

DIPLOMACY WORLD

33 SPRING 1983 \$2.50



BERCH WINS DEMO GAME!

Above: Mark Berch, winner of 1980AY, poses (with a smug mug) for DW's camera, displaying the tools of his trade. "Just a cross between Bill Faulkner and Lizzie Borden," he told our reporter, with characteristic modesty.

DIPLOMACY WORLD

is a quarterly publication dealing with the game of Diplomacy. Subscriptions within the United States of America are \$8.00 per year (4 issues), \$10.00 if sent by first class mail. In Canada, subscriptions are \$10.00 (US)/year. Overseas subscriptions are \$10.00/year by surface and \$15.00/year by air (printed matter); however, for subscriptions entered after 1 March 1983 the actual rate will vary as a factor of actual mailing costs. Please inquire. Please address all subscriptions and renewals to Rod Walker, 1273 Crest Dr., Encinitas CA 92024, and make your check or money order (U.S. funds only) to R. C. Walker.

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Articles and other materials intended for inclusion for any given issue should reach the Editor not later than the 15th of the month previous to the month-of-issue (see above). Announcements of future events should reach us by the 25th of the said previous month and should relate to events occurring on or after the 15th of the month after the month-of-issue.

This is Pandemonium Publication #788.

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(Awww...come on, guy
 he can't even dra

We still need (obviously) a regular art editor & contributor. Anyone interested in the position should apply to the Editor.

WHEN DO YOU EXPIRE?

If your subscription expires with this issue, we should have enclosed an expiration notice. However, please check your mailing label. The number in the upper right-hand corner is the last issue on your sub currently. If you have a cash balance over and above that last issue, the amount will be indicated on your renewal notice.

BACK ISSUES!

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

Copies of 21-32 are also available. Some are in short supply and more expensive. All can be ordered from the current editor; make checks payable to R. C. Walker. Prices: 21-24, \$1.50 each; 25-26, \$3 each; 27, \$1.50; 28, \$3; 29-32, \$2.00 each. Orders are delivered by first class mail. A complete run of ##21-32 can be had, while our supply lasts, for \$20 (sent 4th class), a saving of \$4.50. Overseas rates are higher; inquire.

KEEP YOUR ADDRESS CURRENT, PLEASE!

DIPLOMACY WORLD is sent via "bulk mail". Although we "guarantee" both return and forwarding postage, we can't really guarantee the Postal Service will in fact forward your copy to you. The forwarding postage is billed to you as "postage due"...we "guarantee" it at this end so that the issue will not be sent to a dead-letter drop. The best way to insure you receive each issue (and avoid the extra cost) is to make certain we have your current and correct address at all times, including apartment number and ZIP Code. We do not want to miss you, so please keep us informed as to where you are.

APOLOGIA PRO GOOF-UPPAE SUAE

The article on "DipCon XV", pp. 17-19 of last issue, was inadvertently attributed to Mark Berch in the index on p. 4 of the same issue. Internal evidence (such as brilliance of style) would have told the reader Mark was not the author, but we are indeed sorry for the misdirection in the index. The actual author was (well, modesty forbids ...).

DEADLINES

Because bulk mail usually takes 2-4 weeks for delivery, DIPLOMACY WORLD may reach you very close to the deadline for submissions to the next issue. That deadline is the 15th of the month preceding the month of publication:

for #34...15 May 83

for #35...15 Aug 83

for #36...15 Nov 83

for #37...15 Feb 84 and so on.

A copy of our writer's guidelines may be obtained for SASE. Announcements of conventions and other events should reach us by the 25th of the months named above...and should be regarding events which will take place 7 weeks or more after that date.

SUBSCRIPTION DEADLINES

Subscriptions and renewals begin with the next scheduled issue after your money reaches us. Subscription cut-off dates are the 10th of Mar, Jun, Sep, and Dec of each year. Subs and renewals reaching me after any one of those dates will begin with the next quarterly issue, not the one due out that month...unless by chance it has not yet been mailed. This applies to normal domestic "bulk rate" subscriptions only...first class, Canadian, & overseas subs begin with the current issue.

ARTWORK

For this issue we have imported yet another British artist, this time the immortal Aubrey Beardsley. His art, it must be admitted, has a certain kinkiness that naturally lends itself to such things as Diplomacy. Beardsley also conveys an intense sense of the predatory nature of the human female, which this hitherto male-dominated hobby is more and more coming to realize. Women don't play Diplomacy much because they have bigger game in view than mere games. That game, as George Bernard Shaw once so accurately observed, is of course the human male. "The world is strewn with gins, traps, snares, and pitfalls," he said, "all set for the capture of men by women." Beardsley makes this a bit more sadomasochistically obvious. Now D.W. strips away the smiling mask of your female ally...

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EDITORIAL

Let's talk a minute about ethics. That may sound like a strange, almost foreign, term in a game which is based on deceit, treachery, lying, false witness, and other virtues. But of course what the players do to one another is one thing; how the game is administered is another.

As players, we probably don't ponder too much on the question of GM ethics. Probably we expect the GM is a "good Joe" and let it go at that. But those players who get burned suddenly find the topic is a very important one.

That is not to say that any GMs intend to be dishonest or unethical. Some in the past apparently did so intend...and maybe even some present ones, but who can tell? The fact is, however, that many GMs, acting under the pressure of the moment, sometimes act in ways which amount to being unethical regardless of their intent. This may be in the way of gross carelessness of GMing, or folding without refunding subscription money, or "rigging" a game in some way.

There is no easy answer to this problem, and like the poor it will probably be with us always. But it seems to us that something can be done to make the situation better. At the very least, we ought to do something in the way of consciousness-raising.

We ought to be able to make players and GMs alike more aware of the fact that it is wrongful, or improper, for GMs to behave in certain ways.

It seems clear to us that frequently GMs do things which do hurt their game(s), not through malice or intent to do wrong, but without being aware of the potential harm...without really thinking the matter through. By the same token, players will often allow harmful or wrongful GM actions slip by because...well, they don't know it's a bad ruling (or action or whatever) and the GM wouldn't do anything wrong, would he?

For this reason, DIPLOMACY WORLD strongly supports the current revival of efforts to set up a hobby-wide voluntary code of GM ethics. We believe that GMs need a set of general guidelines to ethical behavior to assist them in making the many difficult decisions they are called upon to make from time to time. We believe that players should be able to refer to a set of guidelines which will help them determine whether a given action is of doubtful propriety.

Let us make it clear we support such a code as a guide, not a law or immutable standard. Nor do we advocate that this guide be supplemented by any elaborate organization or

see p. 9...

ONLY My GMs Know for SURE

Bill
Becker

When I first entered the Diplomacy hobby, I was young and naive. I believed everything I read. GMs told me that they were infallible and they had the Houserules to prove it.

Alas, the innocence of youth passes. After replacing my belief in Santa Claus with the classic "the GM is always right", I cried when this, too, was exposed as a myth. Even though St.P. had been correctly listed as a German center only the month before, my kindly GM allowed Russia to build there. This proved to be only the first of countless errors.

Fleets in Bulgaria customarily supported units in Greece in the Spring, then Rumania in the Fall, before moving off to Serbia the following year. Flying Dutchmen appeared at most inopportune times with a small disclaimer attached, "Unit was built in '02 and has had no orders written (thus published) for it until now in '05." And the joy of receiving an errata sheet after the game has already been adjudicated in your favor. Or better still is the GM who just knows that all his players caught that little typo last issue and we'll just proceed normally.

To you God-GMs, I say, Bite bullets!

Every GM admits there are GMs that don't GM worth paying for. In order to separate the false gods from the good GMs, we have a small test. Every good GM has the Diplomacy board committed to memory, right? You could GM in your sleep. Every player could in fact lay claim to this simple feat.

No? Well, try your GMing skill. The following orders are to be adjudicated without the aid of setting up a Diplomacy board or using a conference map. Just give the final position of all 34 units, or list them in retreat or annihilated.

AUSTRIA: A Ser-Bul, A Bud-Boh, A al-War, F Tri-Tyr, A Vie-Ven.

ENGLAND: F Spa(sc)-Gas, F Nat-Mid,

F Irish S F Nat-Mid, F Cly-Nwg, F Edi-Nat, A Lon-Wal, A Yor-Wal.

FRANCE: F Eng-Lon, F Mid C A Por-Naf, A Por-Naf, F Gas S F Mid.

GERMANY: A Kie-Hol, A Ber-Ruh, A Mun-Kie, F Den-Swe.

ITALY: F Rom-Ion, A Pie-Rom, A Ven-Tri, A Gre-Apu, F Adr C A Gre-Apu.

RUSSIA: F Swe-StP(sc), F Nwy-StP(nc), A Lvn-Boh, A War-Pru.

TURKEY: A Bul-Gre, F Aeg S A Bul-Gre, F Con-Bul, F Bla S F Con-Bul, A Sev-Gal.

OK, check your answers on page 9.

Well, how did you do? How many of your final positions were wrong? Be honest--should you be GMing?

0: No mistakes! Hah! Your ethics are shot, too. I know you flipped to the Demo Game map to make sure.

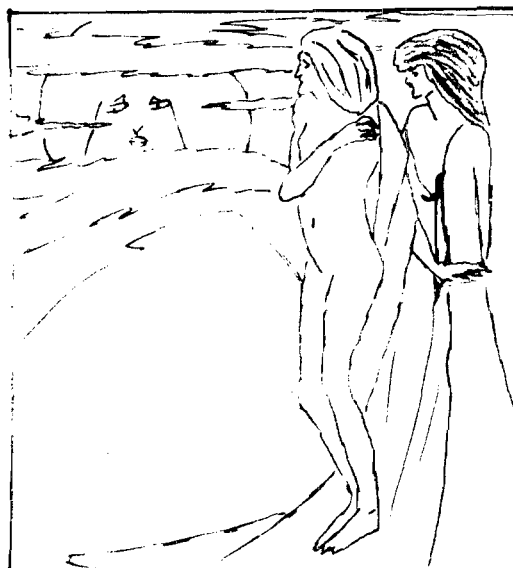
1: Only one! How come it's always crucial to my position?

2: That's really shoddy, and running variants is no excuse.

3: Here's a chance to redeem yourself. Quick: Is Silesia a province in Russia or Austria?

4: I'll bet your supply center charts never total 34, either.

5 or more: You are one of my current postal GMs!



"Oh-oh... it looks as if the GM knows we caught him in those last errors!"

THE SEV-CON SHUFFLE

Unorthodox Openings #6.....Bob Bragdon

The sequence of opening moves described below illustrates how a strong alliance between two neighboring countries--so strong that their units move as if directed by a single player--can maximize the speed and effectiveness of deployment and can give the alliance a significant early advantage over less strongly allied countries. For a Russo-Turkish alliance, such an advantage appears attainable through use of the "Sev-Con Shuffle", which includes an exchange of those two supply centers in 1901. The Shuffle places all of Turkey's units and all of Russia's southern forces in position to hit Austria and Italy hard in Spring 1902. More quickly than other, more well-known, openings, the Shuffle solves problems inherent in a RUS/TUR alliance--what to do with Russia's southern fleet and how to get Turkey's A Smy into early action against a common enemy.

My experience with the Shuffle in two games--1981IV and at DipCon XV (July 1982)--suggests that two potential weaknesses of the opening are not necessarily major problems.

(1) The Sev-Con exchange removes one each of Russia's and Turkey's home centers, thus limiting unit-building capacity in Winter.

(2) As in any close alliance, there are opportunities for each partner to stab the other. Depending on the players involved, stabs can be deterred by the realization of both players that prospective gains from turning on each other are much less than those from cooperating against Austria and Italy. (In addition, the Shuffle results in such an intermingling of RUS and TUR units that each country has large capabilities for retaliatory strikes... "counter-stabs".)

1901 Maneuvers

Innovations. The distinguishing feature of the opening is the movement of RUSSIAN F Sev and TURKISH A Smy in 1901. In Spring and Fall moves:

RUSSIA: F Sev-Bla-Con.

TURKEY: A Smy-Arm-Sev.

Ring-around-the-Black-Sea, with Russia and Turkey trading Sev and Con, but look at the wider effects:

--A major obstacle to RUS/TUR cooperation...fleets with nothing to do but clash in the Black Sea...is removed.

--A major Turkish objective... getting fleets into the Mediterranean early and in force...is aided by Russian reinforcements.

--A frequent Turkish problem... getting its A Smy into early action without attacking Russia...is solved. In Sev by Fall 1901, the army can immediately give important back-up support to Russian armies attacking Austria.

The binational character of the RUS/TUR fleets gives the Eastern alliance an extra weapon--strategic retreats after 1901. If the lone Russian fleet can be maneuvered to lead



"John Caruso, are you sure this is how everyone is dressing for the DipCon this year?"

"Trust me. Eric, you hold the curtain. OK, Uncle Al, make the announcement."

"Heeeeeeeeeere's Kathy!"

the westward advance, the Turkish fleets that follow can be ordered to dislodge it. This gives the Russian fleet a dual option: if its ordered move forward is blocked, it is dislodged and can then retreat to the most advantageous open area. In addition, if Russia needs an emergency built, the fleet can be retreated off the board.

The Turkish A Sev can, in Spring 1902, support Russian A Rum. This frees up Turkish A Bul to support his F Aeg-Gre and Russia's A Rum to support his A Gal-Bud. Without Sev's support for Rum, Russia would have to worry about AUS A Bud-Rum S by A Ser, A Tri-Bud S by A Vie; this would dislodge A Rum and keep Bud safe.

Conventional Moves. Now we add movements frequently ordered by Russia and Turkey in Spring-Fall 1901:

RUS: A Mos-Sev-Rum
A War-Gal-Vie/Bud (if
bounced in S, repeat in F)
TUR: F Ank-Con-Aeg
A Con-Bul-Ser/Gre (or S
RUS A Sev-Rum)

Resulting Posture. The combined Russo-Turkish deployment resulting from the preceding moves maximizes early pressure against Italy and Austria. With a Turkish build of F Smy, by W01 Turkey and Russia will have fleets at Smy, Aeg, and Con. Even before Russia's 1901 builds, RUS/TUR have armies at Bul, Rum, Sev, and probably Gal.

Comparisons With Other Openings.

One of the basic features of these moves--movement of one nation's units across the territory of an ally--appears also in the AUS/ITA opening in which Italy's A Ven moves -Tri-Ser in 1901. In the RUS/TUR context, the Shuffle has similarities to another well-known opening: TUR F Ank-Con-Aeg in 1901 and RUS F Sev-Bla in S01. This opening excludes the exchange of Sev & Con, however. A Smy holds throughout 1901; F Bla H in F01, not proceeding -Con-Aeg until 1902. These two crucial units are thus still struggling to get up to the front line while--in the Shuffle--they would be on the line providing crucial back-up support.

The respective advantages of the two openings will appeal differently to different players. If you like blitzkrieg attack, try the Shuffle. If you prefer greater long-term unit-building capacity (due to no exchange of home

centers), try the other opening.

1902 and After

The "Worst Case". The "Shuffle" makes no pretense to guaranteeing early conquests of Austria and Italy. If the latter are closely allied and undistracted by attacks from elsewhere, westward progress by RUS/TUR may be stopped in its tracks in 1902. Assuming Austria wins Serbia and Greece in 1901, its two builds can shore up weak points: e.g., A or F Tri-Alb in S02 to support F Gre. Italian A Ven-Tyr-Boh could try to outflank the Russian line.

Even so, Russia and Turkey are better off defensively than without the Shuffle. There is no chance of an Italian "Lepanto" follow-up against Turkey. The RUS/TUR units occupy the neutral areas adjacent to Austrian Centers, rather than vice versa, and the RUS/TUR stalemate line is at least as strong as AUS/ITA's.

Even a continued stalemate along this line will probably give RUS/TUR an eventual advantage over AUS/ITA. Russia can use both of its usual 1901 builds for operations elsewhere--to defend against or attack German or English units. A Russian battle with Germany could also be reinforced by moving Turkey's A Sev-Ukr-Gal behind Russia's A Gal-Sil or -Boh. Almost all the Italian and Austrian units (as of Winter 1901) will be committed to the eastern defense line, however. Austria and Italy will thus be more vulnerable to attacks from elsewhere and less likely to win additional centers on other fronts.

More Promising. Most of the Austrian centers will probably fall in 1902 if Austria and Italy are less than closely allied and/or are slow in responding to the RUS/TUR threat. If Austria fails to get two builds in 1901, if Italy attacks Tri or fails to support Gre in 1902, a center will be lost in the Austrian line. After that, a "domino effect", with the whole line collapsing quickly, should occur. At DipCon XV, my Turkish ally and I were lucky in this way; after Fall 1902, with some redistribution, we each had 7 centers. In addition to home centers and the Sev-Con exchange, Russia held Swe, Bud, and Vie; while Turkey had Bul, Gre, Ser, and Rum.

At this point, of course, the problem becomes that of Russia and



"You're the Judy Winsome? Oh, I'm so glad you're playing England and I'm playing France. I just know I can trust you; you're so demure in your flowered hat and fluffy dress and little fan and everything...."

Turkey expanding so rapidly that they provoke an alliance of everybody else against them. Italy will hold and RUS/TUR fleets will remain bottled up (even after Austria falls) if France gives Italy quick support. Similarly, Russia can make no headway against Germany or England if they work together.

Such a four-way ENG/FRA/GER/ITA alliance did form and did stop RUS/TUR in the DipCon XV game, but this probably reflected an error of diplomacy on my part rather than any flaw in the "Shuffle" opening. I neglected to exploit properly the 2-to-1 war that was taking place (and usually does early in Diplomacy games) among the three Western powers. At DipCon, Germany was the loner against an Anglo-French alliance. I made the mistake of siding with England, hoping to win German centers. England did not reciprocate. He did not have to because he was not fighting with his back to the wall; the help of his French partner was security enough.

Better chances of forestalling a large anti-RUS/TUR alliance would probably result if Russia sided with the

loner among the Western powers. Russian help for Germany in the DipCon game probably would have been more profitable because Germany did have his back to the wall; facing superior English-French numbers, he (in a sense) had no choice but to work with anyone who would help him survive. Russian-German cooperation thus could have led to Russian gains in Scandinavia and England. Similarly, if England is the non-allied Western power, an Anglo-Russian partnership should help Russia break into Germany. If France is the Western loner, he probably cannot backstop Italy enough to block the progress of Turkey's fleets --and RUS/TUR gains come via Turkey's breakthrough in the Mediterranean.

Will the Shuffle Fool Anyone in its Early Stages?

The short answer is: sometimes it will, sometimes it won't; but it doesn't have to fool the other players to be effective.

First, let's assume gullibility on the part of other players. They might well remain unaware of the Russo-Turkish alliance well beyond 1901. To many, Russia's occupation of Con and Turkey's "seizure" of Sev might look like mutual stabs, which should be duly given credibility by a background din of moans and groans about perfidious neighbors.

Now, let's assume the other players are more sophisticated although not previously familiar with the Shuffle opening. Even seasoned players may be blind to the RUS/TUR alliance until Fall 1901. After the Spring moves, Russia can claim that he is stabbing Turkey by moving to Bla and Sev, and that A War-Gal was just a precaution vis-a-vis Austria. Turkey can claim that he was somewhat allied with Russia but was suspicious and so moved to Arm and is now boiling mad.

