. With 70 players, there are 10 boards. With three rounds, then there are  $10^3 = 1000$  possible decimal numbers involved, of which only 70 are used and 930 thrown away. The 70 used must use each digit seven times in each column and must avoid repetition of pairs (i.e., 179 and 189 repeat the pair 1-9, thus the two players having those numbers would both play at the same board in rounds 1 and 3). Perhaps the following will give the idea:

|   |     |       |     |
|---|-----|-------|-----|
| A | 111 | N     | 245 |
| B | 122 | O     | 356 |
| C | 133 | P     | 367 |
| D | 144 | Q     | 378 |
| E | 155 | R     | 389 |
| F | 166 | S     | 390 |
| G | 177 | T     | 301 |
| H | 288 | U     | 313 |
| I | 299 | V     | 424 |
| J | 200 | W     | 435 |
| K | 212 | X     | 446 |
| L | 223 | Y     | 457 |
| M | 234 | ..... |     |

## DIPCON VII

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

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

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

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

# TACTICS IN DIPLOMACY-STALEMATE LINES

by ERIC VERHEIDEN

In recent months, a number of letters have been published downgrading the role of tactics in Diplomacy and criticizing certain tactical articles which have appeared recently, including a number by your Tactics Editor himself. The adjectives used have ranged from "misleading" and "bankrupt" to others considerably less charitable. One writer went so far as to write a so-called parody article under the apparently humorous (to him) byline "Derek Verboten." Now while all this criticism has of course been accepted in good grace (at least until the next game with one of the critics), it has occurred to me that it might be useful at this point to explain just what good tactical play will and will not do for you as a player.

To begin with, tactics alone will not win games for you--this much is clear. On the other hand, diplomacy alone can and does win games on a consistent basis for those few players with truly extraordinary diplomatic talents--and as often as not, truly unextraordinary opponents. The usual method employed is a successive series of stabs against unwitting and often disappearing opponents, overextended in hopeless battles suggested by their faithful "ally" to their exposed rears. In many cases, both combatants may think they have an agreement with their "ally," an impression they are dissuaded of only when their "ally" turns his knife on each one in turn. Games of this type are truly a joy to follow--although playing in one may be something else again. The aforementioned players to watch are most often found near the top of the Erobdingnag rating list, among others.

So much for what tactics will not do for you. What they will do for you is decide the issue in a number of closely fought situations where typically the alliance structure is temporarily more or less stable. One typical situation where tactics are important occurs early on, when a little race takes place between an eastern and western alliance to knock out their respective victims and move on to bigger and better things--on the opposite side of the board. Consequently, the outcome of this race assumes a particular importance for the participants. If one of the attackers or defenders happens to be a particularly adept tactical player, meaning that he is particularly good at making the most effective and efficient use of his units and builds and in outguessing the opposition, then the attack may be speeded up or slowed down significantly. The eventual outcome of the attack may not be changed in the end, but at this stage of the game, time is crucial and this is where the use of superior or inferior tactics can have its most pronounced effect.

As might be expected, tactics often play their most important role in the endgame and in particular in a closely fought endgame. Good tactics may be what separates those who win from those who survive from those who are eliminated.

One of the most important aspects of good tactical play is the use of stalemate lines. These are positions set up by a single player or group of players which cannot be broken from the outside and thereby insure the survival and hopefully the inclusion in a forced draw of the participants. There are two obvious requirements for the use of stalemate lines: knowing where they are and knowing how to set one up. There have been a number of articles published on the first topic and a current bibliography of the more comprehensive articles is included below. For the latter, there is no substitute for practice in a number of games, especially in games in which it is possible to fight both against and with good experienced players. Other than that, following expert games, especially closely fought games like the recently completed 1973BI, may be helpful as may be (although I may be criticized on this) a certain amount of well-written published material.

All in all, it may be said that while tactics is not the most important aspect of the game, they can make the difference in critical situations and for that reason alone they are important for good play.

Below is reproduced a letter I wrote during the just completed game 1973BI. At the time, France and Germany were apparently strongly allied and were heading eastward in a very strong attack. My evaluation of the situation at the time was that there was little possibility that either France or Germany would attack the other until such time as one side or the other saw good winning chances in such an attack, at a point where the east had been reduced so as not to be a significant factor in the outcome. Hence a stalemate line made very good sense to me as the only way of giving the eastern powers a reasonable chance in sharing in the outcome of the game.

Needless to say, the Turkish player didn't quite see it that way; he felt that he could induce France to attack Germany and then promptly ally with the Germans, somehow finish off Italy and Austria with the forces he had and thereby eventually share in a three-way draw or even win if he was lucky. Subsequent events (Russia was eliminated and the Turkish player resigned when defeat was inevitable) will have shown just whose evaluation of the situation was more accurate. Either way, the problem was not with the plan itself, which was sound, but with the

alliance I attempted to put together, which was not. The letter reads as follows:

Dear Austria, Russia and Turkey: Hoosier Archives #124 here today; everyone should note that my A Bohemia retreated to Vienna by conditional orders. Looking over the position at the end of 1905, I can now confidently state that a stalemate can be forced by the end of 1907 and I have come up with a plan for doing so. The stalemate line to be constructed will run as follows:

Units and centers--

Austria: A Eud, A Gal, A Rum, A Tri, A Ukr, F Adr; Eud, Tri, Rum, Ser, Bul, Gre (6)

Italy: A Ven, A Vie, F Rom, F Nap; Home, Vie (4)

Russia: A Sev; Sev (1)

Turkey: F Apu, F Ion, F Eas; Home (3)

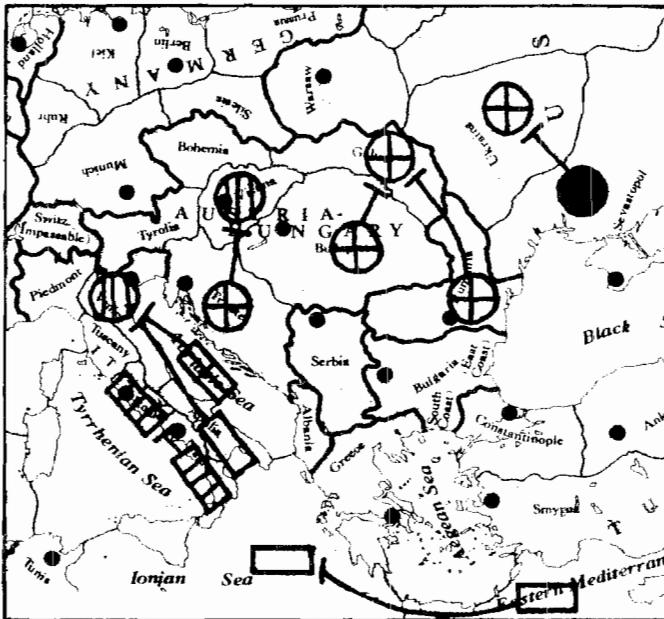
Orders--

Austria: A Ukr & A Gal Hold, A Eud & A Rum S Gal, A Tri S ITALIAN A Vie, F Adr S ITALIAN A Ven

Italy: A Ven, A Vie, F Rom Hold, F Nap S F Rom

Russia: A Sev S AUSTRIAN A Ukr

Turkey: F Ion Hold, F Eas S F Ion, F Apu S ITALIAN A Ven



That this is indeed a stalemate line can be verified by setting up the position on a board. The 14 centers held behind the line should be more than enough to insure that neither France nor Germany will win, since that would require that one of them be knocked down to no more than two centers without allowing us to expand to 17 centers and an absolute stalemate in the meantime.

Now concerning the plan, it will enable us to set up the stalemate line outlined above regardless of the French and German moves and it

will enable Russia and Turkey to maintain a certain amount of security as long as possible. However, in order for it to work, everyone's cooperation is essential effective immediately. We will essentially be engaged in holding the line in the north against Germany while I fight a delaying action in the west to prevent Franco-German forces from building up too much pressure on Venice before Austrian and Turkish forces can be brought up to adequately defend it. With my plan, we can win that race, but just barely. Inasmuch as Venice is essential to any eastern stalemate line, the loss of Venice would almost certainly cost us the game, so you can see why cooperation is necessary forthwith.

Spring 1906:

Austria: A Ukr, A Rum & A Eud S A Gal, A Tyr Hold, F Bul(sc)-Gre

Italy: A Ven & A Vie S AUSTRIAN A Tyr, F Tyr-Tus, F Rom S F Tyr-Tus, A Tur Hold

Russia: A Sev S AUSTRIAN A Ukr, F Bla S A Sev

Turkey: F Aeg-Ion, F Smy-Aeg (or Con), F Eas Hold

Note that the northern line cannot be broken by the maximum German attack against any particular province, nor will Tyrolia fall even if France offers support to a German move or vice versa. My attack to Tuscany will at least keep Tuscany neutral going into fall, in fact, the only progress which can be made against us anywhere is that the Tyrrhenian may fall to France. Assuming this happens, we have:

Fall 1906:

Austria: A Ukr, A Rum & A Eud S A Gal, A Tyr Hold, F Gre-Alb

Italy: A Ven & A Vie S AUSTRIAN A Tyr, F Tus-Rom, F Rom-Nap, A Tun Hold

Russia: A Sev S AUSTRIAN A Ukr, F Bla S A Sev

Turkey: F Ion-Apu, F Aeg-Ion (or F Con-Aeg), F Eas S F Aeg-Ion (or F Eas-Ion)

Again, the northern line is solid. Tuscany and/or Tunis may fall; however, Calhamer's fleet in Apulia will enable me to hold Venice against a potential Spring 1907 French attack and after that, Vagts' fleet in the Adriatic will enable me to hold Venice indefinitely. If France should block me out of either Rome or Naples, I can (1) rebuild if F Tus is annihilated, (2) support F Tus-Rom if I am blocked out of Rom and F Tus is not annihilated or (3) support a convoy via Turkish F Ion from Tunis if I am blocked out of Naples and F Tus is not annihilated, unless A Tun is annihilated, in which case Rocamora has abandoned the Gulf of Lyon, albeit temporarily, and I can order F Tus-Rom, F Rom-Nap with Turkish support from Apulia for the Naples move without fear of F Tus being annihilated, to be followed if necessary by F Nap S F Tus-Rom in the fall. In any case, the line can be complet-

ed safely and Austrian A Tyr is free to retreat to Trieste in Spring 1907 or thereafter without ill effect.

To quell any Russian fears of being wiped out, I might point out that in order to remove Russia from the game without losing the stalemate, it would be necessary for Austria to take Sevastopol and move beyond to Armeria (necessary to hold Sevastopol if Ukraine is lost), all without losing more than Ukraine and Galicia beyond what is given up in the proposed stalemate line above, or being unable to build (or rebuild) any units to which Austria is entitled, or being unable to move into the position required for the new stalemate, or being unable to retain full Turkish cooperation. In short, both tactically and diplomatically, Russia is essential to the stalemate and need not fear not being included in it.

Under the circumstances, I would like to hear from both Russia and Turkey and especially Russia with their consent to the plan outlined above. If anyone wants me to sign anything, I would be willing to do that too and I'm sure that Vagts will too once he gets back. Sincerely, (signed) Eric Verheiden.

#### Bibliography on Stalemate Lines

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----- "Fundamental Stalemate Positions, II," Wazir #4.  
----- Letter to the Editor, Graustark #303.  
----- "Fundamental Stalemate Positions, III," Graustark #304.  
Holcombe, James T. "The Holcombe Line," Hoosier Archives #73.  
Lipton, Robert B. Letter to the Editor, Graustark #262.  
----- "A Series of Progressive Northern Stalemate Positions," Graustark #268.  
----- "A Series of Progressive Stalemate Positions," Graustark #282.  
----- Correction to "Progressive Stalemate Positions," Graustark #283.  
----- "A Progressive Series of Asymmetrical Stalemate Positions," Graustark #301.  
Vagts, Arnold. "Tactical Considerations in Locked Up Positions," Hoosier Archives #40.  
----- "You Have a Locked Up Position, So Now What?" Hoosier Archives #41.  
Verheiden, Eric P. "Stalemate Positions: Practical Implications," Impassable #33.  
----- "Minimal Southern Stalemate Positions," Graustark #306.  
----- "Minimal Southern Stalemate Positions, II," Graustark #307.  
----- "Eastern Stalemate Positions," Graustark #310.  
----- "Western Stalemate Positions," in preparation, to be published in Graustark.  
----- "Northern Stalemate Positions," (tentative title) in preparation.

# AN ALLIANCE IN PERSPECTIVE

by EDI BIRSAN

In New York there is a saying among the hard-core Diplomacy players that "an alliance is a means by which to destroy an enemy and weaken a friend." This typifies a perspective of alliances common to those who plan a game in terms of a series of coalition events with the purpose of each event or coalition action being to take out its particular target and to produce within itself a dominant partner for the next series or phase of the game.

In ideal cases, the alliance partners who both attempt this goal will find themselves moving along at near equal rates of growth and position. Equally true is that in such cases, development is generally slower as the alliance partners each tend to hold back the other partner to maintain this balance for fear that pulling ahead of the other ally will result in an immediate switching of alliances. Typically, the upholders of strict balance-of-power play or Win Only philosophy follow this pattern.

In direct contrast, it was noted during DipCon III (Oklahoma City, 1970) that Midwestern players from less urban regions held a different perspective on alliances in that they looked upon an alliance as a very serious matter and not to be broken over trivial matters such as the other player having 6 more centers than yourself. This Holy Alliance attitude allowed for great expansion of the alliance over its target as the ally with the best position received little or no interference in pulling way ahead of his ally in terms of position and centers. As one might suspect, these players held that coming in second as a member of a "winning alliance" was superior to having, say, the least number of units on the board in a multi-shared draw.

