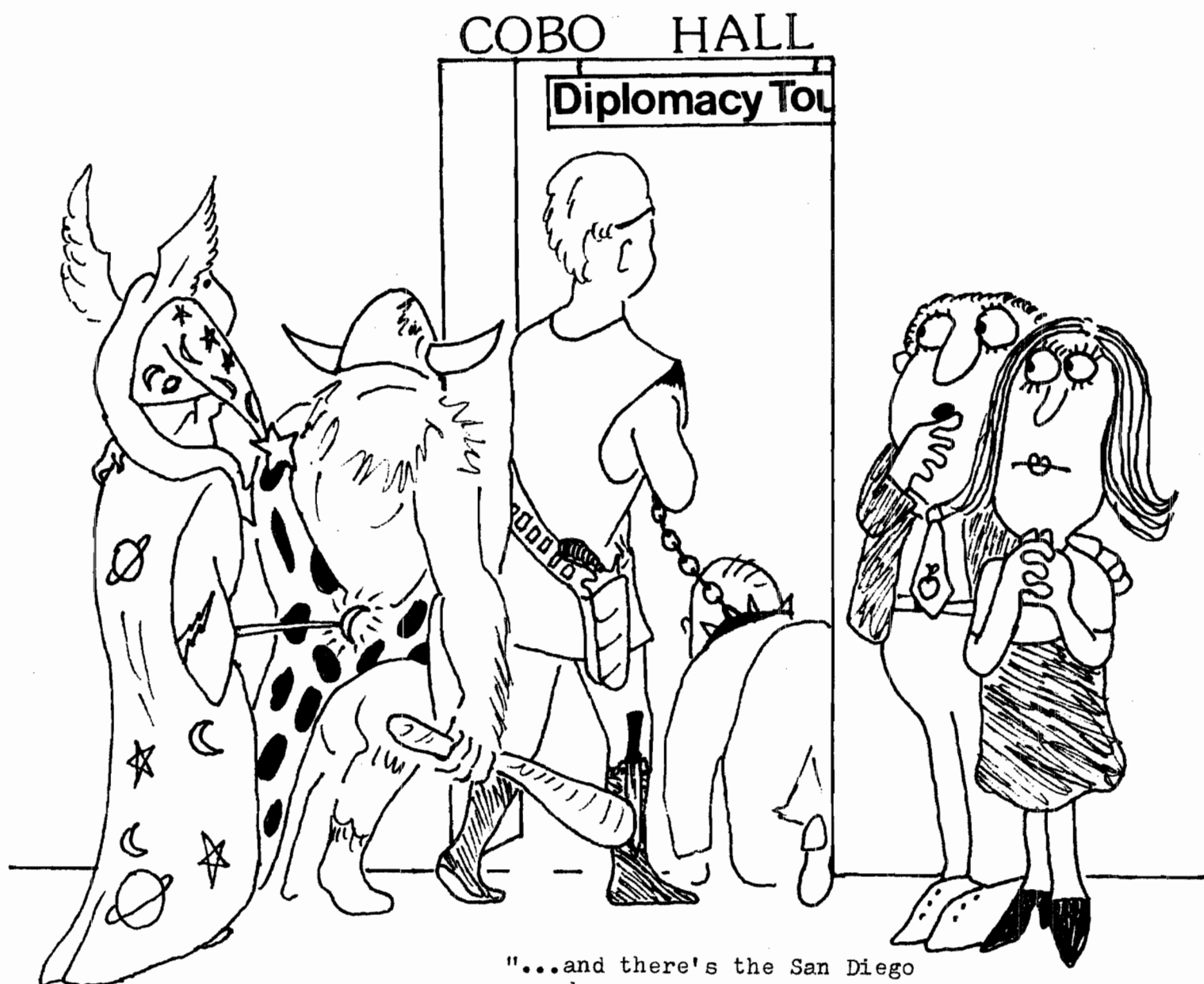


# DIPLOMACY WORLD

\$2<sup>50</sup>



## SUMMER 1983



"...and there's the San Diego crowd. I don't know, Kathy...do you think we can afford to move DipCon any closer to the West Coast?"

# 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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Subscriptions received by the 10th of a given month-of-issue (March, June, September, December) begin with the upcoming issue. Back issues are available: see p. 3 for numbers in print and prices.

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 #798.

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(Awww...come on, guys,  
he can't even draw)

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 current sub. 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 21-33 are also available but some are in short supply. All can be ordered from me; please make checks payable to R. C. Walker. Prices: 21-24, \$1.00 ea.; 25-26, \$3 ea.; 27, \$1.50; 28, \$3; 29-32, \$2 ea.; 33, \$2.50. Orders are delivered by first class mail.

## « BACK ISSUE CLEARANCE SALE »

Back issues of DIPLOMACY WORLD for \$1 each?? Yes, indeed. We have rather a bunch of backs that we'd like to unload. So for a limited time you can order back issues for \$1 each. There are some limitations to this, however. The minimum order is \$5. Issues #25 and 26 may not be ordered at this special rate unless your total order is \$10 or more. (We have only 3 copies of each.) Your order will be mailed to you along with the first regular D.W. mailing after it is received (in other words, bulk mail ...but so many parcels going to one ZIP will considerably speed delivery). Please specify alternate numbers you'd like if a number you order is out of stock (very likely with 25, 26, or 28). Available, subject to these limitations, are ##21-33. This clearance sale is good only in the U.S. For a special rate still applicable in Canada, see DW 33 or inquire. Interested parties overseas should also inquire.

## KEEP YOUR ADDRESS CURRENT, PLEASE!

DIPLOMACY WORLD is sent via bulk 3rd class mail. Although we "guarantee" both return and forwarding postage, we can't really guarantee the Post Awful 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 your issue will not be sent to a dead-letter drop. The best way to avoid the extra cost and insure you get each issue is to make certain we have your current address at all times (including apartment number and ZIP). We do not want to miss you, so please keep us informed as to where you are.

## DEADLINES

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

for #35...15 Aug 83

for #36...15 Nov 83 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 so on...and should be regarding events which will take place at least 7 weeks after then.

Subscription Deadlines...new and renewal subs begin with the next scheduled issue after your money reaches us. Cut-off date is the 10th of the month of issue (Jun, Sep, Oct, and Mar). This applies to domestic subs...Canadian and overseas subs begin with the most current issue, as well as domestic first class subs.

## ARTWORK

Our cover is a montage from two issues of the venerable sTab of John Koning. Interior cartoons are adapted from artwork by Sprod for An Explosion of Limericks by Vyvyan Holland, 1967. The limericks in this collection are presented with long rambling and fanciful notes, much in the style of Norman Douglas's classic Some Limericks...although Holland never undertakes quite the type of limerick which Douglas devotes himself entirely to. Holland's notes, alas, are also pale by comparison to Douglas's. However, it must be admitted that the latter has no illos in his book. Pity 'tis that Holland has bowdlerized many very good filthy limericks, thus totally falsifying the adventures of such worthies as the Monk of Siberia and the Bishop of Birmingham.

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## EDITORIAL

Lawrence Wm. Peery

Last issue Rod wrote about ethics in the hobby, especially as they pertained to publishers and gamesmasters. This time it's my turn.

Elsewhere in this issue is a digest summary of the Diplomacy Round Table which I recently moderated dealing with the subject of the hobby's need for a Code of Ethics (COE). The April issue of XENOGOGIC devoted some 20 pages to the subject. Obviously I've spent a great deal of time and energy in the last few months thinking and writing about a hobby COE.

So I should be prepared to give you a definitive opinion on the subject, right? Wrong. As I read the various comments of the DRT participants, the CDO COE (reprinted in both DW and EURO-PA EXPRESS recently), and as I pondered my experiences as a PBM player over the past 2 years in 'zines like JIHAD, DOT HAPPY, PERELANDRA, MAGUS, and GIVE ME A WEAPON, I found that my initial enthusiasm for a COE--for a strong COE, for a compulsory COE, for a COE that would not only cover game related matters but also feuding, etc.--was waning. What I wanted originally was a perfect hobby, filled with perfect 'zines and perfect players in which there were never any NMRs, no pubbers ever dropped out or burned out, things never got lost in the mail, and nobody ever lost a game. Alas, it wasn't going to be so. I was one of the many victims of the collapse of JIHAD but I found that I, and my games,

came up smelling like a rose when we all landed in Steve Langley's MAGUS. The games, if not my supply center count, have prospered mightily in their new home. When my own game in XENOGOGIC (1982AY) got under way, I assumed (naively perhaps) that it would not suffer from such mundane problems as resigning players, missed moves, GM adjudication errors, etc. Well, of the original 7 players, 4 were gone by 1905. All for personal reasons, of course; and, for the most part, those were valid reasons. But new players have taken up the slack and the game goes on. When it finally ends, I am sure the winner will find that it was a great experience for him.

As I prepared the DRT for publication I found my conviction that the hobby needed a strong COE slowly chipped away by the arguments of Jim Bumpas, Steve Langley, and Jim Meinel. While I support Pete Gaughan's proposal for a hobby-wide publication of all GMs' houserules, and I wholeheartedly agree with Ron Brown that we need a serious examination of the subject of libel in hobby publications, I am not convinced that any written COE, be it the CDO or any other, is going to achieve what we want: a perfectly run hobby consisting of perfect people in perfect games. Tennis has its Ile Nastase, chess has Bobby Fisher, and Diplomacy has John Michalski. While

# A Certain Player's Song

by Scott Marley

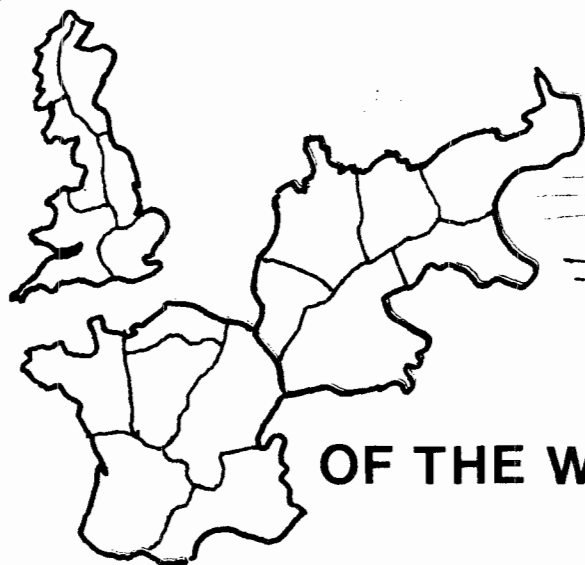
"Will you write a little faster?"  
                   said the Russian to the Turk.  
 "You're just chewing on your pencil  
                   and it's driving me berserk!  
 See how patiently the rest of us  
                   are hoping to begin.  
 We are waiting for your orders--  
                   will you come and turn them in?  
 Will you, won't you, will you, won't you,  
                   will you turn them in?  
 Will you, won't you, will you, won't you,  
                   won't you turn them in?

"You can really have no notion  
                   of how hard you will be hit  
 If we haven't finished Spring Oh-one  
                   before it's time to quit."  
 But the Turk replied, "Just wait! Just wait!"  
                   and gave a feeble grin--  
 Said he wasn't quite yet ready  
                   and he would not turn them in.  
 Would not, could not, would not, could not,  
                   would not turn them in.  
 Would not, could not, would not, could not,  
                   could not turn them in.

What matters it how many times  
                   they nag and nag again?  
 The Turk will get his orders finished  
                   God alone knows when.  
 But when the rest are fast asleep,  
                   then by default he'll win,  
 So he'll struggle with his orders  
                   but he'll never turn them in!  
 Never, never, never, never,  
                   never turn them in!  
 Never, never, never, never,  
                   never turn them in!



((Poem & artwork freely  
 adapted from Alice in  
 Wonderland))



## FAST RESOLUTION

### OF THE WESTERN TRIPLE: 3 Openings

by Allen Wells

(ABSTRACT: The Western Triple usually resolves itself to a 2-1 war in the first few years. Unfortunately, the defensive positions of the western powers are strong enough to prolong any such war. Assuming that the alliance formed to eliminate the third lasts into the mid-game, the chances for that alliance to sweep the board are increased if the war of elimination can be sped up, allowing them to head east before the east can be resolved. Even if the alliance breaks up, the players will fare better if they grow faster than their eastern neighbors. Thus any opening which provides for a quick resolution in the west can be very powerful.)

Normal western play is usually conservative in the first year. Often firm allies are not chosen until SO2. There are two reasons for this. The first is that the search for free dots tends to pull the countries in different directions and restricts normal conflict to Belgium. The second is that any immediate move leaves the player somewhat spread out and vulnerable, and is usually ineffective unless his partner is just as bold. It is much safer to open conservatively and get your free builds. Unfortunately, your target has probably done the same thing, and with those builds (and initial good position) it will be hard to untrench him.