In many or most cases, however, the RUS/TUR alliance will be detected after Fall 1901 at the latest. The giveaway, of course, is TUR F Con-Aeg. What does Turkey need Aeg for if he's angry at Russia? Players who have figured out the Shuffle for themselves or have read this article will be wise from the outset.

Even in such cases, with no surprise element, the Shuffle should be useful to Russia and Turkey. It still

poses severe long-term threats to Italy and Austria (even if they respond quickly and effectively) and it distracts the Western powers from their early intramural slub-fest.

Wide knowledge of the Shuffle opening might even work in RUS/TUR's favor. The early Shuffle moves, with their implication of strong eastern pressure on Italy, might be enough to persuade France that his easiest pickings are there. To beat Turkey to the spoils, the French player might therefore decide to enter the Mediterranean in 1902. This extra pressure from the west, however, would also speed AUS/ITA's collapse in the east.

In addition, the early moves of the Shuffle, like those of the "Lepanto" and other well-known openings, might prove useful merely as a threat -- a feint to throw other players off balance and create opportunities for Russia and Turkey in unexpected directions.

Disclaimers and Acknowledgements

I have not had enough experience in playing Diplomacy to be sure whether this opening, as described above, is new. In a few years of postal play, however, I had not noticed it until I used it myself in 1981IV.

My thanks to Mark Berch for pointing out some strategic and tactical implications of this opening.

Jack Brawner thought up the name "Shuffle" and encouraged me to write this article.

Neither of those gentlemen, however, is to be held accountable for any errors of perception or logic in the preceding discussion, which is my own concoction.

ONLY MY GMS KNOW FOR SURE

Bill Becker

Here are the final positions after the orders given on page 5:

AUSTRIA: 1. A Bul, 2. A Bud, 3. A War, 4. F Tri, 5. A Vie.

ENGLAND: 6. F Spa(sc), 7. F NAT, 8. F Iri, 9. F Nwg, 10. F Edi, 11. A Lon, 12. A Yor.

FRANCE: 13. F Eng, 14. F Mid, 15. A Naf, 16. F Gas.

GERMANY: 17. A Hol, 18. A Ber, 19. A Kie, 20. F Den.

ITALY: 21. F Rom, 22. A Pie,

23. A Ven, 24. A Gre in retreat, 25. F Adr.

RUSSIA: 26. F Swe, 27. F StP(nc), 28. A Lvn, 29. A Pru.

TURKEY: 30. A Gre, 31. F Aeg, 32. F Con (Bul's coast not specified), 33. F Bla, 34. A Sev.

DIPLOMACY CROSSWORD NO. 2

Bill Becker

This puzzle appeared in DIPLOMACY WORLD 32. We hope that you-all enjoyed working at it...although, surprisingly, we did not get any solutions (partial or otherwise) sent in as part of the contest. The prize therefore goes unawarded (alas). Here is the solution:

S	S	F	F	M	F	F	H	F	A	F	M	R
W	I	C	K	E	D	W	I	T	C	H	F	U
I	C	Y	F	D	U	E	T	F	T	E	A	M
T	I	C	K	E	T	S	F	F	L	E	F	
F	L	L	F	S	C	T	V	F	E	G	G	F
B	Y	E	S	F	H	F	I	F	D	O	F	
A	F	F	E	T	F	A	C	E	F	L	A	B
R	F	F	R	O	G	G	E	Y	F	A	R	E
E	A	R	F	A	R	I	F	R	F	N	M	R
N	F	U	F	D	E	N	F	E	O	D	F	L
T	R	I	F	F	E	F	V	F	F	F	H	I
S	E	T	F	S	N	O	W	Q	U	E	E	N

EDITORIAL (from p. 4)

rigid structural framework. Such things are for children, and let us hope that we are all adults here.

Gary Coughlan of EUROPA EXPRESS has only recently expressed the desire to see such a code come to pass. John Caruso of WHITESTONIA, who also now heads the Ombudsman Service System, has begun work on a voluntary code of ethics, hoping for the help of all the other GMS in the hobby.

If we can agree on a code, a guideline of ethical behavior, it will be a great step forward for the hobby. We strongly support this effort. To this end, we will reprint elsewhere in this issue a splendid example: the CDO Code of Ethics, from Canada. Here is at least one set of guidelines any reasonable GM could follow in good conscience. We recommend it.

THE SLEAZIEST PLAYER OF ALL TIME! - Shep Rose

((Once again Mark gets in his time machine and spins us a tale of hobby history as it might be...but in this case, let's hope not.))

Such an evaluation is of necessity a subjective one. Some of you may have another choice; others may consider Shep's actions not sleazy but downright illegal. I'm not going to argue the point. Here, however, is my nominee.

It's been more than 5 years since Shep left the postal hobby, so most of you were not around then. It is difficult even to describe the ruckus he caused, the arguments that raged. In a way, it was a test for the hobby. His actions caused not only some interesting discussions of hobby "ethics", but heated disputes, blacklisting, and a considerable amount of polarizing in the hobby. He was partially responsible for the folding of at least three 'zines.

Before I describe some of his coups, it's essential that you understand his singleminded attitude toward the game. It's best put in his own words, and I'll quote from an interview with him which appeared in GETHEN

"Why no, Brux, I don't bear grudges...why should I, just because you-all stabbed me in 15 games and called 90% of my orders in VOICE OF DOOM 'ambiguous' and published all my love letters to Alex Lord? I cain't do a thing like that. Now, if you-all can just shut yore eyes and turn around, I'm gonna give you a nice surprise and a little Southron hospitality.



#62 (January 1990):

"I have two cardinal rules for postal Diplomacy. The first is that I do not deceive the GM. I have never done it, nor has any Ombudsman or BNC held that I did. The second is that I play Diplomacy to WIN. If I absolutely cannot win, I will settle for a draw (the size of which doesn't much matter to me). That may not sound very unusual, but it is. Practically all players have other agendas as well. They play Diplomacy to make friends, to be sociable, to have a 'fun' game. They put restraints on themselves--avoiding things that aren't 'right', that will cause hard feelings, that will annoy the GM, that might give them a bad reputation, or interfere with their general hobby relationships. But not me. Winning is ALL that matters. I don't care if all the other players end up hating my guts, the GM will never speak to me again, the BNC calls it irregular--so long as I win. I don't say that everyone should play that way, but I play no holds barred (except for deceiving the GM) to try to win. I haven't always succeeded of course--there's been some allies I've held onto a bit too long. So when people judge my behavior, the ONLY standard I'm interested in hearing about is: Did it help Shep Rose win the game, or did it hinder him?"

I'll start with what is my own choice for his most underhanded trick, which occurred in 1984MC in the 'zine THE CANALS OF MARS. Shortly after the WOI results arrived, Shep as Russia phoned his Turkish ally, Bill Teoli. Shep was going to be out of town and wanted to coordinate the moves. He was willing to give Bill the help he wanted. But Turkey, as Shep knew, wasn't prepared yet to decide on his orders. After tossing ideas back and forth, Shep asked Bill if he had ever talked with the GM on the phone. The

answer was no.

Shep outlined his plan. The HRS did not permit the use of joint orders or the like. However, Shep told Bill he had arranged earlier with the GM that if he ever called, he'd use his full name, Shep Zebulon Rose. This way the GM would know that it was he, as he never used his middle name in the hobby. And he had never spoken to the GM. Bill would call the GM, and use the name Shep Zebulon Rose. Shep would trust him to use decent orders; but then again, trust must go both ways. It was the only solution Shep could think of, so naturally Bill agreed.

It was also a complete pack of lies. Shep wasn't his ally, he wasn't going out of town, he didn't have any such codeword arrangement with the GM, and he didn't even have a middle name. The evening of the deadline, Shep phoned the GM to give him orders. He joked lightly about how the GM must have been worried that Shep would NMR. The GM was not amused. He already had orders from Russia. "I've written nothing," retorted Shep. "They were phoned in," said the GM, "and who, may I ask, are you?"

Shep wasted no time proving that he was in fact Shep. He recalled the note that had been enclosed with his sub and game fee check. Shep was the sort of person who always kept carbons. Shep recited some conditional press he had written for the WOI builds which had not been used because the conditional hadn't been met. The envelope which had his WOI orders was a very elaborate production with all sorts of colored pens used in the addressing, and Shep recalled that for the GM-- Shep, in short, was well prepared to prove who he was, and he had planned he trick well. Finally, he insisted that the GM hang up, get his telephone number from information, and call him back collect, which the GM did.

Shep then set out to figure out who had called in the phoney moves. After asking several irrelevant questions, he inquired as to how the caller identified himself. The GM mentioned "Zebulon"--who could forget a name like that? Shep pounced. The only person he had mentioned "Zebulon" to was the Turk. "Call him, he suggested, and see if you recognize the voice."

The GM balked. A similarity in voice was just not enough to go on,

even though Shep and the Turk did have, according to Shep, different voices. Shep might have called earlier and disguised his voice to sound like the Turk. Shep took a hard line and argued at some length, but then suggested an alternative. Call the Turk, and tell him that you already know that it was he who phoned in the earlier Russian orders. See if he will confirm it. The GM doubted that the plan had any chance of working at all, but agreed to do it. Shep then pressed him to acknowledge that if the Turk had done this, he would be immediately expelled. The GM agreed that no excuses could get Turkey off the hook. Shep also said that he didn't want the game delayed for a variety of (unstated) reasons, and that Turkey's orders should not be used for SO2. And finally, he didn't want to do any more of this on the phone. If there were any need for further discussion, it should be done in writing between him and the GM. This was discussed some, but the GM agreed to it all. He did this in part because nothing Shep asked was unreasonable, in part because Shep was pretty good at leaning on a GM, but mostly to be agreeable because he doubted that the Turk would confess to this even if he did do it.

But the Turk did admit it. The GM angrily told him he was out of the game. "But I can explain," protested the Turk, to no avail--so far as the GM was concerned, there could be no possible excuse. A simple announcement of expulsion appeared in the next issue.

Why he told the GM this we can't be totally sure, as he dropped from the hobby a short time later. He did write one of his friends about it, a letter which Diana Rivers was able to locate some years later. It said:

"I was so surprised that the GM already knew this that I didn't think too clearly. The only way he could have known was if Shep told him, so I figured, initially, well, Shep must have told the GM that he was leaving town and be sure to accept those orders. On the one hand, lying to the GM was an absolute no-no; on the other, I had Shep's permission to use his full name---obviously I had his permission---otherwise how could I have known about the 'Zebulon' identifier? That's as far as my analysis went, and I had to give an answer

right quick. And the GM wouldn't even listen to my explanation. I tried to call Shep that evening and tell him that the plan had backfired, but I got his girlfriend or mother or somebody who said he wasn't home. Then when the SO2 results arrived, I saw the stab and realized that he had completely set me up and doublecrossed me. He may have planned this from the very start. I'm very bitter about it, and this is not the way we played dippy in the dorms at Penn State. I don't need this kind of crap."

I'll close with Shep's comments from his endgame statement: "I knew I just wasn't going to be able to work with the Turk, and Austria wasn't much interested in an alliance except totally on his terms. In WOL I had F Bla

and Turkey had A Arm. I was trying to talk him into conveying it over to the Balkans, but he was leaning toward a standoff in Ank as a defensive measure. If I could get him to NMR, I could convey straight into Ank, which is what happened. I hoped the new player might be willing to puppet, but that didn't pan out. Bill never should have agreed to impersonate me in the first place, but I suspect he got greedy, and figured that if he could order my units he could really stab me good. If people see a plan that can succeed spectacularly for themselves, they may not consider the risks too carefully. I had to be

careful too, not to lie to the GM. I did not want him to confront me on the phone with Turkey's (correct) version of what had happened, so I tried to arrange it so that the GM would not even listen to Turkey's story. And if he did, I figured I might have a better chance of evading the issue in a letter than in a phone conversation. And if all else failed, I could always just refuse to discuss my diplomacy with the GM, which is not only my right, but my normal practice. Some players discuss their diplomacy with the GM; I don't.

"Actually, this stunt is pretty much one of a kind, what with the

Rollins Rule now so heavily in use. This whole incident was finished before the ILL GOTTEN GAINS business became public. So yes, it was a dirty trick, and no, I'll never do this one again, and no, I have no regrets. Not with a win under my belt."

As a footnote, let's have the GM's comments, made with the Endgame statements: "I did not give out the details at the time to avoid disrupting the game further. Two players inquired, but there was no protest, so I have let things ride till now. Even had I known the full story, I still would have expelled the Turkish player. He did, after all, impersonate another player, even though he thought he had the player's permission. The rule is specific and there are no exceptions. And Shep didn't break any HRs. Henceforth, however, Shep is no longer welcome to play in THE CANALS OF MARS. The HRs are for the protection of the players, the GM, and ultimately the whole hobby, and I want them followed. I have no need for players who will encourage others to break the HRs which I am trying to have followed. If there are GMs who don't mind their HRs being broken, they are welcome to Shep Rose."



"There's the doorbell again. What's a girl to do? So many allies ...so little time.

Two of his simpler tricks occurred in 1987 and both involved manipulation of the House Rules. In 1987AK, in THAT ZINE FROM IDAHO, the HRs were both strict and extensive, including the following:

"Players are not permitted to put out a phoney readjudication." At one point in the game, the GM put out a readjudication, explaining that the wrong set of Italian orders had been used, ones which involved a sudden attack on Austria. New ones were given, which were friendly to Austria. Shep, as Russia, preferred to have Austria think he was still under attack. So he sent out a letter, under the GM's signature, saying that the readjudication was phoney and should be ignored. This went to Austria of course, but also went to Germany and Turkey, since Shep knew that Austria

was in good communication with both, and thought the subject would probably be raised by Austria. Germany checked with the GM, and then blabbed to Austria, thus foiling the plan. He also fingered Shep to the GM, and demanded that he expel Shep for violating the HRS. The GM wrote Shep, asking if he had put out the letter. Shep, unwilling either to lie to the GM or make a potentially damaging admission, refused to answer the question, but instead argued that it wasn't a readjudication at all, but merely the discrediting of a readjudication. Perhaps taking the easy way out, the GM decided that the HRS had been "mangled but not broken", turned Germany down. The latter went to an Ombudsman, who also turned him down. The Ombudsman ruled that while he personally considered the action to be tantamount to a phoney readjudication, there were 2 perfectly reasonable interpretations of what a "readjudication" was. He felt an Ombudsman should not overrule a GM on the interpretation of his own HRS, so long as the GM's interpretation was reasonable, logical, and consistent--even if the Ombudsman would personally have chosen the other interpretation. Moreover, there was no proof that Shep was the malfeasor--anyone could have written the letter. Shep admitted years later to Diana Rivers that he had done it.

The other 1987 trick occurred in 1986MQ in TO DRAW A ZINE IN THE DUST, was his simplest trick, and certainly wasn't original. Players could change a certain category of HRS, provided that such a change got unanimous consent. The game was operating under Draws Include All Survivors. Shep was Russia, getting nowhere in a rather fluid east. He made inquiries, and discovered that most players did not like DIAS, with the conspicuous exception of the Austrian player. After convincing the last waverer, and making sure everybody knew where Austria stood, he called for the vote, even though he knew it was doomed (Austria didn't know this, although that might not have mattered. Shep had lied to him, saying that France, the most incommunicative player in the game, agreed with Austria.) The vote was 5-1. Russia persuaded Italy and Turkey that the best way to deal with the stubborn Austrian stand on DIAS was to attack

him, which is what they did. The next season Austria announced he had changed his mind but it was too late--the players saw no need to pull back. After Austria was gone, the vote was repropoed. This time Shep voted against it. As he said in his Diana Rivers interview, "I didn't care one way or the other about DIAS in that game. But I wanted some suspicion hanging around, and I didn't think it would adhere to me because I had been an activist against DIAS originally. Moreover, if need be, I had an anti-DIAS letter of mine printed in a British dipzine some years back, and I could produce it if needed to show my sincerity. I might add that I also had a pro-DIAS letter published in an obscure US 'zine as well. I like to plan ahead. Also, I had in the back of my mind that I might want to pull this stunt again, but to do that, I needed the vote to fail. Alas, the opportunity did not arise again."

A fore-shadowing of his most outrageous stunt occurred in 1986RB, the first and only game to appear in THE PENULTIMATE BETRAYAL. Shep was England, allied with both France and Russia, but the campaign against Germany was coming to a close and he needed to move on. Russia was increasingly worried about Shep's F Nrg, and was pressing him to move it to NAT. This was Shep's choice too, but how could he do it without arousing France's suspicions? He wrote the GM, and told him he was considering a deliberate misorder for the fleet. Would F Nrg-NAS ("North Atlantic Sea") be acceptable as an order? The GM told him it would be treated as a legal move. He wrote

DIANA
RIVERS
GOES FORTH
TO SEEK A
NEW
INTERVIEW.



again: "What about F Nwg-NA?" The GM wrote back: "That is ambiguous since it could just as well mean North Africa." Undaunted, Shep then asked, "What about F Nwg-ANO?"--note that the first two letters were reversed. The GM responded, "That is not the proper abbreviation and would not be legal." Shep then submitted the order F Nwg-NAS, which was allowed. This greatly annoyed France, who demanded an explanation from England. Shep explained that he was under pressure from Russia to move there. His intention was to do a deliberate disorder, he continued, and of course he produced a copy of his letter to the GM about F Nwg-NAS. He also produced the GM's response to the "ANO" question, which said that the move was no good (he couldn't use the "NA" reply, since it was too specific). He went on, "So after assuring me that NAS was no good, he allowed it after all. He either just changed his mind or he deliberately suckered me. There's no way of knowing which. And it doesn't matter. He's not really bound by that, and besides which, there is no appeal in his HRs. I promise you I will evacuate the fleet on the very next move." Apparently it never occurred to the French player that the GM's answer wasn't to that question, and he accepted Shep's story. And Shep did move out--to the Mid.

This trick might never have come to light, except that Shep tried to get a little extra mileage out of it. Shortly after France was eliminated, Shep NMRed deliberately, which discomfited his supposed Turkish ally. Normally, Shep would try to blame any NMR on the USP"S", a procedure which was usually no more successful for him than anyone else. This time he tried a different tack. He gave the Turk a complete and truthful account of his hoodwinking France (Shep had no compunction about telling the truth if it served his purposes). He enclosed xeroxes of all the correspondence on the matter, and concluded: "I think what's happened is that when France was eliminated, he sent in an endgame statement to the GM, who then found out about this for the first time. He was really pissed off at me so he NMRed me. So, in the future, all orders will go to him in triplicate--I don't think he would dare NMR me if I sent orders in triplicate." Turkey was skeptical, to say the least, and wrote the GM. His

BARBARA WA-WA (LEFT)
MEETS DIANA RIVERS
(RIGHT) AT DIPCON XXXI.

B: "My dear, how charming you look."

D: "I know, darling, I know."

B: "Your Berch interview was brilliant."

D: "Of course."

B: "However did you get him to talk?"