There are also the alliances whose outlooks are not directly related to the countries. Need we remind everyone that the game of Diplomacy is played by seven players and not seven countries? As one plays, more and more you will encounter people who are fun to fight. For example, one East Coast player loves to get into alliances which result in a Win Only player asking him to switch sides in order to stalemate the future winner, just so he can say, "Sorry, I don't believe in that," and watching or reading about the other player going up and down the walls.

Whatever the outlook of a player towards an alliance, you owe it to yourself to attempt to dig out what the other player's conception of an

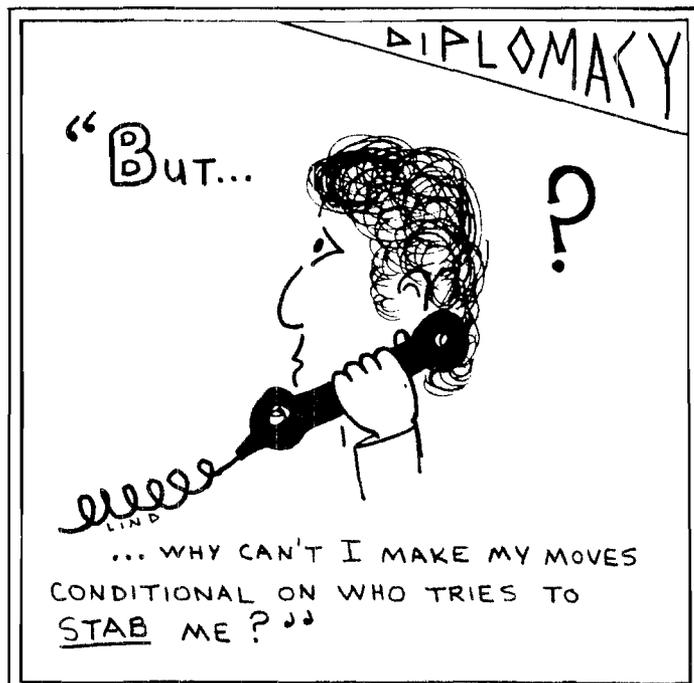
alliance is. Proposals that emphasize gaining position rather than supply centers will often draw out a player's views on alliance. Similarly, if a player's outlook is totally within the immediate area of conflict and does not extend to other areas of the board where conflicts are happening or to future conflicts, then you'd best consider your own long-term objectives in light of the lack of them on the part of your ally.

If you don't have a conscious attitude towards your own alliance perspectives, reread your letters out loud and place yourself in the shoes of your ally. Ask yourself; what is his scope of the game? Does he present a game plan or merely an attack plan? Are there any apparent value systems being projected here? Does he take care to open up paths of expansion that do not conflict with each other or does he jumble everything up so the allies are always tripping over each other's supply centers?

You should decide what perspective will suit you best within your objectives for this particular game and then attempt to project and carry out that perspective to its successful conclusion.

Alliance perspectives, like its close relative, game philosophy, is mostly an area of value choice--the wise players carry no banners

of allegiance through their game careers and thus allow themselves the flexibility to best match the alliances values with their goals... and much of diplomacy is flexibility.



Allan B. Calhamer hereby offers four prizes of \$20.00 each, one each in the following four categories;

1. Original article on diplomatic history,
2. Original article on current, not historical, strategy, in any field whatsoever,
3. Original art work,
4. Original poetry.

All submissions must be intended for an audience consisting entirely of Diplomacy players. Entries will be judged on the basis of general quality and also on the basis of utilization of the audience's common background in the game of Diplomacy.

In Category 2, any illegal suggestion disqualifies the entry. Entries in that category may be merely analytical rather than prescriptive, as the author prefers.

A person may submit as many entries as he wishes in each category. Submissions may be of any length or size.

Entries will be judged by Allan B. Calhamer or by persons chosen by him. Decisions of the judges will be final.

The material may have been created at any time in the past, and may already have been published. If any of it is copyrighted, the submitting party must so indicate.

Calhamer reserves the right to send any or all of the submissions to anyone for pub-

lication, before, during, or after the close of the contest, but only on a free-of-charge basis. Submissions designated as copyrighted will not be so handled.

Return of the submissions is not guaranteed, but we will try to heed special requests in this regard.

Winners will be designated as admitted to the Order of the Diplodocus, an honorary designation carrying with it no duties or perquisites.

The name was chosen only because the elder Calhamer daughter came home from kindergarten talking about diplodoci, and because diplodocus is alphabetically proximate to diplomacy.

Entries must be received by Allan B. Calhamer, 501 N. Stone Avenue, La Grange Park, Illinois 60525, prior to August 16, 1974, except for sculpture, which may be submitted at the DipCon on August 16-18. Also, paintings, drawings, etc., which cannot be rolled without damage may be submitted at the DipCon.

Persons desiring to serve as judges, in categories which they do not intend to enter, may write to Calhamer outlining their qualifications.

Winners will probably be announced August 18th at the DipCon.

Entries need not be laudatory of Diplomacy, and may be the contrary, as the author prefers.

# VARIANT DESIGN

by LEW PULSIPHER

**THREE-MAN VARIANTS.** Some of the first postal variants were essentially three-man games, though seven people played. There were two teams of three plus a seventh "wild card" player --usually Russia or Italy. Since this was considerably before my time, I can't say why people chose to play team games, but they were in vogue for quite a while. So far as I have been able to discover, the wild card player usually won, even when single players rather than teams were used. Whatever the reasons, three-man variants as well as team games long ago fell out of favor.

While three-man variants don't seem to be worth the time and effort of postal play, there are often times when a good three-man game would be the salvation of early-arrivers (or only-arrivers) at gaming meetings. Other than the rather poor games described above, I know of only three types of three-man variants:

- (1) Two countries per player with the seventh country (usually Russia) off limits early in the game, but accessible later,
- (2) A form of Anarchy, in which home centers are distributed at random or selected simultaneously by the players. Thus, in a six-player game of Anarchy, a player might have Edi, Gre, and War as home supply centers. Usually rules are added to make sure that the random distribution doesn't unduly favor one player (e.g., a player's home centers must be at least three spaces from each other in a six-man game, and more or less depending on the number of players and home centers). The Anarchy style, by the way, is the best way of playing games on the regular board with other than seven players, and is quite a unique experience even with seven,
- (3) Two time-limit variations of the old-time type: (a) Germany, Italy, and Turkey to one player, England to another, and the remaining three to the third. Play for five years and if neither large player has won by having at least 18 centers, England wins, even if it has been eliminated, and (b) France and Austria to one, Germany and Italy to the second, and the other three to the third. Play for five years, and if the third player does not have at least 18 centers, the larger of the other two wins (if the other two are equal, it's a three-way draw).

The biggest problem of the three-man game is that the number of options available to the players, and the number of possible outcomes, are small. Basically, the following can happen: (1) a three-way draw, or (2) a two-man alliance against the third resulting in (a) a two-way draw or (b) a win. The losing player has strong bargaining position because he can offer a two-way draw and threaten to throw his forces against one of the attackers, giving the win to

the other (if he wants it). Naturally if there is a three-way draw, the game is very short. One way of avoiding, or seeming to avoid, the draw is to simply outlaw it, but in a game using regular rules there are times when there is no alternative to a draw. Also, this type of ruling seems artificial and unrealistic.

The following variant is the only new-board game I know of designed specifically for three players. The rotation of doubling is an excellent way to shake up a basically pat situation. Ernie chose a particularly difficult set of objectives and has accomplished them very well.

## CAT DIPLOMACY

by Ernie Melchoir

Purposes of designing Cat Diplomacy:

- (1) I wanted a playable three-man Diplomacy game for those times when only three players are available.
- (2) Since these times are usually short, I wanted a quickly-playable game.
- (3) I wanted a game that required no tedious memorization of rules. I was willing, as will be seen, to play havoc with the current Calhamer rules, but I wanted the changes to be easily understood and memorized.
- (4) I wanted to make the usual three-man bugbear--the game-long two-man alliance--unworkable. Thus each player would have to interact with both other players.

## Rules to Cat Diplomacy

- (1). All rules of 1971 Calhamer Diplomacy apply, except as modified below.
- (2). The three players are Cassiusica, Tel-lahoma, and Andromeda.
- (3). The game begins in Cassiusica I, the second year is Andromeda I, and the third Tel-lahoma I. The fourth is Cassiusica II, etc. Players will observe a cycle--Cat I, Cat II, Cat III, etc.
- (4). In the years named after a player's country, his units are doubled in strength. These doubled armies and fleets may be divided into two single armies or fleets (the original type must be preserved by both units) by simply giving two different orders to the same province. If, as a result of this splitting, the two units find themselves in different provinces at the end of a turn, they stay single armies/fleets, and may not recombine.
- (5). No combining units into a doubled unit is permitted.
- (6). At the end of every year, all units are considered single units. Thus a player during "his year" who splits up units but gained no centers will have to remove something. This re-

moval need not involve one of the units he split up.

(7). Victory is achieved by any player who, after any year, controls all five neutral centers, and his entire home country (centers and neutral province(s)).

(8). Two-way draws are expressly forbidden. If a two-way stalemate results, it is assumed that the partisans of the eliminated country would be able to play a decisive role in the outcome. Thus, such a game is considered a three-way draw.

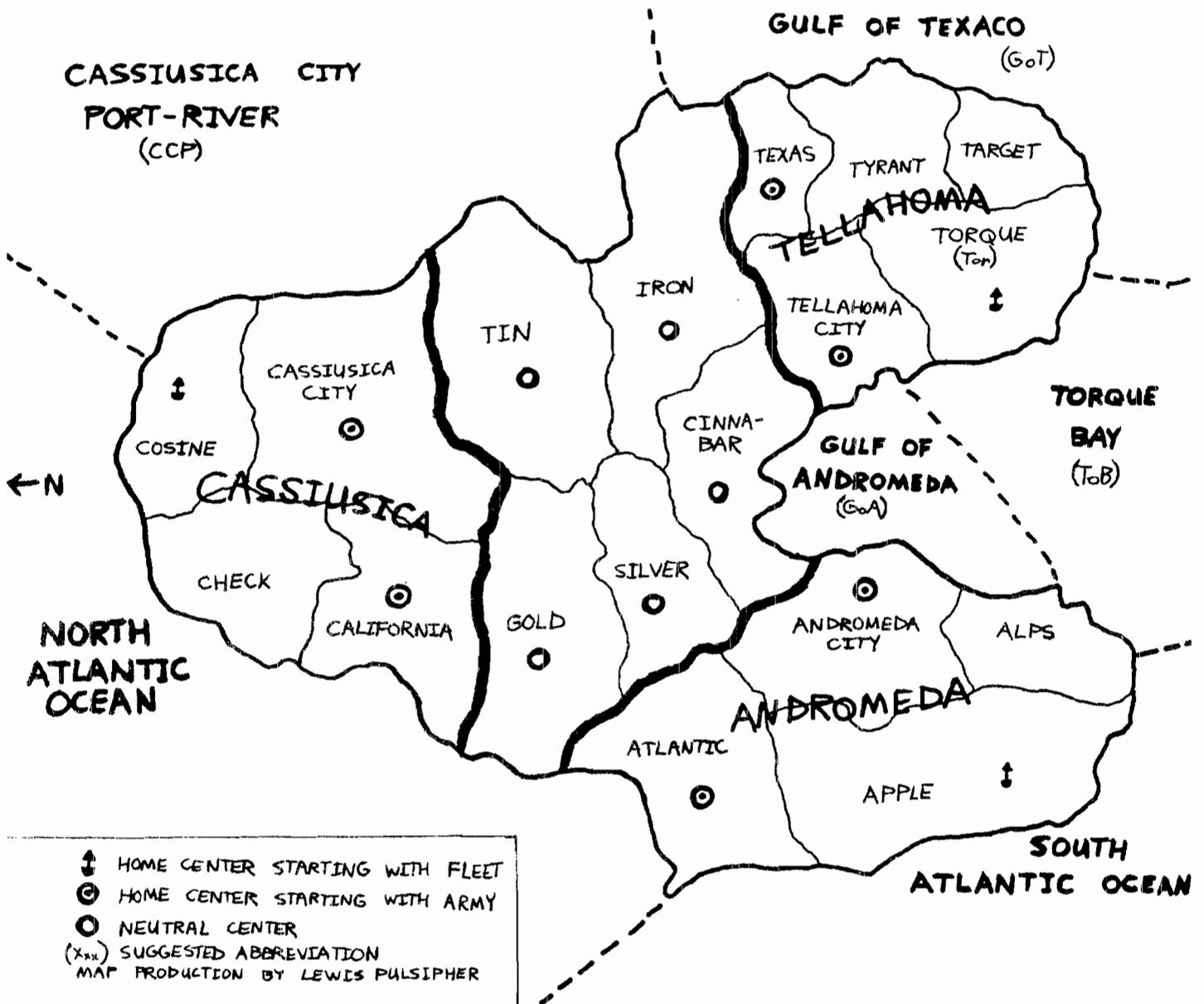
(9). Builds only are derived from home centers and neutral centers. Ownership of one or more enemy centers does not entitle a power to additional units, though it will obviously cost the involved enemy power his unit.

(10). Players may build Coast Guards (CG). Such units can only move to or support along the coast, but when divided as in Rule 4, become one fleet and one army.

I am not worried about depicting a real situation with this variant, but the victory condition can be justified in terms of history.