The following openings, the Dwindling England, the Dwindling Germany, and the Dwindling France, are designed for a much different style of play. They are meant as high-risk, high-gain openings which, if successful, will catapult your country into a powerful position in the mid-game. The risk is that you must

choose your ally early and commit to that alliance in FO1. All of these openings look innocent in SO1, but bare their teeth in a devastating way by grabbing a strong position in FO1 while your enemy is busily grabbing dots. At times, even letting your enemy into an extra dot is allowed so that a better position can be obtained.

In all these openings, a neutral position by Italy and Russia is assumed.

#### THE DWINDLING ENGLAND

##### An Opening to Eliminate England

This opening is used when France and Germany decide immediately that they want to eliminate England. The diplomacy should proceed as follows:

France: Talk with both Italy and England to arrange DMZs in Eng, Pie, Lyo, Wes, and Naf. Tell England that you are waiting until FO1 to decide exactly what you are doing, although you lean toward allying with him so long as he does nothing nasty. Offer no direct support until SO2. Tell him that you are not going to be part of deciding Belgium's ownership in 1901. Try to see that Italy is engaged in a campaign against Austria or Turkey.

Germany: Encourage England to join in an alliance against France & Russia. Promise him that you will support his convoy of an army into Belgium in FO1 if he will help you in Scandinavia. Promise that you will bounce him in Belgium if he does not agree. Promise Russia that you will not oppose him in Sweden if he



agrees to a demilitarized zone of Bal, Pru, and Sil. Arrange a DMZ of Trl and Boh with Austria and Italy if possible. Try to see that Russia is engaged in a southern battle.

#### Spring 1901:

FRANCE: A Mar-Spa, A Par-Gas, F Bre-Mid.

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

This set of moves is fairly benign. No agreements have been broken. There is little risk to Germany at this point. The main risk to France is either a move by England to Eng (in which case France is committed to an English campaign anyway) or a move by Italy to Pie. France is, however, in a very flexible position. The army in Gas borders all his home centers (in case he is stabbed). His moves can be explained away as a defensive unit in Gas and A Spa & A Mid to pick up the Iberian builds. Note that this position can also be used in many other openings --for instance, F Mid-Wes, A Spa-Por, A Gas-Spa can be used for a strong anti-Italian opening. Germany should continue to offer England Belgium while assuring Russia that he will not be opposed.

#### Fall 1901:

FRANCE: A Spa-Por, A Gas-Spa, F Mid-Iri.

GERMANY: A Ruh-Bel, A Kie-Hol, F Den S RUSSIAN F Bot-Swe.

This is the power of the opening. England is denied Belgium and France still gets 2 builds. France is now in Iri and will soon be in Eng. The backwards armies will provide a good defense as well as being ready for convoys. The friendly Germany makes this land force sufficient. Germany is also in good shape. The second fleet should (with some help from the French) assure the fall of Nth. Belgium waits as a free build.

The Fall moves can be modified as follows if unanticipated moves occur:

FRANCE: A Gas-Bre (if England in Eng)

A Gas-Mar (if Italy in Pie)

(Note that this still allows a build, and that one build in '01 might be enough, since the second is still guaranteed in '02.

A Gas-Mar, A Spa-Por, F Mid-Spa(sc) (if threatened with a full-fledged Italian campaign). This uses the great flexibility of the French position to change focus totally.

GERMANY: F Den Swe (if Russia is

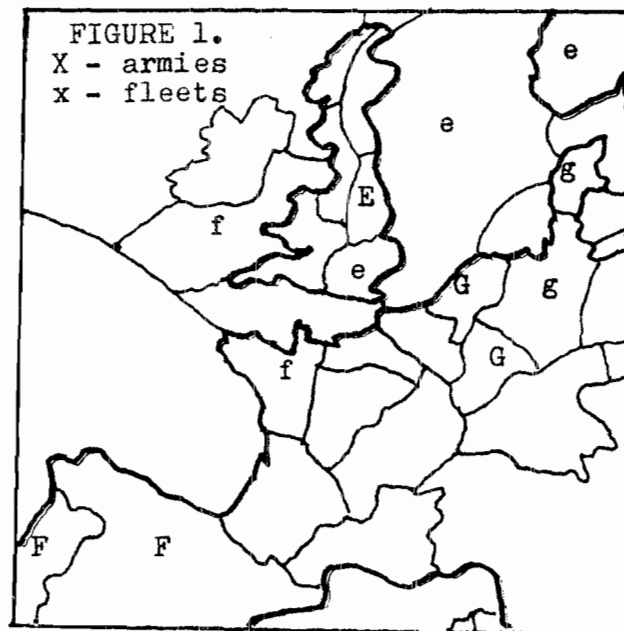
expected to be antagonistic). Note that the second German build can be anti-Russian.

#### Winter 1901:

FRANCE: Build F Bre (leaving one).

GERMANY: Build F Kie (leaving one).

Note that this leaves both countries with one "unneeded" build. Germany should probably build a defensive unit against Russia. France is probably best off to delay the build until 1902 when he can build another fleet in Brest or an army in Paris for conveying. The hoped for final position is shown in Figure 1. England cannot last long, especially if Russia can be convinced to take Norway.



#### THE DWINDLING GERMANY

##### An Opening to Eliminate Germany

This opening should be used when England and France decide immediately that they want to eliminate Germany. The diplomacy should proceed as follows:

England: Try to fence-straddle in the opening diplomacy. Let everyone know that Norway will be taken with a fleet and Belgium with an army. Try to get Germany to leave you alone in Belgium. Work hardest on trying to get friendship with Russia. Promise him that you will help him into Sweden if Germany bounces him, and if he does not move A Mos-StP. Tell him that you will not move to Nwy with an army.

France: Arrange a DMZ of Pie, Lvo, Wes, and Naf with Italy. Try

to make sure Italy moves east. Make it known you want Belgium, and that you won't take no for an answer. If things work out right, Germany will assume you and England will bounce, and not try to move to Belgium. Talk friendship to Germany, but insist that Burgundy is yours, and that you have every right to move there.

#### Spring 1901:

ENGLAND: F Lon-Nth, F Edi-Nrg, A Lpl-Edi.

FRANCE: F Bre-Mid, A Par-Bur, A Mar S A Par-Bur.

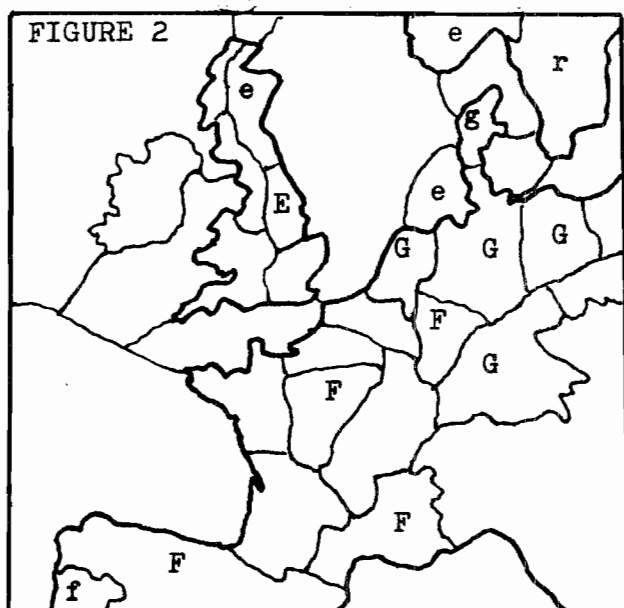
This set of moves is fairly innocent. Noone has broken any agreements, but even so Germany should be getting somewhat paranoid. The French unit in Bur will give him the most qualms. The most likely thing for Germany to do at this point is to defend Munich with the army that started there. The 2nd most likely order for that unit (if it is in Ruh) is to Belgium. This is the power of the opening. If things go well, Germany will just let France into Ruh, while Belgium stays open. Furthermore, if Germany is in Munich, one of his builds has to be in Berlin.

#### Fall 1901:

ENGLAND: F Nth-Hel, F Nrg-Nwy, A Edi-Yor.

FRANCE: A Bur-Ruh, A Mar-Spa, F Mid-Por.

And there it is. Germany is in trouble indeed with a French army in Ruh and an English fleet in Hel. Before these pieces can be neutralized, more will be brought into Ska, Nth, Pic, and Bur.



This opening has pierced the German defenses before the walls could be built.

#### Winter 1901:

ENGLAND: Build F Edi.

FRANCE: Build A Par, A Mar.

This places England and France in a clearly superior position. England has three fleets to move against the north (in addition to the army for convoying), while France is coming across the land route with three armies. The hoped for final position is shown in Figure 2. Germany cannot last long, especially if Russia can be convinced to help against Den.

#### THE DWINDLING FRANCE

##### An Opening to Eliminate France

This opening should be used when England and Germany decide immediately that they want to eliminate France. The diplomacy should proceed as follows:

England: Arrange a DMZ of Eng with France. Make it clear that you are interested in Belgium in return for helping France in a campaign against Germany. Russia should be encouraged to leave StP open after SOL, and if a Russian campaign in the south can be arranged, it should.

Germany: Arrange a DMZ of Bur with France if possible. A good way to get this would be to promise France your support into Belgium, but only if he moves A Par-Pic (and A Mar not to Bur). This should be enough to get France either to go for Belgium (with the promised German support) or to try to help England in. As with the Dwindling England, try to get a DMZ of Pru, Sil, Boh, and Trl with Russia, Austria, and Italp if possible. Try to see that Russia is tied up in a southern war.

#### Spring 1901:

ENGLAND: F Lon-Nth, F Edi-Nrg, A Lpl-Edi.

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

This set of moves is outwardly innocent, and no agreements have been violated. Hopefully, France is in Pic, not Bur, at this point. If France is in Bur, he will have to be let into Bel to get him out of Bur (so Germany can get in). Note that the two worst things that could happen is for France to get overzealous



in his alliance with either England or Germany and move full force against one or the other. Both should encourage caution, saying that they do not want to commit themselves fully until Spring 1902. This should be enough to get France to go for the easy builds and play cautiously in 1901.

#### Fall 1901:

ENGLAND: F Nth-Eng, A Edi-Nwy, F Nrg  
C A Edi-Nwy.

GERMANY: F Hol-Bel, A Ruh-Bur, A Kie-Den.

At this point the purpose of the opening should be clear to France. The combination of units in Eng and Bur leave his defenses in shambles. The unit in Bur is especially insidious, as there is no easy way to neutralize it. It borders 2 French home centers, Belgium, Picardy, and Gascony. On top of that, reinforcement will be coming quickly. The units in Iberia can't be used to defend everything either, as the English threaten to take Mid.

An alternate move for England is (SOL): A Lpl-Yor; (FOL): F Nrg-Nwy, A Yor-Wal. This provides an even stronger attack against France. I did not suggest this as the main opening since the attack on France is already strong, and the opening provides for pressure to be put on Russia at the same time as the French campaign. An alternate move for Germany is to have F Hol S FRENCH A Bur-Bel if France winds up in Bur after SOL. This gives France an extra build, but the unit is isolated and easily destroyed, and

France's defenses are still in trouble.

#### Winter 1901:

ENGLAND: Build F Lpl.

GERMANY: Build A Mun (leaving 1).

At this point, France cannot defend herself. The unit in Burgundy will create general mayhem as the English move around by sea and the Germans storm the land route. The hoped for position is in Figure 3. France cannot last long, and the E-G alliance can start in with Russia right away as well. The extra build in Swe can compensate England for Germany's dominance in the lowlands.

((Allen Wells is formerly the editor of the popular DOT HAPPY and now mostly inactive in the hobby. This article was being written when Allen cut back his hobby activities. It is missing the final summary paragraph which Allen probably intended to write. We are publishing it in its slightly incomplete state because the actual content of Allen's thinking on this subject is all here.))

## ARDA 11

is now available! It was published at the end of April this year.