D: "Liquor; it's quicker. But would he shut up? It was like turning off Niagara Falls! I finally had to spike his drink."



response was such a model of discretion that it will be quoted here: "Shep Rose was NMRed because no orders were received from him. I would keep confidential any correspondence between myself and Shep regarding the game. As for correspondence between Shep and the French player, for that you would have to contact the latter." Anyhow, when the game ended, Turkey told Shep he would tell the story if Shep didn't, so the whole thing appeared in Shep's endgame statement.

Finally, we come to what was surely his most controversial stunt. It touched off a dispute that won the VOICE OF DOOM's 1989 "Feud of the Year" Poll. The discussion spread quickly to England and one 'zine printed a special mid-monthly issue just with letters on the subject. Shep was later to call it "the dirtiest trick I'm willing to talk about."

It all began in 1988AE, GMed by Jim Turnipseed in CHEFFEWAR. Well into midgame, Shep's France was in mighty battle with Germany, played by Barry Dentz, and it seemed likely that the winner would take the game. Shep was the underdog, but for two consecutive seasons, he had made amazingly successful guesses, and Germany had suffered a major setback as a result. Shep had continued to correspond with Barry throughout the war, as was his custom. Shortly after the second

successful guess, Jim had written him, rather bitterly bemoaning his bad luck. I should also mention that Jim was fairly new to the postal hobby, though he'd played Face to Face for several years. Shep's response was as follows:

"You mention your 'incredibly bad luck'. I've been thinking about this for some time, trying to decide what to do. I like you, and we had a good alliance (while it lasted). I am sure someday you'll make a top notch player, but I can see your self-confidence has been severely eroded, and that bothers me, because that's partially my fault. So I'll tell you the truth--after all, there's nothing you can do about it now.

"The fact is, it wasn't a pair of fantastic guesses on my part. The GM told me your orders, and I used that knowledge to repel your attacks and then some. Why, you may ask, would Jim do such a thing? Jim and I are in another game, in ORGOREYN. I have enclosed xeroxes from the last 4 seasons of that game. As you can see, I am puppeting to him, the result of which is that he will win the game. But I had a price for this. I would do it for him only as long as he fed me moves in this game for another country. Previously this had been Italy, because I wanted to finish up that campaign as fast as I could, but these past two seasons it's been your moves. As you can see, this arrangement is about to come to an end because he's almost won in ORGOREYN. This will be his first postal win with an original position, so he was willing to do anything for my help. Anything. I feel somewhat bad about this. Not because it's allowing me to beat you--you know how I enjoy winning. But I don't want you to think that you were a poor tactician...."

People argued afterwards why Barry believed the story--but it's all too easy in hindsight to say he shouldn't have. People believe what they want to believe, perhaps, and Barry was new to the hobby at the time.

He resigned from the game without even a final set of orders. But he then wrote a bitter letter to the GM, and mailed it to several dozen publishers. It was full of angry denunciations, and need not be quoted from here.

Next it was Jim Turnipseed's turn to be angry, at both players. He was greatly insulted that Barry had believed the story, and furious that Barry had distributed his accusations throughout the

hobby. He ridiculed Barry's claim that he had been betrayed by a dishonest GM, and accused Barry of being a hypocrite: "How could you say you were betrayed if clearly you never believed I was an honest GM in the first place? If you had thought I was an honest GM you'd never have believed Shep's story--you would have immediately labeled it the lie that it was. I'm glad you resigned, and there's no chance you'll ever play in this zine ever again. Why should I have players in my zine with no confidence in my GMing?"

His criticism of Shep was even worse, accusing him of besmirching his reputation. He fervently urged other GMs not to let Shep play because of what he'd do to theirs. He threatened physical violence if ever the two should meet. And of course he expelled Shep from the game: "Shep has been removed for causing extreme disruption of the game, being overly obnoxious, and for lying about me which is even worse than lying to me."

Shep's response came in a circular which he mailed to the readers of CHEFFEWAR since he had no confidence that Jim would run it. He criticized both Barry and Jim, making this a



"...and there's more mail in the box? Well, maybe I am in too many Diplomacy games."



"Well, of course, I did promise the poor dear I'd sign the agreement in blood. I just didn't say whose."

rare example of a three-cornered game dispute. Barry was called a crybaby, a quitter, etc., but it was somewhat perfunctory. He really lit into the GM, saying that Jim had no right to disparage a player's diplomacy, and that how he conducted his diplomacy was none of the GM's business. He complained about the GM's abusive language and even about the delay in the game caused by the appeal.

The appeal went quite well for Shep. The ombudsman noted that the HRS forbade only lying to the GM, and that the Rulebook specifically states that players may tell whatever lies they like to each other. And as for disruption of the game, that had been done mostly by Barry and even by the GM.

How and why did it happen? Let's quote from Shep's endgame statement (which appeared in GETHEN #54 because Jim refused to print it in CHIFFEWAR): "...so I had to do something. Even with my two fantastic guesses, he still had the upper hand, and eventually would have worn me down. I hoped he'd resign when he 'learned' the GM was dishonest. Barry had managed to hold the small Russian and Turkish forces together in their war against me, and their fleets had me stalled in the Med-it. He did this despite the fact that R&T couldn't stand each other--and I was hoping that the replacement player would be less skillful. The NMR was a nice bonus, but the real payoff came with the new player. He told me right off that it was the cleverest trick he'd ever heard of, and from there it wasn't hard to persuade him that I deserved to win. And indeed, I did. The

fact that I got blacklisted from ever playing in at least 20 zines did not bother me in the least. I play to win, not to curry favor with GMs."

You may have noticed a certain similarity in these sentiments. In one way or another, Shep sought to involve the GM, or the GM's function, in the diplomacy of the game. I return to his interview in GETHEN #62.

"The expert Diplomacy player does not overlook any tool, and that includes the GM. GMs normally consider themselves to be above the game, and some do operate that way. But there are many small ways in which a GM does insinuate himself into the game. When announcing the results of a vote, does the GM announce who voted how, or does he just give the score, or does he just say that the vote failed? These represent differing levels of GM involvement. Does the GM write commentary on the game, or just a headline, or nothing? Again, differing levels of involvement--and the deeper the GM is involved, the more hooks become available for the expert player. One hypothetical situation I never got a chance to test is one where the GM writes commentary, and the player is corresponding with the GM, discussing his strategy, as some players do. An expert player will, if the opportunity arises, try to influence the commentary by what he writes the GM (although some GMs tell the players not to write them--again, it depends on how much the GM wants to get into the game). However, can the player lie in such a letter? It is part of his general diplomacy, so lying should be permitted. On the other hand, you are writing the GM about the game and in connection with his role in the game, even if that isn't his GMing role, and on those grounds it would seem to be forbidden. I have never seen this question addressed."

Shep was, then, unique. Like him or hate him, he had a style of his own. He has had no equal in creating ways for the GM to be bent to his purposes. In researching this story, I tracked him down. He has no interest in returning to postal play, but apparently plays some telephone Dippy in Phoenix. He said he had just pulled off "one of my more slimy tricks". He wouldn't describe it, except to say (The last bit is on p. 17)

SO! It's Spring 1901...

Ronald J. (Canada) Brown

Okay, you've read all there is to read about openings, agreed to peace terms with everyone in the game, been warned that everyone is going to stab you, been offered every possible alliance structure, and now you've got to write your Spring 1901 orders.

It's tough, Spring 1901. You have to decide whom to trust, who's feeding you a line, where you'll attack, where you'll have to defend, all without having seen any clues on the playing board. And, if you're smart, the playing board is the only thing you'll believe.

That's one of the reasons so much has been written about opening moves. Another is that it's just too difficult to write about Fall 1901 moves; there are too many ifs and buts. So anyone who's ever won a game reveals the "secrets" of his brilliant opening, as if one set of orders, out of twenty or so in an average game, held the key to his success. Don't be fooled for a moment!

Consider the following openings I've used. The first time I drew England, I ordered: F Edi-Nth, F Lon-Eng, A Lpl-Lon! Seeing as I didn't want to hear those gales of laughter next time I drew England, I opened with: F Edi-Yor, F Lon-Nth, A Lpl-Nrg! I seem to be cursed by that army in Liverpool. In any case, I won both games.

In fact, over all, I've won more than half of the games I've played, both postally and face to face, and never been eliminated from the game. And more often than not, I'll blow the Spring 1901 orders. As far as I'm concerned, 1901 is just a getting acquainted period when you're sizing up the opposition.

The "secret" to winning does not lie in a magic opening, no matter what the hobby scribes would have you believe. I have one simple rule, and that is: survive! The longer you last in a game the fewer opponents you're going to have, so the better your chances are of making it to the top. I've been down to 4 centers in 1905 and won the game. Coming back from 1 center in 1910 might be difficult, but it wouldn't surprise me to learn that someone, somewhere, has actually pulled

it off.

So I wouldn't lose any sleep over your opening moves. Efficient play for the other 19 or so moves in an average game is much more important than one move at the beginning of the game.

In fact, if everyone has you totally baffled in the pre-game negotiations and you honestly can't decide which way to head, how about ordering all your units to hold? You'll likely be giving up a build in 1901, but you'll still have all your other options and will be able to defend your home centers against most attacks. A slow start is not a tragedy and could well work for you, as the other players may decide to ignore you until it's too late. I haven't tried it, but a lot of games have been played with a Spring 1901 NMR and some of the affected powers have done quite well afterward.

Open, or don't open, as you will. The bottom line comes when you grab your 18th center.

THE SLEAZIEST PLAYER...

(Continued from p. 16)

that it was perfectly legal, and that it involved getting a part time job with the phone company. I shudder to think.

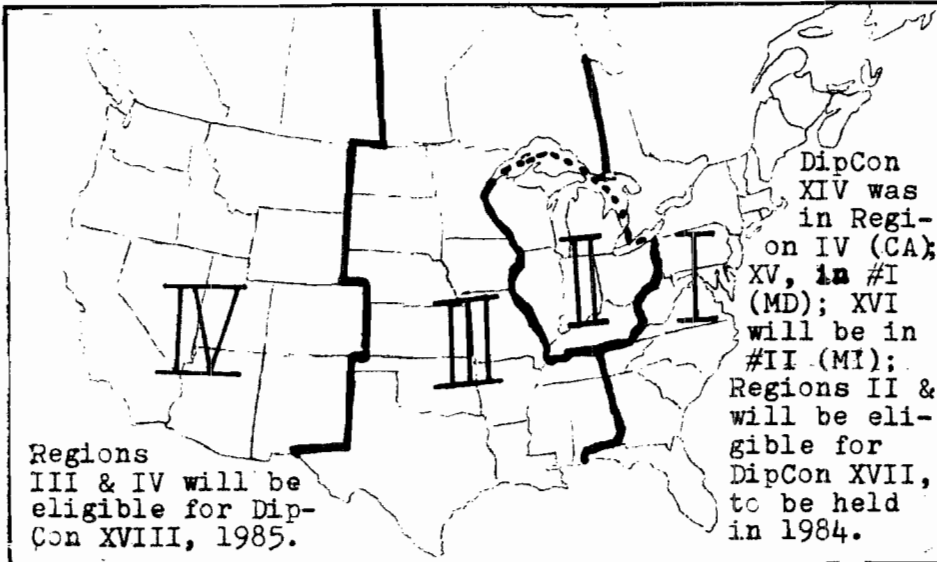
In the next column, I'll move away from player trickery to answer the question, "What was the origin of 'Double Dippy'?"

"Well, my dear, Diplomacy is all very well, but I know some much nicer games."



DIPCON

UPDATE



DIPCON SOCIETY COLUMN--#1, Feb. 1983
John Caruso

At present this column is put out by John Caruso, 160-02 43rd Ave., Flushing NY 11358, (212) 353-9695. I say at present because this newsletter is the property of the DipCon Administrative Committee. Unlike our predecessors, we see a need for a permanent vehicle to keep in contact with dipdom. Rather than granting permission from year to year, I hereby decree that this column will be passed down to the next committee. After all, who created the vehicle isn't important; it's what's inside that counts. So what's inside, you say? Read on.

As we all know, DipCon is being held in conjunction with Origins in Detroit on 15, 16, and 17 July. There have been some rumors to the contrary, but DipCon is being held in Detroit 15-17 July, so please disregard any other dates or places you may have heard.

The official steering staff will consist of Al Pearson, Chairman of the Admin. Comm. and DipCon Society Meeting Chairman; Eric Ozog, DipCon Society Meeting Asst. Chairman and DipCon organizer; John Caruso, Regular Diplomacy Tournament Director. Also serving as a part of our Staff is Ben Schilling, who will be organizing and directing the Variant Tournament; and Kathy Byrne, who will be aiding in all aspects of the tournament and will be the Warm, Lovable, Friendly, and Fun person that she normally is. She will also be the Awards Master of Ceremonies after all

the gaming is over, and the official source of information on the scoring system and everything else we will be doing. Now, for the schedule:

15 July: Friday, 6:30 pm--The Variant Tournament run by Ben Schilling. The game will be Gunboat Diplomacy with at least 2 rounds.

16 July: Saturday, 3:00pm--The Regular Diplomacy Tournament, run by John Caruso, with Al, Eric, and Kathy helping a great deal. Two rounds: the first assigned at random, the second seeded.

Saturday, 9:30pm--The DipCon Society Meeting, chaired by Al Pearson, for the purposes of selecting next year's site, picking the next Admin. Committee, and any charter amendments that may be proposed.

17 July: Sunday, 9:00am--Second round of the Regular Diplomacy Tournament. Same people.

Sunday, 3:30pm--The awards ceremony, emceed by none other than Kathy Byrne.

Miscellaneous Ideas: We are also thinking about having either a seminar or a panel discussion like last year's ...probably just one, not both. We have the time. We also have heard of limited interest in a special Diplomacy Auction, such as auctioning old Dipzines and the like: items related to Diplomacy itself. It's not decided upon as yet, and if one is set up, you will be informed within

this column. As you can see, we have plenty of time prior to the first round on Saturday, but we don't want to tie everyone into a total Diplomacy commitment. This is Origins, a time for fun, a time to meet and talk with old and new friends, to look around and play games, buy things, and just enjoy.

Scoring System: We are soliciting any suggestions anyone may have for a scoring system. We will review all those submitted and choose a system that will be both easy to use and fair

to the players.

DipCon Charter Amendments. If you have any suggestions for amendments to the Charter, please submit them either to myself, or Al Pearson (P.O. Box 898, Charles Town WV 25414), or to Eric Ozog (1526 N. Lawler Ave., Chicago IL 60651). We will try to get any and all ideas back to the people before DipCon, so that what happened last year (the amendments being a total surprise to 90% of the people) won't happen again.

Empires of the Middle Ages

Greg Costikyan

((Ed. Note: This is the first of what we hope will be a series of reviews of multi-player games similar to Diplomacy. ** When Greg wrote this column, it was over a year ago and before SPI went out of business. He had originally included the price of the game and the address of the manufacturer, but that information is omitted here because of the events which occurred in the meantime.))

SPI made a number of forays into the field of diplomatic gaming, but few were successful. SPI's expertise was in the area of sophisticated military simulations and hard science fiction gaming; and the techniques which apply to two-player military games do not always translate well into a diplomatic game. The best diplomatic games (Diplomacy, Junta, and Kingmaker, for example) generally have extremely simple rules and rely on the complexities of interpersonal diplomacy to hold the interests of the players. The rules complexity of the typical historical game more often replaces than supplements diplomacy.

EMPIRES is an exception, however, and since it has both been highly praised and is the winner of both the 1980 Charles Roberts Award for best pre-20th Century game and of the Game Designer's Guild Select Award, it deserves some attention. In EMPIRES, between one and six players take the part of a medieval European or Near Asian empire or kingdom of the Middle Ages. Scenarios run from the time of Charlemagne to the 15th Century and, depending on the scenario, players can

take the parts of Charlemagne, the Byzantines, France, the Holy Roman Empire, Poland, Russia, England, Denmark, and Aragon.

The board is divided into a number of provinces, each with a characteristic language and religion. Each province has a "social state" between -3 and 4, which can vary in time. The social state is, in tact, the core of the game; a province with a positive social state can be taxed; the social state of a province determines how many victory points a player receives from the province; the higher the social state of a province, the greater the chance of an "endeavor" based on that province.

Each player has 3 ratings: military, administrative, and diplomatic. These ratings can change in the course of the game as one king dies or ages or matures. Ratings have a major impact on the game, correctly showing the dramatic effect which a truly competent or incompetent leader can have on his nation. Each turn, each player may make five "endeavors"; each endeavor may be chosen from a list of 5 possible: ruling, conquering, raiding, fortifying, or diplomacy. The chance of succeeding in an endeavor is a function of the leader's rating in the appropriate area, the social state of the province where the endeavor is conducted, and a random factor (in this game provided by cards rather than dice). Ruling can increase a province's social state; conquering can conquer adjacent provinces; raiding reduces the social

(more on p. 20)

VARIANTS

LEW PULSIPHER

A variant is Diplomacy with a difference. Variant games may consist of using the Diplomacy rules with a new board, or the Diplomacy board with new rules or a set of new rules on a new board. The variant game which begins on the next page is a good example of the last: it is set in the First Age of J. R. R. Tolkien's Middle-earth and adds new rules to the basic Diplomacy rules in order to simulate the setting more closely.

The big news in the hobby for this issue is the new Miller Number Custodian, Lee Kendter, Sr. (See the "Hobby Services" section.)

There is one professionally printed variant book, Diplomacy Games and Variants, by Lewis Pulsipher (London: Strategy Games Ltd., 1978). It is available for \$5.50 from the author at 700 Morreene Rd., Apt. C-11, Durham NC 27705. Also for \$2.45 from Games Centre, 22 Oxford St., London W1A 4XF. The book contains several variants, including "1939", "Struggle for Hegemony in Europe, 1689-1815", and others.

The Science Fiction and Fantasy Variants Package is a hobby publication available for \$3.00 from Lewis Pulsipher (address above). It includes 3 Middle-earth variants, Barsoom, The Dying Earth, Hyborian Age II, and several others.

The North American Variant Bank is the repository for variants, serving the U.S. and Canada. NAVB-West is the Bank Archive. The current NAVB Catalogue (ARDA #10) lists over 500 variants available for purchase; ARDA 10 is \$1.00 from Rod Walker, 1273 Crest Dr., Encinitas CA 92024. NAVB also announces that it expects to print ARDA 11 this Spring, containing a reprint of Steve Doubleday's Middle-earth (First Age) variant, "Beleriand".

Rod is also still offering copies of his multi-scenario variant, "2001" for \$2.00 (requires 3-10 players, depending on scenario).

For other information on variants see DIPLOMACY WORLD 23 (list of variants available from NAVB-East: Fred Davis, Jr., 1427 Clairidge Ave., Baltimore MD 21207); D. W. 25 (list of variants available directly from Lew Pulsipher); D.W. 29 (a more detailed

version of this column); D.W. 27 (an article on variant hobby history by Fred Davis); D.W. 28 (follow-on letters by Robert Sacks and Davis).

EMPIRES OF THE MIDDLE AGES--Costikyan (continued from p. 19)

state of adjacent provinces while adding gold to the treasury; fortification aids in defense and also reduces the chance of a tax revolt; diplomacy is used to create diplomatic ties or claims to foreign provinces.