# CAT DIPLOMACY

by ERNIE MELCHOIR



## Regular Board Variants

Generally major powers accept a fait accompli-- which the taking of the five neutral centers would certainly be. The rules make clear that the goals of these fantasy-rules do not include conquering each other.

EXAMPLES. (A) In Tellahoma I, Tellahoma orders DCG (double Coast Guard) Iro S Cin, DCG Iro Stand. Thus the army half of DCG Iro supports Cinnabar, while the fleet half stands.

(B) Above example is the same, except Casiusica fleet CCP is ordered to Iron. This move cuts any support coming out of Iron, so the DCG S Cin fails.

(C) Tellahoma (in Tellahoma I) writes "DCG Iro S Cin." Unless there is another order to the unit, this order fails as a CG cannot move inland.

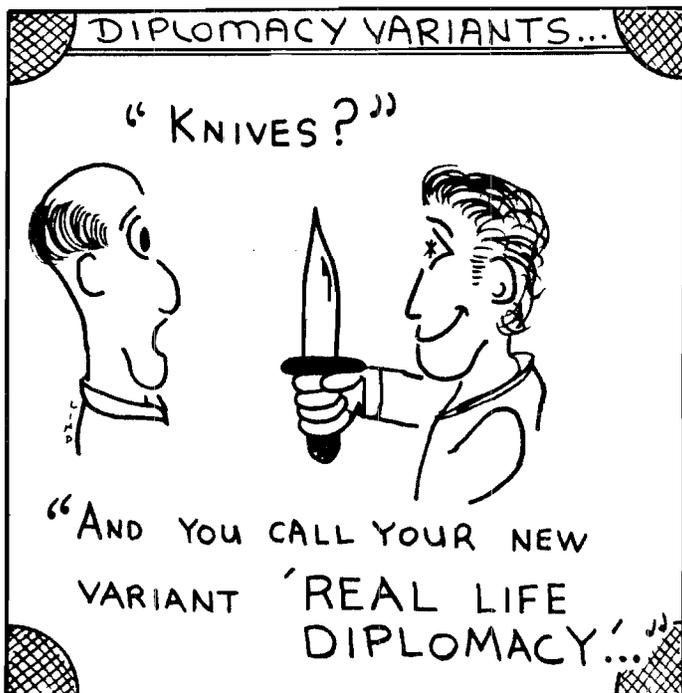
(D) Andromeda's Coast Guard (if it has one) cannot split up at all in non-Andromeda years. It may receive only one order.

(E) Tellahoma writes "DCG Iron-Silver, DCG Iron Stand." Tellahoma, if this succeeds, has Army Silver and Fleet Iron. They may not recombine, and are no longer doubled.

(F) Tellahoma writes "DCG Iron-Tin, DCG Iron Stand." This fails, as it isn't clear which unit is the fleet, and which is the army. Properly written: "DCG Iron (army)-Tin, DCG Iron (fleet) Stand."

(G) A double army example: "DA Cinnabar to Silver, DA Cinnabar S Cinnabar-Silver" is a legal order, resulting in a single army moving from Cinnabar to Silver with one support. This support may be cut without affecting the move order.

Ernie Melchoir, 209 S. Elmwood Ave., Oak Park, Ill. 60302.



Some people apparently think that the only "legitimate" variants are ones using a new board. Perhaps this is a result of a superficial difference between having a new board and having new rules. New rules must be memorized, something many people just won't do, and they usually have an obvious impact on the game. A new board does not have this obvious impact, an attraction to the cautious player. Perhaps also people feel that a variant isn't "legit" without a new board because there's not much visible. There is a tendency to look at a regular-board variant, all of half a page of rules, and say, "there's nothing to it," even though a single rule can substantially change the game.

Despite all this, there are many regular-board variants (see my "Simple Diplomacy Variants" in Hoosier Archives #105 or the MGA Variant Package #1.) These variants are particularly good for face-to-face play, since there are no problems with hard-to-see and unfamiliar province names and boundaries. The following variant was first drafted over a year ago; since then, I've been obtaining suggestions and play-test results. One group said that it was the best Dippy game they'd ever played, so I suppose it's not an unworthy representative of the regular-board type. If I had any particular objective which I can state, it was to design a regular-board variant which would be more realistic than regular Diplomacy, and which used the Leader unit.

## MILITARISM III

by Lewis Pulsipher

1. The 1971 Rules of Diplomacy are used except as follows.
2. Before Spring 1901, a Winter 1900 turn occurs. If a player gives no build orders, the customary units are built.
3. Each country also receives one Leader unit (L) which is built in Winter 1900 in a home center. L may not otherwise be built. L are ordered as A and F. An A or F which is accompanied by an L (LA or LF) operates with the strength of two units. A single attack on such a unit cuts one unit of its two units of support. An L is eliminated only when its country is eliminated or when it is forced to retreat with no legal retreat route available; it does not require supplies for support.
4. An L may accompany only units of its own country. An L may move alone; it has no strength when alone. An L may retreat into a space containing one of its own units. An L may be convoyed in the same manner as an A, or as part of an LA. L's of different countries may occupy the same space so long as no A or F occupies it. An L may move on sea or land when alone. Thus, an L may move from Bel to Eng, for example, alone or to join a fleet.

5. Each neutral center is occupied by a unit in Civil Disorder.
6. Units of the same country may exchange spaces so long as each move will otherwise succeed.
7. When a unit is annihilated, no unit may be built in its place until the fourth winter following annihilation. Thus a player with six units who has one annihilated will have only five units when he has six centers for the next three winters. If he gains a center to seven, he will be entitled to only six units during this period. If he drops to five centers, however, he is not required to remove a unit so that he has four.
8. Each winter, each unit must trace a contiguous lines of spaces (supply line), which are owned by that unit's country or which are designated friendly to that unit by the owning country, to the center supplying it. If this line cannot be traced, the unit is annihilated.
9. A space is captured by occupation at the end of any season.
10. When a unit does not receive a valid

retreat order, it is retreated to the open space nearest to the space from which the attacker came, right before left. For example, A Mun-Ber dislodged A Ber. The first space for retreat is Kie, then Sil, then Bal (which must be considered even though an A cannot retreat there), then Pru.

11. Victory criterion is nineteen units on the board.

Option for postal play: Each player may declare one unit each season (L, A, or F, NOT IA or IF) invisible. This unit will not be recorded in move results, though consequences of its actions will be reflected. The same unit need not be declared invisible each turn. It is assumed that a unit which is invisible for spring moves is invisible for summer retreats, and likewise for Fall-Autumn.

There is one section of this variant open in my Blood and Iron for a sub (6/\$1) plus a \$2 game deposit refunded if you don't quit. We'll vote on whether to use the option.

Lewis Pulsipher, 423 N. Main St., Bellevue, Mich, 49021.

## VARIANT INFORMATION

### Miscellaneous

Dick Vedder, 1451 N. Warren, Tucson, Ariz. 85719 is the Manager of the newly-formed North American Variant Bank. With the help of the IDA Variant Committee and all interested parties, Dick will collect copies of all variants. When this rather monumental task nears completion toward the end of this year, people will be able to obtain xerox copies of variants from the VB. At present, there is no official connection between the VB and the IDA.

Persons interested in the activities of the IDA Variant Committee can send a SSAE (long envelope) to Dick for the latest copy of Phoenix.

Burt Labelle, custodian of the variant postal Diplomacy game designations (commonly known as "Miller Numbers") will soon publish the first issue of Fafhrd and the Grey Mouser, which is intended to fulfill the same functions for variants as Everything does for regular games. Copies will be 30¢ apiece from Burt at Forest Park #23, Biddeford, Maine 04005. Dick Vedder is associate editor, in effect transferring El Dorado into FatGM.

Some of you have already discovered that I am always willing to constructively criticize/play-test any variant rules sent to me. Every variant designer should obtain suggestions from a few people before finalizing the rules of his game. I am willing to act as a "clearing house" for people interested in commenting/play-testing variants or in obtaining such a service. If you wish to do the former, send me your name, address, and experience, and whether you'll be able to try variants with a full complement of

players or only solitaire. If you're interested in the latter, send me a stamped, self-addressed envelope and I'll send you a list of people--and send me the variant! My address is 423 N. Main St., Bellevue, Mich, 49021.

The following lists are complete to the best of my knowledge for North America as of 28 May. I have had to guess the costs for some variants in the source list--the question mark indicates this uncertainty. The order of the lists is purely random.

### Variant Rule Sources

Lewis Pulsipher, 423 N. Main St., Bellevue, Mich, 49021. WORLD WAR IV-15¢. ABERRATION IV-15¢. INTERSTELLAR III-15¢ alone or 20¢ with Blood and Iron #29. LOGICAL DIPLOMACY II-15¢ alone or 20¢ with BI #30. 1776-25¢. WORLDIPLOMACY-25¢. TIME-SHIFT DIPLOMACY and ANONYMITY III in BI #17-20¢. Third class, no order less than 50¢.

Paul Wood, 24613 Harmon Ct., St. Clair Shores, Mich, 48080. MGA Variant Package #1-\$1.75 (\$1.50 for MGA members). Among the variants in this are MIDDLE EARTH IV, THIRD AGE I, CHALKER 9-MAN, MILITARISM I, MICHIGAN DIPLOMACY, STRESS, CONTINENT, ABSTRACTION, and an introduction to variants as a whole.

John Boyer, 117 Garland Dr., Carlisle, Pa. 17013. SCOTICE SCRIPTI III-25¢. 1721 II-25¢.

Dick Vedder, address above. DIADOCHI I, II, IV, JIHAD I, II, 25¢ each.

Fred C. Davis, Jr., 3012 Oak Green Court, Ellicott City, Md. 21043. ABSTRACTION, ATLANTICA I, II, 1885, 25¢ each. May also have GERMAN VS. THE WORLD-25¢.

Nick Ulanov, 60 East 8th St., New York, NY 10003. EXCALIBUR, 30 YEARS WAR, WAR OF THE ROSES, DIPLOMYOPIA, DECLINE OF THE LORD OF THE RINGS AND THE RETURN OF THE KING, 25¢ each or all with The Pouch anniversary issue, \$1.50 (\$1.00 IDA members).

Randolph Bart, 19160 Olympia St., Northridge, Calif. 91324. GREAT LAKES, YOUNGSTOWN VARIANT map, two 10¢ stamps each.

Conrad von Metzke, PO Box 4, San Diego, Calif. 92112. CLINE 9-MAN, LOGICAL DIPLOMACY I, COAST RUNNING, price ?

Joe Antosiak, 422 East Ave., La Grange, Ill. 60525. GERMANY VS THE WORLD -25¢? YOUNGSTOWN VARIANT-40¢.

John Biehl, 5347A Oak St., Vancouver, B.C., Canada V6M 2V5. MIDDLE EARTH II, MIDDLE EARTH IV, price ?

Herb Barents, R. R. #2, 1142 S 96th, Zeeland, Mich. 49464. NORTH AMERICAN DIPLOMACY, FOUNDATION, MICHIGAN DIPLOMACY 20¢ each. 2010-80¢ (sic--LP).

Thomas Galloway, 237 A Regulus Ave., Virginia Beach, Va. 23454. LUNATIC DIPLOMACY I, II, III, AIGERON DIPLOMACY, 10¢ each, EARTHSEA DIPLOMACY 20¢, plus first class stamp per order.

Larry Rubinow, PO Box 24872, Los Angeles, Calif. 90024. COAST RUNNING and other variants in back issues of Obsession.

Dan Gallagher, 6425 King Louis Drive, Alexandria, Va. 22312. WESTPHALIA VI (four-page map)-?

### Openings

Format for the following: variant opened (in zine) game fee. Publisher/GM. (Approximate years experience GMing ("0" is new GM). 1885 (in Bushwacker) \$7. Fred C. Davis (address above). (2).

MILITARISM III (in Blood and Iron) \$2 game deposit (refunded if you don't quit) plus sub (6/\$1). Lew Pulsipher (address above). (3).

NORTH AMERICAN DIPLOMACY (in Novgorod) \$1.50! Tony Kniaz, 3975 Haverhill, Detroit, Mich. 48224. (0).

YOUNGSTOWN VARIANT (in Anschluss) \$4. Joe Antosiak (address above) (2).

STRESS (in Ragweed) \$1.50 plus postage. Al and Tom Burkacki, 13201 Dwyer, Detroit, Mich. 48212. (0).

ONE SEASON DIPLOMACY (in Obsession) 50¢ plus sub (\$2/year). No press. Larry Rubinow (address above). (1/2).

JIHAD II (in Quo Vadis) \$2 game deposit plus sub (10/\$2). Dick Vedder may also revive three orphans and needs replacements--ANCIENT KINGDOM DIPLOMACY, IMPERIALISM IXRR (PELOPONESIAN WAR III), ABERRATION III. (1 1/2).

ANARCHY ? (in Mixumaxu Gazette) \$5. Robert Lipton, 556 Green Place, Woodmere, NY 11598. (1/2).

YOUNGSTOWN VARIANT (in Command Post) fee? John Mirrassou, R. R. 2, Box 623AC, Morgan Hill, Calif. 95037. (0).

# THE THEORY OF DEMILITARIZATION

by DOUG BEYERLEIN

In Diplomacy every player wants his or her particular country to expand, gain supply centers, and build more units. The same goals hold true for members of an alliance. Their success is tied to the success of the alliance and they gain indirectly when another member of the alliance captures a supply center from the opposition. And if the alliance is to result in some form of a draw where all members share equally, then it is not important that everyone grows at the same rate. What is best for the alliance may favor a particular country at times, but it is the end result that counts--and by then, things should equal out. This is the idea behind game-long alliances.

