

# DIPLOMACY WORLD

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\$2



## DOES YOUR SUBSCRIPTION EXPIRE?

## DEADLINES

If this \_\_\_\_ has an X in it, we are informing you that your subscription to DIPLOMACY WURLD expires with this issue. That is just too bad; you see, DIPLOMACY WURLD has a lot of big debts carried over from past editors, and we can't afford to carry any deadbeats like you for very long.

So you had better send some real bucks or this will be the last DIPLOMACY WURLD that you ever get to see. Precious metals, gems, or negotiable securities are also accepted. Act now and don't delay.

PLEASE CHECK THE LABEL ON YOUR MAILING ENVELOPE. Since this issue is being hand delivered, you don't have an envelope, so just pretend you have one, ok? Now imagine the cover of the envelope; look at your mailing label...yes, right there in the middle of the envelope. See that number on it beside your name? Concentrate harder...yes, you can see it, can't you? Yes, I thought so. It seems that your subscription expires with this issue just as I suspected. Get that money in quick.

## BACK ISSUES

There are not a lot of old issues of DIPLOMACY WURLD floating around, so this is kind of a stupid statement. In fact, if there were old issues available, they would just contain old, out of date material, and if you wanted useless stuff like that, you could subscribe to DIPLOMACY DIGRESS and get that old trash more cheaply. So if you want that old stuff, why not just write to L. Mark Berch (who seems to write just about everything in here anyway).

Because we try to save as much money as we can by mailing this zine out bulk rate, it takes a while for the issues to get to a lot of you out there. Even though we only send out four of these a year (in the best of times), I feel we can skimp in this area too.

If you plan to send anything in to the next DIPLOMACY WURLD, why not send your material to the only publisher in the Mountain State. Who knows when the next DIPLOMACY WURLD will come out, but that in itself is rather traditional, isn't it?

## SUBSCRIPTIONS

Didn't I talk about that earlier this page? I thought I did, but maybe my mind is going just like most of the members of the hobby have been saying for years. Well, if you send in money, I'll put you on the list to receive the next DIPLOMACY WURLD if there is an overrun at the printers.

## ARTWORK

Damn, I wish I could employ an artist. It seems that my five year old cousin has refused to do anymore cartoons for me unless I buy him some candy or comic books. This is hiway robbery. If any of you can draw at all, let me know; I can use all the help I can get.

## NEWS &amp; REVIEWS

If you have any news, heard any news or have met anyone who knew any news, please write; I could use something to brighten up each issue.

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## EDITORIAL

Lawrence Wm. Peevy

Over the past few issues of DIPLOMACY WURLD I have beaten the drum for several important topics: important not only to me, but to the entire Diplomacy hobby. There has been the "new" DIPLOMACY WURLD, of which I am co-editor; there was the International Diplomacy Hall of Fame (IDHOF) which I personally run. More recently there has been the DIPLOMACY WURLD Roundtable in which I would invite my friends and toadies to discuss some topic and print the whole thing right here to show you how smart we all are. Finally there was the BLACK & BLUE BOOK (BBB) which was an idea that I had the people would pay for a listing of Diplomacy players, so I made one for California; I thought it would be a good idea if I could sell these books all around the country.

I have come up with another major area of the hobby off which I think I can turn a buck,...er, I mean where I

can help this hobby. This is the International Diplomacy Hall of Fame Wax Museum. I have a portion of my apartment where I can turn the air conditioner way down and store wax figures of the members of the IDHOF. That way I can take the cost of the room, the air conditioner, the carpets, everthing off my income tax. I might even try to file as a educational institution. (I would try for non-profit status, but I plan to charge admission to the ~~books~~ hobbists who view these wax figures.)

Right now I have five Mexican wet-backs molding the wax figures of the original inductees; since I had to buy the wax by the hundredweight, I have had the guys also start on next year's inductees. Yeah, I know the election hasn't been held yet, but since I run the election, I tabulate the votes, so I can pick who gets in. So my friends Rod Walker and Mark Berch are having their figures made by the Mexicans also. In fact they are only charging half rate on Berch because they don't have to do

he difficult work of putting the hair on the head, a very time consuming task.

Some people who bought my BLACK & BLUE BOOK which lists the Diplomacy players in Southern California have been complaining. I told them that the book could have the players' name, address, and telephone number alphabetically. Some of these people were very mad because I sent them copies of the Los Angeles telephone books. Gee, I got them from the phone company for free since these are last year's telephone books. And it does have people's names, addresses, and phone numbers in there alphabetically; I'm sure at least a few of those people play Diplomacy. What's the beef? I guess these people don't want to do any work for themselves. I bet they expected me to show them who played Diplomacy. Talk about lazy individuals. I had done that, where would all of my profit gone, I ask you?

I might also mention, since Rod has allowed me the space, that I have a new company, PeevyCo West, Inc. I set up this company as a holding company for the various companies I will have to set up to handle the IDHOF, the IDHOF Wax Museum and the phone book sales....er I mean, the BLACK & BLUE BOOK sales.

The newest company I have set up is going to handle my new line of Diplomacy jewelry and trinkets. I will have necklaces with small plastic anchors and pendants on a genuine, imitation copper plated chain. For the more tradition of it, there will be wooden blocks (in many assorted colors) on the same type chain. Figure I can get them made in Mexico for about 15¢ each and sell them to the public for \$5.00. And I guarantee that at least one half of one per cent of the profits will be given to the NADF to continue its important work. The remainder

will be used to help defer some of my hobby related expenses, like my home, car, food, vacations, and maybe either a stable of racing horses or a sex change operation.