At the beginning of each turn, a player draws a random event card. Random events can have a major, usually catastrophic impact on play. They can cause plague, heresy, famine--or good harvests. Some cards give players diplomatic benefits (for example, the ability to lay claim to provinces controlled by other players).

Because of the catastrophic impact of random events, the players often spend more time playing against the system--trying to maintain and improve the prosperity of their kingdoms, or simply to prevent them from falling apart--rather than fighting each other. This makes EMPIRES an ideal game for solitaire play, but multi-player play can be frustrating. The Holy Roman Empire is an especially difficult position; it is vast, overextended, impoverished, and usually cursed with mediocre rulers. Simply keeping it from falling apart can be a full-time task.

Toward the middle of the game, when players have whipped their kingdoms into some semblance of shape, inter-player conflict becomes more important. Interaction of players can also occur when one player unexpectedly acquires a leader with a high diplomatic or military rating.

The game system makes it hard for a player to attack a province with a markedly different language and/or religion, so conflict is usually channeled into areas with similar religions and languages. For example, France and Aragon or Sicily often contend for Italy, while England will (and still more on p. 35....)

War of the Great Jewels

a Diplomacy Variant. Copyright © 1978, 1983 by Lewis E. Pulsipher

Introduction

WAR OF THE GREAT JEWELS originally appeared in the British Diplomacy 'zine CHIMAERA, which is still being published today by Clive Booth. It predates Unfinished Tales and such secondary works as The Atlas of Middle-earth (Karen Fonstad), The Complete Guide to Middle-earth (Robert Foster), and A Tolkien Bestiary (David Day. ((The map in the Bestiary is not accurate. ...Ed.)) Since I designed the game I've discovered a few minor problems with the map --for example, in the book Morgoth was able to send some orcs directly into Lammoth, whereas he cannot in the game. However, for the most part the game is as "accurate" as may be desired of a Diplomacy variant.

I cannot pretend that this is a perfectly balanced variant, but in the case of designing a variant purely to reflect a particular world, such as First Age Middle-earth, some compromises must be made between "realism" and playability. The game is certainly better balanced than, say, "Mordor Vs. the World".

To my knowledge only one other First Age variant exists, "Beleriand" by Steve Doubleday. This variant is available through the United Kingdom Variant Bank and will soon be reprinted by the North American Variant Bank in ARDA 11.

Rules

(This variant is based on Tolkien's Silmarillion and won't mean much to anyone who hasn't read that excellent "history".)

1. "War of the Great Jewels" requires 8 players.

Elven Powers:

(a) Sons of Fëanor: A Himring, L Himring (Maedhros), A Amon Erebor, A

A Thargelion, A Rerir.

(b) Fingolfin and Sons: A Mithrim, A Eithel Sirion, L Eithel Sirion (Fingolfin), A Gondolin, A Cirith Ninniach.

(c) Sons of Finarfin: A Nargothrond, A Ladros, L Nargothrond (Finrod Felagund), A Taleth Dirnen, A Tol Sirion.

(d) Umayyar (Telerin & Nandorin elves): A Menegroth, L Menegroth (Thingol & Melian), A Tol Galen, A Eglarest, F Brithombar.

Men:

(a) The Edain: A Estolad, A Brethil, A Dor Lomin, A Dorthonion, L Dor Lomin (Hurin), L Dorthonion (Barahir).

(b) Easterlings: 3 As in Eriador appearing at the end of 456 (see rule 15).


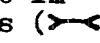
Dwarves:

A Belegost, A Nogrod (Dwarves begin with supplies for 4 units but only 2 units -- see rule 21).

Morgoth:

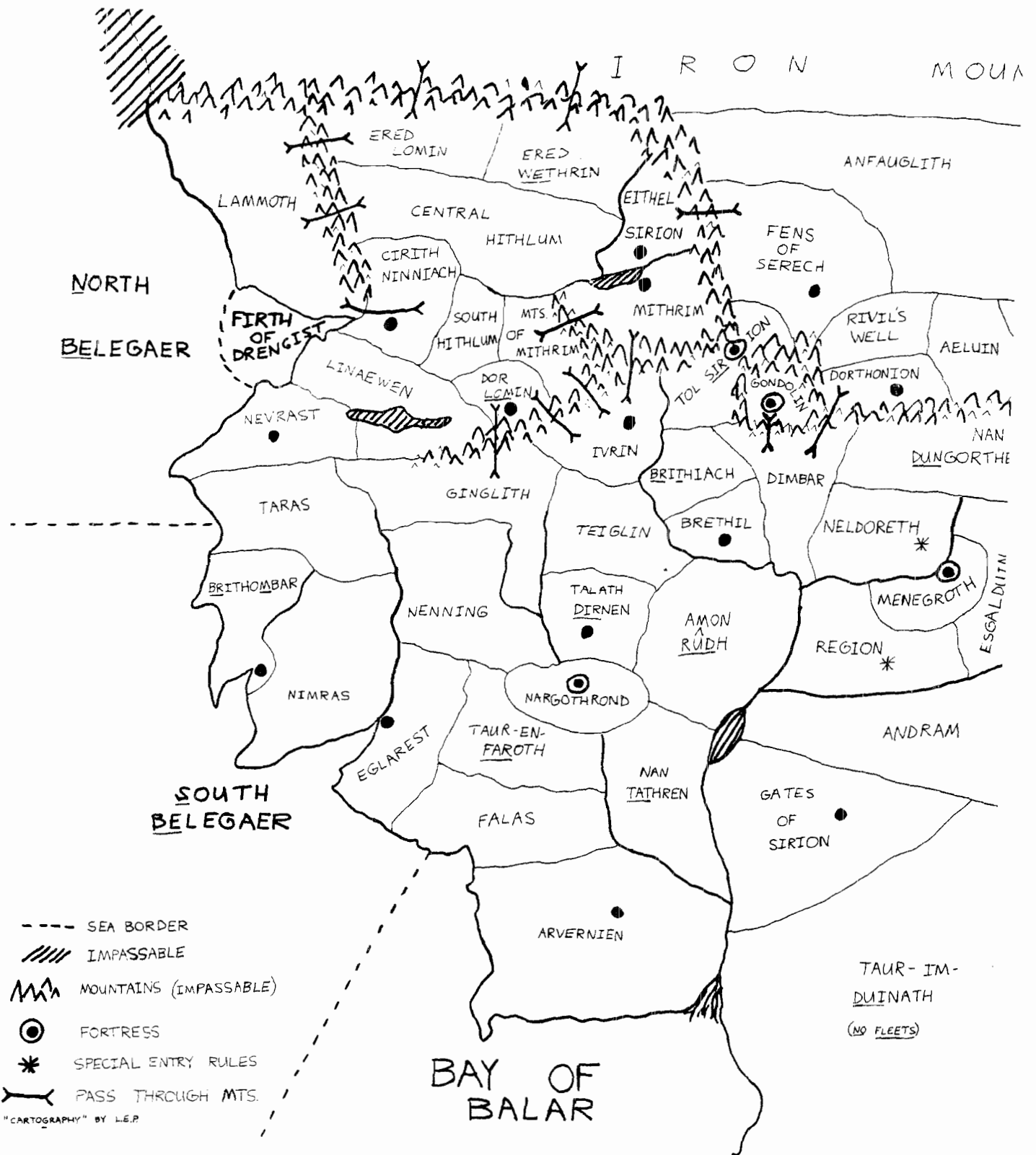
DA (Balrogs and other creatures), TA (Glauring), A (orcs), all in Iron Mountains.

2. Elven powers may never give nor receive support from Morgoth.

3. Mountains () are impassable except through passes ()

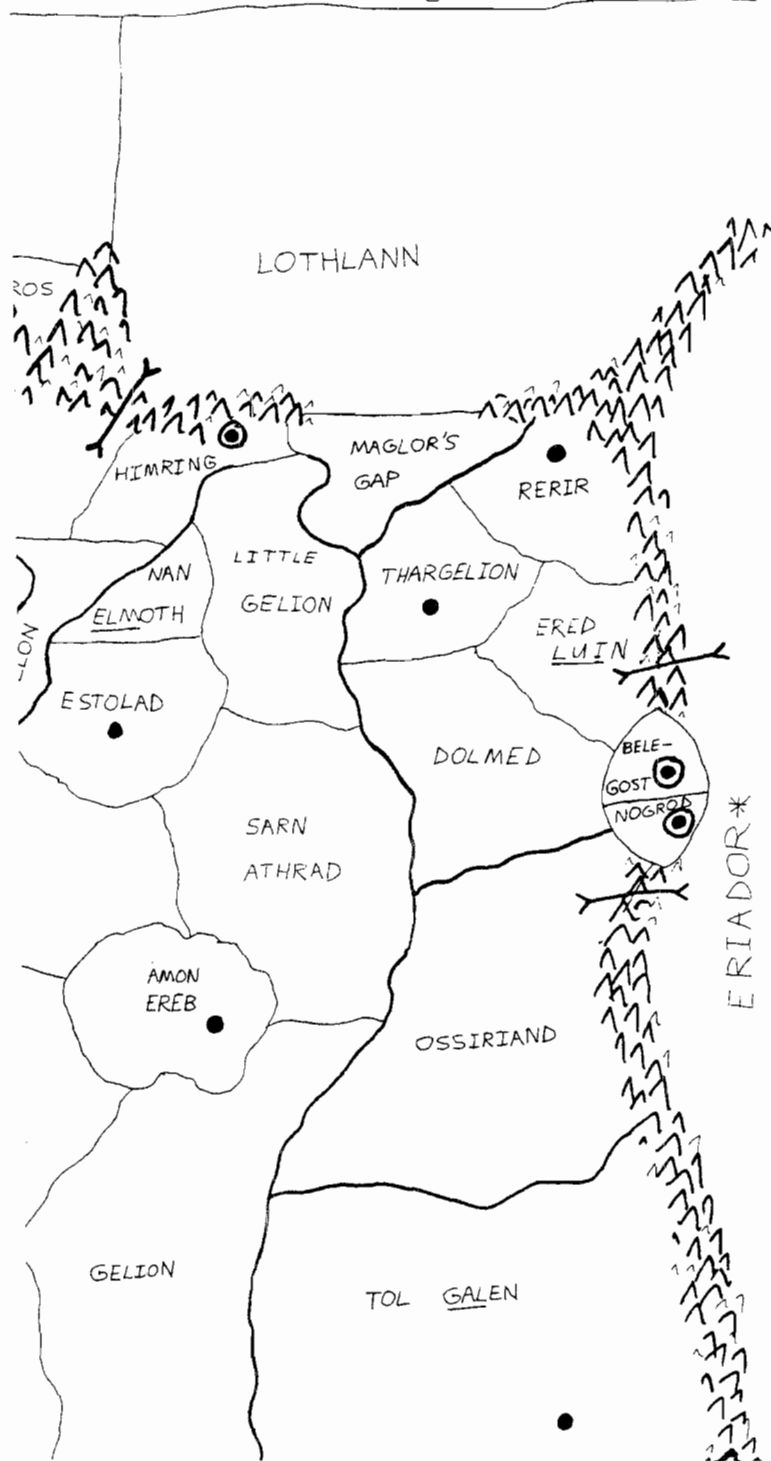
4. Each move season is given a separate year number in this game, beginning with 455. Adjustments are made at the end of every even numbered year. There is no change in procedure, merely a change in nomenclature.

5. A center is captured by occupation in any year. (In standard diplomacy terms, in spring or fall.)



AINS*

MAP © 1983 L.E.P.



6. A unit may not retreat off the board (disband) unless no legal retreat alternative is available. If the player orders no retreat, the unit is retreated in accordance with "Just's Right Hand Rule"--to the first legal space available, beginning with the one to the right (from the dislodged unit's point of view) of the space the attacking unit came from, then the space to the left, the next to the right, the next to the left, &c.

7. Fortresses: A unit holding or supporting from a fortress space is supported by the fortress with the strength of a normal unit. If the unit moves in that season, it does not receive support from the fortress. Fortresses are Nargothrond, Menegroth, Gondolin, Tol Sirion, Himring, Belegost, and Nogrod. Fortresses also act as normal supply centers.

8. Leaders: A Leader unit (L) represents a single person of extraordinary ability and authority. By itself it has no combat strength; that is, it may not capture a space even if it occupies one owned by another player, may not be supported, and may not prevent the retreat of an enemy unit. If an army or fleet retreats into a space occupied only by leader(s), the L(s) must in turn retreat. It may move as either an army or a fleet, as desired each move season. It may occupy the same space as one of its own armies or fleets. When the leader duplicates the move of an army or fleet it adds one to the strength of that unit. An attack on a unit which is giving support while being led cuts an amount of support equal to the attacker's strength (see Rulebook, Rule X). For example, an LA (army with a leader) ordered to give support is attacked by a fleet. The LA's support is reduced from a strength of 2 units to 1. If the fleet were also led by an L, all the LA's support would be cut. Leaders may not be built.

9. Only the Umanyar may build fleets.

10. Fleets may not enter Taur

-im-Duinath (a dense forest) even though it is adjacent to the Bay of Balar.

11. After orders are read a die is rolled for each Morgoth unit adjacent to the sea. When a 1 or 2 is rolled the unit holds, regardless of what was ordered. (This is caused by Ulmo, the Vala who is Lord of Waters.)

12. At the end of 464 a Silmaril appears in Menegroth if the Umanyar still own it and Thingol & Melian still live. (Beren and Luthien have stolen it from Morgoth.) The Silmaril is thenceforth treated as a separate piece, moving as a Leader does, except that when dislodged, while alone, or when no valid retreat is available, it is captured by the dislodging unit. The Silmaril acts as an extra supply center for whomever possesses it, except for Morgoth who gains nothing, and the Sons of Feanor who gain 2 centers while holding it. If Morgoth recaptures the Silmaril he may not give it to another--it goes out of the game. The Sons of Feanor may never give to nor receive support from any power holding the Silmaril.

13. The Umanyar will not support units of any other player until 464 and after.

14. If Thingol & Melian are in Menegroth at the beginning of a move season, no non-Umanyar unit may enter Neldoreth, Region, or Esgalduin without Umanyar permission. However, if at any time any non-Umanyar unit successfully occupies one of these three spaces without permission (when T & M didn't begin the season in Menegroth, obviously), or Menegroth is attacked, whether successfully or not, Thingol & Melian can never again make the three spaces impassable. At the end of 501, if the Umanyar still own Menegroth and the Silmaril, Thingol & Melian are eliminated (the Dwarves assassinate Thingol and try, unsuccessfully, to steal the Silmaril). ((Note that Thingol & Melian constitute together a single Leader unit, not 2 Ls.))

15. The Easterlings initially appear with 3 armies in Eriador at the end of 456. New Easterling armies are built only in Eriador.

16. The Easterlings receive supplies from off the board during part of the game. They receive enough to

supply 3 units from 457 through 462, 2 for 463 and 464, 1 for 465 and 466, and none thereafter.

17. Eriador may be entered and occupied only by Easterling armies, of which any number may be there. If several are there, one or more may move out while others support the move; but whether supported or not, armies there may always attempt to move out.

18. Iron Mountains is treated for Morgoth's units just as Eriador is for the Easterlings, with one exception. The Morgoth DA and TA (double army and triple army) may not move from Iron Mountains to Ered Lomin or Ered Wethrin.

19. Morgoth never captures centers, nor does occupation of centers have any effect on the number of units Morgoth possesses.

a. When a Morgoth unit occupies a supply center, the center is devastated. Devastated supply centers yield no supplies for the remainder of the game (use a coin or other marker to denote devastation).

b. For every 2 centers Morgoth devastates, he gains one additional army during the adjustments following the second devastation, appearing in the Iron Mountains. Morgoth's units require no supply and are not replaced when disbanded for lack of retreat (or any other reason).

20. The Morgoth DA has the same effect as a normal army led by a Leader. The TA has the effect of a DA led by a Leader (i.e., equal to 3 units).

21. Nogrod and Belegost each are worth 2 normal supply centers to the Dwarves, but only 1 to any other player owning them.

22. There are 28 supply centers. A player other than Morgoth wins by having at least 10 units (excluding Leaders) and more units than Morgoth. Morgoth wins by having 13 units.

23. Abbreviations for spaces are the first 3 letters except where other letters are underlined on the map.

Potential players must recognize that this is an experimental game and is not likely to have good play balance. I have leaned toward faithfulness to the Silmarillion where it clashed with balance.

THE DEMO

FALL 1913

ENGLAND (Bernard Sampson): F Eng S FRENCH A Par-Bre, F Nth-Edi, F NAT-Mid, A Pic S FRENCH A Par-Bre. Owns: Edi, Lon, ~~Lpl~~, ~~Bul~~ (2). Disband 2.

FRANCE (Bob Sergeant): A Par-Bre. Owns: Bre, ~~Par~~, ~~Tun~~ (1). No change (1 /d/ S13).

GERMANY (Lee Kendter, Sr.): A Hol S A Bel, A Bel S A Hol. Owns: Hol, Bel, ~~Den~~ (2). No change.

ITALY (Hal Norman): F Bre S TUR-KISH F Por-Mid (R-Gas). Owns: ~~Bre~~ (0). Out.

RUSSIA (Mark Berch): F Nwy-Nth S by F Nrg, A Edi-Lpl, A Den-Kie S by F Hel, A Swe-Den, A Mun-Bur S by A Ruh, A Ber-Mun, A Trl-Ven S by A Tri (A Tri R-Bud), A Gal-Rum, F Bla-Con. Owns: Mos, StP, Sev, War, Bud, Vie, Ber, Mun, Kie, Rum, Swe, Nwy, Lpl, Den, Con, ~~Trl~~ (15). Build 2.

TURKEY (Peter Reese): F Por-Mid, A Gas-Par S by A Bur (A Bur R-Mar), F Lyo-Spa(sc), F Tun-Ion, F Wes-Tun, F Tyn-Nap, F Alb-Tri S by A Ser & A Ven, F Ank-Bla, F Bul(sc) H. Owns: Ank, ~~Den~~, Smy, Gre, Ser, Rom, Nap, Ven, Bul, Spa, Por, Mar, Par, Tun, Tri (14). Build 2.

Commentary: The Italian raider is finally disposed of this season. The English press probably summarized the West's feeling: "Goodbye and good riddance." Though certainly Italy has got his revenge for the French double-cross so long ago. RUS/TUR have totally and completely defeated the West with the help of the raider and poor ENG/FRA/GER communication.

The RUS/TUR sparring in the Balkans has heated up into all-out war. Russia has lost Tri, but gained Con by outguessing the Turkish F Bla. More important, the Turk must lose Serbia next year as a result of his severe lack of armies near his homeland. Assuming that Russia loses Con and gains Ser, he needs 3 supply centers in the West to get to 18. With his current position in Bur and Nth, he is assured of Hol and Bel. The English will be hard pressed to hold Edi in the unlikely event that he decides to fight Russia rather than Turkey. The English removals in Winter will tell the story.