As events have shown in numerous games (1972CR is one of the more famous examples), the game-long alliance doesn't nearly last so long when one member's growth is far greater than the other(s). Then, being only too human, the greed of the player with the largest country usually results in a one-way win, and not in the planned draw--much to the chagrin of the other member(s) of the alliance.

A possible and workable prevention of the problem is demilitarization. Undoubtedly in military science there is the axiom that the likelihood of conflict is directly proportional to the number of units readily available--whether they be missiles or foot soldiers. In pure Diplomacy terms this means the fewer units your ally has handy to stab you with, the less likely the stab. Yet as I have said above, there are times and situations where your ally will be in a better position than yourself to make gains off the opposition. This will result in more centers gained and therefore more units built. In turn, the chances of a stab increase.

However, this does not have to be the case if the gain of centers is not equated to the gain of units. If the strongest member of the alliance in terms of centers has no more units than the others then that extra strength cannot be directly utilized. And once the alliance is no longer in need of units for the front (and few fronts need more than 20 units), then no member of the alliance needs to build. Thus, demilitarization.

The advantages of demilitarization are quite great. Behind the front lines common borders are neutralized and supply centers protected by the absence of units. To make any move towards a stab, either front line units must be diverted to their new task or new units built. The problems resulting in removing units needed on the front should be obvious. And the building of new units, when it has been previously agreed that no more would be built, signals the stab long before the fall season--which is the most opportune time to stab an ally. Thus, the intended victim has two seasons to deal with the new development before supply centers are counted again and builds and removals called for. This fact alone will doom most stabs.

Thus, once a draw-type finish is agreed upon by the members of the alliance, the use of demilitarization to control an ally's growth will help to insure that the game's outcome will be as planned. Otherwise the smaller member of the alliance may find him or herself an unwilling member of the "strong second" school of play when the end results are announced. So demilitarize--your success may depend on it.

## IDA NOVICE PACKET

The IDA Novice Packet, after being dormant for a while, has been revived. The basic purpose of the project is to ease the novice's entry into postal Diplomacy, and coincidentally, hopefully to ease some burden of the gamesmasters and centralize novice information to some extent.

Basically, all novices of whom we are aware are sent a copy of the packet. First, we get the names of the "new blood" through you GMs (I now ask all IDA publishers to send me a copy of their magazines each time they publish (this is preferable since these issues could then be used in the packets, but if you can't do this every time, then a list of inquiries is requested)). Then all the new bloods are sent a copy of the packet. This "centralization" prevents duplication (since there will obviously be a listing of each packet sent) and will allow the GM to get a packet sent by merely passing on the names of those who have inquired.

Each packet consists of one page of explanation (photo-reduced, so it's actually more like 3-4 sides) and a listing of IDA publishers (more on this later). Then we cram in as many back issues, etc. as can be fit in, up to our limit of 2 ounces (mailed third class).

On the listing of publishers. We hope to keep a fairly accurate listing of game openings and active publications. In this light, Robert Correll is maintaining a list of IDA publishers. This list will hopefully be updated every 2 or 4 weeks. In this way, pubbers can tell us if they

### THE WONDERFUL WIDE WORLD OF DIPLOMACY



"Birsauron and His Browning  
Automatic Knife, who else?"

by JOEL KLEIN

have an opening, and if so, how long they expect it (them) to last. Thus, the novice will know where to look. And if there are not many games opening, a partial listing of pubbers desiring subs (all of you, I know) will be made.

Variants will basically be mentioned in passing. The explanation sheet deals with oft-used terms (such as an explanation of deadlines, houserules, etc.) and does not deal with the game per se--as it should not. It deals with the peculiarities of postal Dippy, and any mention of tactics and the like must be reserved for a magazine.

Still, it is recognized that variants are there. Some variant pubbers will be listed (as well as some pubbers who publish variants), but it would be a big help if someone would be willing to have novice variant queries sent on to him--that is, would somebody out there like to have his (or her) name listed next to "for further information on variants, write...."? If so, then please contact me.

I believe that gives an accurate run-down on the project. We expect to be able to start mailing around the end of May. I ask for your cooperation, particularly on getting the names to me, and when the time comes, answering the pubber-status sheet and getting it back to Robert as quickly as possible.

Send your magazines for the packets and the new blood inquiries to me at the following address: 170-14 130th Avenue, Jamaica, NY 11434.

# HOOSIER ARCHIVES DEMONSTRATION GAME

## THE PRINCE WILLIAM INVITATIONAL -- 1974 CK

(Reprinted from HA #138 - 142)

For our fourth demonstration game, we have followed tradition in trying to assemble a well-balanced field of the best players available. This time we managed to inject some new blood into the cast while at the same time maintaining a top-flight field. Four of the players are Hoosier Archives veterans while three are not. Of the three, one is a real old-timer in postal Diplomacy, one is a relative newcomer (although very well known in wargaming in general), and one has been around several years while becoming well known as a ratingsmaster as well as a player. Everyone has proved himself on the field of battle, however, so it should be a fascinating game to watch and learn from.

To increase the spectator interest, the game is being run under a strict 2-week schedule except for Spring 1901 which had a 3-week deadline to allow for initial negotiations. To further speed the pace of the game, conditional orders are asked for whenever possible. As an aid to follow the game, one of the hobby's all-time greats, Rod Walker, will be giving a blow-by-blow analysis. Last but not least, a press release war will be aided and abetted as usual by Queen Suzanne.

Country assignments were selected "by lot." Prince William, already a veteran of the task, selected each player's country by withdrawing the colored cubes from a box, whereupon the English player, Don Lowry, suggested we call this game The Prince William Invitational. Since little Bill had a hand, why not?!

An introduction to the players follows, along with their addresses. The winner of the game will receive possession of, and have his name engraved on, the traveling Hoosier Archives trophy. Whoever wins twice gets to keep it. Edi Birsan is the only one eligible for that this time around. Incidentally, we are going to be using the new Tretick system of having a standby for each country. The standby will be submitting moves each season to be used in case the regular player misses. Two misses in a row and the standby takes over.

Winter 1900

**AUSTRIA:** Edi Birsan, 35-35 75th St., Jackson Heights, NY 11372. Edi needs no introduction. He has won 12 games, more than any other player in the history of postal Diplomacy. One of these was the HA Grudge Game. Edi also ranks

at the top of the Calhamer Point Count Rating List (CPCRL) and the Rogues' Gallery (Total Pt.) as well as placing second in the latest Beyerlein Player Poll (BPP).

**ENGLAND:** Don Lowry, PO Box C, Belfast, Me. 04915. Don is a relative new-comer to postal Diplomacy, although as editor and publisher of PANZERFAUST, he is well known in the wargaming field in general. Nevertheless, he has already won the only postal Diplomacy game he has heretofore entered, and a batting average of 1000 ain't bad!

**FRANCE:** Jeff Power, 18 Vandeventer Ave., Princeton, NY 08540. Jeff is best known for his work on the Broddingnag Rating List. However, his record as a player demands notice. After 4 wins, he ranks on the second board of the ODD Rating System and also places on the third board of both the CPCRL and the Rogues' Gallery (Total Pt.).

**GERMANY:** Len Lakofka, 644 W. Briar Place, Chicago, Ill. 60657. Along with Edi Birsan, Len is a veteran of every HA Demonstration Game. His record warrants it, too. In addition to being on the top board of the latest BPP and Rogues' Gallery (Average), Len is at the top of the third board of both the CPCRL and the Rogues' Gallery (Total Pt.).

**ITALY:** Bob Ward, 8665 Florin Rd., #176, Sacramento, Calif. 95828. Bob is one of the real old-timers of postal Diplomacy. He went to high school with none other than Conrad von Metake and was one of the original members of the old San Diego Diplomacy group that entered the mainstream in 1965. Bob is a multiple winner and places on the third board of the ODD Rating System.

**RUSSIA:** Arnold Vagts, 2824 Verano Place, Irvine, Calif. 92664. Arn, a Hoosier Archives veteran, is one of the hobby's great tacticians and is well known for his articles and work on stalemate positions. He currently places on the second board of the Brob Rating List and is on the third board of the ODD Rating System and the BPP.

**TURKEY:** Allan Calhamer, 501 N. Stone, La Grange Park, Ill. 60525. Of course, everyone knows the game's inventor, Allan B. Calhamer. It is an honor to have him playing again in an HA demonstration game. Although Allan rarely enters postal games, he recently won one playing that most difficult of all countries, Germany.

BERLIN (29 December 1900): A SEARCH FOR TREASURE: Introduction. In a tiny land of tiny folk where the Brandywine trickled melodiously over pebbles and stones, the home of Nebuchadnezzar Proudfoot rested in a tiny glade, behind a red circular door, at the side of Brandy Falls. Here, untouched by time, the advance of men, dwarves or elves, lived "Neb" and his family of four--Julie his wife, Benjamin his oldest (almost 51!), Ortho, and little Carol-Ann (just 32 and about to leave her "tweens").

Of all his children, Carol-Ann was his favorite--regardless of her peculiarities. She was known both far and wide as the biggest hobbit in all of the Shire--and in all the places where hobbits dwell. She was larger even than Bull-Roader Took, as the stories go, a full 31 hands high (which is 4'3" to those of you unfamiliar with hobbit hand measure) and had feet the size of Aunt MerryBell Hornblower's wheat cakes! (And we all know how huge MerryBell's wheat cakes are!) But most amazing of all, this young lass, not yet of age, longed for an adventure! An adventure! Can you imagine that?

At first, Neb thought his wife had Took or Baggins blood in her family that he knew nothing about, but it was nothing that obvious, as Julie's frying pan over his head quickly conveyed. Carol-Ann was just different.

On many a spring day she could be found near the old forest and even would go to the old road and speak to passing dwarves! It was shocking! Poor Julie Proudfoot could not be seen in Bywater without someone sniggering at her. So it was that when Carol-Ann finally was courted by Douglas (Tallyrand) Took, it came as no surprise to anyone. "What a pair they will

make," said the gaffers and gammers for miles around....And they were surely right, for a pair they made, the likes of which Middle Earth will seldom see again.

COW PASTURES (30 December 1900): Queen Suzanne was distraught today, wringing her hands in dismay at the thought that Prince William, her adorable son, might grow up to be a DIPLOMACY player! She has kept the child completely sheltered from the influence of her husband, King Valter, by putting up a barricade at The Archives door to prevent the young child from accidentally wandering into that forbidden room.

Today, however, the King invaded the Royal Nursery, picking up Prince William from his play and taking him into The Archives, saying, "Well, William, my son, it's time for you to perform your annual duty--it's about time you started doing something for Diplomacy in order to pay for your board and room around here--you know your mother earns her keep by typing, cutting out, pasting up, collating, stapling, licking labels, etc. for DIPLOMATTY WORLD. Now, I am starting a new game for Dippy's Greats and you are to draw the country blocks out of this box."

A dutiful son, Prince William proceeded to take the blocks, one at a time, from the box, tasting the red one, stuffing the green one in a pocket for later tasting purposes, throwing the black one out--in short, Prince William was thoroughly enjoying himself. Queen Suzanne was mortified, and screaming something about "corruption" she carried the young Prince back to the Nursery where she promptly had a talk with him about the evils of Diplomacy.....

POOR EDI! DUMPED ON AGAIN?  
Spring 1901

|                       |   |
|-----------------------|---|
| AUSTRIA:<br>(Birsan)  | F Tri-Alb, A Bud-Ser, <u>A Vie-Gal</u>                        |
| ENGLAND:<br>(Lowry)   | F Edi-Nwg, A Liv-Yor, F Lon-Nth                               |
| FRANCE:<br>(Power)    | F Ere-Mid, A Par-Pic, A Mar-Spa                               |
| GERMANY:<br>(Lakofka) | F Kie-Hol, A Ber-Kie, A Mun-Tyr                               |
| ITALY:<br>(Ward)      | A Ven-Tri, A Rom-Ven, F Nap-Ion                               |
| RUSSIA:<br>(Vagts)    | F StP(sc)-Bot, <u>A War-Gal</u> , A Mos-Ukr, <u>A Sev-Bla</u> |
| TURKEY:<br>(Calhamer) | A Con-Bul, <u>F Ank-Bla</u> , A Smy-Arm                       |

AMERICAN INTERNATIONAL BOARDMAN NUMBER COMPANY (24 April 1974): To whom it may concern: We are in receipt of your recent application for assignment of an International Board-

man Number to a game which you claim to be capable of running. We have our doubts, but will agree that you may as well have a number; we haven't anything better to do today. Your number is 1974CK.

In future, please take note that certain conditions must be met before International Boardman Numbers will be assigned. As you have failed to meet even one of these criteria, we have no choice but to be rather upset. However, we are letting you weasel out of it this time. Don't try it again.

The following conditions are prerequisite to assignment of future numbers:

1. Three (2) credit references, preferably in the form of co-signatures on a loan application we've recently filed.
2. Payment of the sum of \$50 (fifty dollars) in U.S. funds to our agent in your region, Angelo "Fingers" Lucchesi.
3. A signed declaration that you will not orphan your game, no matter what. The signature must be in blood. (It need not be your blood; this is, after all, Diplomacy.)
4. A full list of the participants in your game. This list must include full name, any known aliases, country played, full address, telephone number, age, sex, Social Security number, driver's license number (specify which state), a certified copy of their birth certificate, three T-bone steaks (USDA Choice), a round trip ticket for two to Rio, and an offer to adopt three of my games.