For those of you who have a historical bent, I have some items available from another of my companies--Artifacts Inc. The big item I have are original wooden pieces from the first Diplomacy set made by Alan B. Calhamer. These hand-carved wooden pieces are not to be confused with the other item currently being sold by Artifacts Inc.--original splinters of wood from the Cross used on Calvary. If you order both though, I will label each so you can tell which is which.

Well, I seem to be running out of space in this month's ~~advertisement~~ editorial. Remember that I pay 10% royalties to anyone suggesting a moneymaking scheme I can use.

## BLANK SPACE

This is something  
you readers don't  
usually get to see in  
DIPLOMACY WURLD, so  
I thought it would be  
a real treat for you.

# GUEST EDITORIAL

L. Mark Berch

Conflict and controversy have been a major part of the hobby since its beginning. There have arisen many individuals in the past who have tried to lead the hobby in times of crisis. Just like nations, and yes, even the world, the postal Diplomacy hobby has been just floundering in the darkness, searching for someone to lead them in the ways of goodness and light.

Many have tried this mantle of leadership; John Boardman, Robert Sacks, Walter Buchanan, Conrad von Metzke, Rod Walker and others have tried their best to get the hobby moving in the right direction, but each has failed. Failure has been due to the inherent humanity.

That is why I think it is time the hobby turned in a new direction for new leadership. Yes, I am suggesting that the hobby follow a new leader--a spiritual leader--me.

Yeah, me....L. Mark Berch. For years some of you have known that my way of living and playing has been guided by divine light. Well, I have decided to form my own religious movement with me as its head. By following me, the hobby can be led out of its current deplorable state.

For various reasons, including tax purposes which Larry Peevy was kind enough point out, I have decided to start the Universal Church of Berch. I have legally changed my name to Saint Mark of Berch, the First. You see, I am second to nobody.

For you disbelievers out there, I have only point to several events in my

history which have a direct bearing on my Godhood, or is it sainthood? When I was just a young lad (with a full head of hair) my mother introduced me to the university professor who had just developed a new game, one called Beligerency. After taking just one look at this game with a lot of wooden pieces played on a map of Europe, I looked the professor right in the eye and said, "Alan, my dear man, great game, but change the name."

The Professor said what should he call it. I told him it didn't matter. This professor was a schmuck and didn't change the name of the game, and now no one remembers Beligerency or its inventor, Dr. Alan Arnawoodian.

Then there was the time I saw my first Diplomacy game. I got so excited that all my hair fell out. I certainly consider this an example of divine intervention. In fact to this day I shave my head rather than let all the beautiful hair grow (as it naturally would).

Another example is the scoring systems I use at the tournaments I run. Giving a hundredth of a point for this, a seven-sixteenths of a point for that, all averaged over the life of the game. Only someone with the wisdom of Solomon (or the Son of Sam) could come up with such complex system or even attempt to explain it to a group of over a hundred diplomacy players.

Yes, it is about time everyone in this hobby realize that I have been destined to run this hobby. Anyone who disagrees with me just might find himself (or herself Ms. Byrne) excommunicated from this hobby, or maybe better yet, turned into a pillar of salt.

(SEE PAGE 11)

# ARE YOU A DIPLOMAT?

by Berch L. Mark

Even though the readers of DIPLOMACY WURLD play both Face-to-Face and Postal Diplomacy, from time to time we like to throw in something of special interest to one portion of readers. Here's a test of your skill as a diplomat. Unlike other such tests, you cannot forget the personality of the other players, so in this test you are told who plays what country and are given a short version of their letter.

THE SITUATION. You have just returned home from being held hostage by a group of urban terrorists for the past three weeks. In you mailbox is approximately 15 pounds of mail. In all of this is the announcement a game start with you as Germany while the deadline is less than two hours away. You will have to call the GM to get your moves in and don't have time to call any other of the players.

Read each of the letters, then answer the questions based on the information in the letter and what you understand of the personality of the player.

FROM ENGLAND: Hi, my name is Woody Arnawoodian. I like blue, so that's why I like England. Also it has a lot of fleets and I like fish. Do you like fish? Let's ally and kill someone; you got any ideas? I think I will order: A Lvp-Yor, F Edi-Nth, and F Lon-Nth. Bye for now.

## Questions.

1. Can this guy be as stupid as his letter sounds?
2. Do you think he has told you the real reason he wanted England?
3. Do you like fish?
4. Will he do as he suggests and bounce himself in the North Sea?

FROM RUSSIA: Hi guy, I'm Uncle Al, the novice's pal. Are you a novice? I'll be happy to help you if you head west and give me Sweden. Watch out for everyone but me and England. I suggest you move to Tyrolia, Helgoland, and Kiel. It will leave you a lot of opportunities. Please write me later and tell me all your plans and anything you hear. Trust me, kid, and we'll go to a two-way draw.

## Questions.

5. Is he an uncle?
6. Is he the novice's pal?
7. Should you open the way that he suggests?
8. If you ally with him, do you have any chance at a two-way draw?

FROM ITALY: Darling, my name is Kathy Byrne, and I just love you. Why not send me a candid, nude photo of yourself so I can put it under my pillow each night before I go to sleep. France is Fast Fingers Mainardi and a rat. I will attack Austria. I will be going to Tyrolia, but don't worry,

I love you too much to cause you any harm. Why not have a meeting in Room 101 at Origins?

QUESTIONS.

9. Do you think that she really loves you for your inner self or for your centers?

10. Will you send her a candid, nude photo of yourself?

11. What do you think she does with all those photos?

12. Is she going to Tyrolia to attack Austria or you?

FROM FRANCE: Que pasa? My name is Tom Mainardi, and really want to be your ally. England is a creep so let's get him. Italy is attacking Austria, so don't you worry. To show you what kind of ally I can be, if I meet you at Origins, I'll buy you a plate of pasta, ok? Why not move F Kie-Den, A Ber-Pru, and A Mun-Boh? Good luck.