1980AY: DIPLOMACY WORLD's Demonstration Game
Gamesmaster: Eric Verheiden
Commentary: Don Ditter
 (See D.W. 29, p. 17, for guide to move notation.)

Russia has an ideal defensive position in the Balkans. The Turkish fleets in Tri & Bul are useless against the centers he must take to stop Russia: Vie, Bud, Ser. The retreating fleets are just as ineffective.

WINTER 1913

ENGLAND: Disband A Pic.

ITALY: Disband F Gas. (out)

RUSSIA: Build F Sev, A Mos.

TURKEY: Build F Ank, A Smy.

Commentary: The English removal shows he has conceded the game to Russia. The English have obviously decided long ago to support Russia to victory. This is simply the last stage of that support. Russia will now surely take Edi, along with Bel, Hol, & Ser for the win. He has a shot at Lon also, but he won't need it. Unless Mark screws up or NMRs, which is not very likely, this game is history.

SPRING 1914

ENGLAND: F NAT-Mid S by F Eng.

FRANCE: A Bre S RUSSIAN A Bur-Par /nso/.

GERMANY: A Hol S A Bel /d/, A Bel S A Hol (R-Pic).

RUSSIA: F Nrg-Cly, A Lpl H, A Bur-Bel S by F Nth & A Ruh, A Den-Hol C by F Hel and S by A Kie, A Mun-Boh, A Trl-Tri, A Rum-Ser S by A Bud, F Con-Bla, F Sev-Arm, A Mos-Sev.

TURKEY: F Por-Mid, F Spa(sc)-Gas /imp/, A Mar H, A Par S A Mar-Bur/nso/, A Ven-Tri, A Nap-Apu, F Ion-Aeg, F Tun-Ion, F Tri-Adr, F Bul(sc)-Con S by F Ank, A Smy-Arm, F Bla-Rum S by A Ser (R-Gre).

Commentary: Russia has played it perfectly. His moves could not have been successfully countered by Turkey even if he knew them in advance. Mark has left nothing to chance and he demonstrates once again his excellent tactics. Turkey uses a set of terrible orders that show confusion or perhaps disappointment. These shabby orders lend credence to the West's claim that Russia was writing the Turkish orders. Having played with Peter, I don't believe this is the case, but these moves

will leave a question in the minds of some people.

FALL 1914

ENGLAND: F Eng-Lon, F Mid S FRENCH F Bre (/r/ R-Wes, Naf, Nat, Iri, /d/). Ows: ~~Edi~~, Lon (1). Disband 1.

FRANCE: A Bre S GERMAN A Pic-Par. Ows: Bre (1). No change.

GERMANY: A Pic-Par. Ows: ~~Edi~~, ~~Mid~~, Par (1). No change (1 /d/ Sl4).

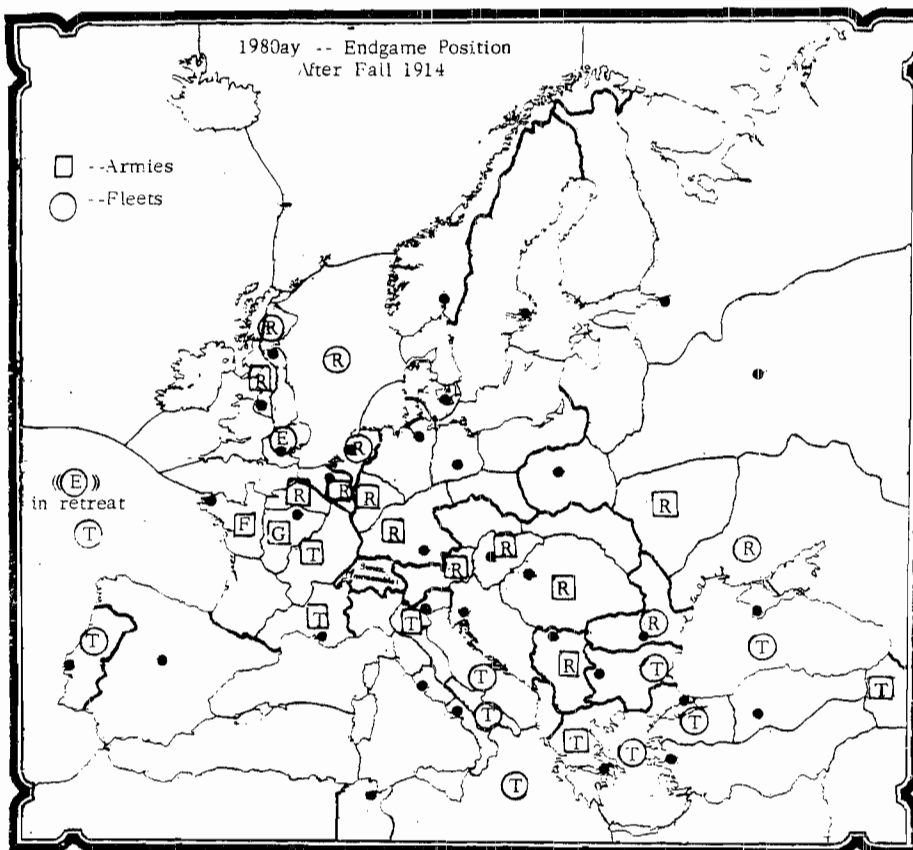
RUSSIA: F Cly-Edi, A Lpl H, A Bel-Pic, A Hol -Bel S by F Nth, F Hel-Hol, A Kie-Mun, A Ruh-Bur, A Trl-Tri S by A Ser, F Sev-Rum S by A Bud, F Bla-Bul(ec) (R-Sev), A Mos-Ukr, A Boh-Vie. Ows: Mos, StP, Sev, War, Bud, Vie, Ber, Mun, Kie, Rum, Swe, Nwy, Lpl, Den, ~~Edi~~, Bel, Hol, Edi, Ser (18). Build 3. WINS.

TURKEY: F Spa(sc)-Mid S by F Por, A Par-Bur S by A Mar, A Ven-Tri S by F Adr, F Apu-Ven, F Rum-Bul(ec) S by A Gre & F Aeg, F Ank-Bla S by F Con, A Smy-Arm, F Ion H. Ows: Ank, Con, Smy, Gre, Rom, Nap, Ven, Bul, Spa, Por, Mar, Tun, Tri, ~~Edi~~, ~~Par~~ (13). Disband 1.

Commentary: It's all over!! Once again Russia makes moves that could not be outguessed or defeated by Turkey. It is ironic that the Western powers all survive with 1 supply center each. Their long battle has resulted in survival, and that by the narrowest of margins.

I enjoyed the game and look forward to reading the comments of the players. Mark Berch's lengthy game diary in his DIPLOMACY DIGEST ((see later for details on this...Ed.)) was very interesting reading. It was fun to see how my analysis compared with what was actually happening on the board and what was going through Mark's mind.

For those of you who think I haven't made enough comments, I'll try to summarize the game from a tactical point of view. The original Austrian player had no business being in this "showcase" game. His poor orders, missed moves, and eventual drop



unbalanced the game. As a result Austria was quickly out of it and the East boiled down to ITA/RUS/TUR with Russia in the enviable position of being able to choose his ally.

The West saw a FRA/GER alliance versus England. Good English defense and less than good FRA/GER offense resulted in a long battle that eventually had to be aborted to stop the growing Eastern (RUS/TUR) alliance.

The game boiled down to RUS/TUR vs. ENG/FRA/GER. This type of battle usually leads to a boring game and multiple draws unless the alliance structure shifts. However, in this case the Eastern alliance clearly outplayed the Western alliance. The obvious lack of Western coordination, tactical failures, and an unnecessary stab lead to the Western demise. The West's failure to hold Russia in the North and Center was primarily tactical weakness. Playing units short and not realizing the importance of dislodging F Bal were the most harmful errors. In the South the failure to hold can be pinned on poor ENG/FRA coordination and the disruptive efforts

of the Italian raider.

The Eastern alliance played a tactically superior game. It was obvious that a lot of thought went into each season's orders and that considerable communication and coordination existed between RUS/TUR. The fact that they were a local phone call away probably made the communication easier (cheaper for sure), but I believe the coordination would have been as good if they were not locals.

In this particular game, there can be no doubt that Mark Berch played the best both tactically and diplomatically. He seemed to dominate the RUS/TUR alliance and was able to convince ENG and TUR to weaken their offensive and defensive positions to his benefit. Congratulations, Mark, for a well earned victory.

GM Comments: Thanks to all the players for following through with their respective positions. At this time, just to clear up a few controversial points for the record:

1) Game formation: the field that played was the field that was available ...two players (Konrad Baumeister and Steve Cartier) dropped out at the last minute and a reply from Gene Prosnitz was a couple of weeks late. I felt it was either use the players I had, or possibly delay several more months. I did have hopes that the two local pairs of players (I/A and R/T) would balance out better than they did. Country selection was, as stated in the HRs, random, for good or ill.

2) The draw vote: the draw vote organized by Berch was 5-1 in favor of the illegal conceded draw. Despite my misgivings, I did call Italy and offer to allow him to declare civil disorder on the spot to get around my HRs. He preferred to play on, with the results you see.

3) Western play: The game was unbalanced early-on when Austria effectively dropped out almost immediately while a lot of alliance swapping was going on in the west. The situation deteriorated further when the French stab of Italy backfired and went to pieces with an irreconcilable Italian fleet behind the lines and a certain indifference to the proceedings from some of the western powers. This was caused partially by the perception of Turkey as Russia's local (telephone) puppet.

4) Eastern play: Russia and Turkey

effectively exploited the opportunities that fell their way, particularly the Austrian dropout and the Italian puppet unit behind western lines. The Turkish game fell apart largely due to inertia (incidentally, Turkish orders arrived invariably in Reese's handwriting in a separate envelope, also handwritten). However, there were 2 crucial misperceptions: a) nobody has ever settled for a 2-way draw in one of these well-publicized games and probably nobody ever will, even if they believe it in the beginning; when opportunity knocks, greed always wins out. b) The true nature of the squeeze play being applied by the western powers. The point was not whether Turkey was a Russian puppet; the point was that Turkey must turn around and attack Russia, or the West would throw the game to Russia when the time came. This ploy is usually applied to the perceived "weak link" in the alliance and does not work as often as it should for just that reason; a more experienced player would note the 4-against-1 implications of a failure to respond and not underrate the threat.

5) Future plans: I will be the analyst for the next DW Demo Game, due to start shortly. I am retiring from the GMing business for the time being and have already scaled down considerably my other hobby activities. Time and inclination for dealing with Diplomacy on a very regular basis are frankly lacking, although I plan to keep my hand in and may still pop up at conventions on an occasional basis.

SUPPLY CENTER CHART

	01	02	03	04	05	06	07	08	09
AUS	4	2	-						
ENG	4	3	3	3	3	4	4	3	3
FRA	5	5	5	5	5	5	6	6	6
GER	6	6	6	6	6	6	7*	6*	5*
ITA	4	5	6	4	4	2	1	2*	2*
RUS	6	8	9	10	10	9	8	9	10
TUR	4	5	5	6	6	8	8	8	8
	10	11	12	13	14				
ENG	4	5	4	2	1				
FRA	4	3	2	1	1				
GER	4	2	2	2	1				
ITA	2*	1	1	-					
RUS	10	12	13	15	18	WON			
TUR	10	11	12	14	13				

(* indicates a unit not built.)

AUS: Scott Marley (res FO2), Arn Vagts (out WO3).

ENG: Bern Sampson



"Don't say I didn't warn you, love... 'Once a puppet, always a puppet.'"

FRA: Bob Sergeant.
GER: Lee Kendter, Sr.
ITA: Hal Norman (out W13).
RUS: Mark Berch (won F14).
TUR: Peter Reese.

Victory Statement Mark Berch (RUSSIA)

1980AY was a strange game. It had the highest tactics/diplomacy ratio of any I've ever played. It had an unusually wide range of playing skills and experience, ranging from several highly successful players down to Scott Marley (AUS), who lost interest in the game shortly after it began.

This fact determined my initial alliance structure. Once Marley stopped writing, an alliance with Peter Reese (TUR) became pretty much automatic--I never ally with someone who doesn't write. Italy, after some initial hesitation, joined in. The next decision was more difficult. As the analyst correctly pointed out, I would have been better off strategically with RUS/ITA vs. TUR, but there were problems with my relationship with Hal Norman (ITA). On two occasions, he said he'd do X, but did Y instead. By contrast, TUR had never broken his word. Italy did not always respond to letters, or my questions, a problem again I didn't have with TUR. These are important considerations to me. Also Italy never made even a pro forma mention of eventually attacking France. One of

these factors I might have overlooked, but not all three, and so in SO4 I attacked Italy.

Meanwhile, in the north, Sampson (ENG) opened imaginatively, to Mid in FO1. He was thus superbly placed to ally with Kendter (GER) against Sergeant (FRA). But Kendter, who got 3 builds in WO1, stabbed England in SO2, and the FRA/GER war against ENG was on. This attack was truly drenched in molasses. By SO4 the English homeland was still untouched, and the only center to fall was Nwy...to me.

In FO4 English diplomacy paid off and Germany stabbed me. This stab was entirely unprovoked, as I had scrupulously observed all our demilitarized zones. I suppose I should mention here that Kendter was very bothered by the fact that I was local to Reese. I did not know him before the game started, but I'm not sure that Kendter ever believed this. He felt that Reese being local unbalanced the game, despite the fact that this was not unusual in postal games, and despite the fact that Reese would use long distance calls to other players. I might add that 1) I've never been in any other game with Reese, 2) I've only met him once (GenCon 81), and 3) he never even subbed to my 'zine. (None of these things can be said for the only game-long alliance of 1980AY: Sergeant-Kendter.)

In the early stages of the war, both sides had some bad luck. I misordered a piece in the same season (SO5) that I made a ghastly misguess against GER. And in FO5 Italy NMRd, and the phantom orders had Italy grabbing Munich, thus transferring a center south from GER to ITA. (Norman evacuated Mun the next season.) I tend to think these two incidents cancelled each other out.

In theory, with ENG/FRA/GER/ITA against TUR/RUS, we should have been wiped out, since we had no stalemate line at all. It didn't turn out that way, in part because Kendter dithered. I was very strong, and had a trusting ally, so he should have thrown everything he had at me. Instead, he held his armies back. Even in FO5, 2 armies were allocated to defend against the English. If Lee felt that he could afford both to fight me and guard against English treachery, he was seriously mistaken in his strategic judgement. Nor was this the

the only error made by the west. In FO6, less-than-ideal tactics by FRA/ITA allowed Turkey to take Rom. With Rom it was (at least theoretically) possible for us to construct a stalemate line. In 1906 and 1907 the battle raged. I had managed to take Bal very early (FO5). Despite the fact that the fleet was isolated (my other fleet was in StP/nc/), Lee never took steps to dislodge it, and it was a piece I was to use again and again.

In Summer 1907 another turning point occurred. Italy had just been dislodged from Tun by the French, and from Con by the Turks, and the game looked as if it was to end in a 5-way draw. But Reese came up with a clever plan: Italy would retreat to Naf, and head for Mid in FO7. Turkey would step back from Con to keep Italy alive. It worked like a charm! Turkey's 5 fleets were not a serious problem for the west. Italy had but one--and it was their undoing. If ever a game demonstrated that a one-center power can alter the fate of a game even before the endgame period, this was it.

This was not the west's only problem. I had given up Swe, but it went to Germany, who couldn't build--and indeed, he played one unit short for 3 years. A center should have been transferred to England long before it actually was.

Despite some setbacks (e.g., F10), RUS/TUR continued to advance. In 1912 England decided that resistance was futile, and offered to puppet to my win in return for survival. I accepted cautiously.

Spring 1913 was the final turning point. I had originally thought the game would end in a 17-17 draw. I have a great deal of respect for such a conclusion, as it is often a difficult feat. I've done it twice postally, and they were both rewarding conclusions. But I did not believe Reese had played well enough to have earned such a result. I realize that this sounds arrogant, but I can't help that. Part of the game is evaluating the play of your ally, and I had to act on that evaluation. I am sorry the alliance had to end this way, and some will believe this is an odd reason to stab. But it makes sense to me, and that's what ultimately matters.

Actually, the stab went poorly. I misguessed the direction of the German attack, and Turkey pulled a mini-stab

of his own. Though he tried to present it as purely defensive, I know that such a move would have involved just one piece moving in the Balkans, not two. It was a limited attack, in part (I believe) because he wanted to be able to claim that it wasn't a stab, and in part because he didn't want to call off his campaign in France. Even so, so long as I had an English ally, his chances were poor. I made a beeline for Ser, his most vulnerable center, and won.

During this game, I tried a very unusual experiment: I kept a diary. This included summaries of my diplomacy, how I analyzed and reacted to the moves, and (most of all) a careful description of how I decided what to do. I have recently published this entire diary (with the moves inserted into the text) in my 'zine DIPLOMACY DIGEST. It is, I'm certain, the most intimate view you will ever get of somebody else's play of a postal Diplomacy game. Particularly if you are inexperienced at the game, I believe you'll find it educational to see how a good player goes about winning a game. Subscriptions are 10/\$3.50, and ask to start with #64 (492 Naylor Pl., Alexandria VA 22304).

((Mark's "victory in 1980AY" issue is indeed impressive, and includes 25½ pages of Mark's "diary" of the game. It is billed as issues #64-65-66 of D.D., so if you wish to order it separately, \$1.05 would be the price. But of course I have always recommended subs to D.D. as one of the best 'zines in the hobby. ...Ed.))

Endgame Statement

Peter Reese (TURKEY)

Oh, well, one can't win them all.

Argh!

About my play, I had several regrets:

1. I got very sloppy that last year (after I determined I couldn't stop Mark Berch from winning).
2. I made a defensive, instead of offensive, move the turn Russia stabbed me. A move to Bla from Ank would have helped substantially. I couldn't bring myself to believe good old Mark would give me the knife.
3. I gave up trying to communicate with Sampson and Kendter. Both of them seemed to believe I was under Mark's thumb. Needless to say, an alliance with him was useful, or more

appropriately a necessity, inasmuch as I couldn't really get much of a response from anyone else.

4. My order miswriting, the occasional lapses I suffered, cost me Italy. Yes, world, it was an accident.

About the other players: I can't really say much either bad or good about anyone except to note that I was disappointed in England's attitude. I can understand puppeting or even letting someone else win. However, when it involves giving one's centers to your opposition, abandoning one's allies (read Germany), and hoping that the winner will allow one a single remaining center, I find it strange.

Still, all in all, it was fun.

Endgame Statement

(Bern Sampson, ENGLAND)

Things looked good for England in the beginning, as I had offers of alliance from both France and Germany. Thinking that a German alliance offered the best long-term chances for me, I accepted Lee's offer and immediately attacked France. In retrospect, I made a typical novice blunder, committing myself to a course of action while my "ally" sat on the fence. I was rewarded for my poor play in 1902, when Lee allied with Bob and stabbed me. Resigned to an early demise, I regrouped my forces and managed to hold off for several game-years a poorly co-ordinated French-German attack.