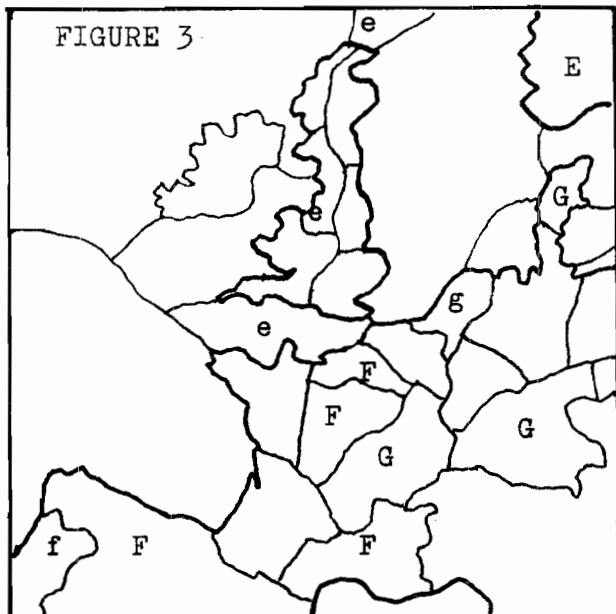
ARDA is the official publication of the North American Variant Bank, and is devoted primarily to publishing complete Diplomacy variants and articles on variants.

ARDA 11 contains 2 complete variants previously published only in England: Steve Doubleday's BELERIAND, set in the First Age of JRR Tolkien's Middle-earth (for 10 players); and Steve Agar's WARWICK, a 7-player Wars of the Roses variant.

Also in this issue are 2 articles: one by Steve Agar on variant design (including how WARWICK was designed) and one by Michel Feron detailing all the various versions of the popular Youngstown Variant.

ARDA 11 is available for \$1 (US) from Rod Walker, 1273 Crest Dr., Encinitas CA 92024. Also available is ARDA 10, the NAVB catalogue, also \$1. Backs are also available; inquire as to rates. These prices are good only in North America; individuals outside this area should inquire as to prices for issues of ARDA. For a list of back issues available, request one with your order or send SASE.

FIGURE 3



# A 'ZINE...FUN?

Mike Mills

Someday while you're reading DIPLOMACY WORLD or a sample 'zine from a new publisher, you'll say to yourself, "I should publish my own 'zine." At one time or another everyone dies, but only a handful get as far as thinking up a catchy title.

The fact of the matter is that when you get down to it the work involved in pubbing a monthly (on time) 'zine is daunting. Even a 'zine that carries only games and brief comments to fill space can demand two days at the typewriter. Voluminous 'zines with articles, letter columns, and hobby news easily take up a week throughout the month at the keys: did you think they were done from deadline to postmark? So why then do some pub and some don't?

I hate to use the word because it has such a bad connotation, but perhaps the underlying motivation for pubbing is to satisfy one's ego. Everyone has one, though some are much larger than others, and everyone needs to stroke it to keep it purring.

There is a satisfaction in a job well done and the 'zine you print is essentially a reflection of you. The pubber makes his 'zine as good or bad as he sees fit, and after taking it from blank 8½x11" to finished product, he can sit back and casually thumb through what he hopes will be an attractive, informative, and entertaining piece of work.

Yes, work. It may be fun to read, but it's work to do. Let's now say that for whatever conscious reason you are going to publish. What then?

The first thing to do is the most fun--thinking up a title. If you are continually stumped with this task, reconsider, since you're going to have to come up with some new thoughts each month. But we'll assume you've got one.

The next choice is whether to publish on your own or to start out as a subzine in someone else's publication.

Many 'zines first started out as subzines somewhere else, and the trend is currently popular. The benefits of a subzine are (1) you get a ready-made audience, (2) you won't have to handle subscription fees, records, postage, and printing, and (3) if after 6 months you call it quits, the matter is much

easier to handle.

A subzine is the ideal method to start pubbing. Generally you'll be limited by the main 'zine's pubber to, say, 5 pages, though you can be as short or as long as you want with some. With a limit set you will automatically edit your material, scratching out the droll in favor of the exciting stuff. Because of this, most subzines seem more vivid and imaginative than some 'zines.

The first few tries at getting out your 'zine will be like learning to ride a bicycle. You may forget to mention your address or state that all game fees are either \$3 or \$6 but forget to mention what games have which fees. But if you approach it right--knowing that if a hundred others can do it, so can you--you'll slip into the groove soon enough.

Your first step into the awesome world of 'zine publishing is (irony) to peruse your back issues of others' publications. From what you know of them, what elements do you want in yours? Look over what's being done and make a list of possibilities.

Your next step would be to contact a pubber you know; probably one in whose 'zine you are playing a game. Call him up, talk about it, and ask him for ideas. Since most pubbers are cloistered away in cellars and basements typing all day, they love to expound their philosophy of 'zine pubbing. After a few days you'll be wanting to make a commitment of some sort--"Dipdom, I am here!" For this you either have to get a pubber to take on your subzine, or make the decisions about to whom you'll send your first issue, how you'll get it printed up, how much you'll charge for a sub, etc., ad infinitum, ad astra, ad nauseum!

The running of a 'zine is costly. A subfee can be thought of as being on welfare because it rarely covers costs. With this in mind you have a tough decision between the cost and quality of your reproduction method. The other aspect of reproduction is longterm access. If you plan on using the Xerox at your part-time summer

For most pubbers the choice of repro is a no-win situation, cost-wise. Printer's photocopy costs big money. Mimeograph is cheaper, but you have to have longterm access to a machine (by the way, mimeo stencils are not cheap). Spirit (ditto) copying is the cheapest, and even buying a machine isn't too dear. But nothing beats crisp black letters on clean white paper: spirit is purple.

Before deciding which way to go, make the rounds of the local printers, browse through a business supply store, and talk with a few pubbers who use different repro methods. No matter what you do, you'll get stuck, but you may as well have some peace of mind when your money vanishes.

So now we have a title, an idea or layout of what will be in the 'zine, and the way it's going to get to your readers.

What next?

Start writing.

There's very little else to do but to start putting finger to key now, but while you're doing that, there's a lot to think about.

One thing you should be trying to do is to make your 'zine unique in some unobnoxious way. Clever graphics. Saucy letters. What's going to be your slant? The best 'zines around have a very unique character about them. For instance, EUROPA EXPRESS (Gary Coughlan) is really an international 'zine. Readers and writers from Scandinavia, Germany, and the UK contribute heavily, making EE typically 56 pages. Dave Carter's SLEEPLESS KNIGHTS is laced with tasteless jokes, good quizzes, and graphics from XXX movie ads. (I could mention others, of course, but space prohibits.)

So after 4 single-spaced pages you bog down. Remember a pubber should be on some grapevine. Go through the latest issues of each 'zine you have and tell your readers what's going on elsewhere.

And then it's 7 pages later and 2 a.m., and you're trying to finish. Let's see, 5 more to go!

You see, it isn't fun until it's over and the issue hits the streets.

Then for 2 days you have a vacation before the next 12 blank pages stare you in the face.

((Mike Mills is the editor of EMHAIN MACHA and knows whereof he speaks. He is also the former editor of the 'ZINE DIRECTORY, a guide to all hobby publications which he founded, ran with great distinction through its first annual issues, and then (this year) turned over to the able direction of Roy Henricks of ENVOY.

((I should add, having had experience with both, that mimeo and ditto can both be very cranky and bitchy ways to reproduce. Ditto has an advantage in that masters come in several colors...purple working the best, but also available are black, green, red, blue, and (if you're lucky enough to find it) yellow. You can also do multiple colors with mimeo, but it requires one master, one drum, and one run per color. I've seen some stunning work this way, but it's a real bitch.

((Sears makes a very reliable spirit machine which doesn't cost too much. However, the big disadvantage of ditto is that sunlight fades it, so over time sometimes 'zines become too faint to read. As for mimeo machines...well, as Mike says, you'll get stuck, no matter what.))



"Gee, I wonder if it makes much difference whether I ally with Kathy or with Cathy...."

# THE UNBALANCEd

## DEFENSE

by Mark L. Berch

Aspects of End-Game  
Play #4\*\*

((\*\*Parts 1 and 2, dealing with the defense of northern Russia, appeared in PASSCHENDAELE #39. Part 3, dealing with the role of Portugal, was in ST. GEORGE AND THE DRAGON #61.))

The situation is depressingly familiar: you're a medium-sized power, perhaps 5-10 centers. You are being relentlessly squeezed by two larger powers. Perhaps you're G, caught between F and R; or you're R, between E and A. There are no stalemate lines for you to hole up behind. Your diplomatic attempts to get the other two powers to go to war have failed. You are, in a word, doomed.

Still, there are seasons to play, pieces to order. What should you do? This depends of course on your goals. You may want to play kingmaker, and bask in the knowledge that you, the weakest, will pick the winner. Or perhaps, mindful of your reputation, you feel you must revenge yourself on the person who stabbed you the most often, the most recently, or the most grievously. These situations are so straightforward that even I cannot think of anything to say about them.

But suppose your goal is to gain a share of the draw, or even to get back into the game as a contender. This will require plenty of diplomacy; but meanwhile, how do you go about defending yourself?

Most players choose a balanced defense. Roughly equal forces are allocated to fighting each enemy. All exposed centers are covered. There are many advantages to this approach. Without question, it provides the most efficient use of your pieces, in a tactical sense. After all, if your pieces are bunched up on one front, they have fewer options and less flexibility. Moreover, no center is then taken without a fight. Supported attacks will nearly always be needed to take your centers; no one will be able to waltz in. You will survive

your opponents, and perhaps the GM, will compliment you on your tenacious defense. You'll have that satisfied feeling of knowing you gave it everything you had. In short, it has much to recommend it, which is why it's so popular. There's just one drawback: it's probably the very thing your opponents want you to do.

Look at it from their point of view. They probably intend to land up at 17-17, and at that point will either draw or fight it out. Or perhaps a stab is secretly planned, which will take place just about the time you are to be wiped out. Or maybe they plan to get to 16-16-2, and then pursue the race for victory. In all these cases, there's surely an agreement that the supply center gap between them isn't supposed to get larger than, say, one or two centers. Unless they have reasons to believe you plan to throw the game to one or the other, they pretty much expect you to put up a balanced defense, and thus allow both parties to grow at approximately the same speed. Assuming they believe you to be a competent tactician, they are, in a very real sense, counting on you to keep the two growing powers reasonably in balance by defending equally against both.

This you must not do. Your job is to throw a monkey-wrench in the orderly plan they have for your demise. This you do with an unbalanced defense. In that, you will defend mostly or entirely against one player. The other will be allowed to grow as quickly as he likes to 15, 16, or even 17 centers. Your hope is that this unbridled growth will alarm the other player enough to break the alliance.

stonewall. The temptation is to stonewall the player who stabbed you the worst, etc. Resist the temptation. You are in a weak position, and you cannot allow yourself the luxury of pursuing multiple goals. Keep your eye solely on the main task at hand.

The best person to stonewall is the more fearful, the less trusting of the two allies. He will be the one more suspicious that his ally will succumb to temptation and run away with the win. How, at this stage, do you determine this? Alas, you can't. Anything they say to you now is going to be too strongly influenced by the actual situation. Both allies at this point will probably be pledging loyalty, lest you pass their letters, each to the other. No, you must have found this out earlier. This is where all those chatty midgame letters pay off. That is when

you should have learned who was paranoid and who was trusting. If what they have said recently gives you a clue, fine; but the odds are, you'll have to rely on comments made earlier in the game.

Another approach is useful when one of the allies is 1 or 2 centers ahead of the other. Stonewall the guy in second place. This

will surely go against your instincts--after all, it isn't playing stop-the-leader. But if it's, say, 14-12-8, and you stonewall Ms. 14-Centers, all you're going to do is even things up to, say, 15-15-4. What you've accomplished is to stabilize their alliance. If you widen the gap, you're got the chance of getting Mr. 12 panicky, and that might unhinge the alliance.

A third approach is to find a defensible center. Indeed, in some cases, you really will have no choice in the

matter. Although you can let the leader reach 16 or even 17, you need to be able to defend that 18th center. You can't do that all by yourself, so that center has to be one which Mr. #2 has some access to. This will naturally be the center furthest from the leader's units, but it must be a defensible one. That is, the center must be part of a stalemate line which Mr. #2 can construct with the aid of your last unit(s). If you cannot find a center of yours which meets those requirements (and this may be a problem if you are T or E), then you will have to stonewall the other guy. Thus for example, if you are G, and have decided to let E surge ahead, you may decide to let him have everything but Mun. But make sure that E's ally can get some pieces near Mun by the time England will begin to press

in. If that won't work, then you'll have to stonewall England, and make your last stand perhaps in Mun or Ber.

What about diplomacy? Sad to say, there's not a whole lot you can do in that area.

Your actions will speak louder than your words. You've probably already threatened both with the I'll-suicide-against-you line. This has little chance



"Hey, of course I remember my signed agreement not to stab you! Come on in; your back is perfectly safe with me."

of working in most cases, and may even backfire. The allies are going to dismiss your threats as the usual desperation maneuver. If they're efficiently crunching you, mere words are not going to change anything. Nonetheless, here are some suggestions.