QUESTIONS.

13. Que Pasa?

14. Does he really want to attack England or you?

15. Based on his and Italy's letters, what do you expect to find in Tyrolia and Burgundy this Spring?

16. Would you eat the plate of pasta if he bought it for you?

FROM AUSTRIA: Hello, I'm Mike Mills and I am Irish. I like green so I will be attacking Italy to get all of her blocks. Please don't open to Tyrolia because it will scare me. I will be your ally for \$5 which I will send to the IRA in your name. Have we got a deal?

QUESTIONS.

17. Is he Irish?

18. Will he be attacking Italy because he likes the color of the block or will he go elsewhere and why?

19. Is he worried about you going to Tyrolia?

20. Will the \$5 work?

FROM TURKEY: My name is Tommie Swider, and I would like to be your friend. I believe the G/T alliance is one of the best on the board. I will help you if you are attacked, so will you help me? I like cartoons and the Brady Bunch; do you?

QUESTIONS.

21. Does he really want to be your friend?

22. Does he really believe the G/T alliance to be the best?

23. Will he help you if you are attacked, and would it do any good?

24. Do you like the Brady Bunch?

NOW: THE ANSWERS

Gee, the only thing missing from this game is John Gacy and Dick Martin. Thank God for small favors. If you guessed wrong on an answer you may have understood the situation as it was presented but failed to see the personalities that had impact on the upcoming action. This can be very bad.

1. Yes, and he is probably even more stupid than his letter indicates in this abstract.

2. There is no real way to tell why Woody does anything, but his explanation sounds as logical as anything he has ever come up with. Yes.

3. I don't know, do you?

4. Yes, Woody uses an opening that he developed called the Armenian Drowning Opening where he keeps both his fleets in home supply centers to guard against the coming attack that he knows is on the way.

5. Yes, his sister Gean has a son named Gavin Kyle Gilbert, so technically, yes he is.

6. Are you kidding? Have you seen all the scalps of novices' he has in his den. No.

7. Why not just put a loaded gun to your head and pull the trigger. If you wanted to follow advice, don't use his. Except maybe the Tyrolia part. No.

8. Have you ever heard of a "snowball's chance in Hell." That would have a better chance than you sharing a draw with him as Russia. He is just like Larzelere when he gets Russia--he goes for the win.

9. It's your centers.

10. How stupid are you? That is dynamite blackmail material you'd be living her. No.

11. She puts them in her zine, and everyone will laugh at how stupid you were.

12. Tyrolia. She suffers from what Dr. Ben Cagey termed the Tyrolia witch; it is just her natural reaction. She will attack you

13. I don't know.

14. Hell, he and Arnawoodian are Jamesese twins who were joined at the head. Mainardi got the brains and nobody got the shaft. They never attack each other. You are it.

15. You better expect to find Italian and French armies in it. What did you really expect,

a group of Boy Scouts?

16. Do you have a good antidote? The stuff will probably be laced with Strychnine. No, do not eat anything near Mairnardi; all those Italians are big for poison.

17. Is the Pope Catholic? Yes, Mills is Irish.

18. He will probably be going right through you trying to get to England so that he can settle the Irish question himself. He just loves to attack the English, and you just happen to be in the way. No, he wouldn't be going to Italy.

19. No, the only things that worry him are the price of potatoes and weapons.

20. No, you would need a much bigger bribe. Five bucks will barely buy enough gas for a few good Molotov cocktails.

21. Swider would be anyone's friend. He even tried to get Idi Amin as a penpal. Yes.

22. Yes, he is only marginally smarter than Arnawoodian, so it seems like something he might go for.

23. He would try, but he is too far away to do any good, even if he were a competent player. Yes, and No.

24. Who cares.

## RESULTS

Don't try to total up anything. An astute Diplomacy player, after seeing the lineup in this game, would have gone ahead and NMRed swearing that he never got the game start. In fact he might go looking for those urban terrorists and see if they want their hostage back.



# VARIANTS

Each issue of DIPLOMACY WORLD we try to present some new variants that hobbists might want to try, and this month is no exception. The following variants were designed by Greg Stewart of some god-forsaken place in Ohio. I hope you will all try them.

## Underwater Dip

Underwater Diplomacy is a new variant which is not played using a map of the ocean's floor, but is an adaptation played entirely under the water. It is suggested that play be done in swimming pools, ponds, lakes, or even the ocean itself.

1. Each player selects a country. It is suggested that the old wooden sets not be used since the pieces tend to float to the surface, greatly hampering play.

2. The board is set up on a rock or smooth sandy stretch of bottom. The players must use snorkles or some type of SCUBA gear.

3. Negotiation time is limited to the time a person can either hold his breath or the air in his tanks if using SCUBA equipment.

4. Since it is hard to hear the other players underwater, hand-signal and written notes are suggested, but you should note that it is easy for the other players to watch the hand-signals and thus get the jump on your ideas.

5. The winner is chosen in the same manner as the regular game unless a shark or other fish eats one or more

or the other players. If a player collapses due to lack of oxygen (or due to being eaten by a fish) his country should be placed in Civil Disorder. In no case will the fish be allowed to take over the position of the eaten player.

## Russian Roulette Dip

Russian Roulette Diplomacy has the appeal of the normal Diplomacy game but includes the fast action one normally only finds in Beirut or on the streets of New York.

1. When the country selection is made at the beginning of the game, each player is issued a .32 Caliber revolver for use during the game.