Thank yew, (Signed) Conrad

LONDON (3 April 1901): The search for a successor to the late Queen Victoria finally ended today. After the Prince of Wales announced his intention to marry a rich American divorcee, and Prince George said being king would interfere with his plans to join the Alaskan gold rush, the bizarre search for a successor began. Heir after heir declined the honor for various personal and business reasons so that it began to look like no one would ever be found who would accept the awesome responsibility.

However, just this morning, the 147th in the line of succession, an American descendant of a bastard son of James I, announced his willingness to shoulder the burden. Introduced to the press as Bonnie Prince Donnie, few facts are known about the previous career of this obscure descendant of the first king to rule a united England and Scotland. It is said his ancestors migrated to America by way of Northern Ireland and established some sort of mail-order munitions business in the back woods of Maine.

At a short press conference upon his arrival here this afternoon, Bonnie Prince Donnie replied to a question about the propriety of having a Scotch-Irish American as King of England thusly: "If a Pole can be Kaiser of Germany, why can't I be King of Great Britain and Ireland?" A very good question indeed, what?

BERLIN (23 March 1901): A SEARCH FOR TREASURE: Chapter One. On a merry May morning, when blue bells opened their faces to the sun, and dew climbed heavenward with a sigh of de-

light, Douglas Took was wed to Carol-Ann Proudfoot on the banks of the Brandywine. It was a celebrated marriage and the biggest event in these parts since Bilbo Baggins came home with tales of dwarves and elves and dragons. Douglas was said to have all of the fire and drive for adventure of the old Took (to say nothing of half of his wealth).

Carol-Ann, the biggest hobbit ever (a full 31 hands--6 hands taller than her husband ((1 hand equals 1.64" in case you don't remember))) was just as rich as the young Took and just as full of the cry of the mountains as her young husband. Many said that the young couple was itching to move before the Parson had even pronounced them hobbit and wife.

Why, no sooner were they wed than they were off to dig a beautiful hobbit hole at the edge of the old forest. It was rumored that even Gandalf, Radargast and Lendore were among the throng who attended the wedding and saw them off to their new home. Lendore the Blue was especially fond of young Took and helped him as he could to build the new hole in which Doug and Carol-Ann were to live. Then, with all the wind gone from their sails, Hobbitown settled back to normal and forgot the young couple and, more quickly, their wizard friends.

Carol and Doug lived happily for many years even though they were alone and to themselves except for the visitors brought by Lendore or Conrad the Dwarf, whom Carol-Ann called Radlett because he was even shorter than she--a fact that vexed Conrad mightily.

Yet the days did grow long and the urge to move on pulled at the hobbit pair. They tried to overcome their restlessness by visits in the Shire but to no avail. No avail until they visited Bilbo, that is. There, while in his cups from a fine bottle of Old Winyards, Bilbo told everything of his adventure to Dale. Doug and Carol-Ann were snagged by the thought of adventure and that very night they planned a quest to the Long Lake to seek out the remains of Smaug the Dragon!

BERLIN (7 July 1901): A SEARCH FOR TREASURE: Chapter Two. Douglas Took and Carol-Ann Proudfoot, an unlikely pair by any standard, left Bilbo's warm and happy hobbit hole and traveled back across the Brandywine. Their thoughts were on the gold and jewels that made up part of the remains of that awful red-gold worm Smaug. Upon his rotting carcass were fortunes many times the value of the Shire. If only they could have a part of it they thought --(and they heirs to two of the largest domains in the Shire. Greed is a horrid taskmaster. But greedy they were, and our story could not be if not for that miser's touch.)

At once they prepared to go...but go how? Go where? They did not even know that a Long Lake existed until a few hours ago. How could they ever find it? Dispair overcame poor Doug-

las and he began to pout. "Can't you do anything right?" Carol-Ann screamed--and not for the last time. "Nagged already, and we haven't even begun," thought Douglas as he dreamed of putting an apple in his wife's ever-open mouth.

"I have it, Carol-Ann, darling! Let's ask Conrad! He will know. After all, the mountain is full of dwarves, isn't it? Surely he can help."

"Then fetch him, Bozo!" she shrieked. "Maybe we could lose her on the trail," Douglas thought as he took his leave to find Conrad the Dwarf.

Conrad listened intently, or as intently as a dwarf can listen, to what Carol-Ann said of the treasure, and what Douglas was lucky enough "to get in edgewise" as they say in Bree. "I will go," Conrad said at last. "What share do I get?" Carol was livid, but Douglas reminded her they couldn't find anything without him. So a share of 1/3 was reluctantly given to Conrad, the smallest dwarf.

On a bright spring morning in May, they set out along the old road to Riverdale that went through the old forest. As they traveled, Lendore came down the path and bid them hello.

"Say nothing, my pretties," Carol-Ann said to Douglas and Conrad as she held them each by the throat. "Good morrow my fair Took and Conrad the Tiny," said Lendore in a strong voice.

"We are fine...and just going," said Carol-Ann. "Yes, to the Lonely Mountain," chimed in Conrad as Carol-Ann nearly spattered his brains over 4 counties with a frying pan. "You dolt!" she screamed. "Now he knows we're going to plunder Smaug's remains....oops!" said Carol-Ann in a voice that tapered into nothingness as she realized her blunder.

Douglas was about to point out her error, but as she was lifting the frying pan for another stroke he thought better of it. "A dangerous quest, my friends," said Lendore. "But not an unprofitable one. Since I am at leisure now, I think I will go along."

"Oh no you won't!" said Carol-Ann as she raised her frying pan to the attack. "Carol-Ann my dear, if you don't wish to be turned into a grasshopper, I urge you not to try hitting me with that utensil," said the wizard casually.

"Go get him, tiger," thought Douglas to himself--he knew he could handle a grasshopper.

ROME (17 April 1901): Pope Eklesiastes I, of the newly formed Evangelical United Reformed Church of Adam and Eve of the Fig Leaf Incarnate, was sworn in as President of Italy following the overwhelming victory of the Religionist Party in the National elections. The Party is pledged to the return of the Old Time Religion and already geese have reappeared around the Temple of the Vestal Virgins. The required sacrifices have warranted an expansionist foreign policy as the Italian citizens seem singularly unwilling to devote themselves to the requisites of the rites. Pope Eklesiastes chose North Africa as the most likely seat of mission activity after a public ceremony.

In line with the old rites an oracle was first consulted and his guidance requested. Oracles not having been in style lately only 1 candidate was found; and his answer being unsatisfactory, the ancient art of augery was used instead. As no chickens were immediately available and the oracle had proved useless for anything else, his entrails were used in place of the traditional chicken. The extent to which this invalidates the augery is now the subject of hot debate among theologians of the new church, but in the meantime the Missionary Brigade of God's Children, formerly the Fifth Marines, has set sail for Tunis and the first mission.

CONSTANTINOPLE (30 April 1901): Turkey regrets that those dumb dwarves from Germany can't tell where they are, to the nearest millenium, but nevertheless, in the interest of international goodwill, is placing an order for a million cuckoo clocks, most of which will probably be used to build a causeway into the Eastern Mediterranean.

#### EDI AT WATERLOO; LAKOFKA TAKES THE POLE Fall/Winter 1901

|                       |  |
|-----------------------|--|
| AUSTRIA:<br>(Birsan)  | A Vie-Tri /r/ (Boh, Bud, d), A Ser S A Vie-Tri, F Alb-Gre. Owns: Bud, Ser, <del>Tyr</del> , <del>Vie</del> (2). (Au01: A Vie R Boh) Removes F Alb. |
| ENGLAND:<br>(Lowry)   | F Nwg-Bar, A Yor-Nwy, F Nth C A Yor-Nwy. Owns: Edi, Liv, Lon, Nwy (4). Builds F Liv.   |
| FRANCE:<br>(Power)    | F Mid-Iri, A Pic-Bel, A Spa-Por. Owns: Bre, Mar, Par, Por, Bel (5). Builds F Bre, F Mar.   |
| GERMANY:<br>(Lakofka) | A Kie-Den, F Hol S FRENCH A Pic-Bel, A Tyr-Vie. Owns: Ber, Kie, Mun, Den, Hol, Vie (6). Builds F Kie, A Mun, A Ber.                                |
| ITALY:<br>(Ward)      | F Ion-Gre, A Tri S GERMAN A Tyr-Vie, A Ven S A Tri. Owns: Rom, Nap, Ven, Tri (4). Builds F Nap.  |
| RUSSIA:<br>(Vagts)    | F Bot-Swe, A War-Gal, A Ukr-Rum, F Sev-Bla. Owns: Mos, Sev, StP, War, Swe (5). Builds A Mos.   |
| TURKEY:<br>(Calhamer) | A Bul-Rum, F Ank-Bla, A Arm-Sev. Owns: Ank, Con, Smy, Bul (4). Builds F Con.   |

LONDON (20 October 1901): In a shocking, unprecedented pronouncement, Bonnie King Donnie today announced, immediately following his coronation, that the capital was to be changed immediately from London to Edinburgh AND that his son and heir, Bonnie Prince Jimmy, would not be crowned Prince of Wales, but PRINCE OF BELFAST! What have we done?!

YORK (23 October 1901): Stopping here on his way to Edinburgh, the King spoke to the soldiers of the B.E.F. embarking for the invasion of Norway. In a long harangue he recounted all the sufferings Britain had received in days of old at the hands of the Norsemen. "Now they will pay," he said, "with great interest!"

EDINBURGH (29 October 1901): Upon arrival of the royal family, amidst wild rejoicing, a press conference was held at which the King justified the move of the capital here saying, "The English have monopolized power on these islands long enough. It is time for all to share." He went on to urge national unity in the war against the Norsemen and to denounce the treatment poor Austria is receiving at the hands of her neighbors. "The Shadow is again spreading out from the East," he said. And he called on the Western powers to cease their petty squabbles among themselves and face the Enemy together. Then Bonnie Prince Jimmy, Prince of Belfast, said, "Prince Wiyum, wan' p'ay 'Pomacy?" which no one has yet deciphered.

BERLIN (19 October 1901): A SEARCH FOR TREASURE: Chapter Three. Dragons, as we all know, are mean, treacherous, dull, and miserly worms. They are usually capable of flight, render a terrifically hot flaming breath, and tend to be the size of a few huge elephants. Smaug the Terrible was certainly all of these, plus a few other unkindly adjectives which I could add from dawn till nightfall without exhausting a quarter of their number.

But Smaug, thanks be to all that is holy, was the last of the great and horrid dragons of Middle Earth. His heirs and relations were surely not to be wished upon anyone, yet, they were smaller, more stupid and less crafty than Smaug-- and in that, some blessing was surely hidden.

Smaug's closest relatives were his half-brother, Rumble the Dullard, and his aunt on his father's side, Cleo. These two green and gold worms (or puce and gold as Aunt Cleo preferred) were Smaug's only heirs and both felt a right and a claim to his wealth. "It's for you, darling," Rumble would say to his wife Edyth, "No dear, it's for our children Donnie and Alán!" Edyth would lisp back while scorching Dullard's waistcoat with her pungent breath.

Donnie and Alán, two yellow worms sired by Rumble and Edyth, had typical dragon attributes --stupidity and craft. Together they were the pride of the Dullard pride.

When Uncle Smaug was totaled (er...destroyed) by Bard, Donnie and Alán intensified their

dragon lessons. Alán would try to sneak up on Donnie in a subtle and crafty way (which is rather difficult if you weigh 11 tons) while Donnie was trying to learn to fly. "Come on, now Donnie--get a running start, flap your wings and pull up your landing gear--NOT before you're airborne, you dummy!" cried Rumble as Donnie crashed into an oak tree. "Now try again, son!"

"But Daddy, it's hard, it is, Dad!" stamped Donnie, destroying a small forest in the process. Rumble strode off in disgust. "Mother will help you, darling," offered Edyth the Pungent. "Come on, honey, for Mother. Faster, Donnie, faster, dear. Look out for your father!!...Oh my!"

RAVENA (23 July 1901): Meeting in solemn Conclave presided over by Pope Eklesiastes I, the first Council of the Evangelical Reformed Church of Adam and Eve of the Fig Leaf Incarnate (Inc.) adopted as an article of faith that augery is predictive only if geese or chickens are used. They then set aside the directive to the Missionary Brigade of God's Children to establish a mission in Tunis as "a heresy produced by the machinations of the devil in introducing reason into the decision." Immediately upon leaving the solemn conclave, the Church fathers observed a flock of pigeons flying East and therefore ordered the fleet to follow the omen. The Pope was unavailable for comment as he unfortunately was given to rapture on sight of the omen and gazed heavenward too long, causing the pigeons to think him a statue with consequences perhaps favorable to the weathering of statues but destructive to the papal dignity.

## ANALYSIS

by ROD WALKER

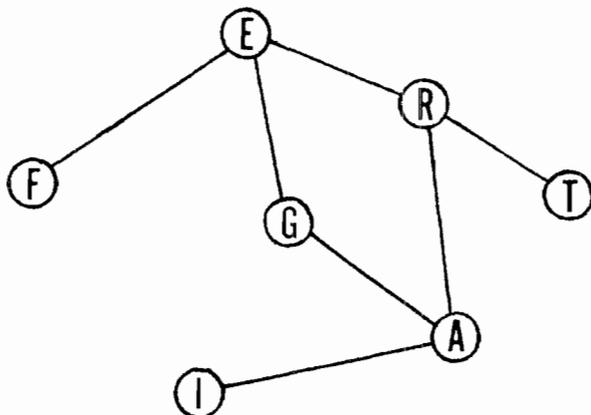
To say that this game has started off with fireworks is to put it mildly! ~~Austria~~-Hungary and Birsauron need to find that Ring in a hurry, while France and Germany have made the one mistake they ought not to have made, and the rest of the board resembles chop suey.