1. Once you've decided what to do, you might as well tell the person you've decided to stonewall what you plan to do, not as a threat but as a statement of intent, and then do exact-

Winter I am retreating my A Gal, but F Nth won't be retreated and the removal will come from Den as well." It's important that you establish your credibility, which may have been damaged by any desperation threats made earlier. This plan also makes it clear that you are following a specific program and not acting out of despair or randomness.

2. Use some care in coming up with a reason. Don't make it something he can't do anything about ("...because of your nasty letter in SO3..."). If it's a lie, don't make it so specific that it will soon be exposed ("...in SL3 England has promised not to..."). Your best bet is something plausible but not too revealing. Thus, "England has promised me a share in a 3-way draw..." just won't be believed. But "England has made an offer which gives me a reasonable chance to survive, but no guarantee..." does sound very possible, especially to a suspicious player.

3. Once the operation is in effect, then you can suggest to the stonewalled player what it will take to call it off. Be sure to state specifically what he has to do.

4. Keep in mind that if the alliance has been operating for some time, especially some time against you, they may well be sending your letters back and forth. In that case, it wouldn't pay to say radically different things to different players. Also, if necessary, send the player are stonewalling two letters, once for real and one he can pass.

The unbalanced defense, as you can see, is a tricky maneuver to pull off. Somewhere you must find the thin line between frightening one player into attacking his ally, and going too far and letting the leader win. But things might not go that far. An unbalanced defense can upset their tidy agreement as to whom gets which of your centers. Renegotiating that agreement may prove to be sticky, since the leader may not want to part with one of his centers just so the guy being stonewalled can catch up. This is a dangerous business, especially if you are stonewalling the guy in second. But the train you now ride will soon lead to oblivion, and you must do whatever it takes to derail it, even if the wreck leaves you mangled. The unbalanced defense may be your best option.

## Albert Camus at DipCon

.....Kevin Tighe

...I picked the ombudsman up by his collar and started shouting.

"It doesn't matter. It really doesn't matter if I stabbed one person or six. Even if I didn't go from 17 centers to 32, I would have ended up here eventually. Some people move one way, some another. Not everyone gets support, but I've never asked for support in any of my games. Never. And I don't need yours now. Every game has a finish, even if it's declared irregular. But it ends, that is the one great truth. And everyone will play to that end as they wish. Who cares if, right now, my girl is allied with someone else, or that Earl is suiciding out with Turkey? Surely you must see that? It doesn't matter how we gain or lose centers because we are all playing the game. So go ahead, throw me out, spread nasty rumors. I don't care, because there are other games. There is always another game. As a GM you must know what I mean about that future game waiting to be played. It's always been waiting."

My throat grew hoarse, so I stopped, gasping for breath. Tears ran down the ombudsman's cheek as he silently turned and left.

After a while I grew calm, and carefully straightened up my appearance. As I smelled the fragrant meadow flowers just outside the building, I suddenly understood why mother had switched to Rail Baron so late in life. Why she pretended to enjoy a new game up until her death. She understood about the future games. That's why I feel no sorrow about being thrown out of Diplomacy. I actually feel reborn and look forward to leaving this room to face the Dipdom crowd. My only hope now is that they greet me with shouts of "Gay Toady" when I pass.

((Kevin Tighe is editor of HUMBOLDT, a subzine of THE PRINCE, edited by Jim Meinel of Washington State. Kevin is writing for us a series of pastiches on Diplomacy in the styles of various famous authors. Others are certainly welcome to contribute to this series....))



# SHEP replies

by Shep Rose ???

((This article was delivered to me while having a drink at Gavagan's. It is dated 1995. ...RW))

It was with a great deal of amusement that I read Mark Berch's exposé of me as "the sleasiest player of all time". Although I have been dormant these past 5 years, I still recall with fondness the controversy I raised.

Some people may agree with Mark's description, "sleazy". As Mark said, such an evaluation is subjective. But I were to describe my stile of play, I would choose to say "downright clever".

I must remind those who would condemn my actions that the object of the game, according to the Rulebook, is to win. Mark gives other reasons for playing, to make friends and so on. In my opinion, if one is to play the game, one ought to pursue its object steadfastly and singlemindedly. There is absolutely nothing in the Rulebook that says one ought to make friends or be sociable; therefore, these are goals not to be pursued...unless, of course, such actions lead to a winning position in any given game. How anyone can play the game and yet not attempt to achieve the designer's stated goal is quite beyond me. This justifies all those strategies which Mark flippantly characterized as "sleazy".

In 1984MC (CANALS OF MARS), the Turkish player was an obstinate fool with whom I knew I would be unable to stage a lasting alliance. My correspondence with others convinced me that there was little hope of any effective and equitable cooperation elsewhere on the board. I had to find a way to get a jump on the others. Getting Turkey to NMR was the most expedient way I could find to do this. This tactical advantage would help overcome my diplomatic disadvantage. The Rulebook does not prohibit players from deceiving other players, and that is all I did. It is to Bill Teoli's discredit that he was dumb enough to break the rule against deceiving the GM.

In 1987AK (yes, in THAT ZINE FROM IDAHO but actually in its subzine, BOISE AND GIRLS), the GM's own admission that I had "mangled but not broken" his

houserules is my vindication. All I sent was a letter, not a phoney readjudication per se. Furthermore, the HRs prohibited only a phony readjudication, not a re-readjudication. Honestly, now, if there were a law against shooting one's great-grandmother, this clearly does not prohibit one from shooting one's great-great-grandmother, does it? I twisted a house-rule, yes, but did not break it, in a legal attempt to help myself win. My only regret is that it didn't succeed.

As for 1986MQ (TO DRAW A ZINE IN THE DUST), my chief threat was the Austrian player, who was rabidly in favor of a houserule about which most of the players didn't give a hoot. A little sweet-talk to some of them about the bad effects of DIAS made it easy for me to persuade them to stab Austria since elimination of him from the game would mean we could then change over to a non-DIAS game. But then I found myself in a winning position and wanted the minor powers destroyed...so I vetoed the change to non-DIAS when it was repropoed. Sleazy? That sounds to me like sour grapes from a player who didn't think of this ploy first.

That brings me to the cleverest ploy I ever pulled...the lie to Barry Dentz about Jim Turnipseed in 1988AE (CHIFFEWAR). Nowhere in the rules is it stated that a player may not deceive another; in fact, the reverse is the traditional assumption. I figured a vindictive feud between Germany and the GM could get the former to resign without orders, as I needed to survive. The lie was the only way to get a quick result. And that's what I got, along with what may have been the most vicious feud in the history of postal Diplomacy, dozens of enemies, over 20 blacklistings, and the folding of CHIFFEWAR. That was totally irrelevant. What mattered was that I won.

Mark said that I have no interest in returning to postal play. However, I have since obtained an old copy of VOICE OF DOOM 76, in which Brux Linsey ("Ally With Me or You're a Dead Duck") describes how a skillful player might literally make a killing at Diplomacy. This is so intriguing that I'm signing up for some postal games (under a pseudonym, of course). Sleazy? Well ...OK...but the Rulebook doesn't....

## EDITORIAL

(Continued from p. 4)

we may not approve of some things he has done there is not question that he has attracted attention to the hobby and it has benefitted from his participation, be it tennis, chess, or Diplomacy.

So, in short, my enthusiasm for a COE for the hobby has faded. That does not mean that I do not support one or that I will not abide by one. It simply means that I am not so inclined to

put my faith in one as I was a few months ago. A COE will not be a panacea for the hobby's ills. At best it may provide a bit of relief from temporary indigestion. No, there are not miracle cures for the hobby's problems. Instead, like Diogenes, I will put my faith in the lamp of public enlightenment and keep searching for that elusive perfect Dippy game, 'zine, and player. Perhaps we will it and him, or her, in 1984A.

## DIPLOMACY ROUND TABLE

A CODE OF ETHICS FOR THE HOBBY.....Larry Peery

Some of the hobby's best minds and best writers came together recently via the Diplomacy Round Table medium to tackle one of the hobby's most vexing questions: Does the hobby need a Code of Ethics (COE) and, if so, what should it include? The complete, unedited, results (all 20 pages of them) can be found in the April 1983 issue of XENOGOGIC, available from Larry Peery, Box 8416, San Diego CA 92102 for \$2.00. What follows is a digest of what transpired and some key points made by individual participants in the DRT.

Among those were: Ron Brown, SNAFU!; Jim Bumpas, LIBERTERREAN; Pete Gaughan, PERELANDRA; Eric Kane, ANDUIN; Steve Langley, MAGUS; Jim Meinel, THE PRINCE; and Randolph Smyth, FOL SI FIE. Additional editorial support and comments were provided by Gary Coughlan, EUROPA EXPRESS; Don Del Grande, LIFE OF MONTY; and Rod Walker, DIPLOMACY WORLD.

As might be expected with such a controversial subject, this DRT generated a wide variety of ideas, discussion, and proposals which ranged from support of the idea of a COE (and various concrete proposals to make it a reality) to outright opposition to anything of the sort.

On the issue of the need for a COE most participants felt that something was needed. Representing this group were Pete Gaughan, Ron Brown, Jim Meinel, and Eric Kane. But even within this group there was little agreement on specifics. Randolph Smyth, Steve Langley, and Jim Bumpas were mostly opposed to a COE, both for philosophical reasons and practical reasons.

On the question of to whom a COE

should be addressed, almost everyone agreed that it should include all involved in the hobby: publishers, GMs, and players; but most focussed their attention on the role of the publisher in his position as the hobby's linchpin.

As for what should be included in a COE, almost everyone agreed that it should be restricted to game related activities only. Pete Gaughan, Steve Langley, Eric Kane, and Jim Meinel all expressed this idea in different ways. A contrary opinion came from Ron Brown, who headed straight for the issue of hobby feuding and libelous writing in 'zines.

Most DRT members felt that any COE should cover both general principles and specific issues and that it should be reduced to a written document, perhaps incorporated into a publisher's house rules.

The consensus seemed to favor personal responsibility, as expressed by Steve Langley: peer pressure and moral suasion as the major means of enforcing a COE. There was a clear rejection of such extreme compliance measures as performance bonds, hobby judges, and cops. And, although most acknowledged that a COE would have to be all-inclusive to be meaningful and effective, most advocated no more than voluntary compliance on the parts of hobby members.

What the DRT demonstrated was that there does not exist in the hobby any clear consensus concerning a COE, either as a theoretical concept or as a specific document. But a variety of possibilities for further discussion and action do exist. Although

a considerable minority, including Randolph Smyth, Steve Langley, and Jim Bumpas would probably prefer to table any further discussion of the issues; others have expressed support for an adoption of the CDO COE, modification of that document to represent better conditions and needs south of the border, encouragement of individual efforts to draft some kind of COE, and further collective discussions such as the one being carried on by John Caruso. Pete Gaughan suggested a different approach, a collection of all publishers' house rules and their codification and publication to provide a hobby "Torah" to serve as a printed standard whereby the actions of publishers could be evaluated. Ron Brown wants a serious discussion of the legal aspects of libelous publication, preferably from a lawyer. So there is still plenty of room for further discussion.

As with any consensus, that of the DRT participants fails to catch the true flavor of the discussion. Many had individual comments that failed to fall into the consensus perspective but represented important contributions to the discussion. Here are some of the key points:

Referring to his proposal for codification of hobby house rules, Pete Gaughan wrote: "...any reader should be able to find his publisher's attitude on a Dip subject. We shouldn't lock people into a permanent statement, but at least we could be held responsible to our general principles once we had printed them, just as we are to our published house rules--by the informal disapproval of our readers."

Ron Brown wrote: "The question of hobby ethics has been plaguing me for some time. I'm not concerned with relationships between players in a game; each to his own style. But the practices of some publishers have nearly led me to turn my back on the entire American hobby and say to Hell with the lot of them....Some pubbers claim that they can print whatever they wish; some boast that they will print anything sent to them without editing. Seems to me that's a copout. A publisher is responsible for every word which appears in his product. The law defines the outside limits on what one can do. Within that, some pubbers have a lot of growing up to do, but nothing is going to stop...a 'zine filled with obscenities (promoting racial hatred, the Nazi Party, etc.)--we just have to accept that. Those with a higher standard of conduct will survive."



"...and I want to assure you that the fact that I've won three games as Italy hasn't changed me a bit."