2. Each country receives one real bullet to be placed in the gun except for Austria which receives two due to its inherently poor track record.

3. Before each winter season the players write orders which indicate at which other player he will fire one shot. The cylinder must be spun before the shot is fired.

4. Any player can target any other player, and more than one of the players may fire at the same person.

5. When a player has expended his bullet (and another player at the same time), he may not be fired upon by any other player. This is a kind of a reward for the elimination of one major power.

6. The units of a country which has lost its ruler due to "assassination" has all of its units held unsupported.

## Solitary Diplomacy

Solitary Diplomacy is once which has been gaining wide favor in Moore Oklahoma and Wichita Kansas. For some the game offers too many decisions, yet for others the game is about the only one they can master.

1. The game is played as normal Diplomacy except that there is only one player.

2. Country selection can be made by chance, but most prefer to pick the country they are most comfortable with.

3. After the usual negotiation period, the player writes down the moves for his country. He then pretends that all the other countries do exactly as he would wish them to. (It is not suggested that the player actually write out all these orders since persons who play this game so often have a limited span of attention that they can't remember what they had planned to do.)

4. The game ends when the player gets 18 centers or becomes so bored that he falls asleep.

## Totally Blind Diplomacy

The final variant I would like to bring to your attention is one

called Totally Blind Diplomacy. No, it is not one played only by the handicapped, but one that has unique opportunities which do not arise in a normal game.

1. The game is just like regular Diplomacy except it is played in total darkness. No light of any kind is allowed.

2. Players select the countries by lot. If there is a dispute about who has what country because no one can see which block they have, trial by combat is suggested.

3. Negotiations are rather difficult since you don't know who is next to you while you are whispering.

4. Orders may be written down if one desires, but this often leads to arguments over whether someone else's orders are miswritten. Turns should be taken in which players announce their orders.

5. The game ends due to normal rules or when the sun comes up.

This is an extremely good game for "nightowls" or people from the more remote parts of Transylvania.

## (BERCH EDITORIAL, From page 6).

I just might turn Arnawoodian into a pillar of fish food, or Caruso into a pillar of pasta. (Yes, even us religious leaders have a sense of humor.)

And as any good religious institution, I expect all you out there to send in "love offerings." Small, unmarked bills would be nice.

I think Larry Peevy will soon be offering Saint Mark of Berch plastic statuettes for the dashboard of your car. Look for them at Origins.

# AFTER WOOD & PLASTIC

by Bark L. Merch

Originally when the game of Diplomacy was first released, the pieces were made of wood painted in either five, six, or seven colors, depending on your eye sight. After the eruption of Mt. St. Helens, timber stock in the Pacific Northwest was reduced so that the price of wooden blocks had reached a point where now only the plastic ones can economically be produced.

Now the plastic pieces are widely held in the hobby to be the worst thing since Bruce Linsey stated publishing. Many people are searching for alternatives to the lack of wooden pieces without having to resort to the little plastic anchors and stars. I have come up with several ideas which should be of some help to those of you out there still desiring a choice.

First, you might try using some pebbles. You know, get seven different colors of pebbles and have fat ones represent armies and long thin pebbles represent fleets. Humm, now that I think about it, most pebbles are gray, so I guess that isn't such a good idea unless you paint them.

When I was up at Woody's house I came up with my second idea--use tropical fish for pieces. They come in a lot of colors. Use the daddy and mommy fish (the big ones) as fleets, and use the babies for the armies. Tropical fish come in a lot of colors so you shouldn't have a great deal of trouble getting all

seven powers. The only problem I have found is that the fish tend to flop around on the board when they are out of water. I suggest that you whack them lightly with a hammer to calm them down. Unfortunately you have to have a large supply of fish because they don't last for much more than a day; the house starts to smell like Tom Mainardi's apartment.

I have a third idea that I got directly from my pet dog. Use ticks and fleas as the pieces. Since ticks are round, use them for the armies, and the fleas can be used for the fleets. Once again you must paint them to tell them apart. But it is an alternative, and both I and my dog have an almost unlimited supply of both little critters.

For the moneyed of you, I think you might try to use gem stones cut to various sizes. Like rubies for Austria, Diamonds for Turkey, Onyx for Germany, Emeralds for Italy, etc. If you can afford such a set, let me know and I will put you in contact with Larry Peevy who can sell you a set and several other things. (In fact, I have some oceanfront property in Miami that I could show you at low tide.) If you do get a set like this, don't invite Mike Mills to play because several of the pieces will probably wind up missing and in the hands of the Irish Republican Army.

Well, these are just four more suggestions as to what can be done if wood and plastic don't turn you on.

# GERMAN 3-WAY DRAWS

by Beck L. March

Germany has long been considered a rather unsuccessful country to have while playing Diplomacy; in another of my interesting articles about the relative successes of the various great powers, I have decided to make an analysis of those games in which Germany finishes in a three way draw. Some people play for the win, some the strong second; for those of you who play for three way draws, here is the major information you will need to help reach your goal.

In looking back in EVERYTHING # 45-51 we can see that there have been 44 three way draws involving Germany; there were 123 three way draws which did not involve Germany. The following is a chart of those games.

TABLE 1: Countries in 3way draws  
With Germany

Country	Games	Per Cent
AUSTRIA	17	38.6%
ENGLAND	24	54.5%
FRANCE	23	52.3%
GERMANY	44	100.0%
ITALY	13	29.5%
RUSSIA	10	22.7%
TURKEY	1	2.3%

As one can easily see from the very informative chart above, the most successful country in three way draws which includes Germany is Germany, mainly because for some unexplained reason, Germany is in all of those draws. I plan to borrow the

Big Computer at the Internal Revenue Service to see if it can help father out the solution to this perplexing fact.