This is obviously a game between good players. You can bet that the unbelievable (even for Diplomacy) treachery we are witnessing is not only the result of considerable wheeling/dealing, but also of a lot of forward looking to the end-game. And no doubt it will continue--to the extent that the reader must not be surprised at anything that happens, including Austria surviving 1902.

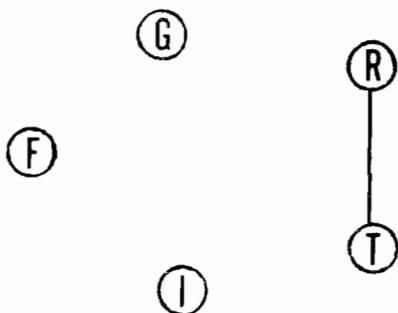
The Western Alliance has just died. It is pretty obvious, from Germany's support of France into Belgium, that England was the intended victim from the first, how soon the sacrifice would take place depending on circumstances in the east. The timing seems hasty, and perhaps the stab would have been better in 1902. But haste is necessary if Turkey is to be prevented from forming a stalemate line. In the east, God

alone know what is happening--Russia and Turkey are still insanely at war, and Italy actually helped Germany to a 6th supply center!! Well, now, what do you suppose is on everybody's mind?

The future, of course. Let me begin my discussion of the future of this game by using the Calhamer Diagram (where lines indicate overt aggression or hostility). As of Fall 1901, things look like this:



France, Italy, and Turkey have nice corner positions, while Germany has two weakish enemies. Assuming no new hostilities erupt (for the sake of argument, since they will), the disappearance of England and Austria will lead to this mid-game situation:



Germany, France, and Italy surely see this--they are left without enemies in such a position. The result is that each of them has certainly already selected a victim. And there are probably various plans afoot to convert Austria or England into a useful vassal before the final destruction takes place. So let me repeat the question--what's on everybody's mind?

**AUSTRIA:** Survival. Edi can scarcely hope for better. He has got to point out to Italy the utter foolishness of further cooperation with Germany, and hope possibly that if the Russo-Turkish war continues, being caught in the middle might reap some survival points.

**ENGLAND:** Revenge. Betrayed by France (and Germany), England is going to be looking for a way to get back. He is not without power. The French stab offers some positional advantage, but he can build to cover his weak spot. Eng-

land is not an easy nut to crack, and his early-warning system has been triggered. He may therefore hang on a long time, particularly if he can reach an understanding with Russia whereby Norway is made safe. He can always hope that France and Germany will fall out and he will then pick up several of the pieces. Patience and clever, stubborn defense are indicated--time is on England's side.

**FRANCE:** Cheap centers. The stab was badly mistimed, it seems to me. Better have England build poorly, concentrate in the north against Russia, and then have French fleets appear in his back yard. As it is, France is strong, with two builds and a third guaranteed, but the essential momentum into the Mediterranean is lost. France now needs to dispose of England rapidly and get moving south and east again. That will not be easy to do. He knows, too, that ultimately he will have to attack Italy...or Germany. And he must know that Germany knows. Won't he have to worry that Germany will do to him as he has done to England? With most of his units tied up against England and/or Italy, defense against a sudden Hunnish backwash will be a constant worry for France. It's enough to make strong frogs croak....

**GERMANY:** Victory. Berlin has its sights set far indeed. He is strong and well-protected, with no enemy near at hand. He has 3 builds coming. One of his armies is strongly poised at Vienna, where it will be able to influence events in the east--and it is in the east that his bid for victory will be decided. In a way, where the other players have been reduced (with or without their consent) to pawn- or queen-chasing, Germany is already working out mating possibilities. An Anglo-Frankish reconciliation must no doubt worry him some, but thus far his train is on the track.

**ITALY:** Direction. Italy's course seems confused. If the Triple Alliance had persisted, Italy could have been France's only available victim, which make helping France's ally Germany short-sighted to say the least. As it is, Germany and France are allied, and the stronger Germany is later, the less tempted France will be to stab him--and Italy still winds up the only available victim. Of course, Italy may think he has something going with France and Germany regarding the other, but in all events, his haste to do in Austria appears unseemly.

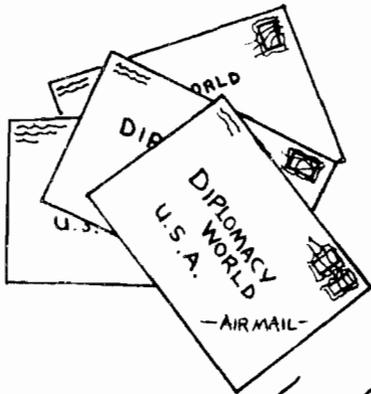
**RUSSIA:** Outlet. Faced with a strong Germany and an entrenched and aggressively deployed Turkey, Russia will be hard-pressed to find somewhere to go. Taking Norway would seem to exhaust the possibilities in the north, which is thus a sterile outlet--and the last thing Russia wants to do is weaken England. He wants France and Germany to be stuck out there in the west as long as possible. In the south, he may find something in the tumble-down Balkans, but he still has to watch for panzers out of the Reich.

Germany's forward base in Vienna must certainly worry him, not to mention Len's 3 builds. An alliance with Turkey here is strongly indicated.

**TURKEY:** Status. Turkey is looking at a situation where slow-but-steady may win the race. If the western powers can continue to be embroiled in a war against England, he can confine his worries to things closer to home. Weakening Russia may be a mistake, as it will invite Germany east. The Balkans are now a tempting prize and only Turkey has the wherewithal to gobble them up. Get Russia to concentrate on Germany, and Italy on France, and Turkey is home free. He has a stalemate, if not victory. Of course, this may be precisely why Italy and Russia are not going to look west. They are indeed between Sylla and Charybdis and Turkey may have to concede much to them in order to get them to deal with the Franco-Germans.

On the whole, we observers seem to be in for a real treat of a game. Although my suggestions for long-range plans imply some degree of inflexibility, the reverse is probably true. Nobody in this game is, or seems committed to anything. There will probably be stabs aplenty in the seasons ahead; enough, perhaps, to allow for the survival of England and even Austria. I suspect that anything can happen and will.

**SMA Disclaimer:** I want now to state that what I am writing here are my own surmises about the game and its players. Although several of the players are friends of mine, none of them has said a word about the game to me, nor do I expect that this will happen; I hope not, in fact. I am actually as much in the dark as you are. It is very possible in this game to move as if you have one thing in mind and then make a complete reversal. I can only call 'em as I see 'em.



To THE EDITOR:

Dear Mr. Euchanan,

In DIPLOMACY WORLD #2, Mr. Allan B. Calhmer presented a method of seeding Diplomacy tournaments so that the total of the ratings of each board and for each country are as nearly equal as possible. He was unable to find a solution for seven boards, and asked for sugges-

tions from the readership. I'm sure that I'm not the first to point out that the seven-board solution is a so-called "magic square." The easiest way to construct a magic square with odd numbered sides is:

(1) Imagine that the left column is also to the right of the right column and that the top row is also under the bottom row.

(2) Start anywhere and enter the numbers in sequence, going diagonally as in the smaller boards.

(3) When the next square/location is already occupied, move straight up instead of diagonally down and right, then continue again with the diagonal path.

For instance:

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

For 14 boards, imagine two 7x7 checkerboards with red and black squares. Now each entry in the seven-board table has an odd and even number associated with it; the even number is double the original number and the odd number is one less than the even number (1 - 1, 2; 2 - 3, 4; 3 - 5, 6; etc.) On the first checkerboard (Boards I-VII) put the corresponding odd numbers on the black squares and the even numbers on the red squares; on the second checkerboard (Boards VIII-XIV) reverse the rule.

The following table results:

|            | 1  | 2  | 3  | 4  | 5  | 6  | 7  |
|------------|----|----|----|----|----|----|----|
| Board I    | 1  | 20 | 37 | 56 | 59 | 78 | 95 |
| Board II   | 98 | 3  | 22 | 39 | 44 | 61 | 80 |
| Board III  | 81 | 86 | 5  | 24 | 41 | 46 | 63 |
| Board IV   | 66 | 83 | 88 | 7  | 26 | 29 | 48 |
| Board V    | 49 | 68 | 71 | 90 | 9  | 28 | 31 |
| Board VI   | 34 | 51 | 70 | 73 | 92 | 11 | 16 |
| Board VII  | 17 | 36 | 53 | 58 | 75 | 94 | 13 |
| Board VIII | 2  | 19 | 38 | 55 | 60 | 77 | 96 |
| Board IX   | 97 | 4  | 21 | 40 | 43 | 62 | 79 |
| Board X    | 82 | 85 | 6  | 23 | 42 | 45 | 64 |
| Board XI   | 65 | 84 | 87 | 8  | 25 | 30 | 47 |
| Board XII  | 50 | 67 | 72 | 89 | 10 | 27 | 32 |
| Board XIII | 33 | 52 | 69 | 74 | 91 | 12 | 15 |
| Board XIV  | 18 | 35 | 54 | 57 | 76 | 93 | 14 |

The rows are not quite equal, but they're as close as possible.

The 21-board problem appears to be a little trickier. It seems to me that the rows should be able to be made exactly equal, but I can't come up with a procedure to do it.

Incidentally, I enjoy DIPLOMACY WORLD very much. Thank you, congratulations, and best wishes. Sincerely, James B. Thomas, 1145 Oakheath Drive, Harbor City, Calif. 90710.

# THE ODD RATING SYSTEM

by DOUG BEYERLEIN

The ODD (Organisation de Diplomatie) Rating System is based on two principles: (1) The Calhamer philosophy that it is only wins and draws that count in Diplomacy, and (2) the handicap idea inherent in the various chess rating systems.

Putting these two principles into practice led John McCallum to invent the ODD Rating System in the winter of '71-72. ODD was first announced in Pfenning-Halbpfenning #4. McCallum continued the rating system until he stopped publishing in the fall of 1972. Then in March of '73 I took over and updated the system. Currently, changes in players' scores are updated and printed in each issue of my zine, California Reports.

ODD scores are based on the following formula:

- (1) Each previously unrated player has an initial score of 600,
- (2) The winner gains 50 points plus or mi-

nus a handicap from each of the six losing players,

(3) The handicap is always figured in favor of the lower player's score,

(4) The handicap is 10% of the difference of the winner's and each loser's score,

(5) This 10% is either added or subtracted from the 50 points gained from each player by the winner,

(6) A losing player loses the same number of points as the winning player gains from that individual loser (thus, this is a zero-sum rating system), and

(7) Draws are handled in the same manner as wins: members of the draw gain from the losing players with the sum divided by the number in the draw; plus the handicap is figured between drawing players and is divided by the number in the draw minus one.

An example of how a win is scored (1973BI):

| Player       | Old Score | Handicap Points  | Points Changed          | New Score      |
|--------------|-----------|------------------|-------------------------|----------------|
| A. Vagts     | 959       | +286 x 10% = +29 | -50 + 29 = -21          | 959 - 21 = 938 |
| E. Birsan    | 897       | +35              | -50 + 35 = -15          | 882            |
| R. Bytwerk   | 1134      | +11              | -39                     | 1095           |
| L. Lakofka   | 813       | +43              | -7                      | 806            |
| P. Rosamilia | 1210      | +4               | -46                     | 1164           |
| A. Calhamer  | 550       | +50              | 0                       | 550            |
| M. Rocamora  | 1245      |                  | +21+15+39+7+46+0 = +128 | 1373           |

Because Rocamora had a higher old score than each of the other players, the losers all had positive handicaps. The difference between the scores of Rocamora and Calhamer was greater than 500 points and therefore Calhamer lost zero points as the handicap (+50 pts.) cancelled out the original 50 point loss.

Player scores are presented in the following fashion:

**CLASSES:** I have divided the players into classes, as is done in chess rating systems. For the present, Class A is for players who have scores from 1400 to 1799. This is the highest class and contains excellent players (or, so far only one player). As more games are offered for the top players, more of the better players will move into this class. Class B is for good players who have scores of 1000 to 1399. These are players who have generally won at least two games in a row over average players. Class C (601 to 999) contains average players who have won or drawn at least once in their career. Class D (0 to 600) is filled with either poor or new players who have not won a game yet. Winning fewer than one game in seven will generally place a player in the D class,

depending on the scores of the opposition. Within a class the players are named in alphabetical order with their current ODD score following the name.

**TOP 60:** These are the top 60 players as ranked by their current ODD scores.

**THE OVER 1000 CLUB:** These are the players who, at one time or another, have had a score of 1000 points or more. Included with the player's name is his highest score yet achieved, i.e., his high water mark.

Replacement players are scored only if they draw or win their game and play at least one game year.

Only regular seven-man postal games are rated. The determination of whether a game is considered regular or not is usually left to the Boardman Numbers Custodian. However, I also screen games according to guidelines established by the IDA Regular Games Criterion Committee.

For a more detailed description of how ODD works and the theory behind it, I refer everyone to Pfenning-Halbpfenning #4 and Washington Reports #5 and 8. WR #5 and 8 can be obtained from me (330 Curtner Ave., Apt. 8, Palo Alto, Calif. 94306) for 20¢ each (preferably stamps).