Steve Langley wrote: "From what I've said in the past you probably know that I feel such a universal code of ethics is unachievable. One point I did not make that might be important. Most of us have a Code of Ethics that we follow. Most of us project that Code on others. When someone else fails to live up to our standards we generate feelings of betrayal. Frequently the other guy doesn't even know what code of ethics he is being judged by. That injustice alone probably has fused more feuds than any other."

Jim Bumpas wrote: "We do not need a Code of Ethics in the hobby. Such a Code will alter the game in a way which will make it unrecognizable, unless the Code was honored only in the breach (which I'm certain will be the case). I've heard discussion upon nearly every facet of human relations, as well as making changes to the Rules of Diplomacy included in various 'codes'. I'm convinced a COE in the hobby will create more problems than it can solve...."

"...Obviously, more talk is needed. The ideas so far are so vague it's hard to talk about any Code. If a Code is designed to save friendships and prevent ...hobby feuds it will obviously fail. A Code can only be a new weapon in such an event. If a Code is

designed to improve performance of GMs and/or players, and provide with compensation (with bonds?) to those who suffer from the effects of sub-standard performances it might produce results in some areas. But I believe it will create new problems and will not deal with the problems of sub-standard performance any better than they are dealt with at present. We do have protection against sub-standard performance now. A 'bad' GM is harassed by the victims of the errors until, tiring of the effort, he ceases publishing. A 'bad' publisher loses subscribers to the point where the expense of printing the 'zine is not justified by subscriber support. A 'bad' player is ganged up upon in game after game until new games are approached with such anxiety and trepidation that eventually it cannot be faced. Or, in each of these three cases, the sub-standard performance is improved and the problems are overcome."

Eric Kane wrote: "I think the hobby does need a COE. But I think we should start with something small, and work our way up from there. I'm thinking of a COE for GMs. A standard by which all GMs can be judged, and if they do not, then players should be warned that these GMs may not be reliable and that they have taken no oath or made no promise to abide by certain reasonable standards. There is no one single solution to the hobby's problems. All we can hope to do is improve the hobby to the best of our abilities."

Jim Meinel wrote: "Aside from a few theoreticians and others who may have lost contact with the whole purpose of the hobby (to play games) I do not see a strong interest or desire in the hobby's members to have a Code of Ethics. Again, this isn't the AMA or ABA, this is a bunch of people who have gotten together to do something they all enjoy; play Diplomacy. Sure, let's have a few niceties to keep total chaos from prevailing but aside from that any formal proclamations or rules of conduct will at most be read and filed and worst be chucked at and pitched. A vocal minority will always be trying to push the idea and will occasionally write articles on the subject or publish the listed ethics; while all the meanwhile hundreds of players will go on playing and enjoying their games with the bulk of them not even being able to tell you the first thing about ethics.

fore cover items germane to the hobby in particular: the games. Feuds, articles, discussions, name calling, and all the other things that cause bad feelings in the hobby are not, I repeat, not, unique to the hobby and thus are not properly a part of a discussion of hobby ethics."

Our conclusion? Obviously, there is no conclusion. But, in closing, I leave you with two thoughts:

As Randolph Smyth wrote: "A Code of Ethics is a great idea...but unworkable--luckily. The hobby has survived somehow for twenty years without one, so clearly it doesn't need one in the strict sense of the word. And, as you imply, those people who should have it to limit their power are the very ones who wouldn't want one, either. Insoluble.

"Neither elaborate organizations nor complex rules are adequate substitutes for intelligent and compassionate people in the hobby."

## Ethical Standards

((The following are a set of Ethical Standards developed by John Caruso for use in WHITESTONIA. John's note to me states, "It's taken from mail suggestions I received, CDO COE, and my own common sense." John emphasizes that these are for his own use in W and not necessarily suggested for hobby-wide use. The text below is slightly different from John's to the extent that it is closer to DW's norms of English usage.))

1. The GM will follow the Diplomacy Rulebook and houserules where they supersede the Rulebook. No changes in the HRs will be made after the game begins without unanimous approval of all of the players in the game.

2. The GM will try to adjudicate the games in an error free fashion. If an error occurs, the GM will correct it as quickly and with as little disruption of the game as possible.

3. In case of a GM-player difference which cannot be resolved between them by discussion, the player may choose an ombudsman, either from the OSS, the CDO Ombudsman, or any other ombudsman available.

4. The GM will try to avoid practices that might make the game irregular or unrateable. (Example--

The GM will not play in his own games, etc.)

5. The GM will be as punctual as possible, personal factors provided. If at any time the GM is unable to comply, the games will be turned over to another GM. The standard for promptness will be the U.S. Orphan Service standard of 1 turn every 3 months. The GM will try to avoid constant, shorter delays where at all possible, and will work with the players or an outside party in attempting to remedy any problem.

6. The GM will try to be fair and honest with the players, and will try to be impartial in adjudicating the games. The GM will not give one of the players an advantage over the others where the advantage can be prevented. The players will be given the benefit of the doubt where differences of opinion arise. The GM will try to maintain good communications with the players, and will try not to harass any player. GMing actions will be explained when they are not obviously apparent.

((John adds one special standard which applies to himself only: "No player will be removed from a game, for any reason, by the GM unless the player's sub has expired and he has not submitted a renewal, given ample time to do so (no less than a month)." This differs from the usual practice which allows the GM to expel a player from a game for extreme causes, usually lumped as "deception of the GM".

((John has done a lot of work on this, very quietly. If the results seem almost too simple and straightforward, that is because these are a guide, a standard, not a set of rules. They are the stuff of common sense, not intra-hobby cops-and-robbers. Good.))

((And now, shiver as we present the true horror of an experience at ~~Peet's/Place~~ a FTF game, in H. P. Lovecraft's

by Kevin Tighe

## the VISIT

...I'm sure I went mad at that point. For inside this monstrosity, this inhuman dwelling, were the most vile, unnameable devices and props my eyes have ever feasted upon. Exotic board games were laid carefully about the front room forming a devilish maze three feet high. As I carefully walked between the panels an unearthly rotting

stench dominated the air causing me to cough uncontrollably.

Suddenly I heard a noise--the scampering of tiny feet. I looked over the side and saw the most dreadful aberration; white bones from a large animal and, oh gods, the head just five feet away. It was human.

That horrible sound commenced again. Rats! Dozens of them clawing along the panel that separated us. Fear enveloped me into a horrid stupor. Then the abominations with white fangs quickly scurried along the maze; they were coming for me. I was not far from the exit slot so I sprinted for it and found a huge Gothic oak door. My fear crystalized into superhuman strength as I pushed it open and hurriedly closed it behind me. As the door locked I heard their ungodly teeth gnawing at the crack in the base.

I sank into the nethermost abysses of despair when I heard a different sound--shuffling footsteps. Was this Updike, my steadfast ally and fearsome enemy? The writer of such brilliant press as to put me into a state of awe in our first postal game six years ago? I shuddered at the thought of what sort of man, nay, creature, could own and feed (?) those rats. An incredible sense of dread filled my soul; I did not wish to have a face-to-face game any more. The shuffling grew nearer to the dark endless hallway. Updike was about to appear. Then I saw the debris in the corner. Bones on top of bones, some with meat still clinging on the joints; tattered rags, socks, and shoes encircled them.

I noticed the curtains five paces away. I ran to them and flung the dusty drapes open. It was only two stories down to the bushes. I waited an endless second. Then IT appeared, this thing in nondescript clothes, long shaggy hair, blood-red eyes, ghostly grey skin, those hideous fingernails, and oh merciful gods, it was holding a conference map! Screaming, I jumped through the glass. First limping, then crawling, I made it back to the quaint peaceful town. The peasants found me shaking and muttering like a crazy man.

After a week of rest I searched for that "house" again, but could not

(Continued on p. 21.)



# JUNTA

A Review.....Greg Costikyan

JUNTA, \$12, designed by Vincent Tsao, published by Creative Wargames Workshop, 330 E. 6th St., Suite 1E, New York NY 10003.

Some years ago, Matthew Diller designed a Diplomacy variant called (for no discernable reason) the Trader Variant, as a joke. The game consisted of 5 island supply center provinces, surrounded by a single sea province. Each player could choose to build an army or a fleet at the beginning of the game. Diller claimed that Trader was Diplomacy in its essence, stripped of its non-essentials. To gain a single supply center, a player would have to build an army, get someone else to build a fleet, have the fleet move to the sea, and then have the owning player of the fleet convey the army to the fleet's own supply center, thus having the fleet's player commit suicide. In other words, the game permitted no tactical finesse whatsoever; diplomacy and persuasion was all.

That may be taking things to an illogical logical extreme, but in a sense JUNTA is like this. JUNTA is an extremely simple game; although it uses some of the ideas of wargaming, it can easily be learned in 5 minutes and can be played even by those whose idea of complexity is checkers. Nonetheless, it is very much a game of diplomacy; cooperation is necessary for victory--even for survival--and though the system is simple, the diplomacy can be complex. Unlike many simple games, JUNTA does not pall after a few playings. In evidence of this is the fact that JUNTA has been in print for 4 years, and continues to be played.

JUNTA takes place in a banana republic, theoretically an elective democracy but actually an oligarchy of the rich. Each player controls one of the families in this oligarchy. At the beginning of the game, the players elect a President, who then appoints each of the other players to a governmental position--the Ministry of the Interior, the Generalship of one of the country's 3 brigades, or (if there are more than 5 players) Admiral or Air Force commander. Each turn the President draws a number of money cards and, without telling the other players how much has been received, proposes a budget--so-

and-so many pesos for the Ministry, so-and-so many for the First Brigade, and so on. The President himself keeps the money which is not distributed in the budget.

During the game, the players draw a card each turn, some of which bear special events, some of which allow the player to control forces during a coup, and some of which give the player control of a political faction--the Landowners, the Church, the Labor Unions, the Conservatives, and so on. After the President proposes a budget, the Chamber of Deputies--that is, the players and the political factions they control--vote for or against it. If it passes, the money is distributed; if it fails, the President keeps all the cash.

Next comes the assassination phase. Each player has 5 counters; he chooses one as the place where his character will be during the turn (the Nightclub, his Mistresses', the Bank, and so on). The Minister of the Interior may make one assassination per turn; he chooses a target player, and sends his hit squad to one of the five locations ("Kill Miguel at the Bank."). If Miguel is at the Bank, he dies; otherwise, he is free. Some cards allow other players to conduct assassinations as well.

When a player dies, the President's brother-in-law takes over control of the position, and the player is out of the game for one turn, during which time the President himself runs the position. At the end of this time, the player takes over again (so no one is dead permanently).

If a player chooses the Bank as his location, he may deposit any money he has on hand in his secret Swiss bank account. This is important, because the winner of the game is the player with the largest bank account at its end. Here is some of the diplomatic complexity; the Minister cannot attempt assassinations at the Bank twice in a row. Also, if the budget vote in the Chamber of Deputies fails, the Bank is closed. By adroit maneuvering it is sometimes possible to prevent a player from getting his money to the Bank--which is important, because if he is killed before he can



deposit his money on hand, the killer gets the dough.

At the end of the turn, each of the players has a chance to declare a coup attempt. When a coup attempt occurs, the players may play seven coup turns. This is the only time that the military units and the game's board are used. There are 5 areas on the board of importance: the President's palace, the Chamber of Deputies, the radio station, the railroad station, and the Bank. If, at the end of the coup sequence, players loyal to the President hold a majority of the 5 spaces, the coup fails, and the President may send one of the

rebels to the firing squad. If rebel players hold a majority, the coup is a success, the rebels may declare any player the

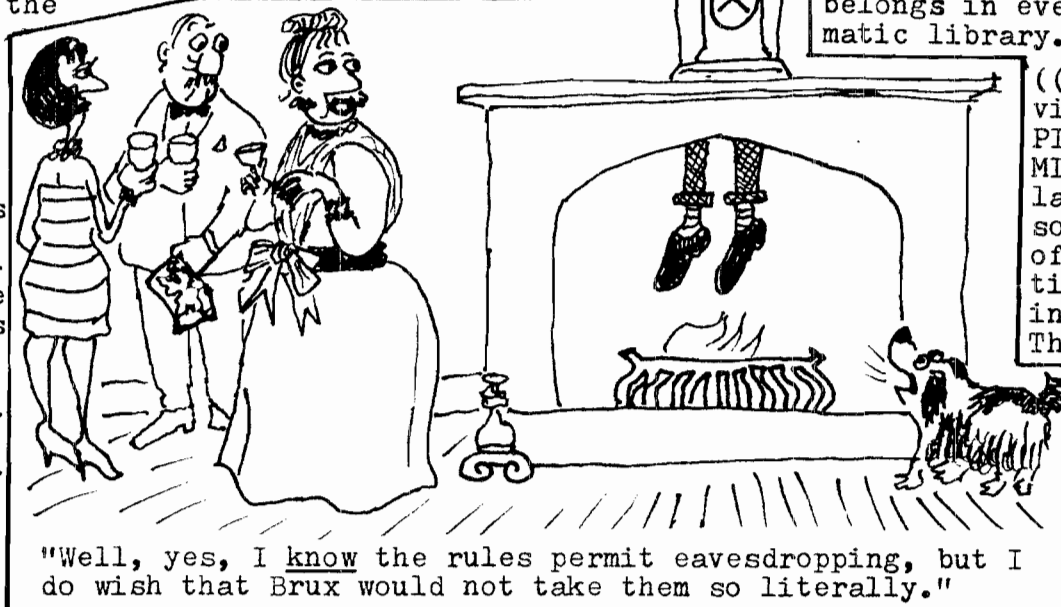
President (without the unnecessary messiness of a general election), and then send one player (either a loyalist or an obstreperous rebel player) to the firing squad.