Second after Germany is England and France. I guess that makes sense because they are just above Germany in the chart if the countries are listed alphabetically. Worst among the other super powers in Turkey, not surprising since it is last in the chart alphabetically. I think the reason Austria did so well (third despite being above E and F on the chart can easily be explained. If Austria was called instead "Hungary" it would fall right after Germany in the alphabetical listing--exactly where its percentage says it should be. (I plan on a big campaign soon to change that country's name to "Hungary" since my facts seem indisputable.)

The following is a chart showing the various standing of countries which have a three way draw which does not include Germany.

TABLE 2: Just what the above said

Country	Games	Per Cent
AUSTRIA	62	50.4%
ENGLAND	82	66.7%
FRANCE	77	62.6%
GERMANY	0	0.0%
ITALY	42	34.1%
RUSSIA	52	42.3%
TURKEY	54	43.9%

Reflecting back on the first table, I really can't make heads nor

tails of what the second table means. The only thing that is obvious is that it isn't good to have Germany in games where Germany isn't part of a three way draw,...or sometime kind of like that. Let's forget this type of analysis; it's making my head hurt and some of my hair might be falling out.

In a short review of the various openings, let me note just a few items. In all the games where Germany finishes in a three way draw (as opposed to where it doesn't get part of the three way draw), the Spring 1901 NMR is very informative. In 99.3% of the cases where Germany NMR's in the Spring 1901, it does not take part in the draw, thus do "well." In the other 0.7% of the cases....hummm,... it seems that there isn't any such case. Damn it to hell, my Sharp calculator seems to be poorly; I bet I should have bought more batteries.

Let's move on to what I consider a major factor in the successful completion of games: taking supply centers. I know this is a radical concept for some of you, and I know that Bob Olsen will dispute this theory, but I think that taking supply centers has a lot to do with how well your country does.

The following is a table (yes, another table--how else do you think I can fill up all this space and develop all these theories--off the top of my head? It's too smooth; the theories just keep falling off!) which shows the number of centers that Germany has when the three way draw is declared (that it is a part of).

TABLE 3: Something about German Centers in Draws

Number of C's	Percent
Zero	3%
One	4%
Two	6%
More than 2	87%

It should be obvious to even Steven Duke that Germanys have a better chance if it got more than three centers. I guess those games in which Germany got part of the draw with 1 or 2 centers were Draws-Include-All-Survivors. What happened in the cases where Germany made it into the draw without any centers is beyond me.

Those were probably games in which Kathy Byrne was Germany and she badgered the other players into letting her be part of the draw.

There is a final area I would like to explore before closing out the discussion of this topic. This area is control of the non-supply centers. I feel that there is something to be learned by analysing which is the last non-supply taken by Germany before the draw is declared. The following is the final chart(thank heavens some of you are saying, no doubt!) which lists the various non-supply centers and indicates which were the last one taken by Germany.

TABLE 4; Uhhh....I forget

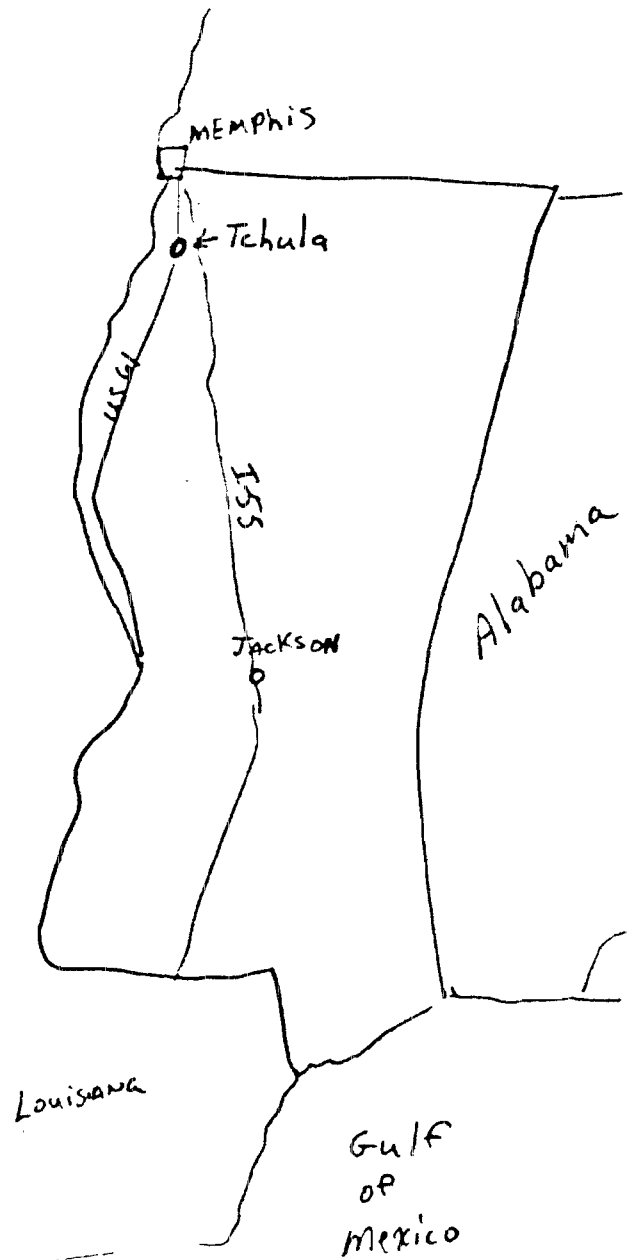
I	don't	seem
to	remember	what
I	should	have
put	here	so
I	guess	that
I	should	leave
it	blank.	