# THE ODD RATING LIST

## Top 60 Players --- June 1974

|     |      |                    |     |      |                    |     |     |                  |
|-----|------|--------------------|-----|------|--------------------|-----|-----|------------------|
| 1.  | 1426 | Brenton Ver Ploeg* | 21. | 1004 | Jerry Pournelle*   | 41. | 925 | Jeff Wolfe*      |
| 2.  | 1335 | Michael Rocamora   | 22. | 997  | George Lowrance    | 42. | 924 | Bruce Coy        |
| 3.  | 1324 | Charles Turner*    | 23. | 959  | Len Lakofka        | 43. | 919 | Kurt Krey*       |
| 4.  | 1276 | Lew Pulsipher      | 24. | 952  | Peter Ansoff       | 44. | 919 | Duane Linstrom   |
| 5.  | 1249 | Walt Buchanan      | 25. | 952  | Allan Calhamer     | 45. | 917 | Don Turnbull     |
| 6.  | 1228 | Doug Beyerlein     | 26. | 947  | Eduard Halle*      | 46. | 915 | Banks Mebane*    |
| 7.  | 1222 | Tom Eller          | 27. | 945  | Bill Abbott        | 47. | 914 | Duncan Morris    |
| 8.  | 1217 | John Beshara*      | 28. | 945  | Bob Ward           | 48. | 912 | James Nash       |
| 9.  | 1154 | Peter Rosamilia    | 29. | 940  | John Koning        | 49. | 908 | Larry Blandin*   |
| 10. | 1132 | Andy Phillips      | 30. | 940  | Don Miller*        | 50. | 907 | Don Lowry        |
| 11. | 1085 | Randy Bytwerk      | 31. | 940  | John Shutelock*    | 51. | 906 | Sharon Beier*    |
| 12. | 1067 | Ted Holcombe       | 32. | 936  | George Inzer       | 52. | 906 | Pete Weber       |
| 13. | 1064 | Lee Childs         | 33. | 936  | Elliot Lipson      | 53. | 905 | Paul Wood        |
| 14. | 1062 | Rod Walker         | 34. | 933  | Stephen Marsland   | 54. | 904 | John Armstrong   |
| 15. | 1052 | John Boyer         | 35. | 933  | Ed Rack            | 55. | 900 | Peggy Bowers     |
| 16. | 1050 | Jeff Power         | 36. | 930  | John Bullock       | 56. | 900 | Fausto Calabria  |
| 17. | 1043 | Michael Grayn      | 37. | 930  | Hal Naus           | 57. | 900 | Tex Cooper       |
| 18. | 1039 | Tim Tilson         | 38. | 930  | Sam Nierenberg     | 58. | 900 | Jean-Luc Hanquin |
| 19. | 1012 | Dick Miller*       | 39. | 928  | Arnold Vagts       | 59. | 900 | Chris Harvey     |
| 20. | 1005 | Mehran Thomson*    | 40. | 925  | Robert Rosenfield* | 60. | 900 | Robert Katzive*  |

## The Over 1000 Club --- June 1974

|     |      |                   |     |      |                 |     |      |                |
|-----|------|-------------------|-----|------|-----------------|-----|------|----------------|
| 1.  | 1426 | Brenton Ver Ploeg | 15. | 1140 | Ted Holcombe    | 28. | 1043 | Michael Grayn  |
| 2.  | 1335 | Michael Rocamora  | 16. | 1138 | Randy Bytwerk   | 29. | 1040 | Don Miller     |
| 3.  | 1324 | Charles Turner    | 17. | 1137 | Andy Phillips   | 30. | 1039 | Tim Tilson     |
| 4.  | 1319 | Douglas Beyerlein | 18. | 1120 | Jerry Pournelle | 31. | 1031 | Mehran Thomson |
| 5.  | 1278 | Tom Eller         | 19. | 1107 | Len Lakofka     | 32. | 1028 | Bruce Kindig   |
| 6.  | 1276 | Lew Pulsipher     | 20. | 1101 | Gene Prosnitz   | 33. | 1026 | Buddy Tretick  |
| 7.  | 1249 | Walt Buchanan     | 21. | 1093 | Derek Nelson    | 34. | 1022 | Jeff Key       |
| 8.  | 1238 | Rod Walker        | 22. | 1092 | Monte Zelazny   | 35. | 1017 | Ed Rack        |
| 9.  | 1217 | John Beshara      | 23. | 1082 | Jeff Power      | 36. | 1012 | Dick Miller    |
| 10. | 1210 | Peter Rosamilia   | 24. | 1064 | Lee Childs      | 37. | 1009 | Larry St. Cyr  |
| 11. | 1188 | Edi Birsan        | 25. | 1052 | John Boyer      | 38. | 1008 | David Johnston |
| 12. | 1174 | John Smythe       | 26. | 1051 | Dave Lebling    | 39. | 1002 | John McCallum  |
| 13. | 1172 | John Koning       | 27. | 1048 | Hal Naus        | 40. | 1002 | Charles Wells  |
| 14. | 1167 | Michael Goldstein |     |      |                 |     |      |                |

\*believed to be currently inactive as a player

### CLASS A (1400 - 1799)

Brenton Ver Ploeg 1426.

### CLASS B (1000 - 1399)

John Beshara 1217. Douglas Beyerlein 1228. John Boyer 1052. Walter Buchanan 1249. Randy Bytwerk 1085. Lee Childs 1064. Tom Eller 1222. Michael Grayn 1043. Ted Holcombe 1067. Dick Miller 1012. Andy Phillips 1132. Jerry Pournelle 1004. Jeff Power 1050. Lew Pulsipher 1276. Michael Rocamora 1335. Peter Rosamilia 1154. Mehran Thomson 1005. Tim Tilson 1039. Charles Turner 1324. Rod Walker 1062.

### CLASS C (601 - 999)

A-C: Bill Abbott 945. Jim Abeler 667. Bernie Ackerman 896. Brian Allardice 606. Hugh Anderson 846. Peter Ansoff 952. John Armstrong 904. William Atteberry 814. Rodolfo Bacci 620. John Balson 896. Herb Barents 625. Dan Barrows 793. Sharon Beier 906. James Benes 883. Peter Bennett 888. Don Berman 754. Craig Besinque 673. Edi Birsan 820. Rod Blackshaw 875. Larry Blandin 908. Stephen Bobker 709. Ken Borecki 692. Peggy Bowers 900. Rick Brooks 765. Steven Brooks 827. Stewart Buckingham 650. John Bullock 930. Fausto Calabria 900. Allan Calhamer 952. Mike Carr 667. Fausto Citernesi 620. Frank Clark 832. Don Cochran 684. Tex Cooper 900. Geoff Corker 881. Robert Correll 638. Bruce Coy 924. Stephen Cruse 880.

D-I: Fred Davis 779. Martin Davis 722. Ron Dellbringge 856. A. DePaulis 620. O.L. DeWitt 630. Douglas Dick 633. James Dygert 810. Leo Early 650. Don Efron 672. Nigel Evans 716. Jon Everson 820. Michel Feron 722. Jim Fish 737. Michael Fistel 718. Jack Flemming 871. R.A. Forester 727. David Fujihara 620. Herb Galenzoski 708. P.M. Gaylord 654. Gary Gehrke 725. Jim Gingrich 772. Bruce Gletty 601. Mike Goldstein 788. Jack Greene 648. Dennis Hall 694. Stephen Hall 658. Eduard Halle 947. Bill Halsey 618. Jean-Luc Hanquin 900. W.C. Harrah 653. Chris Harvey 900. Sherry Heap 616. Glen Hertz 877. Mike Honig 812. Don Horton 751. Scott Huddleston 899. Anita Hughes 620. Richard Hull 881. George Inzer 936.

J-L: Graham Jeffery 723. Blair Johnson 633. David Johnson 868. Robert Johnson 807. David Johnston 769. Gary Jones 666. Phil Jones 877. Russ Jones 629. Robert Keathley 784. Tom Keller 651. Jeff Key 737. Bruce Kindig 883. Bob Kinney 658. David Kirk 673. Mark Kleiman 771. Joel Klein 612. Bob Knudsen 736. John Koning 942. Kurt Krey 919. Harry Krigsman 663. Burt Labelle 846. Len Lakofka 959. Robert Lamb 625. Andreas Lang 870. Steve Langs 860. Jacques Lapointe 724. Tom Leahey 625. Dave Lebling 864. John Leeder 683. Paul Leitch 800. Kenneth Levinson 639. David Lindsay 785. Duane Linstrom 919. Karl Linter 680. Elliot Lipson 936. Robert Lipton 686. Ian Livingstone 872. Garth Lodge 884. George Lowrance 997. Don Lowry 907.

Mc-O: John McCallum 618. Tom McMahon 620. Marino Marini 620. Stephen Marsland 933. Henri Materne 805. Bob Matthews 619. Robert Matzive 900. David May 699. David Mayhall 654. Banks Mebane 915. Pete Menconi 718. Louis Menyhert 738. Don Miller 940. Roger Miller 900. Duncan Morris 914. James Munroe 663. Claudio Nardi 620. James Nash 912. Hal Naus 930. Derek Nelson 798. Leo Niehorster 680. Eric Nielson 867. Sam Nierenberg 930. Dennis Nixon 648. Geoff Nuttall 890. Mark Nyderek 742. Jeff Oliver 729. William Osmanson 842. Oktay Oztunali 630.

P-R: Brad Payne 881. Larry Peery 697. Bruce Pelz 895. Bud Pendergrass 854. Don Pitsch 653. Jim Pratt 666. Roland Prevot 680. Joseph Proskauer 601. Gene Prosnitz 815. Ed Rack 933. S. Raun 649. Austin Redlack 727. Hank Reinhardt 798. Charles Reinsei 708. Peter Robertson 749. Don Roll 624. Robert Rosenfield 925. Rich Rubin 768.

S-Z: Len Scensny 807. George Schelz 709. Chris Schleicher 691. Robert Schoumacher 620. Paul Schwartz 725. Dean Schwass 612. John Shutelock 940. John Smythe 799. Clive Spark 900. Max Stanton 750. John Stevens 819. Bud Stowe 620. Bob Strayer 758. Bob Stuart 648. Mark Tonnesen 628. Russell Tulp 649. Don Turnbull 917. Ailsa Turrell 900. Arnold Vagts 928. Kenneth Valentine 663. John VanDeGraaf 635. Conrad von Metzke 741. Chris Wagner 604. Andrew Waldie 817. Bob Ward 945. Gregory Ward 633. Malcolm Watson 900. Pete Weber 906. Mark Weidmark 702. Fred Winter 870. Jeff Wolfe 925. Paul Wood 905. T.M. Worthington 620. Stan Wrobel 804. Monte Zelazny 849. Norman Zinkhan 785.

CLASS D (0 - 600)

A: Robert Adams 553. Michael Aita 479. Frank Aker 544. John Alden 556. Dan Alderson 600. Charles Alexander 359. Robert Alexander 544. Joseph Alfenito 550. Chris Almstrom 545. Ray Amling 600. Perry Andrus 550. Josiane Ankri 544. Raphael Ankri 550. Charles Ansel 550. Joseph Antosiak 582. Lee Arico 562. Robert Arnett 550. Len Atkins 490. John Austin 540. Martin Austin 582. David Ayres 550.

B: James Bacon 550. Bill Baer 550. R.S. Bagala 567. Lew Bailes 550. Brian Bailey 565. Stephen Baird 550. Doug Baker 478. Edward Baker 570. Edwin Baker 556. Greg Baker 536. Mark Baldwin 586. Derek Ball 545. Pat Ball 550. Steve Ball 550. Brenda Banks 586. Stephen Barr 470. Steve Barrett 550. Walter Bartels 600. J.L.F. Bates 550. Martin Bavetz 545. Bob Beasecker 545. James Becker 550. Alan Beckman 560. Steve Beecher 536. Tommy Benn 567. Dick Benner 570. Jay Bennett 550. Jim Bennett 544. F. Berguno 550. Scott Berschig 472. John Biehl 505. Clint Bigglestone 511. Michael Bihay 590. Mark Bird 548. Dave Bischoff 539. David Black (Canada) 569. David Black (Scotland) 550. Roger Blewitt 550. John Boardman 469. Russell Boggs 458. Read Boles 550. Tyrone Bomba 550. David Border 576. James Boskey 556. Dale Bosowski 550. Andre Boulanger 544. Ron Bounds 465. Dennis Brackman 501. Ray Bowers 419. Jim Bradley 550. Dan Brannan 180. Harry Braunsch 502. Thomas Bray 550. Adrian Brine 550. Steve Bruce 514. Luc Bruggeman 550. Ed Bryant 600. Richard Bryant 490. John Buckelew 550. Paul Budd 517. Bob Buechs 564. Tom Bulmer 550. Fred Bunn 540. Brian Burley 600. Martine Burnier 550. James Burt 534. Charles Burton 546. Tom Byro 546.

C: Steve Cairns 435. Art Canfil 529. Steve Caplan 458. David Carawan 505. Dieter Cardos 575. Chuck Carey 261. Jim Carr 461. Ernest Carrillo 495. R. Carroll 550. Jim Carson 581. John Carson 550. John Casey 550. Pat Casey 550. Phil Castora 449. Kevin Cauley 550. William Celestre 557. Jack Chalker 440. Robert Champer 531. Bruce Chapman 555. Peter Cherry 546. Harry Chesley 550. Michael Childers 489. Bruce Chin 527. Philippe Chode 550. Bill Christian 500. Ray Christian 600. David Christiansen 552. Ken Church 550. Stuart Clark 505. Simon Clayton 550. Tom Cleaver 550. Robert Cline 470. Sid Cochran 494. Ian Cockrill 545. Marc Colin 550. Peter Comber 564. Clay Conan 550. Mike Conlon 548. Bill Connelly 460. Tom Conry 600. Ray

Converse 561. Steve Cooper 487. Paul Cote 595. K. Counselman 520. L. Counselman 567. Peter Cousins 550. Joel Covey 550. Don Cowan 465. Charles Cox 582. Don Crerar 550. Robert Curran 591. Lewis Curtis 566. Blair Cusack 419. Richard Czata 591.