Meanwhile, in the east Russia and Turkey were certainly having an easy time of it. The Austrian drop, coupled with a stab of Italy, put them in a commanding position with 16 centers at the end of 1904. I was desperately hanging on with 3 centers, trying to convince Lee and Bob that a 3-way alliance was the only way to stop the RUS/TUR juggernaut. In 1905 they agreed with me and we joined forces in an attempt to stop Mark and Pete.

Caught in the middle was Hal Norman's Italy. Lee, Bob, and I were eyeing possible stalemate lines. But our efforts were thwarted when Bob's stab of Hal, to shorten the draw, failed. Hal immediately began puppeting for RUS/TUR and refused to communicate with any of the western powers.

The possibility of a stalemate line, formed by an ENG/FRA/GER/ITA alliance, remained until 1909. However, Hal continued to stonewall and the chance passed us by. Why Hal was so angered

by the French stab, yet chose to forget the earlier RUS/TUR stab, is beyond me. In spite, I left the north open to a Russian advance and concentrated on eliminating Italy. I got a great deal of satisfaction out of seeing Hal eliminated in 1913. Served him right. If he had joined with the west he could have shared in a draw. Instead, he agreed to puppet for the east, his reward being another Turk stab and elimination.

With Italy on the way out, my next goal was survival. I struck a bargain with Mark--I agreed to puppet for him so long as it didn't involve a direct attack on my allies. In return he would guarantee my survival. Mark kept his word and was rewarded with a quick win. And, I must add, a well-deserved one.

Finally, no end-game statement would be complete without a comment on the Russo-Turk "neighborhood alliance". There is no doubt in my mind that their close proximity, coupled with their neighboring countries, gave them a definite edge in negotiating and co-ordination of moves. If Eric had it all to do over again, I'm sure he'd look for another Turkish player. However, I don't think it should be used as an excuse for the RUS/TUR domination of the game. Instead their success should be attributed to the following 3 items:

(1) Austria's poor play and early demise.

(2) Italy's refusal to join with ENG/FRA/GER and form a stalemate line.

(3) The FRA/GER inability to co-ordinate their attack and take England out in the early stages of the game.

Once again, my congratulations to Mark on the win and my thanks to Eric Verheiden for a well-run game.

THE NEW DEMO!

As this issue is being typed, the new D.W. Demonstration Game has been formed, and what a line-up we have! We have seven excellent and well-known players, all of them past or present publishers. In alpha order: DipCon winner Konrad Baumeister; Mark Berch; the infamous Edi Birsan ("BirSauron"); BNC Don Ditter; former BNC Lee Kendter Sr.; pubber and Dipauthor Larry Peery; pubber and longtime player/game winner Paul Rauterberg. Stay tuned, next issue, as the blood begins to flow!!!



WINNERS

EVERYTHING 54

Here we have a little summary of the latest stats from the Boardman Number Custodian's 'zine, EVERYTHING YOU WANTED TO KNOW ABOUT POSTAL DIPLOMACY* (*But Had Better Sense Than to Ask). Fans of Austria may take heart, but fans of Germany and Italy will find the news depressing and dismal, as usual. A total of 51 games were reported, of which 29 ended in victory. The number of wins by Great Power: AUS, 6; ENG, 7; FRA, 5; GER, 2; ITA, 1; RUS, 5; TUR, 3. Draws included 2-way, 6; 3-way, 13; 4-way, 2; and 5-way, 1.

By the way, Bill Quinn, 1225 Ridgecrest, Orlando FL 32806, is now EVERYTHING's publisher; and of course Don Ditter is still BNC. Subscriptions and requests for Boardman Numbers (with...we hope... the traditional \$1 donation) should be sent to Don at 63 S. Main St., Florida NY 10921. In the U.K., that's Peter Calcraft, 13 Ridgeway Rd., Long Ashton, Nr Bristol, England BS18-9EX. On the Continent, Roland Prevot, 57 rue de l'Orme-Creux, Corbreuse - 91410 Dourden, France.

DIPLOMACY WORLD would like to congratulate the winners of the following postal Diplomacy games (* indicates replacement players):

1976CR (ENG, *Steve Berrigan), 1978G (FRA, Renald Gravel), 1978C (ENG, Dan MacLellan), 1978AB (AUS, Dave White), 1978KH (FRA, John Kevern), 1979AL (TUR, Robert Cheek), #1979CZ (RUS, *Bill Quinn), 1979HB (RUS, *Pierre Touchette), 1979HK (AUS, Pete Fuchs), 1980V (AUS, Don Ditter), 1980Y (FRA, Walter Blank), 1980Z (ENG, Bob Osuch), 1980AD (TUR, Paul Rauterberg), 1980AT (ENG, Constantine Xanthos), 1980CG (ENG, David Ezzio), 1980AY (RUS, Mark Berch), 1980CI (RUS, Walter Blank), 1980CJ (TUR, Don Ditter), 1980CK (ITA, Russell Blau), 1980CL (ENG, Fred Townsend), 1980CY (GER, John Kador), 1980HA (RUS, Vic Carpenter), 1980HC (AUS, Fred Townsend), 1980HD (FRA, Bob Osuch), 1980HE (ENG, Lee Kendter, Sr.), 1980HF (FRA, Gordon Argyle), 1980II (GER, Richard Young), 1981H (AUS, John Stewart), 1981AJ (AUS, *Glenn Sherrill).

TWO PLAYERS POST POSSIBLE RECORD

In an interesting coincidence, I have heard from two players who have posted record achievements. Each of them has a postal win with each of the 7 Great Powers. These two are Randolph Smyth of Canada and Lee Kendter, Sr., of the United States. It would appear that Randolph made his 7 just a little before Lee did, although it's hard to tell...one of Randolph's games has never been reported in EVERYTHING. Here is a summary of the victories for both,

showing country, game number, and the issue of EVERYTHING reporting it.

	Lee	Randolph
AUS	1975Z 48	1974GZ 37
ENG	1980HE 54	1976JG 46
FRA	1979HV 53	1973GZ 21
GER	1978HQ 43	1977AZ *
ITA	1974HY 34	1974HF 36
RUS	1975GI 42	1974AJ 28
TUR	1975CT 31	1977AG 52

*This game finish was reported in PASSCHENDAELE 43, the last issue of

that deceased 'zine, and apparently not passed on to the BNC for reporting in EVERYTHING.

Lee has asked whether anyone else has also completed the "victory tour of Europe", winning as all 7 Great Powers...and the answer to his question, in the form of Randolph's letter, was not long in coming. But perhaps there are others...anyone who has done so should send us the information on the games and we'll print it here. There are some I can think of who might have done it: Birsan, Crockett, Kelly, and perhaps others from the 60s and early 70s.

Randolph asks, "Is your normal levelheaded person really interested in winning seven games of postal Dip?"

THE LEEDER POLL

isn't going to be called that any more. John Leeder has turned his long-standing poll over to fellow-Canadian Randolph Smyth, who is conducting

THE 1983 RUNESTONE 'ZINE & GM POLL

This Poll is divided into two parts, and the relevant information appears below.

The Sixth Annual North American Gamesmaster Poll: You may rate any GM in whose postal game or games you were a player during the period beginning 1 April 1982, and whom you played under long enough to gain an objective assessment of his or her competence as a GM. Rate each GM on a scale of 0 to 10 (0 being the lowest possible rating, 10 the highest). No fractions, please. GMs may not rate themselves. Others may not rate GMs in whose games they were not active players during the poll period. Violations of these rules will result in invalidation of the entire ballot. Rate each GM by name, not by 'zine. Votes which do not use the GM's name will not be tabulated. To help in tabulation, please list the GMs in alphabetical order by surname.

The Seventh Annual North American 'Zine Poll: You may rate any publication substantially devoted to Diplomacy (including genzines, house 'zines of organizations, &c.), which has published more than two issues since 1 April 1982. Rate the series, not individual issues. Rate only 'zines of which you have seen enough issues to form an objective assessment of the quality of the publication. Do not base votes on

hobby feuds, agreement or disagreement with the editor's opinions, &c. Rate each 'zine on a scale of 0 to 10 (0 being the lowest possible rating, 10 the highest). No fractions, please. Specify subzines and rate them separately from the parent 'zine; subzines will be listed separately in an independent list.

Publishers may not rate their own 'zines; violation will result in invalidation of the entire ballot. Sign your ballot and indicate one way in which you participate in the hobby (to establish eligibility). All votes will be kept confidential. Please list the 'zines in alphabetical order to make tabulation of results easier. I reserve the right to tabulate ballots which do not follow the format outlined above.

The deadline for both polls is 4 July 1983. Results will be tabulated as soon thereafter as possible, and will be released as they become available to anyone wishing to phone (403) 526-7963. I hope to have a complete written report ready at the end of July, sent to any voter who includes \$1 with his ballot (no U.S. stamps, please).

Please rate only North American 'zines and GMs, though any readers living outside North America are welcome to participate. Send ballots to: Randolph Smyth, "Runestone Poll", 212 Aberdeen St. S.E., Medicine Hat, Alta. T1A 0R1 CANADA.

((If you don't vote in other polls, please vote in this one...the oldest and largest such poll in this continent. Needless to say, we hope you'll give D.W. high marks...if you feel we deserve them. Frankly, we do. Our publishing schedule in 1982 worked out in such a way that we were unable to give proper advance publicity to the Runestone Poll last year. We don't expect to be #1...D.W. somehow never is...but for a change we'd really like to be in the top 10. But however you vote...vote in the Runestone Poll! Let's see if we can't top 200 participants this year!! ...Ed.))

ERRATA: Inadvertantly, BUSHWACKER was omitted from lastish's report of the Leeder Poll results. However, the original ms. seems to be missing from

my back ms. files, so at this moment I can't even tell if the omission is mine or John's. I told Fred I would publish the correct information this, but now find I can't. Whilst I am getting the info, please be advised that the vote for BUSHWACKER wasn't recorded and we should have that information nextish.

THE WHITESTONIA POLL

Otherwise, the Third Annual Diplomacy Players Poll, conducted by John Caruso in WHITESTONIA. John received 59 ballots this year, voting for Best Player, Best Variant Player, and Best Writer. In these categories, a large number of names were voted for...117, 78, and 69 respectively.

In his report, John listed all those who received 6 or more points on his system. Due to space considerations, we will further restrict that to 10 or more. Each name is preceded by 4 columns of figures: rank place, total points, # of votes, # of first place votes.

Best Player

1	143	37	18	Kathy Byrne
2	36	13	2	Al Pearson
3	34	11	2	Ron (Calif.) Brown
4	28	9	3	John Caruso
5	23	7	1	Randolph Smyth
6	22	7	0	Mark Larzelere
7	21	6	1	Keith Sherwood
	21	6	2	Dan Stafford
9	20	6	2	Bob Olsen
10	19	7	1	Don Ditter
11	18	5	2	Blair Cusack
12	15	4	1	Terry Tallman
	15	5	0	Mike Mazzer
14	13	6	1	Paul Rauterberg
15	12	3	2	Konrad Baumeister
16	11	3	1	Jack Masters
17	10	3	0	Peter Fuchs
	10	3	1	Steve Arnawoodian
	10	2	2	"Bernie Oaklyn"

Best Variant Player

1	20	5	2	Bob Olsen
2	15	4	1	Mark Lew
3	12	3	2	Steve Heinowski
	12	3	1	Debbie Osborne
5	10	4	0	Dave Grabar
	10	2	2	John Caruso
	10	2	2	Dan Stafford
	10	2	2	Jim Yerkey

Best Writer

1	91	26	9	Gary Coughlan
	91	29	7	Kathy Byrne
3	48	12	4	Gregory Stewart

4	40	12	3	Bob Olsen
5	34	10	4	John Michalski
6	33	9	1	Mark Larzelere
7	31	10	2	Steve Langley
8	30	10	2	Steve Arnawoodian
9	26	7	1	Mark Berch
10	25	9	2	Eric Ozog
11	22	5	3	Rod Walker
12	20	6	2	Pat Hart
13	18	7	1	Al Pearson
	18	5	1	Jim Williams
15	17	6	0	John Caruso
16	16	4	1	Randolph Smyth
17	13	4	1	Tom Swider
18	11	4	1	Ron (Calif.) Brown
19	10	3	1	Terry Tallman

THE MARCO POLL

This poll is conducted by Mark Larzelere in APPALLING GREED. It is divided into 3 categories: Best 'Zine, Best GM, and Best Subzine. A total of 61 ballots were received on this one.

Our reporting of results will be limited, again, to those finishing with 10 or more points. Each name is preceded by several columns: rank, total points, and then # of ballots shown as 1st-2nd-3rd-4th-5th place votes. Ties are not broken by # of ballots received, as in the original report.

Best 'Zine

1	173	27-	5-2-5-2	EUROPA EXPRESS
2	86	5-	9-3-7-2	JUST AMONG FRIENDS
3	84	3-12-	5-3-0	VOICE OF DOOM
4	82	6-	6-5-5-3	WHITESTONIA
5	68	4-	8-4-1-2	DIP. BY MOONLIGHT
6	42	2-	4-4-2-0	LONE STAR DIPLOMAT
7	38	3-	1-3-2-6	APPALLING GREED
	38	4-	1-2-3-2	SLEEPLESS KNIGHTS
9	30	1-	2-5-0-2	COAT OF ARMS
10	20	0-	0-3-4-3	MURD'RING MINISTERS
11	18	0-	2-1-2-3	DIPLOMACY WORLD
	18	0-	0-4-2-2	IRKSOME!
13	17	0-	3-0-1-3	SNAFU!
14	14	1-	1-1-0-2	FOL SI FIE
	14	0-	1-2-1-2	MAGUS
	14	1-	0-2-1-1	N.SEALTH W.GORGE
17	12	0-	2-1-0-1	PARANOIAC'S MONTHLY
18	11	1-	0-1-1-1	ANDUIN
19	10	1-	0-0-1-3	ENVOY

Best Gamesmaster

1	60	6-5-	2-2-0	Gary Coughlan
2	56	6-3-	4-0-2	Andy Lischett
3	49	5-1-	5-2-1	Mark Larzelere
4	43	3-5-	2-1-0	Bob Sergeant
5	42	3-3-	2-2-5	Bruce Linsey
6	39	6-0-	2-0-3	John Boardman

- 7 33 3-2-2-1-2 John Daly
- 8 29 0-6-1-1-0 Mike Conner
- 9 26 2-2-0-4-0 Ron (Calif.) Brown
- 10 25 4-1-0-0-1 Doug Beyerlein
- 11 23 0-3-1-4-0 John Caruso
- 23 2-2-1-0-2 Al Pearson
- 13 20 1-0-4-1-1 Roy Henricks
- 14 19 2-0-2-1-1 Steve Heinowski
- 15 16 1-1-1-1-2 Scott Hanson
- 16 15 1-1-2-0-0 Randolph Smyth
- 17 14 1-0-1-2-2 Jack Fleming
- 14 0-2-2-0-0 Dan Stafford
- 19 12 1-1-1-0-0 Ron (Canada) Brown
- 12 1-1-1-0-0 Dave Carter
- 12 1-1-1-0-0 Lee Kendter, Sr.
- 12 1-1-1-0-0 Steve Langley
- 23 10 0-1-0-3-0 Dave Marshall
- 10 1-0-1-1-0 Bob Osuch

Best Subzine

- 1 140 20-7-4-0-0 KATHY'S KORNER
- 2 90 10-7-2-2-2 MOS EISLEY SPACEPORT
- 3 62 3-4-7-0-6 BENZINE
- 4 43 1-6-2-3-2 DIPLOMATIC IMMUNITY
- 5 32 4-1-1-2-1 DIPI MASTER
- 6 27 1-2-1-5-1 EXPLETIVE DELETED
- 7 21 1-2-2-1-0 MAGUS
- 8 16 0-1-2-2-2 BERSAGLIERI
- 9 13 1-0-1-2-1 LOST CAUSE
- 10 10 0-2-0-1-0 ALEX'S COLUMN

FRESHMAN 'ZINE POLL

This poll is conducted annually by Scott Hansen of IRKSOME!, and covers all the 'zines which began during a certain year...in this case, the 1983 poll covers 1982 'zines. Scott received 41 ballots, voting for 1-9 'zines, ranking them from 0 (worst) to 10 (best). The scores were then averaged. From this point on, here's Scott's explanation of how the scores were computed:

"The average votes system has been oft criticized because the numbers may represent different things to different people. A score of 8 may be intended to be very good by one voter, but may be (the) worst score given by another. The Zine Poll in Britain run by Richard Walkerdine is run entirely by preference; that is, he ignores the actual scores, but looks only at the order of the ballot. I have adapted Walkerdine's method somewhat for this poll. For each zine on each ballot, I counted the number of main list zines it was ranked ahead of under P (zines preferred), ties under EQ (equalities), and zines ranked behind under NP (not preferred). The PR score is P (plus half of EQ) divided by the total pf P, EQ, & NP. ... I

took the average of the AV and PR to give the final score (notice PR is multiplied by 10 to put it on the same 1 to 10 scale as the AV. ... The average PR is, of course, 5.00. With the average vote of 6.94, the average (final) score is 5.97."

All clear? I didn't either...but what the hey? Here is is. The five columns are: Rank, Final Score, AV, PR, & # of votes received.

- 1. 8.20 8.55 7.84 22 MAGUS
- 2. 6.69 7.38 6.00 13 PERELANDRA
- 3. 6.44 6.95 5.92 22 WINSOME/LOSESOME
- 4. 6.24 7.35 5.13 17 DAMN...TORPEDOES
- 5. 6.01 6.79 5.22 19 N.SEALTH W.GORGE
- 6. 5.84 6.88 4.79 26 NO FIXED ADDRESS
- 7. 5.42 6.74 4.09 23 THE PRINCE
- 8. 4.25 5.55 2.94 20 THE MODERN PATRIOT
- 9. 3.75 5.00 2.13 6 YOU KNOW MY NAME...

More detailed information can be had from Scott, published in DIPSOMANIA #2. ((Nice to see Don Miller's old title revived.))

No, we are not done with polls yet. We will wake you up when all this is over.

GM EVALUATION RATING SYSTEM

John Caruso has taken the results from the last three Leeder Polls for "Best GM" and has averaged the score results. The resulting list is extracted below.

In his comments on the ratings, John notes that he considers GMs with scores of 8 and above to be very good. A GM with a score in the 7s is "your average GM". John feels that those in the 6 area are a tad below average and may have suffered from a grudge vote in one year, or possibly one bad year. Anything in the 5 range or below is probably bad news. Here are the results. I have tried, insofar as possible to delete GMs whom I believe are no longer active in that capacity.

There are 4 columns of figures: the average score followed by the 1980, 1981, and 1982 Leeder Poll results.