Each player controls some forces on the board. The 3 generals each control a regular army brigade; the President controls the Presidential Guard; the Minister controls 4 police units; and the Admiral and Air Force commander are allowed to make off-board naval artillery or air strikes. In addition, some of the cards give players other units--student rioters, for example, or the Christian Militia. Movement is plotted as in Diplomacy, and combat uses a Risk-like die-roll system.

JUNTA plays quite quickly, with pauses for secret negotiations, and has, in some ways, the same kind of maleficent, debonair appeal as Diplomacy; in Diplomacy one back-stabs; in JUNTA, one

JUNTA is a superb diplomatic game, and although it lacks the strategic complexity of DIPLOMACY, it has several advantages as well; chief among these are the facts that it takes no more than two hours to play and is simple enough to be played by nearly everyone. (Like DIPLOMACY, however, one should be careful about whom one plays with; two friends of mine, husband and wife, nearly came to blows over a game when he, the Minister of the

Interior, assassinated her, an overly-trusting President). JUNTA, then, belongs in every diplomatic library.



((Greg's review of EMPIRES OF THE MIDDLE AGES lastish was somewhat out of date by the time we got it into print. The game itself is out of print, due to the demise of SPI, although Greg expects TSR will reissue it in time.

Greg also points out some printing errors in the extant edition. Hungary is printed in the light yellow of L'Anglais d'Oc, although they actually speak a non-Indo-European language. The connecting link between Kiev and two other areas was omitted by mistake; it actually does border on Rязан and Smolensk.)

#### THE VISIT

(continued from p.19.)

find it. I traveled home and now sit comfortably in my study. Was it just an ugly dream? I wish it so. In my hands is a letter from Updike wondering why I haven't visited yet; requesting my presence to share a game and MEAL. I shall decline. All desire for a FTF is gone. I shall be forever content to play only through the mail.

## 1983X

## D. W. DEMO GAME

GAMESMASTER: Rod Walker  
COMMENTARY: Eric Verheiden

((DIPLOMACY WORLD's new Demonstration game is under way and has completed 1901 already. And some game it is! We have assembled such a cast of diplomatic talent, military skill, and treachery that the mind boggles at what might happen with this scurvy crew. Let's introduce them:

((AUSTRIA: Edi Birsan, or BirSauron as he is known to his ~~friends~~ victims, has been in the hobby since the misty long-ago of 1966. Edi is former editor of the fine 'zine ARENA, former President of the IDA, author of numerous articles (including the classic "Lepanto Opening"), and the only person to have won two previous DW demos. One of the winningest players in the history of the hobby.

((ENGLAND: Don Ditter is presently Boardman Number Custodian. He has won one DW demo previously and was our commentator for the last one.

((FRANCE: Lee Kendter, Sr., is a former Boardman Number Custodian and presently edits the respected gamezine WHY ME? He is also Miller Number Custodian at this time. Lee is one of those rare people who have won postal games playing every Great Power.

((GERMANY: Paul Rauterberg has been a postal player for a decade already, and has compiled a number of victories in that time. He is editor of MIDLIFE CRISIS...that horrid moment when a fan discovers there is something in life besides Diplomacy.

((ITALY: Larry Peery has been in the hobby almost forever and has been known to win games when the other players take pity on him and all NMR. He is the author of The Strategy and Tactics of Postal Diplomacy and presently edits XENOGOGIC and co-edits DIPLOMACY WORLD. He is a scurvy knave.

((RUSSIA: Konrad Baumeister is another scurvy type, and to prove it he won the tournament at the 1982 DipCon. He edits the purely purple 'zine GIVE ME A ~~WENCH SHOVE NOT~~ WEAPON...well, whatever...and has previously edited

'zines with names such as EGGNOG. Whether Konrad is relevant to the hobby is still being debated, but he does win games.

((TURKEY: Mark Berch has apparently been in the hobby longer than there has been a hobby. He is the winner of the last DW demo and loves to be stabbed. He edits DIPLOMACY DIGEST and wears funny green hats. We wish to deny that Mark will sell his grandmother for a supply center...he can't; he already has.

((The game is being carried in the bicephalous 'zine EREHWON/HOOSIER ARCHIVES, to which interested parties may sub @10/\$1 (but issues are not sent to you until the seasons in them appear in D.W.). EREHWONs 106-109 are now available (\$.40) if anyone is crazy enough to want them.

((Reporting of the game uses the EREHWON system of notation. Each order is followed immediately by all related support and/or convoy orders. Thus, "A Mun-Ber S by A Kie" (for A Mun-Ber, A Kie S A Mun-Ber) or "A Lon-Bel C by F Nth and S by F Hol & A Ruh" (thus ordering 4 units). Abbreviations are exactly as specified in the Rulebook, plus Lpl (Liverpool), Lvn (Livonia), Trl (Tyrolia), Tyn (Tyrrhenian), and Bot, Lyo for the 2 "Gulf of" spaces. Other order abbreviations include: /r/, dislodged & must retreat to ...; R-, retreats to; /d/, disbanded because no retreat or unable to retreat; D, disband; B, build; /cd/, convoy disrupted; /nso/, not so ordered; /otm/, unit supported in place was ordered to move; /nsu/, no such unit; /imp/, impossible. Orders which fail are underlined. In supply center lists, gains/losses are indicated as Lon/Lon.

((We anticipate that approximately one year of the game will appear in each issue of DW.))

### Spring 1901

AUSTRIA: A Bud-Ser, A Vie-Bud, F Tri-Alb.

ENGLAND: F Edi-Nrg, F Lon-Nth, A Lpl-Vor.

THE FOLLOWING SECTION IS OUR SUMMER 1983  
READER RESPONSE FORM. PLEASE FILL IT OUT AND  
MAIL IT TO US. INSTRUCTIONS ARE OVERLEAF. IF  
YOU HAVE ANY ADDITIONAL COMMENTS, SUGGESTIONS,  
OR WHATEVER, PLEASE WRITE IT BETWEEN THE "FOLD  
HERE" LINES OR ENCLOSE IT ON A SEPARATE SHEET  
OF PAPER. NOTE THAT THE DEADLINE FOR RETURN  
IS 1 AUGUST 1983, PLEASE.

*fold here*

FIRST CLASS MAIL

DIPLOMACY WORLD'S READER RESPONSE FORM...SUMMER 1983

Instructions: Please fill out as much of this form as you care to. Please fold it in 3 parts (as indicated) and mail to the address printed. (If you fold it in half, it's oversize and the Post Awful will not accept it for 20c.) Please include any further comments, extra sheets, or whatever you wish...enclose your renewal if you like. Limitation: Only persons who were subscribers as of the mailing date of D.W. #34 or who have subscribed on or before 1 August 1983 are eligible to use this form. Unsigned forms will not be counted, as we wish to make sure we are hearing only from our readers. You may use a facsimile of this form if you wish. Deadline for receipt is 1 August 1983.

1. Which article in DIPLOMACY WORLD 34 did you like best?

2. Which article in DIPLOMACY WORLD 33 did you like best?

3. Out of all the issues of DIPLOMACY WORLD which you have seen, which was: (Please limit your answer to DWs 28-34.)

a. The best issue?

b. The best article?

4. Please rate the following topics and features in DW as to your preference, starting with 1st and down as far as you care to go. If there is any of these which you hate, write "H" next to it. You may tie items.

\_\_\_\_\_ Tactics & strategy

\_\_\_\_\_ Winners

\_\_\_\_\_ Variants

\_\_\_\_\_ Ratings & Polls

\_\_\_\_\_ Demonstration Game

\_\_\_\_\_ Hobby Service info

\_\_\_\_\_ Poetry

\_\_\_\_\_ Letters

\_\_\_\_\_ Fiction

\_\_\_\_\_ Hobby news & reviews

\_\_\_\_\_ Contests & puzzles

\_\_\_\_\_ Game reviews

5. Do you approve of our decision to stop devoting space to a complete listing of all game openings?

YES NO MAYBE (comment?)

6. Do you approve of your decision to run a variant demonstration game in DIPLOMACY WORLD?

YES NO MAYBE (comment?)

7. Do you approve of our editorial policy of keeping feuds and hobby politics out of DIPLOMACY WORLD?

YES NO MAYBE (comment?)

8. Do you believe there should be a Code of Ethics as a voluntary standard for GM and publisher behavior?

YES NO MAYBE (comments?)

9. RATE YOUR GMS. On this sheet, and/or a separate sheet of paper, please rate all the GMS you play under. Rate each on a scale of 0(=abominable) to 10(=wonderful). Rate each in three categories:  
Name Accuracy Ethics Promptness

10. RATE YOUR 'ZINES. On this sheet, and/or a separate sheet of paper, please rate all the 'zines you receive regularly. Rate each on a scale of 0(=horrid) to 10(=fantastic). Use the following categories:  
Name Content/ Value Ethical Factual  
Interest per \$ Standards Accuracy Fun  
DIPLOMACY WORLD

11. If you could have one thing omitted from DIPLOMACY WORLD, what would it be?

12. If you could have one thing added to DIPLOMACY WORLD, what would it be?

13. You are about to organize a Demonstration Game, and you want to have the seven best players in the hobby in it? List the seven active players you would invite:

fold here

FROM:

(stamp)

FIRST CLASS MAIL

TO: Rod Walker  
1273 Crest Dr.  
Encinitas CA 92024



FRANCE: F Bre-Mid, A Mar-Spa, A Par-Bur.  
 GERMANY: A Ber-Kie, A Mun-Boh, F Kie-Den.  
 ITALY: F Nap-Ion, A Rom-Ven, A Ven-Trl.  
 RUSSIA: A Mos-Ukr, A War-Gal, F StP(sc)  
 -Bot, F Sev-Bla.  
 TURKEY: F Ank-Bla, A Con-Bul, A Smy-Con.

### Fall 1901

((Although the game is being run with a separate Winter season, as per normal PBM practice, the results will be reported, when possible, as part of the Fall season, as per the Rulebook.))

AUSTRIA: A Bud-Vie, F Alb-Gre S by A Ser. Owns: Bud, Tri, Vie, Gre, Ser (5). Build A Tri, A Vie.

ENGLAND: F Nrg-Nwy, A Yor-Bel C by F Nth. Owns: Edi, Lpl, Lon, Bel, Nwy (5). Build F Edi, F Lon.

FRANCE: F Mid-Por, A Spa H, A Bur S ITALIAN A Trl-Mun. Owns: Bre, Mar, Par, Por, Spa (5). Build F Bre, A Par.

GERMANY: A Kie-Hol, A Boh-Mun, F Den H. Owns: Ber, Kie, ~~Mun~~, Den, Hol (4). Build A Ber.

ITALY: F Ion-Tun, A Ven-Trl, A Trl-Mun. Owns: Nap, Rom, Ven, Mun, Tun (5). Build F Nap, A Ven.

RUSSIA: A Ukr-Gal, A Gal-Vie, F Bot-Swe, F Sev-Bla. Owns: Mos, StP, Sev, War, Swe (5). Build A War.

TURKEY: F Ank-Bla, A Bul-Rum, A Con-Bul. Owns: Ank, Con, Smy, Bul, Rum (5). Build F Con, F Smy.

### COMMENTARY:

The game got off to an interesting start, with some similarities to the previous game.