D: Nicholas Dakin 546. Henry Daniszowski 550. John Davey 550. Andy Davidson 398. Bruce Davidson 544. Ken Davidson 511. David Davies 520. Howell Davies 500. Sam Deakin 588. Doug Dean 552. Ritchie Dean 436. Richard deJonghe 460. David DenUyl 592. Paul DenUyl 598. John DePrisco 505. Didier Deroy 550. Robert Dethardt 581. Deborah Deutsch 551. John Devereaux 550. Donald Devitt 545. Gary Dickson 579. David Dix 591. Michael Dobson 551. Sean Donahue 595. Bill Drakert 540. Harry Drews 550. Chris Driscoll 550. Betsy du Bose 600. Kirk Duffy 573. Mike Dugan 550. Scott Duncan 464. Tom Durrheim 544.

E: Buz Eddy 550. Yale Edeiken 532. Patrick Egan 493. Ronel Ehrich 550. Larry Eisenberg 550. Jeremy Elsmore 550. David Emdee 550. Mike England 550. Patrick Englebert 590. Mike Eripes 550. Dan Evans 458. Ray Evans 505. Barry Eynon 568.

F: Scott Faulkner 545. Kevin Feintuck 470. Debera Fellman 600. Sam Ferris 348. Alan Fisher 521. Bill Fitzpatrick 600. John Fleming 550. Ken Fletcher 510. Larry Fong 422. Bob Foster 600. Pat Fouquet 550. Don Fox 551. Tim Fox 560. Dave Francis 414. John Freeman 550. Dennis Frisch 550. Tim Fuchs 591. John Fulton 550. Nicholas Furcola 591.

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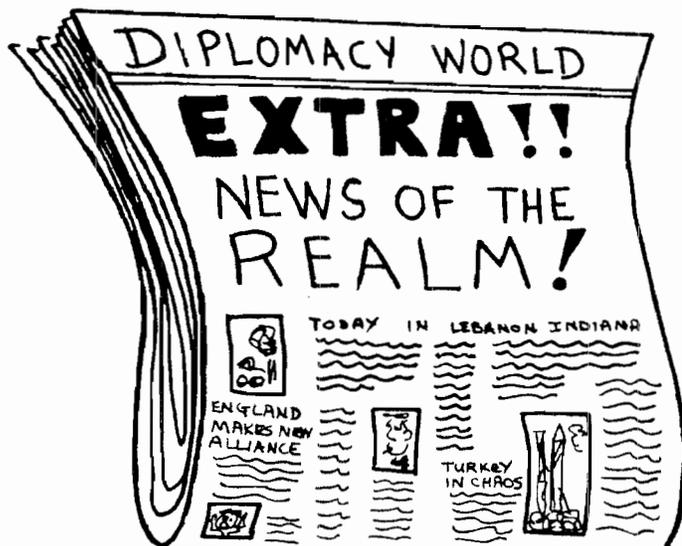
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1. JOHN KONING. It is with great sadness that we must inform you that John Koning died on the morning of May 22 from the complications of diabetes. John was one of the truly great individuals in the early years of postal Diplomacy, and his gamezine sTab set the standard for other zines to follow. He, along with Rod Walker, probably did more than any other single individual to make postal Diplomacy what it is today, and he was the third Boardman Number Custodian.

The cover on our issue this time is taken from an early sTab and in a humorous way illustrated John's involvement in the hobby. I think that this is the way John would have liked to be remembered. I think we should do more, however. After talking it over with Stan Wrobel, who was one of John's closest friends in Youngstown, it has been decided to create an independent committee which each year will give a John Koning Award for Outstanding Service to some deserving individual in the hobby. I think that this is the best way that we can honor John's memory. Stan will head up the committee and it will probably be composed of John's Diplomacy friends in Youngstown. I urge you to send Stan a contribution now for the first award which will be given at this year's DIPCON. Stan's address is: 7 Poland Village Blvd., Poland, Ohio 44514.

2. CONRAD VON METZKE (Box 4, San Diego, Calif. 92112) has just suffered a calamity. All his game records have been stolen! If you sub to one of Conrad's zines, please let him know your status immediately so he can reconstruct your file.

3. TERMINUS. Some of you may remember this project that was started back in 1971 under Tony Pandin with the aid of Rod Walker. It was an attempt to compile supply center charts of all completed regular games in one place. Well, a few months ago I started where Tony and Rod left off and am now happy to report that with the help of some invaluable game records compiled by Rod and Conrad von Metzke I have finish-

ed Terminus through completed games started in 1969. When you read this, I should have the job done through 1970, and this is as far as is practical at this time since there are many game unfinished that started in 1971 onward, while there are less than 10 games started prior to 1971 that are still unfinished. Besides, you can get all these later game records from Everything.

What I have done is take charts from what I believed to be the most reliable source and made up one original master set that can be xeroxed. The set runs to almost 100 pages! It lists all games from 1963A through 1970BU with a SC chart for all completed regular games. All irregular and abandoned games are so indicated and in each case a citation of the final disposition is printed.

I feel that what we end up with is an invaluable reference source for not only rating-masters, but also for the serious player who wants to study his opponents' past performances in detail. The only catch here is that my xerox access is expensive and it will cost you \$10.00 to get a complete set from me postpaid. Are there any of you out there that can get high quality xeroxing done for less than 10¢ a page? If so, and if you are willing to xerox sets of these records for others that might want them, please let me know and in the next DIPLOMACY WORLD I will refer others to you as a general clearinghouse. In the meantime, you can get the game record of the first 8 years of our hobby from me for \$10.00. And once these records are in several hands, we won't have to worry about them being lost. ((So who worries about that anyway?!? Good grief! CA))

4. DITTO PAPER. For any of you publishers who use a spirit duplicator and are going to the DIPCON, I can probably give you a bargain. Back when Hoosier Archives was a lot bigger than it is now, I bought 100 reams of ditto paper at the quantity rate. Now that we have gone to offset, a lot of this paper is left, and if you would like some of this paper, I would be happy to pass the savings on to you, i.e., at \$1.65 a ream. If you are interested, please send me a deposit of a couple of dollars and tell me how many reams you want me to bring to the DIPCON for you.

5. ANSCHLUSS. Joe Antosiak (422 East Ave., LaGrange, Ill. 60525) has a great deal going on a regular Diplomacy game. It is free! All you have to do is maintain a \$1.00/8 issue sub for the duration of the game. Joe runs a lot of other games, too, so if variety is your bag, check with him.

6. THE BOOK OF STAB. George Wallace, Jr. (19160 Olympia St., Northridge, Calif. 91324) is still looking for one more player to fill out a game of regular Diplomacy. Someone is passing up a good deal as the fee is only the maintenance of a 13/\$2 sub plus a \$1.00 gamefee and a \$1.00 refundable deposit. This is a funny zine.

7. CLAW & FANG. Don Horton (16 Jordan Ct., Sacramento, Calif. 95826) has an opportunity you definitely don't want to pass up. For a limited time only, he has game openings at \$7.00 a slot, and he will find a permanent standby for your position. If you want to play in a reliable zine pubbed twice a month like clockwork, this is your chance.

8. THE FIGHTER'S HOME. Dan Gorham (8 Ravenna St., Asheville, NC 28803) is heading up this gamezine which, if it continues on its present track, will revolutionize the hobby. Dan offers unlimited game openings in a professionally printed zine at \$8.00 a slot. Each season a map is printed of the position, and in the zine itself, there is a fantastic letter column. Quite a buy.

9. DORSAL. Francis McIlvaine (7900 Sisson Hwy., Eden, NY 14057) has recently started this very promising new gamezine. Game openings are available for the maintenance of a 12/\$2.00 sub plus a \$1.00 gamefee and a \$2.00 refundable deposit which you get if you don't drop. Why not ask Francis for a sample?

10. ADAG. Outstanding news! Hal Naus (1011 Barrett Ave., Chula Vista, Calif. 92011) is thinking of opening 2 new games, one for novices and one for experienced players at \$5.00 a slot. This is the best buy in the hobby. Hal has been publishing regularly for 8 years, longer than anyone in the hobby except for John Boardman. He has also rescued more orphan games than anyone else. Why not write Hal and let him know how he is appreciated? He is certainly the hobby's greatest good Samaritan.

11. STRATEGY & TACTICS OF POSTAL DIPLOMACY. Larry Peery (Box 8416, San Diego, Calif. 92102) has just come out with the second chapter of this mammoth work on how to play postal Diplomacy. The first chapter on Austria ran 42 offset pages and the second chapter on England runs 45 pages. Each chapter (really a book in itself) sells for \$2.50 and they are a must for any serious Diplomacy player.

12. NEMO. If off-beat humor is your bag and you'd like to get a good deal on a regular game to boot, this zine is for you. Send Mike Worthington (2022 Price Ave., Knoxville, Tenn. 37920) \$1.00/7 issues plus \$2.00 for a game.

NEWS FROM CARTHAGE  
by Hartley Patterson

1. The biggest gathering of British Diplomacy to date took place over April 4-7th weekend in Preston Lancashire. WILLSCON was the event and Will Haven of Fellicus was the host, managing to cram 12 editors and 24 players into his small flat. As is the custom at Dipcons, a commemorative fanzine was produced; The Shorter Oxford English Ferret which runs to 5pp and is available from Andrew Herd (35 Austin Dr., Didsbury, Manchester, England M20 0FA).

2. I didn't make WILLSCON but I did attend the European Wargame Convention in Brussels May 4th. Held in the Hilton (where else?), this was so far as I know the first European event that featured minatures, boardgames and Diplomacy. A hard-fought game between players from four countries resulted in victory for Richard Sharp (as Austria!) who was presented with a Diplomacy set with an engraved plaque courtesy of Games Research. Mind you, I blame it all on Michel Feron (Italy) who stabbed me (France) just as I was planning to overrun Nicky Palmer (England). That Feron is even planning to print the complete moves for the game in a special issue of Moeshoeshoe.

This Convention is to be a regular event--the 3rd will also be in Brussels next year. Details from John Mansfield, PO Box 830, CFPO 5056, Belleville, Ontario, Canada.

3. Game Openings is back in business under its fourth editor. The title explains its function--a list of Game Openings in Europe frequently updated and available for a SAE. American GMs seeking players from Europe should send details to Norman Nathan (3 Brooke Close, Bushey, Herts, England).

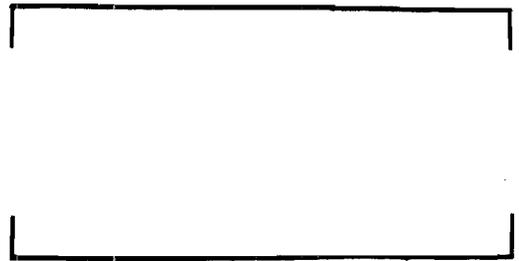
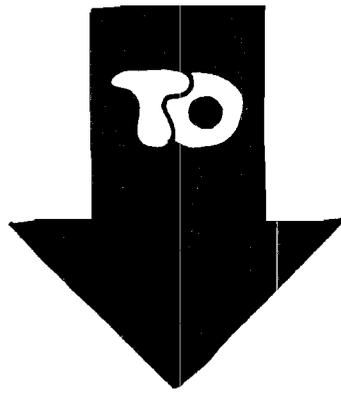
4. Ethil the Frog, voted best British Dippy zine of 1973, has ended with issue 47. The third British zine to start, it featured excellent duplication by Ian Maule of Newcastle and literate and entertaining editing by John Piggott of Oxford and Cambridge. The games were transferred to other zines and John is now sitting his University finals.

5. I was hoping to include a "Transatlantic" Game Openings section in this column, but so far as I know, there are none currently available from this side of the water. While postal costs are of course higher, American players may find European zines a more attractive proposition than might appear at first sight. For example, the two-season year (if you don't mind using it) cuts costs by 50% immediately. If news of any openings does reach me, I'll print them, of course. There will be at least one in my own zine soon when current games finish.

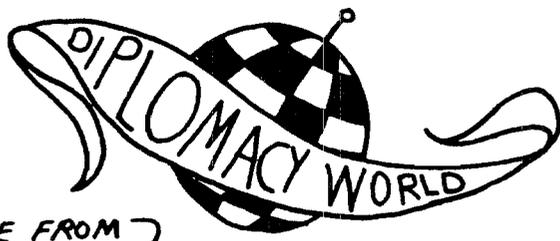
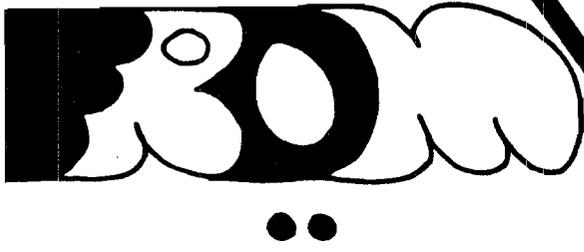
6. Richard Walkerdine's Quarterly Report is now a separate publication. Issue 1 runs to March '74 and predicts a "leveling off" of the expansion rate in Britain to around 100 game starts per year. (QR is 2½ + postage from 15 Crouch Oak Lane, Addlestone, Surrey KT15 2AN. Send him a \$1, Richard advises!)

7. Viewers of Nationwide, an early evening news and chat program on BBC television, were treated to a Diplomacy game recently. Graeme Levin of Games and Fuzzles magazine was evidently responsible, and through the marvels of modern communications he was able to produce in studios around the country (and even in Scotland) the other players from Courier's 1971EA. John Robertson of Variety reveals the awful truth behind all this in Bolshevik Star 11.

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