(SEE PAGE 19)

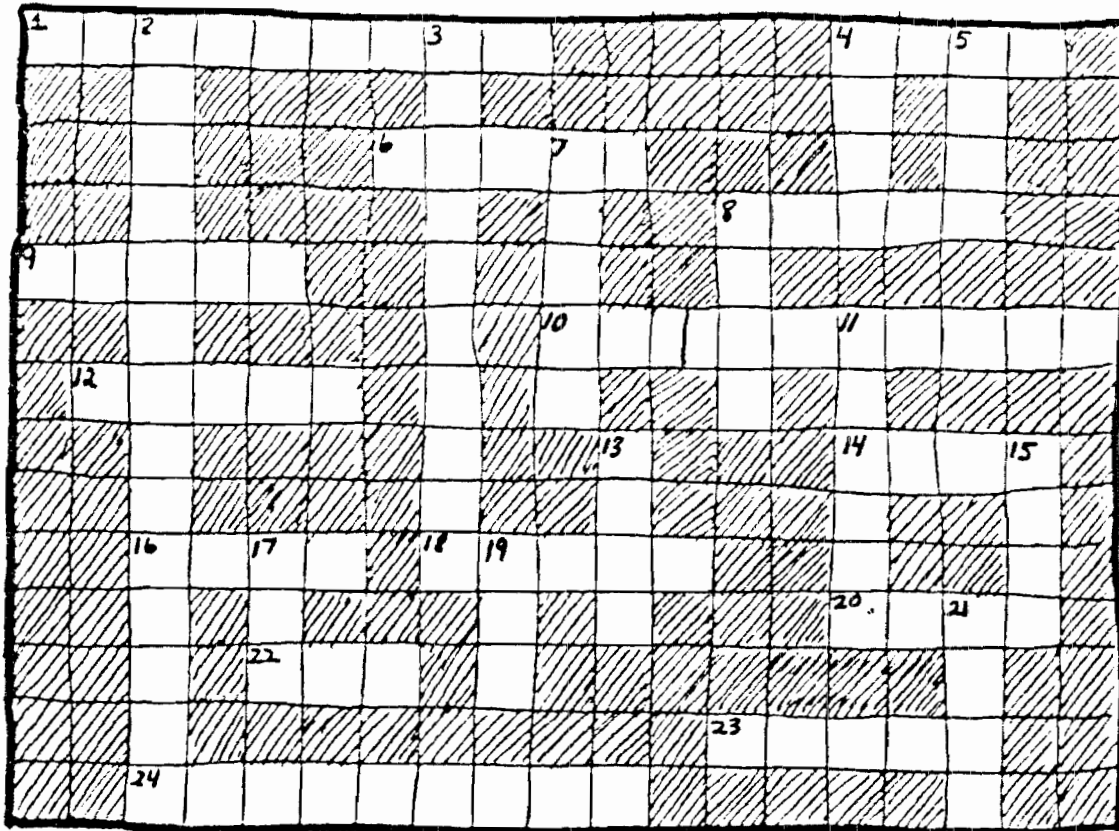
# NEXT DIPCON: TCHULA, MS.

The DipCon Committee of 1-2-3-4-5-6-7-8-9 held its most recent meeting to decide where to hold the next DIP-CON. Based on the bids and the checks accompanying them, we have selected by a vote of 6-3 the site of Tchula, MS.

The Tchula site was chosen because of several major factors. The housing price was cheap; the organizers have arranged for a choice of accommodations. You can get a sharecropper's shack for only \$5 a night (the sharecroppers are being sent to the river for the weekend) or a pup tent for \$2 a night. Larry Peevy has volunteered to handle the mosquito repellent concession (and one half of the proceeds goes to the DipCon Committee). Food will be cheap due to reliance on soup kitchens provided by the Salvation Army. Yes, all in all, I think the committee made a very wise choice in picking Tchula as the next Dipcon site; now maybe Gary Coughlan will shut up about us not ever wanting to put anything into MS-TN-AR-LA-TX area. If it doesn't work out, it will be his fault.



TRY THIS MIND-BOGGLING PUZZLE



# **DIPLOMACY CROSSWORD PUZZLE**

ANSWER BOX NEXT PAGE

## ACROSS--CLUES

1. Editor of this zine (not really)
4. What would happen if you hit your hand with a hammer
6. Last name of DW most prolific author
8. Last name of DW most hairless author
9. Has more fish than friends
10. What any Dip publisher suffers from
12. Bloodsucker or Korner editor
14. After you die, you are \_\_\_\_.
16. The type of tape Lousy has.
18. Catherine the\_\_\_\_, Frederick the\_\_\_\_, or \_\_\_\_\_ Shakes.
20. If you stood over 7 feet you would be very \_\_\_\_.
22. Type of Dietz Berch wants to be.
23. What happens to a flagship when it goes below the water.
24. The game we are supposed to be playing for fun

## DOWN--CLUES

2. The name on the cover of this issue.
3. The BNC zine, or what DW is said to be better than by some.
4. Something missing from the top of Mark Berch's head
5. Having money, or what Dip pubbers never become
7. What doesn't pay
8. What Berch is (see 4 down)
11. What naked virgins are, and what dip pubbers never are
13. State animal of Maryland, or what Kathy does when she loses a center
15. What DIPLOMACY DIGEST is (rhymes with Hull)
17. Cloth used to wipe off a table, or what all other zines are.
19. What Walker thinks the real pubber of this is (rhymes with Bat).
21. Opposite of first, or what position VOICE OF DOOM will finish in the Leeder Poll.