- 9.29 9.14 9.15 9.58 John Daly
- 9.27 9.33 8.67 9.80 Doug Beyerlein
- 8.82 9.11 8.61 8.75 Bob Sergeant
- 8.70 9.00 8.11 9.00 Bob Osuch
- 8.64 8.38 8.55 9.00 Andy Lischett
- 8.62 9.14 7.62 9.09 Steve Heinowski
- 8.53 8.86 8.20 Gary Coughlan
- 8.50 9.00 8.00 Tom Mainardi

8.48	8.88	8.20	8.33	Lee Kendter, Sr.
8.42	8.11	8.90	8.25	Ron (Calif.) Brown
8.23	8.60	8.40	7.67	Fred Davis
8.15	8.78	7.67	8.00	John Leeder
8.04		8.13	7.94	Al Pearson
7.92	7.87	8.50	7.40	Randolph Smyth
7.84	7.29	7.88	8.50	Jim Bumpas
7.82		7.50	8.13	Dave Carter
7.69	6.63	8.33	8.11	John Boardman
7.63		7.00	8.25	Ron (Can.) Brown
7.62		7.67	7.56	Mike Conner
7.44		7.17	7.71	Mike Barno
7.39		7.50	7.29	Mark Larzelere
7.36	7.75	7.18	7.14	Mike Mills
7.34		8.17	6.50	Dave Marshall
7.31	7.88	7.25	6.80	Konrad Baumeister
7.28	8.75	7.15	5.94	Roy Henricks
7.26	6.20	8.38	7.21	John Caruso
7.22	4.00	7.67	9.99	Jeff Richmond
7.20			7.20	Steve Arnawoodian
7.13		8.00	6.25	Dan Stafford
7.00			7.00	Eric Kane
6.74	7.25	7.80	5.17	Drew McGee
6.70	8.00	6.00	6.60	Tom Swider
6.67	6.67	6.57	6.75	Don Sigwalt
6.50		6.50	6.50	Ed Bapple
6.42	9.99	3.67	6.60	Eric Ozog
6.42		7.50	5.33	Mike Scott
6.09	4.93	5.67	7.68	Bruce Linsey
6.04	8.30	6.80	4.00	Dick Martin
5.84		5.17	6.50	Scott Hansen
5.67	6.00	4.00	7.00	Herb Barents
5.50	7.00	6.00	3.50	Peter Walker
5.34	6.67	3.67	4.67	Dave Grabar
5.06		7.29	2.92	Don Del Grande
4.21	5.86	2.50	3.25	Dan Palter
2.32	5.07	1.50	1.00	"Bernie Oaklyn" (B. A. Tretick)

Please note that in a couple of cases we have 9.99, whereas the score was really 10.00 & I had no room in my column for it. The scores for 1980-82 were included because sometimes they form an informative pattern. Please note, however, that some of the scores shown above were the result of very few (sometimes only 1) votes on the Poll.

EMPIRES OF THE MIDDLE AGES

(continued from page 20)

often attack the Holy Roman Empire. One thing which changes this picture is the idea of "claims"; players begin with claims to some provinces, often including provinces they do not actually possess, and can acquire new claims in the course of play. For example, in some scenarios England begins with claims to large areas in France. Despite the fact that France is a difficult area for a Germanic England to conquer,

the lure of those claim markers will often draw an English player, against his better judgement, into bitter conflict with France. This is certainly a good reproduction of medieval thinking, if nothing else.

Diplomacy in EMPIRES is, however, incidental to the main thrust of the game. Conflict between players, while it does occur, is generally secondary to the task of contending with the game system. As well, multi-player alliances are rare; there is little that players can do to aid one another other than lending cash.

The game has some other problems. It takes six or more hours to play, which is a long time for a group of people to devote. The rules are rather poorly written, though they can be understood with some effort. And the victory conditions as written are practically unusable.

Despite these difficulties, EMPIRES is a hell of a lot of fun to play. The game system is innovative and interesting enough to hold the attention of the players. The map and components are colorful and attractive. And though the game may have only a tangential relationship to history, a player does experience the colorful feeling of being a medieval monarch.

Shortly after EMPIRES was published, the designer, Steve Dunnigan, left the company after having designed more than 150 games. EMPIRES may well have been his last design; if so, it serves as a fitting monument to a superb designer.

((This article was originally written in the Fall of 1981, so there may well be an update on the information in that last paragraph.

((I assume that Empires of the Middle Ages is still available, either through SPI's captor, TSR, or somehow else. The game is widely played by mail, although of course not nearly so widely as The Game. Glen Taylor's DIJAGH, listed in this issue's Game Openings column, may well be your best bet for a postal section.

((It's our hope that Greg will be able to continue these reviews, although we've heard little from him in recent months.

((If Greg can't continue, we are interested in hearing from anyone else who would like to write game reviews of this sort. ...Ed.))

LIFE, the UNIVERSE, and EVERYTHING

This section should really start on page 42, and if you know why, then you are With It. LtUaE is dedicated to Arthur Dent and is full of hobby news, 'zine reviews, miscellaneous announcements, and boodles of other trivia. We squeeze in as much as we have room for each issue.

Z KalKon, the Kalamazoo Diplomacy Convention. KalKon V will be 8-9 April at the West Main Mall in Kalamazoo. The "official Dip tourney begins Saturday at 1 p.m., with unofficial gaming that night and Sunday at Bill Becker's place. Anyone interested should contact Bill at 810 Turwill, Kalamazoo MI 49007; (616) 349-6937. For those who miss this one, KalKon VI is being planned for October.

Y MaryCon I will be held 4-5 June at Mary Washington College in Fredericksburg VA. Dorm accommodations available overnight, with a meal plan. There will be 2 rounds, one each day. For details contact Ed Wrobel, 3932 N. Forestdale Ave., Dale City VA 22193.

X EastCon, 24-26 June at Glassboro St. Coll., Glassboro NJ. The East Coast major gaming organizations that have sponsored Origins, GenCon East, and PennCon over the past 10 years have combined efforts to bring you this year's EastCon featuring seminars, demos, and tournaments by most major manufacturers and game designers. Official tournaments include GDW's Traveller, AH's Squad Leader, and TSR's AD&D. Also featured are minatures, boardgaming, computers, video, and roleplaying events. This year for the first time, sf events are being held, including an art show, sf movies, and dealers. There is a large open gaming area. Food and housing are available on site in addition to hotels and restaurants nearby to host the 3000-plus gamers expected to attend. For a pre-reg form and more info, send SASE to: EastCon, P.O. Box 139, Middletown NJ 07748.

W MastadonCon I will be held Sunday, 10 April 1983, 9am-10pm, at the Reno Street Apartments Recreation Room, 140 S. Reno St., #231, Los Angeles. Pre-

registration is \$4 (by 1 April); it's \$6 at the door. Send pre-reg to Larry Peery, P.O. Box 8416, San Diego CA 92102. Please indicate whether you will be playing just for fun or in a scored tournament (and also whether you are a novice, a beginner with limited experience, or an old timer. Numerous different types of Diplomacy games are planned. Schedule: 9-10, registration & socializing; 10-4 first session; 4-5:30, optional meal break; 5:30-9:30 second session. In attendance will be both Rod and Larry, the editors of DW, so this is a good chance to get your licks in (in PERE-LANDRA, Pete Gaughan seems to think there is going to be a "roast"...hahaha hahahahahahaha...hahahaha...ha...ha?).

V WizardCon '83 is at Columbia University, Saturday, 23 April 1983, 10am-10pm. Contact Columbia WizardCon, 902 Furnald Hall, Columbia University, New York NY 10027. There will be a Diplomacy tournament, run by Bob Sacks and John Boardman. It is our understanding (based on reports from people who have played under them) that this pair cannot resist interfeering directly in the games. This makes a less-than-ideal playing environment...but otherwise, we understand they run an efficient tournament.

U The Ombudsman Service System is a new hobby service being managed by John Caruso, 160-02 43rd Ave., 2nd Floor, Flushing NY 11358. John maintains a list of individuals (some less qualified than others) who are willing to serve in an ombudsman capacity in resolving disputes. Anyone interested in working with the OSS, or needing its services, should contact John. My understanding is that John basically will act as an intermediary, finding for disputants an ombudsman acceptable to both sides. A copy of

his flyer on the service, write to John and request one. He does not require one, I believe, but as a courtesy please enclose a SASE. Of those on John's list, we can wholeheartedly recommend Pearson, Michalski, Berch, Caruso, Brown, Beyerlein (we don't know some of the others well enough to say: Langley, Wilson, Keller, Stone, Hansen). Serving as Ombudsman for the CDO (and available to USA-types, too, we're sure) is Randolph Smyth, 212 SE Aberdeen, Medicine Hat, Alberta, CANADA T1A 0R1.

T ABOUT THAT RATE INCREASE: The sub rate to D.W. has indeed gone up. It is now \$8/year domestic (bulk) rate, \$10/year first class & to Canada. However, we put it off as long as possible. Ultimately, the effective date came to be 10 March 1983. Please note: some of our subbers renewed by sending us \$8; please be assured that if that arrived before 10 March, it was credited at the old rate, so your \$8 bought you 5 issues (not 4) plus \$.50 over, which we'll carry as a cash credit against your next renewal.

S ABOUT THAT MOVE: Well, at this point we don't know. Our place has not yet sold and we may well remain here. Watch DW & the hobby press for further details. In any event, our mail will be forwarded if we move, so don't worry about losing touch.

R VOICE OF DOOM #69 (30 December) contains a marvelous hobby roundtable on "How Dipdom Handles Confidential Material. The roundtable runs for 21 pages! It includes the verbatim comments of numerous hobby people in response to 10 specific questions or situations. Exceptionally interesting and informative and one of the best hobby articles published in a long time. A copy is \$.50 from Bruce Linsey, 24A Quarry Dr., Albany NY 12205.

Q DIJAGH (Diplomacy Is Just A Goddamned Hobby) is published by Glen Taylor, 3007 Hewitt Ave., #428, Silver Spring MD 20906. Issue 4 seems to be the most recent, dated in January 1983. This is in many respects a sort of old-time 'zine, reminiscent of the late 60s and early 70s in how it's put together. Lots of games...Youngstown even! Looks as if it will have lots of interesting reading as time goes by.

P THE DIPLOMAT is published by David Kleiman, 8315 Spyglass Dr., Indianapolis IN 46260. Although the January issue is listed as "Volume 2, Issue 3", this is a newcomer to the ranks of postal Dipzines. TD started life chronicling non-postal games. For trivia fans, this is the second incarnation of that title. The first was by Eric Just, 1967-1974, and then edited by Rod Walker for a number of issues, 1974-1976. Eric had the distinction of being the third person known to have "invented" postal Diplomacy (the other two being Conrad von Metzke, former editor of D.W., and John Boardman). This DIPLOMAT is printed by word processor and has a very relaxed format. Game openings, of course.

O WEISMARK DIP-PRESS is published by "Anwyl of Weismark", an obvious (possibly SCA-related) pseudonym...admitted...whose true identity is known to Ronald Brown (Canada). Not to worry; if a "fast one" were intended, as "Anwyl" points out, a less obvious pseudonym would have been used. WDP is the first new 'zine to appear in Canada in many moons. "Anwyl" can be reached @ E-6 Pinewood Ave., Toronto, Ontario, CANADA M6C 2V1. The "Volume Zero" of WDP has a leisurely double-column format and heavy use of graphics and transfer lettering---a very nice appearance overall. Again, the feel here is one of an older time in the hobby, mid-70s...and, of course, I have my own suspicions about how "Anwyl" is. If I am right, this will prove to be a rousing good 'zine.

N ARDA 10, the new Catalogue of the North American Variant Bank, is now out. Dated 20 Jan 83 and priced at only \$1, it lists almost 500 variants available from the NAVB archive collection, and now comes with an update sheet which raises the total over 500. Games are listed by category (type) and also alphabetically by name. For a copy write Rod Walker, address many places thish.

M JE MAINTIENDRAI is published by Ivo Bouwman, van Heutszstr. 11, 2593 PC Den Haag, the Netherlands. This is the second Dipzine to start in Holland, the first being OXYMORON. Hauke Jansen, who helps edit JM, sent us a couple of issues. If you read

Dutch (much easier than German for an English speaker), this looks very interesting. Hauke informs me that you can subscribe for \$7/10 issues and even join a game (no game fee other than the sub). However, no international game, as such, has yet been opened. A sample issue is free; write and ask. We should note that the games themselves seem to be conducted in English (in the sense of printing the names of the spaces). And, in general, you'll find English is commonly understood in the Netherlands. I don't know about American, though....

Over there, to the right, is a real ad for Avalon Hill. It was originally published in 1981, and is interesting because it reproduces an ad from 1960. It makes you realize how long wargaming has been around (and Diplomacy had been on the market over a year when the ad appeared). In fact, I remember buying nearly every game shown in the ad... which (alas) makes you realize how long I've been around. I still own some of them, too, if I haven't sold them to Scott Marley. Anyway, they still make neat games and now they own the neatest game of all. ...Do you have to ask what that is? I mean, what 'zine are you reading, after all?

HA! JIKAI! was for a long time a subzine and is now publishing on its own. It is published by Mark Keller, 9536 Shumway Dr., Orangevale CA 95662. The printing is by computer and is particularly sharp and clear for that method. H!J! has many game openings for all sorts of variants, and it looks as if the hobby may soon have a new center of variant activity to replace JIHAD (of course we still have the venerable BUSHWACKER). Those of (Go ye to p. 42.)

We ran this Ad 21 years ago



Not everybody wants
AVALON HILL ADULT GAMES
for Christmas

Maybe you can't please all the people all the time. But you can delight almost every adult (from 12 years up) on your gift list with one or more of these authentic, all-skill games. They're an excitingly different concept in board games, with skill and good judgment the only criteria for winning. Don't monkey around. Mark them down as gift ideas right now.

GETTYSBURG... famous game of crucial Civil War conflict with you in command. 2 players or teams.

D-DAY... World War II battle for a continent. You command original troops as they fight across Europe. 2 players or teams.

DISPATCHER... realistic thrills and excitement as you run a complex railroad system. 2 players or solitaire.

CHANCELLORSVILLE... refight classic Civil War battle on your own terms. Authentic action for 2 players or teams.

TACTICS II... the original game of modern military strategy, played world wide. 2 players or teams.

It's as appropriate today as it was in 1960

It's true . . . you can't please everybody. But we come close! Mainly because we have such great variety among our 130-plus game line.

They include wargames, historical games, leisure time games, sports games, fantasy and SF games, power politics games, even software games for microcomputers. Our games come complete with a great reputation for quality.

For example, last month we introduced a brand new game—*Guns of August*—at the Chicago Wargamers convention. It sold out, practically sight unseen.

Just wait until you see what new games we've planned for the summer conventions. We might just get *everybody* wanting Avalon Hill games after all!

If you must see pretty pictures in full color, write to

The Avalon Hill Game Company

4517 Harford Road, Baltimore, MD 21214



The CDO Code of Ethics

The Canadian Diplomacy Organization was founded during the years of intrahobby factional strife in the United States. A decade later, it is still operating, a loose association of Canadian GMs whose objective is to keep the Canadian end of the hobby operating smoothly without a lot of politics and hoopla.

One thing the CDO did early on was address the problem of GM ethics. That is not to say that GMs are intentionally unethical (although certainly there have been some who were). However, the CDO felt (and we at D.W. feel) that it is important to have a standard, a list of principles which we GMs can have before us as we work with our games. Having such a standard of ethical behavior is not going to discourage deliberate unethical acts, but it will help prevent unintentional ones.

Currently the question of ethics is enjoying a revival of interest in this country. A round-table discussion of the topic is going on, moderated by D.W. Co-Editor Larry Peery. John Caruso of WHITESTONIA is asking for input toward formulation of a new Code. Gary Coughlan of EUROPA EXPRESS has declared his adherence to the Canadian Code and has reprinted it. We think that's an excellent idea and the GM of the new D.W. Demo Game, Rod Walker, has also stated he will adhere to the CDO Code.

As a public service, DIPLOMACY WORLD is proud to reprint this excellent ethical standard.

The CDO Code of Ethics

(1) I will try to adjudicate my games in an error-free manner. If an error occurs, I will correct it as quickly as possible and with as little disruption to the game as possible. I will try to use good judgement in weighing the harm done to the individual player against the harm done to the game as a whole.

(2) If a difference of opinion between a player and myself is not solvable by discussion between us, I will submit the matter to the CDO Ombudsman rather than arbitrarily deciding it in my own favor.

(3) I will be as punctual as possible in sending game results to the players (or to the publisher, in the case of a guest GM), bearing in mind that I am a hobbyist rather than a professional, and punctuality may sometimes be affected by personal factors. If I habitually have a delay of more than a few days between deadline and mailing, I will make this known to prospective players before they enter games. If at any time I find myself no longer able to maintain my habitual standards of punctuality, to the point where games are seriously affected, I will turn the games over to another GM rather than carrying on in an inferior fashion.

(4) If any of my normal GMing practices differ from those recommended in this Code, I will make them known to prospective players before they enter games. I will maintain a set of houserules and policy outlines and will provide it to players on their first entry into a game GMed by me. If I change my houserules or policies during the course of a game, I will acquaint all players with the change before any player is seriously affected by it.

(5) If a publisher or carbon-copy GM, I will keep in touch with the mainstream of the hobby by cooperating with hobby institutions and so on.

(6) I will use replacement players wherever possible, and in particular, will not let games be spoiled by allowing major positions to go into civil disorder. I will avoid GMing practices which would make my games irregular, or unrateable by current systems (example: using replacement players who have already played in the game).

(7) In general, I will try to deal fairly and honestly with players at all times; I will try to be impartial in my adjudications and my handling of games; I will try not to give one player advantages not available to other players, where such advantages can be easily prevented; I will give players the benefit of the doubt where
(The rest is on p. 42.)

Hobby Services

Many services exist to help Diplomacy players and we feel our readers should be fully informed about them. Hence this regular feature of D.W., which lists many of those available. If you need a service not found on this page, drop us a line of inquiry, with SASE, and we'll see what information we can find for you.

OMBUDSMAN SERVICES. Many times disputes will arise within the hobby which require the services of a well-informed and neutral arbiter to reach a settlement. These are generally player-GM disputes but could be GM-GM, player-player, or whatever. If you are involved in a dispute and desire arbitration, contact the Ombudsman Service System, c/o John Caruso, 160-02 43rd Ave., 2nd Floor, Flushing NY 11358 (212-353-9695). John maintains a list of many individuals willing to donate their time as arbiters and will be happy to coordinate getting your dispute referred to an Ombudsman.

UNITED STATES ORPHAN SERVICE. If your postal game has been abandoned by your GM, or is being mishandled in such a way that it amounts to abandonment, contact the USOS, c/o John Daly, Rt. 2, Box 136-M5, Rockwell NC 28138. (In Canada, the CDO Orphan Service is run by Andy Lischett, 3025 N. Davlin Ct., Chicago IL 60618.) John (or Andy) will help you find a new home 'zine for your game.

BOARDMAN NUMBER CUSTODIAN. Don Ditter, 63 S. Main St., Florida NY 10921. The BNC assigns Boardman Numbers to new postal sections of regular Diplomacy in North America. He also reports complete statistics on completed games. These data are reported in the quarterly publication EVERYTHING (full name EVERYTHING YOU WANTED TO KNOW ABOUT POSTAL DIPLOMACY* /*But Had Better Sense Than to Ask/). Subscriptions to EVERYTHING are \$5 or more, the funds applied to the issues on a cost (printing plus postage). The BNC also determines whether a postal game includes irregularities so severe as to render the game potentially unrateable in various hobby ratings.