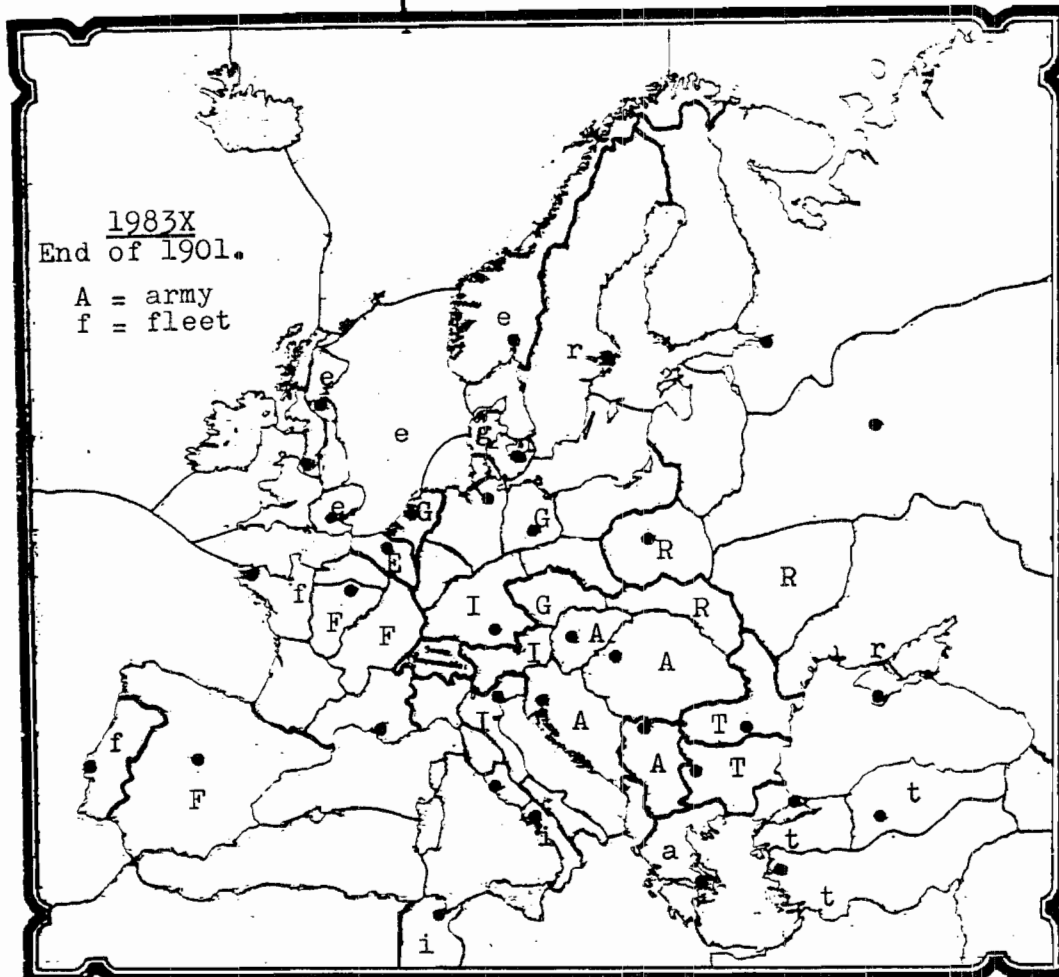
First of all, Russia and Turkey, who are essentially local players (Washington

DC and Alexandria VA) got together with Italy to play stamp-on-Austria, at least as it first appeared.

In the previous game, Austria quickly dropped out, the Russo-Turkish alliance stuck, and Russia (Mark Berch) eventually won. Here we have a reversal with Berch as Turkey and, more importantly, Birsan as Austria. The latter has previously won two games in this series as France and Russia.

All was not as it first seemed, however, and Italy marched into Munich rather than Trieste and Austria won a big coin flip by covering Vienna instead of Budapest. I am sure it was nail biting time for Edi until the Fall moves arrived.

Why did the eastern principals move as they did? Turkey chose his best chance for victory, the Russian alliance. Italy-Turkey simply does not work--both countries need the same turf to prosper. Austria-Turkey, if successful, tends to squeeze



Turkey into a slowly developing Mediterranean empire. It can work well for Turkey if combined with an early stab before the move west (or north). However, this requires a lot of shrewd and successful diplomacy. Russia-Turkey is the more sedate choice and can last into the mid-game, when Turkey stabs while Russia has northern problems with Turkey's secret western ally.

Russia was probably influenced by sheer dogged persistence on Berch's part, the useful object lesson of the previous game, and seditious rumors of Birsan's untrustworthiness (all true, of course). However, the alliance is not a bad choice. Austria and Russia tend naturally to fight over the same turf and Birsan can be a very dangerous ally.

The tricky part of the Russia-Turkey alliance is the genie-back-in-the-bottle part: how to get rid of a suddenly superfluous Turkish ally. The best avenue is to stomp on Austria and then arrange for Italy to occupy Turkey while Russia runs up north. However, Russia can also simply outrun Turkey to the finish line, particularly if the latter is sleeping at the switch (as in the previous game).

Austria curiously had the fewest options of all. Probably rebuffed by Russia and Turkey, he had to get Italy on his side. This was accomplished by a bribe called Munich, curiously supplied by France.

Italy had the big choice in the Fall: stab Austria for immediate advantage or accept the proffered gift. He chose the latter, probably knowing that if the situations were reversed, Edi would stab Austria and trust to diplomacy to hold onto the pieces.

Larry has the reputation of a less than overpowering diplomat and this provided the safe route (like the Russian alliance for Berch) while forestalling the fairly likely possibility of being overrun by Russia/Turkey after the fall of Austria (as happened in the previous game). There was also the novel element of the gift of Munich, which allowed the otherwise impossible double build (impossible without walking into Trieste).

The western situation played as a fairly standard Anglo-French alliance against Germany, with the added element of the ill-fated German move into Bohemia.

France comes off as the master diplomat here and Germany as a bit weak. Kendter's support of the Italians into Munich solved a number of his problems at once:

(1) It kept Italy off Birsan's back and by inference his arch-rival Berch from getting out of the Turkish box for a while.

(2) It forestalled accomplishing the same thing by having Italy go west.

(3) It precipitated the downfall of Germany.

Kendter's main problem is continued control of a strong England. It would not be surprising to see an early stab of England with Germany (but on French terms). The pieces (F Bre, F Por) are there with the necessary excuse (Italian alliance) and the east is internally occupied. That was certainly not the case in the previous game where the early alliance switch set up the west for the Russo-Turkish steamroller. Unfortunately, Ditter also has the pieces in place (F Lon, F Nth, A Bel) and has the same option.

England starts with an initially strong position, more or less handed to him. This sort of thing is one reason for Franco-German alliances. He has the option of continuing with France for a while (Anglo-French alliances never last forever--too many English fleets) or striking south immediately with a weak and desperate Germany. Frankly, I'd try the latter if I could.

Germany is the odd man out. He looks to me as if he felt England and France were going for "neutrality" in 1901, giving him the attractive option of an expeditionary force in Vienna. No need to dwell on the obvious error, but Germany rarely does well without a western ally and three builds in 1901.

Guesses for 1902? I'm going to get way out on a limb (I can hear it being sawed off) and predict an English stab of France. Ditter is a very strong player and he has an opportunity which may not be repeated.

In the east, I don't think Edi will settle for stalemate long. I think he will push hard for a deal with Berch to cut losses by hitting Russia while simultaneously setting

up Peery for a stab. I'm less sure about this one, but it's the kind of

high risk, flashy alliance Birsan likes.

# CONTESTS

## 1. DipCube

Bill Becker's excellent DipCube in last issue drew dozens of entries. We were delighted to hear from so many of you...contests so often draw few entries.

It was pointed out to us...quite often...that an "earliest postmark" requirement wasn't quite fair. So we decided to award prizes...one to the earliest postmarked correct entry, as advertized, and one determined by a random drawing of all entrants with a complete answer (which meant all of you).

The correct spaces in the Cube were: Aegean, Albania, Ankara, Black, Bothnia, Brest, Irish, Kiel, London, Lyon, Moscow, Naples, North, Norway, Paris, Rome, Ruhr, Serbia, Silesia, Spain, Syria, Wales, Warsaw.

Winners: Earliest postmark, Scott Marley; random drawing, Marvin Baker. Congratulations to both of you and a year's free subscription also.

Thanks, too, to all those who entered the contest. You were (in no particular order): Evans Givan, John MacFarlane, George Leritte, John Narciso, Brett Salk, Pete Chalmas, Brent Bertram, Keith Sherwood, Steven Cooley, Kevin Tighe, Russell Sipe, Mark Fassio, Don Williams, Errol Platt, Ron Mulhollen, Andre Torres, Pat Hart, Steve McCarthy, Mark Hogue, Roland Morris, Pat Frye, Steven Domzalski, David Kleiman, Ruth Glaspey, Pat Conlon, Bill Yeaton, C. J. Cottle, Richard Belliveau, John Stewart, Paul Gardner, Freeman Butland, Robert Naardin, Jack Jung, Ernest Hakey, Steve Hutton, Mark Luedi, Stan Johnson, Ben Schilling, Don Ditter, Ed Henry, Bill Hawley, Laura Johnson, James Wall, Mike Wise, Kathy Byrne, Richard Edison, and two people who, alas, did not put their names on their entries. Many of you made kind comments about Bill's efforts in constructing the Cube, or detailed your solution. I enjoyed very much your many little "extras".

## 2. Diplomacy and the Arts

Because a contest I had recently in EUROPA EXPRESS ended in a tie, there had to be a tie-breaker contest. However, we've decided to run that one in DIPLOMACY WORLD as well. The prize, again,

as usual, is a year's subscription (that is, \$8 worth of sub) to this rag. The prize will be awarded to the submitter of the most accurate answer. In case of tie, it will be broken by a random drawing. The deadline for submissions is Saturday, 20 August 1983.

Each question in this contest is related to a work of art, music, or literature. Each said work has within it some event, or reference to an event, which reduces to a move on the Diplomacy board. This reduction will normally be to some extent misleading, which gives the contest its challenge. Therefore: name the works listed below:

1. An opera in which A War-Mos takes place (on stage).
2. A novel in which the move A War-Mos is followed by A Mos-War.
3. An opera in which it is announced that the move A Mar-Pie has failed, although it is later found that the move succeeded.
4. A play in which A Nwy moves to Den via War.
5. A novel and a movie in which the move A Switzerland-Lon occurs.
6. A poem which is entirely a description of A Bud-Ser.
7. A blockbuster movie about A Lon-Bre, F Eng C A Lon-Bre.
8. A play in which A Yor-Edi forms the climax.
9. A musical piece, featuring rifles and other nonmusical noises, written in commemoration of the move A Por-Spa.
10. A movie entirely about the move A Bel-Hol.
11. A rather old non-American movie about these orders: GERMANY: A Lvn-StP; RUSSIA: A StP-Lvn.
12. A movie in which A Rom-Apu is followed by A Apu-Rom.
13. An epic in which the following occurs: A Gre-Con C by F Aeg.
14. A movie in which the action makes possible this: F Ion-Aeg.
15. A painting to which A Naf-Spa forms the essential background.
16. The most famous novel about these orders: GERMANY: A Pic-Par;

20  
FRANCE: A Par-Pic

17. A Humphrey Bogart film in which A Pic-Par forms an essential catalyst for the plots.

18. A movie in which A Apu-Gre C by F Ion occurs twice and F Ion-Gre also occurs. (In addition, after each of those movements, a main character...a different one each time...moves from Gre to a place off the board: the same place each time.)

19. A famous work of art, not a painting nor a sculpture, illustrating this move: A Bre-Lon C by F Eng.

20. A poem and at least 2 well-known operas which illustrate this se-

quence of moves: F Con-Aeg, F Aeg-Ion, F Ion-Tun, F Tun-Tyn, F Tyn-Rom. Each work is in a different language.

21. A 19th Century song (still familiar and sung today) mentioning, in part, F Mid-NAf.

22. An opera which had its premiere in Vienna while that city was under foreign occupation. This occurred after this sequence of moves: A Mun-Trl, A Trl-Vie.

Some of these are easier than others. There are 24 answers (counting 3 for #20). The highest number of accurate answers wins. Good luck.

## the ORIGIN OF DOUBLE DIPPY

Ask the Hobby Historian #3.....by Mark L. Berch

In the hobby now, the phrase "double dippy" is a generic one. It encompasses a loosely defined group of variants whose rules, though simple, vary from 'zine to 'zine and may even change during the game. As such, it is similar to the "blind" games which were popular around 1980. Although it is now a category of games, originally there were just two.

These were invented by Mark Berch way back in 1983, as part of a series of games designed to leave the board, pieces, and adjudications basically unchanged, but to expand the diplomatic scope of the game. In addition, these two games had another purpose, to recreate the "feel" of hobby 'zines as they existed at the very beginning (early and mid '60s). At that time, believe it or not, a 'zine carried only one game, and pretty much everyone followed it.