# Answers





# THE BLOATED MAILBOX

//DIPLOMACY WURLD welcomes most letters of comment; a lively LoC column is a big plus in any zine. To bad this isn't one of those zines. The Editor reserves the right to edit these letters just like he edits the articles--rather poorly. The Editor doesn't guarantee to print all the letters he gets, because some of the malcontents in the hobby occassionally will send in a letter now and then. Please label your letters to the Editor; I have trouble with a lot of junk mail these days, and sometimes I throw out stuff that is really from my loyal readers.

Dear Rod,

Gee, another really great issue of DIPLOMACY WURLD. The cover was just fantastic; that 30 lb. Mohawk Blue is really a great paper for cover stock. It holds ink well and doesn't smudge during printing.

And I just can't rave enough over the insides. That 20 lb Ticondaroga Vellum in ivory was an excellent choice of paper. It really highlights the art and print very well.

Yes, Rod, another great issue; I see that DIPLOMACY WURLD is in sane, stable hands. Keep up the good work....  
.....George, your printer.....

//DIPLOMACY WURLD was founded to be the best around. This includes both the cover and the guts of the zine. As long as I am Editor, I will not skimp on the quality (of paper) of DIPLOMACY WURLD. I appreciate heartfelt comments such as yours.

Dear Rod,

I have been analyzing the past few issues of DIPLOMACY WURLD and have found that it lacks depth, insight, and a desire to attack major hobby problems. It seems that anything a real problem is uncovered, DIPLOMACY WURLD tries to gloss over the issue; in most other cases, you set up another NADF custodianship for some task that is taken on by an individual for his own personal pleasure.

And the articles....well, maybe they are the best you can find; some are rather good, but it would seem that you would try to actively recruit some of the better writers rather than just rely on this Merk Barch fellow.

Well, I know you are trying, so you have my support. Enclosed is a check for another two years subscription. You and DW will have my best wishes and my prayers.....  
.....Alonzo Gemp.....

//How did this maniac get his letter into this column. I can take some constructive criticism (see above letters) but the vicious name-calling and character assassination must stop. There are many people in the hobby who want me to fail, suffer financial collapse, or just lose my hair. Keep the damn check, you commie. Yeah, I know the kind of support I can get from your type.

Dear Rod,

I really look forward to receiving DIPLOMACY WURLD every few months. Oh,

I throw the zine itself in the trash, but the stamps on the envelop are worth the expense. Your coordination of the color of the envelop with the color scheme of the stamp shows true professionalism.

I give your use of the State Bird stamps in concert with the America Cactus; it is such daring in the selection of these two stamps for the same issue that has lead DW to the forefront of the hobby zines.

One slight sour note: I must disagree with your use of the Ralph Bunch stamp on the same cover as the salute to the founding of the Klu Klux Klan in America. While I feel that historical stamps are ok, the purple on Ralph clashed with the white motiff of the KKK stamp.

Once again, best wishes on a great  
zine.....  
.....Fred Swartz, US Postmaster...

//I do try to keep as many of my faithful readers happy with my product. Anything I can do in the area of stamps I am more than happy to do.

Dear Rod,

I think DIPLOMACY WURLD has gone way up since you have taken over as Editor. This isn't to say the other Editors in the past weren't good; you are just a lot better.

Keep up the good work and keep those great issues coming out.

And Rod, when you come home to visit this weekend, stay for Sunday dinner; your dad would like to talk to you about finding some real work....  
.....Mother Walker.....

//Mom, DW likes to acknowledge the letters that come in with constructive criticism like yours. Yes, I agree the editors in the past were good, but who

can argue with the fantastic job I have been doing.

DW will be happy to attend the Sunday dinner, but DW does not acknowledge that the current job is unsatisfactory. DW does not look forward to non-constructive criticism from Dad.

# FLAG POLL

Always one to keep up with all of the current polls in the hobby, it is my pleasure to report that Al Pearson, Box 898, Charles Town, WV 25414 has start a poll he is calling the "Flag" Poll. This poll is to find out if people in the hobby think that DIPLOMACY WORLD is the Flagship zine of the hobby.

I am currently negotiating with Al, a close and personal friend of mine, to get first publication right for this important hobby poll. If he goes for the idea, I will pay him for these exclusive first rights and make him sign a contract with a big penalty clause in it.

That way if I don't like the way the poll comes out, I just won't print the poll. And since I have "first rights" nobody can publish them until I print them. So I will bury the "Flag Poll."

And people wondered why I got the rights to the Leader Poll.....

(From DRAWS, page 14)

[illegible]

Good. Thank you and Good night.  
Look for next issues analysis of  
the play of Italy by persons of Pol-

# NEWS & REVIEWS

//This is DW's regular section for hobby news, reviews of hobby publications, and outright ads for the things my various sub-editors sell.

//All notices in this section represent the opinions of our reviewers or information relayed to us by our correspondents. We don't aim to print false or misleading information knowingly, but we don't expend any effort to check out any of the outlandish stuff that comes in.

Reviews and news items are annotated with the initials of the individuals from whom they come: RW, Rod Walker; MB, Merk Barch; AN, A. Nonymous; AE, Al Mostanyone; NK, Nuwan Knows.

//Any active publisher who would like to have his zine reviewed should send in his last 5 issues along with a reasonable bribe. We normally say the worse the zine, the bigger the bribe. Things that should cause you to up the ante are: unreadable printing, gross GMing errors, unethical conduct, or failure to print five issues in two years (oophs! That last one sounds kind of like DIPLOMACY WURLD.)

//News must be current. If they are future, I guess that is better than past. If it is past news, I'll bet I will still find room for it somewhere.