MILLER NUMBER CUSTODIAN. Lee Kendter, Sr., 4347 Benner St., Philadelphia PA 19135. Assigns Miller Numbers and reports completed game statistics for postal variant Diplomacy games, in much the same manner as the BNC for regular games. Due to the recent changeover of MNCs, the status of the MNC-'zine is in flux and potential subscribers should inquire with Lee. For further information on variant Diplomacy, see the "Variants" column in this issue.

HOBBY REPRINT SERVICE. The published literature on Diplomacy is vast. Most of it is out of print. Mark Berch, 492 Naylor Pl., Alexandria VA 22304, publishes DIPLOMACY DIGEST, whose primary purpose is to publish the older, but still valuable (or interesting, or amusing) material and make it available to everyone. You don't have to be a collector of rare (and sometimes expensive) old Dipzines in order to delve into the hobby's past. D.D. is \$3.50 for 10 issues.

NOVICE SERVICE. If you are new to postal Diplomacy (or even if you aren't but would like to know more about it), be sure to get a copy of SUPERNOVA. This is an excellent collection of articles on the game in general and the postal hobby in particular. It is \$1.00 from Bruce ("Brux") Linsey, 24A Quarry Dr., Albany NY 12205.

'ZINE DIRECTORY. This is a virtually complete listing of all Dipzines in the world, published annually. The most current edition is \$1.00 from Mike Mills, 26 Laurel Rd., Sloatsburg NY 10974. The ZD gives name, publisher, address, price, typical contents, and much more information about 'zines in North America, Europe, and elsewhere. (When the next ZD is published, it will be by Roy Henricks, 128 Deerfield Dr., Pittsburgh PA 15235, and all current 'zine information should be sent to Roy.)

OTHERS. Hobby services are done on a volunteer basis. If you want to do something, contact us & we'll refer you to the right person to coordinate with. The hobby can always use help.

POSTAL GAME OPENINGS

IN NORTH AMERICA

This listing is compiled from the February '83 issue of PONTEVEDRIA. PONT is edited and published monthly by the Editor of D.W., and lists all postal game openings known to us for Diplomacy, Diplomacy variants, and multiplayer strategic games similar to Diplomacy (e.g., Machiavelli, Kingmaker, &c.). The current issue is always available from us for SASE (stamped, self-addressed envelope). Anyone having game openings, or knowing about openings, should write us with full information. We furnish an Update Form for this purpose if you wish one; just write us and request it. PONTEVEDRIA has much fuller information, including exact games offered by each 'zine.

DIPLOMACY WORLD's listings do not constitute any endorsement of a GM or 'zine. We assume no liability with respect to the quality or continuance of any postal 'zine or game. Considering the uncertainty of all amateur publications, prospective players are advised to exercise caution...they are especially advised to obtain one or more sample copies of a 'zine before joining a game in it. Another good, inexpensive, and minimum-risk way to get a "feel" for a 'zine (and postal play generally) is to join games in progress as a replacement player.

HOW TO USE THIS LIST. Entries are alphabetical by GM name. A typical entry shows: Name, address; 'ZINE NAME, frequency, cost to play, cost of a sample issue, longevity of 'zine. Frequency is shown as: m, monthly; nw, number of weeks between issues. Costs are shown as: Gf, gamefee; Nf, NMR fee (refundable if player does not miss deadlines); Dep, other refundable deposit; sub, subscription rate; s/, cost for a sample. Longevity is shown as XXXX/XX: year of first issue/number of latest issue. Games offered are shown by symbol only, before the GM's name: *, regular Diplomacy; @, Diplomacy variants; #, other strategic multiplayer games; ::, needs stand-by (replacement) players.

* :: Herb Barents, 1142 S. 96th Ave., Zeeland MI 49464; BOAST, 3w, Gf \$3 plus sub 13/\$5, s/SASE. 1971/188.

* :: Konrad Baumeister, Box 6050 Henle Village, Georgetown Univ., Washington DC 20057; GIVE ME A WEAPON!!, m, Gf \$4 plus sub 10/\$4.50, s/SASE. 1981/22.

* John Boardman, 234 E. 19th St., Brooklyn NY 11226; GRAUSTARK, 3w, Gf \$15, s/?. 1963/467.

* # Ron Brown, 1528 El Sereno Pl., Bakersfield CA 93304; MURD'RING MINISTERS, m, Gf \$6 plus Nf \$3 plus sub 12/\$5.50, s/20c stamp. 1978/55.

* Ronald J. Brown, 1200 Summer-ville, Ottawa, Ontario, CANADA K1Z 8G4; SNAFU!, 5w, Gf \$4 plus sub 10/\$8Can or \$10US, s/80cCan or \$1US. 1980/28.

*@# Jim Bumpas, 4405 Dillard Rd., Eugene OR 97405; LIBERTERREAN, 2/m, Gf \$3 plus sub 10/\$5, s/SASE. 1973/186.

@ :: Mark Coldiron, 3300 Parkside Dr., #47, Rocklin CA 95677; MACABRE (Note: no 'zine at the moment; publishing by carbon copy flyer), m, Gf none, s/not avail. 1982/no issue #.

@ :: Fred C. Davis, Jr., 1427 Clair-idge Rd., Baltimore MD 21207; BUSH-WACKER, m, Gf \$8, s/50c. 1972/138.

* # Don Del Grande, 413 Deutsch Hall, 2650 Durant Ave., Berkeley CA 94720; LIFE OF MONTY, m, Gf sub 10/\$5, s/"stamps" (will send as many issues as stamps will allow). 1980/28.

* :: Steve Heinowski, 12034 Pyle, Oberlin OH 44074; TER-RAN, 4w, Gf \$3 plus sub 3/\$1, s/20c stamp. 1976/75.

*@# Roy W. Henricks, 128 Deerfield Dr., Pittsburgh PA 15235; ENVOY, 5-6w, Gf \$5 (*usually) plus sub @cost plus postage, s/37c. 1979/38.

* :: Lu Henry, 6056 Waverly, Dearborn MI 48127; TACKY, m, Gf sub 3/\$1, s/free. 1981/17.

*@# Bill Highfield, 2012 Ridge Rd. E., Rochester NY 14622; THE MODERN PATRIOT, m, Gf \$4-6 plus sub 10/\$6, s/SASE. 1982/8.

*@ :: Mark S. Keller, 9536 Shumway Dr., Orangevale CA 95662; HAI! JIKAI!, 5w, Gf \$2 plus sub 1/30c, s/30c. 1982/5.

* Dave Kleiman, 8315 Spyglass Dr., 1-B, Indianapolis IN 46260; THE

DIPLOMAT, 2w, Gr \$5 plus sub 4/\$1, s/SASE. 1982/2.3.

*@# Mark A. Luedi, 730 Atwater, #15, Bloomington IN 47401; THIRTY MILES OF BAD ROAD, 4-5w, Gf \$2 plus Nf \$3 plus sub 10/\$4 (or \$4.50), s/20c stamp. 1982/4.

Mark Matuschak, 742 Johnson Hall, Columbia Univ., New York NY 10027; THE BUZZARD'S BREATH, m, Gf \$3-\$6 plus sub 10/\$8, s/50c. 1977/59.

* Jim Meinel, 628 Whitworth Ln. S., Renton WA 98055; THE PRINCE, 3w, Gf \$5 plus sub 10/\$2.50, s/SASE. 1982/7.

*@# Mike Mills, 26 Laurel Rd., Sloats-burg NY 10974; EMHAIN MACHA, m, Gf \$2 plus sub cost plus postage, s/37c. 1979/36.

*@# D. S. Palter, Box 72, Cedarhurst NY 11576; THE NEW PINK DRAGON, m, Gf none, s/free. 1976/ 3/4.

* Paul Rauterberg, 4922 W. Wisconsin Ave., Milwaukee WI 53208; MIDLIFE CRISIS, M, Nf \$5 plus sub 10/\$4.50, s/SASE. 1983/1.

* # Robert Sacks, 4861 Broadway, #5V, New York NY 10034; HANSARD, m, Gf \$12 s/none available. Not publishing at the moment.

*? Keith Sesler, P. O. Box 158, Fraser MI 48026. No other info; just starting. "Plenty of openings." Inquire, preferably with SASE.

*@# Glen R. Taylor, 3007 Hewitt Ave., #428, Silver Spring MD 20906; DIJAGH, m, Gf \$5 plus sub 1/55c, s/55c. 1982/4.

*@ "Anwyl of Weismark", E-6 Pinewood Ave., Toronto, Ontario, CANADA M6C 2V1 WEISMARK DIP-PRESS, m?, Gf \$5Can plus sub 10/\$7.50Can (\$8.50US, \$12 elsewhere), s/?. 1983/0.

* Earl Whiskeyman, 27 Mark St., Milford CT 06460; THE GAMER'S 'ZINE, 2w, Gf \$8 plus sub 12/\$4.55 (or 26/\$6.50 or 6/\$2.70), s/SASE. 1981/40.

Stand-by Openings Only

* Gregory N. Fritz, P.O. Box 512, York ME 03909; DAMN THE TORPEDOES, m, no fee, s/20c stamps. 1981/12.

* Pete Gaughan, 2718 S. Hoover St., #1, Los Angeles CA 90007; PERELANDRA, m, Nf \$1 plus sub 10/\$5, s/20c stamp. 1982/8.

*@ Don Williams, 212-C Kave Ct.,

Redlands CA 92373; FIAT BELLUM (subzine to MAGUS, Steve Langley, 4112 Boone Ln., Sacramento CA 95821), m, Gf \$3 plus sub to MAGUS (10/\$6), s/SASE (to Langley). 1982/5. May be open for stand-by players only but may also have game openings.

THE CDO CODE OF ETHICS

(Brought forward from p. 39.)

differences of opinion arise; I will try to maintain good communications between players and GMs, in particular by explaining reasons for Games-material actions when they are not likely to be immediately apparent.

more LIFE, THE UNIVERSE, AND EVERYTHING

you who are fans of the Kregen novels "Alan Akers" or "Dray Prescott" or whatever he's calling himself these days, please be advised that Mark now has the materials relating to Ken St. Andre's variant, Kregen, and is making a new standard edition he calls "Kregish Dip.". He is offering this game as well. The regular games have maps, by the way...good for kibbitzing.

J The first issue of Paul Rauterberg's MIDLIFE CRISIS has appeared in a combined editions with #4 of Mark Luedi's THIRTY MILES OF BAD ROAD. Hereafter they will be separate. Paul's 'zine looks as though it will be interesting reading. He plans to use as linear separators various poems and other materials. The first example of this is an interesting poem by Theodore Cogswell I've not seen before. And the writing by Paul is not bad at all. If he keeps this up, MIDLIFE CRISIS will be a 'zine well worth getting. Paul's at 4922 W. Wisconsin Ave., Milwaukee WI 53208.

I Mark Luedi, on the other hand, types about as well as I do, but through the typos, you can detect some interesting stuff. THIRTY MILES OF INDIANA TURNPIKE emanates from 730 Atwater, #15, Bloomington IN 47401. It used to be a subzine somewhere, but now THIRTY MILES FROM BOB SERGEANT'S PLACE TO WALT BUCHANAN'S HOUSE is a 'zine entirely on its own. Lots of babble, but no map with the game. What can I say?

More of LIFE, the UNIVERSE, and EVERYTHING (cont'd from p. 42)

H PETE GAUGHAN'S "Henry Kissinger Contest": Pete is running the 1st essay contest we've ever heard of in the hobby. Topic: "Henry Kissinger: An Inspiration for Diplomacy Players". The essay should reflect the author's knowledge of HK: the man, his background, his writings, his philosophy, and his potential as the penultimate Diplomacy player-type." Two categories: Analytical & Humorous. There is a \$10 first prize in each category and a \$1 entry fee. Judges for this include D.W. co-editors Rod Walker and Larry Peery. (Rod has degrees in history and political science; Larry knows just about everybody in the State Department personally...or so he says.) Deadline: 1 May 1983. Send to: P. J. Gaughan, 2718 S. Hoover, #1, Los Angeles CA 90007. If L.A. is still there on May Day, Pete will take care of the rest.

G COAT OF ARMS is a very large, rather friendly 'zine published by Steve ("Woody") Arnawoodian at 602 Hemlock Cir., Lansdale PA 19446. Subs are 10/\$6. COA actually consists of several 'zines and is a cover name for all of them. These include Woody's DIPLOMATIC IMMUNITY, Tom Swider's EXPLETIVE DELETED, and Tom Mainardi's BERSAGLIERI. Too late for inclusion in our game opening list, we've learned that Mainardi has at least a couple of games open (regular Dip.)... the game fee is \$3 to Tom plus a sub to Woody. Tom Mainardi's address is 1403 Lawrence Rd., Havertown PA 19083. Due to the lateness of this information, we recommend you write Tom first to inquire whether he has any slots left. COA is a popular 'zine, and the games seem well run, so the openings may not last long. For that matter, COA is also a considerable bargain, considering its bulk, and much of it is pretty well written, humorous, and interesting. Some degree of hobby feuding and politicking going on, but not all that much. At least order a sample copy from Woody...60c.

F THE PRINCE came on the hobby scene late in 1982 and is certainly a welcome addition. It's put out by Jim Meinel, 628 S. Whitworth Ln., Renton WA 98055 and is printed on paper of astounding bright colors. The games seem nicely run and the 'zine is coming out punctually. Good sense of humor and some nice logic puzzles in most issues. Too late for inclusion in our game opening list

is Kevin Tighe's subzine HUMBOLDT. Kevin will be running regular games for a game fee of \$5 plus a NMR fee (refundable) of \$4.50. Send these and "a list of the countries you de-test" to Kevin at 1603 G St., Arcata CA 95521.

E One of the more interesting 'zines these days is NORTH SEALTH, WEST GEORGE (no, we don't know what it means), put out by Terry Tallman, 820 W. Armour St., Seattle WA 98119. This is a very fannish 'zine...considerable portions of it are hand-lettered, there is art-work (?) by the editor, all sorts of press and letters, and a boodle of games (Terry just took over several orphans from folding 'zines JUST AMONG FRIENDS and PARANOIC'S MONTHLY). Terry is also running a vicious rumor contest. One such is, "Rod Walker is going to encourage each pubber to run several polls next year and he'll plug them all in DIP WORLD." Not only is that rumor vicious, it's true. Anyway, subscriptions to this wholesale collection of nasty bits is \$6 for 12 issues, and worth it. We're sure that Terry is going to need stand-by players for all those games he's taking over, so if you're looking for a good 'zine to sub to, and games to s/b for, here's a good opportunity.

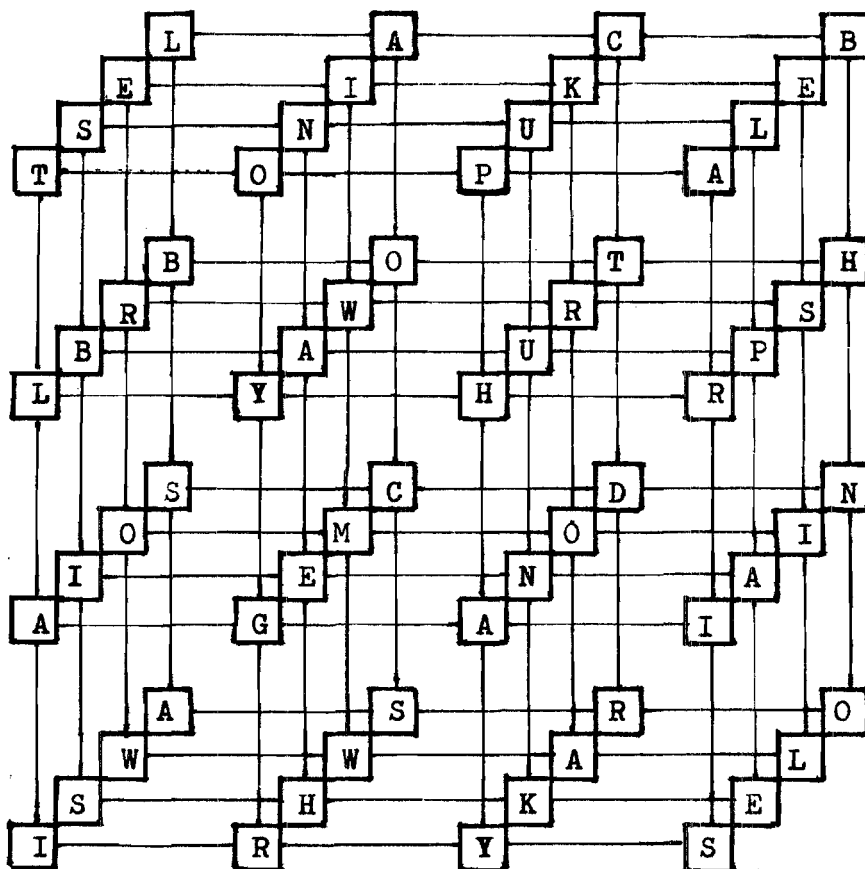
D PELLENNORATH is a publication of the Editor here, dealing with the worlds of fiction, sf, and fantasy. We do maps, gazeteers, and other things, and we cover the world of fictional geography from A to Z. Past coverage has included Barsoom, Darkover, Viriconium, Prydain, Graustark, Ruritania, Zembla, and other places too peculiar to mention. Upcoming:

1. A Gazeteer of the Hyborian World in the Time of Conan the Cimmerian.
2. An Atlas of the Hyborian World.
3. A Bibliographic Checklist of Works Relating to Fictional Geography.
4. Fictional Countries in the Balkans (including Orsinia, Maghreb-
inia, Hernia, Samavia, Poderkagg, Ev-
archia, and so on).

Subs to PELLENNORATH are \$4 for 5 issues, and a sample is \$1...to Rod Walker, 1273 Crest Dr., Encinitas CA 92024. Tentatively upcoming: fictional countries in Africa, Newhon, and and just possibly (yech...) Gor!

DIPCUBE

Bill Becker



This is a Diplomatic word cube. Twenty-three provinces are spelled out in full. Generic words such as "Ocean", "Sea", and "Gulf of", are deleted. Words are spelled by moving from letter to letter, horizontally, vertically, or diagonally. Letters along the edge corners are next to 3 other letters; those along the edges not in corners, 4; those in the center, 6. Some provinces are especially well hidden, such as IRISH. Starting with the I in the lower left corner, move right to the R, left back to the same I, diagonally to the S, and to the right for the H. That leaves 22 to finish.

DIPLOMACY WORLD is, as usual, offering a prize for the first correct solution to reach us. The prize for a completely correct solution is a year's free sub to D.W. If no complete solution comes in, the most nearly correct solution will win a 2-issue extension to the winner's current subscription.

To enter, just send us a list of the province (and body of water) names you find in the puzzle. A completely correct solution would list only the 22 names and no others. In computing "most nearly correct", wrong answers will be subtracted from right answers. In the event of a tie, the earliest postmark wins. If there is still a tie, it will be broken by flipping a coin, or a drawing, or some such leave-it-to-chance method. The last date on which we will accept entries will be 15 May 1983. There are other words in this puzzle, not province names...such as "HURT"; do you see that?...but they don't count. Have fun hunting. ((And thank you, Bill, for another creative and interesting addition to our 'zine.))