A WheelingCon was held at Wheeling West Virginia, sometime last year; no one went but Al Pearson and he said his zine would have first rights to the published story. We

hope to have some details shortly. (I may swap him the Leeder poll for the story.) MB

B A new archive collection will be operating in the Washington DC area very soon. This archive will be at the Prince George's County Land Fill site; it seems that when Julie Glass married Dick Martin, she told him he would have to get rid of all those old zines he keeps. It seems that Julie wanted room for her collection of whips and chains. Viewing of the new archive material will be only until the solid waste disposal plant becomes operational later this year. AN

C It seems that last year's Number one zine in the Leeder poll may be folding. J. "Thurber" Masters is said to be considering slowing down his hobby commitment and this may include not doing BLACK FROG anymore. If this possible fold does come to pass, the hobby will lose a great writer. We will let you know the latest when we hear it. NK

D GenCon East will be held this June at Widner College in Chester Penn....Oh, it's over already. Well, I guess I won't be too late to tell you about Michicon that will be held in Detroit on....what do you mean, "guess again anteater-nose?" Ok, so some of this news is a little late to do anyone any good; by printing this stuff I keep some friends happy

and will get good plugs out of people running these conventions.

E A lot of good zines seem to be just starting up all over right now. Dave Manuel has started his zine called THE CHAMBER; looks like it might be a hobby mainstay for a long time. Also new is THE WHITE DUKE from Steve Shaddix; I like it and think it will do well in this year's Leeder Poll. Highest on my list to ~~plug~~ mention is BORN TO DIP, a very impressive zine from Brad Wilson. I am looking for great ideas from Brad and expect him to follow in my footsteps.

F You want to buy something nifty? Just check out our editorial page for whatever Larry Peavy is pushing these days. Always one to be in the forefront of marketing a good idea, Larry will have whatever you need or be able to come up with something just as good.

G What to write a guest editorial for this zine. DIPLOMACY WORLD is looking for people to write these guest editorials; remember you have to be positive in approach (especially about DW), accurate (at least to some degree), and not be "selling anything" (unless you handle it in the tasteful way our current people do).

H Late word reaching DIPLOMACY WORLD is that President Richard M. Nixon has resigned. More news as it happens. DW will spare no expense to keep on top of current happenings that relate to hobby matters and other issues that might effect our hobby.

KGO - from PAGE 22.

Steve Heinowski (he has the only zine that seems to consistently use the jokes of Mark Fazio).

Roy Henricks (runs any game under the sun, and publishes about as often as solar eclipses).

Bill Highfield (seems to be the only person following in Brad Wilson's footsteps, and probably the only one who would want to).

Mark Larzelere (don't trust him, his tapeworm has all the brains between the two of them).

Mark Lew (runs subzines in several fly-by-night zines--great if you are running a fever 'cause he lives in Alaska).

Bruce Linsey (so shameful he went for a 17-17 draw with Woody and honor the deal just for the publicity).

Tom Mainardi (the only guy who moves from a job at Sears to the Social Security Administration and thinks it is a move up).

Dick Martin (thanks to the kind guiding hand of his new wife Julie, has no hope of improving).

Mike Mills (I was trying to think of something good to say about him, but I fell asleep during the attempt).

Al Pearson (worst GM, worst publisher, and worst faker in the history of the hobby).

Larry Peery (if you have the bucks, Larry has the games).

Robert Sacks (famous or infamous for his handling of the smoking issue at last year's big east coast con).

Bob Sergeant (considering he is from Indiana there is not much to be said for him, one way or the other).

# KNOWN GAME OPENINGS

DIPLOMACY WORLD does not itself offer postal Diplomacy games, but we do have a list of people and zines which do offer such games. This listing in no way constitutes an endorsement by DW of any GM or publication.

Gee, isn't that a real crock? I mean how can we do that--listing some zines and gms and directing people to them and then saying we have nothing to do with the whole thing. Talk of ducking the responsibility of your actions!

OK, we know there are some real deadbeats on this list; and some of the zines are in the process of stopping publication (or should). If you sign up for games with some of these people you get what you deserve.

I guess I will just list the GM's and you can pay \$1 to Mike Mills for this year's ZINE DIRECTORY to get these peoples' addresses.

Steve Arnawoodian (it is because of him that most Armenians in the US won't admit they are Armenians).

Bob Arnett (I don't know if that last zine of his RUSS-Q is still being printed).

Mike Earno (The only guy with the nerve to take THE SHOGUN'S SWORD from Tommie Swider).

Mark Berch (doesn't run games of Diplomacy in his zine, and everyone thanks him for it).

John Boardman (The grand old man of the postal hobby who will probably still be publishing several months after his death).

Ron Brown (of California--puts out a zine memorable only in that it plagiarizes Shakespeare).

Ron Brown (of Canada--remarkable for being a Canadian).

Dave Carter (remarkable in that he has no shame in being a Canadian).

John Caruso (this guy just puts out a subzine to wrap around KATHY'S KORNER when it is mailed).

Gary Coughlan (the only publisher who sends out complimentary grits with his anniversary issues)

John Daly (supposedly a good GM but recent word is that his wife does all of his adjudicating for him).

Fred Davis, Jr. (he just runs deviant games for deviant players--enough said).

Don Del Grande (can't keep a dorm room and always returns home in the summer which really slows down his games).

Steven Duke (not a bad gm, but you need to watch it when you open his game results in case a few boll weevils might be enclosed).

Greg Fritz (just started a new zine which has all the promise of another Nixon administration).

Guy Hail (another guy who makes his wife do all the work, and this time draw pictures too).

Scott Hanson (dunking his head is too good for this reject from the Ronald McDonald School of Fine Cookery).

(SEE PAGE 21)