The first was called "Dual Duel". At points in the game of his own choosing, the GM would ask each player to submit two sets of orders for his country, and give them certain labels. He might ask for a "methodical set" and a "daring set"; or a "loyal" and "disloyal" set; or a "short-sighted" and a "far-sighted" set. The GM would then publish both games on a flyer, e.g., the "methodical game" and the "daring game". This would go out to players only. They would then have 2 weeks to submit a

game should be the "real" one. They were allowed  $\frac{1}{2}$  page, and could pool their efforts with their allies if they wanted. These statements were designed to persuade. They did not have to be serious or even accurate. Next the GM published the seasons for both games plus all the statements received in the 'zine proper. He set a deadline. Players were to submit orders for both games. In addition, all subscribers, including the players, were allowed to vote on which game would be the real one. In the next issue, the GM would print the results only of the game with the most votes, e.g. only the "daring" game. The moves for the other were discarded. This procedure could be repeated in as many game years as the GM wanted. In case of tie, the GM cast the tie-breaker.

It should be noted that the player was not obligated to submit two sets of orders; if she didn't, the same set was used for both games. Nor was she obligated to follow the labels --and it was not rare for a player to reverse them: e.g., submit orders that were actually daring for the "methodical" game. Of course the risk in doing this was that the voters would find this to be unsportsmanlike conduct, and vote against the game she did well in. When the game was split,

permitted, as was a deal linking moves and votes, among the players. Cross game deals between players and voting spectators were not permitted. Usually GMs limited the voting population to those there from the start, to prevent the players from trying to "stack" the mailing list as the game went on, and most required that all voters be in the hobby, to keep players from bringing in their parents, school chums, etc. The GMs recognized the importance of the diplomacy-directed-at-voters, and usually printed change-of-address notices for the voters, to allow players to write directly as well. Some even permitted players to include supplemental flyers (at the player's expense) if a player felt a half-page was not enough to make his case. The net result was that a player who had, say, been stabbed in one of the games but not the other, might recover by persuading the onlookers to vote for his preferred game.

The other variant was the related SeeSaw. Here, instead of one player submitting two sets of orders, there were two teams of 7 players each, A and B. Each Spring, both teams would submit Spring orders. The GM would put both games on a flyer and solicit statements from the players. The "A" and "B" games would then be printed in the 'zine, along with the statements. Each team would then submit Fall orders, but only the orders for the game getting the most votes would be printed in the Fall--e.g., only the A Game. That team would then be permitted to submit builds. The following Spring, the cycle would begin again, though many GMs when running the game used a two year cycle, doing a vote only every other Spring. The business of writing statements as to which game should be used was more complicated here than in Dual Duel. Players naturally wanted their own team to be selected. On the other hand, if a player's country had done very poorly in his game, but well in the other, he might well argue against

his team, and this did happen. This game was harder to organize because it took 14 players, but required less work from each player since often he'd be "off".

These two games provided the basic framework for what became known as Double Dippy. GMs, however, added their own variations. The most common by far was allowing the game to "ripen". As you can see, the split game only lasts one season, and then there is an immediate vote. This sets a limit on how much the games could diverge. Some GMs preferred to let both games run a bit before calling a vote. For example, the players might be asked to submit two sets of SO4 orders, which would both be printed. They would then have two games, and would submit FO4 orders for each, as before, but no vote would be held--and both FO4s would be printed. Then the SO5 orders would be submitted, the games sent on flyers to the

players, statements collected, and the readers would base their votes on the SO5 situations, rather than the SO4 situations. By then, the games might be quite different--or they might have converged back some. In SeeSaw, some GMs would permit players to switch teams if their counterparts were willing--e.g., the Italian A and Italian B players would switch teams. Most GMs landed up not running the game in a separate 'zine, but rather as a subzine in their own 'zine, sometimes under a GGM.

Some variations have proved to be failures. Twice, attempts were made in Dual Duel to divide the game twice, so that the two games became four. In one case, the GM had a big vote, cutting the 4 games back to 1. In the other, the 4 games were combined back to 2 and then to 1. In both cases, the opinion seemed to be that it unduly





complicated things. The other attempt in this direction was to combine the 2 variants. The game began as a SeeSaw, with an A game and a B game. Both were then split in the manner of Dual Duel, to give 4 games. The GM then used a system of preferential balloting to bring things down to one game again. This game was actually going fairly well, but on the third time this was done, a tie occurred, between 2 games, both of which were branches of the A Team's game. The HRs had a rule that the GM breaks a tie, but the GM decided there was no need for that, kept both branches, and asked for the next season's orders for both. This of course shut out the B Team, and they mightily protested. Bad feelings resulted, and the game degenerated into squabbles. The GM later said he should have stuck with the HRs, but by then it was too late.

One of the oddest results was in an ordinary Dual Duel. At one of the branches, called "ruthless", two countries were eliminated, leaving only 3. In the other branch ("loyal"), the two minor powers were not only not eliminated, they actually had some growth. In the ensuing diplomacy period, the three major powers discovered that they all wanted the ruthless branch, but were afraid the loyal branch would win the vote. So they found an outside GM willing to run an ordinary game, and sent an extra copy of their "ruthless" or-

ders to him. Sure enough, the loyal branch won the vote. The players continued with the variant from the loyal (5-player) branch, but on the side, played out their 3-man game. After a game-year of this split, the 3 players proposed that the original GM put the side game and the real game to a player vote, but he refused. That situation is vaguely similar to the "Fagelson Numbers" business, which will be covered in another report.

One GM attempted to split the game three ways rather than two, which did not work out too well, though one game can't really tell you much.

These, then, were the original forms. Now in the mid 90s the game is not played much any more, but when it is, the games are not too different from how it all began. The only major innovation was the form of SeeSaw in which both teams had the same roster. This needed only 7 players and so was easier to organize. If the country assignments were the same, the game is not at all different from Dual Duel--the game lacked the labels and the GM control over the timing of the splits. Usually, though, the country assignments were different, which made for some very interesting cross-game negotiations.

Don't forget, if you've any questions you think would make good topics, write to "Ask the Hobby Historian", care of this 'zine.

# THE ALIENS

(The initial set-up of this variant is entirely different in form and method from standard Diplomacy. It vaguely represents a plausible, though very unlikely, situation following a great global disaster. It is not necessary to believe in UFOs--I don't--in order to play the game! ...LP)

As populations rocketed and resources became more scarce, the political conflict between the have and have-not nations became cold war by the turn of the 21st century. Research in biological and chemical weapons was pursued by the smaller nations, and in the end the inevitable occurred. Miraculously, few thermonuclear weapons were exploded. but

A DIPLOMACY VARIANT

by

**Lew Pulsipher**

(reprinted, with permission, from  
GAMES & PUZZLES #80)

civilization was destroyed by debilitating or deadly nerve gases and epidemics.

Now was the time for the aliens to act. Mankind had blithely ignored the patient surveillance by several alien races despite myriad reports of "UFO" sightings. Now that the Terrans were laid low the aliens intended to gain control of the still vast resources, now including slaves, potentially at their disposal. Each race must contend with the others, however, in a deadly game they have played for millenia on planets such as Earth. The aliens are immune to the agents which destroyed humanity, and the pitiful remnants are



helpless against the invaders' advanced weaponry. An alien supreme command will not risk large forces unless significant results are quickly obtained--the highly trained troops can be better used elsewhere. As usual in such conflicts, nuclear weapons are not used; why fight over territory only to wreck what you wish to exploit? There is enough for all, if not on Earth then on some other foolish world....

1. Each player represents an alien race attempting to gain control of Europe. The struggle goes on worldwide, of course, but the European segment is sufficiently representative of the ultimate result.

2. The game begins with a negotiating session. This is followed by the initial move of the game, in which each player lands his spaceship(s) in land provinces on the standard Diplomacy board. Each ship carries 1 army and 1 matter transmitter apparatus (T). Each ship must be assigned a list of possible landing sites (repetition of choice not allowed) in case another ship is ordered to land in the same or an adjacent space. When this occurs, the ships prevent each other from landing, and all ships involved land in the second province listed, or if there is a conflict there, in the third province, and so on. For example, if 2 ships are ordered to Paris and Burgundy respectively, both must withdraw and attempt to land at their second choices. If Brest were a second choice the ship could land despite the previous attempt at Paris, but if at the same time a ship attempts to land in or already occupies Gascony, Picardy, or Paris, it could not land at Brest. After the spaceships have landed initial troops and transmitters they return to their respective home systems--a long journey at light speed--and take no further part in the game.

3. The number of units (excluding Ts) a player may have is identical with the number of centers owned, as usual, but units appear in an otherwise vacant space containing one or more transmitters, whether in a supply center or not, rather than in a "home supply center". When the transmitter is in a coastal space a fleet may be brought in rather than an army. The unit may arrive in Winter, Spring, or Fall, whenever a transmitter-occupied space is otherwise vacant. The transmitter cannot move in the season in which the new unit arrives. The unit type (army or

fleet) need not be stated until it arrives, and the new unit may be held in reserve--there is no obligation to bring it in as soon as there is room for it.

4. New units come from the aliens' home star systems but use supplies largely acquired on Earth. Thanks to the initial willingness of the alien commands to support operations, during 2052 each player may have 2 more units than centers owned, and during 2053 1 more unit than his center total (Ts again excluded, of course). Thereafter each player receives only as many armies and fleets as the number of centers owned.

5. When a player is obliged to remove a unit owing to lack of supply it must be the one nearest any of his transmitters, with a choice if more than one is equally near.

6. A player may have 1 transmitter plus 1 for each 3 centers owned. (The additional supplies noted in rule 4 count toward transmitter allowances as well.) Less than a set of 3 centers does not count, so, e.g., a player with 3 centers (1+2) may have 1T; with 7 centers (6+1) he is entitled to 3T. No player may ever have more than 4T at one time. When a player has no centers he loses his last T.

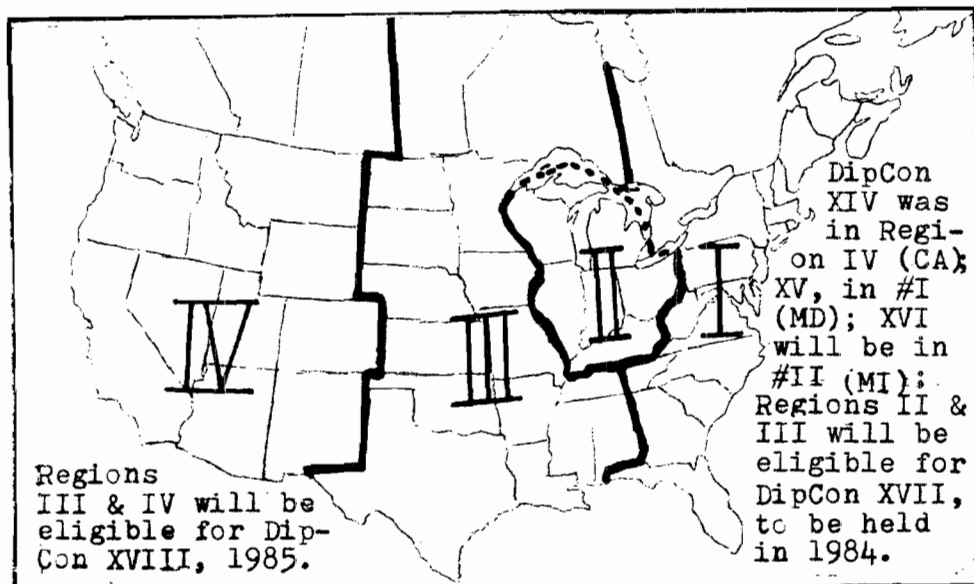
7. A transmitter moves like an army, including convoy. Ts have no combat strength, may not be supported, may not capture a space, and are destroyed if an opposing unit (except another T) occupies the space one is in. Exception: a T is not destroyed by a unit of another player when that unit has transmitted to the space in that season.

If the unit is with the transmitter at the end of the next move season, however, the T is destroyed. A T may occupy a space along with an army, fleet, or T of the same alien.

8. Units may move from one T to another, including a T owned by

(More: p. 31.)





This time we have excerpts from the DipCon Society Columns #2 (31 March), 3 (30 April), and 4 (25 May). The column is edited and published by John Caruso, 160-02 43rd Ave., Flushing NY 11358. Other committee members are Chairman Al Pearson (Box 898, Charles Town WV 25414) and Ben Schilling (24730 Roosevelt Ct., Apt. 315, Farmington Hills MI 48018).

For general information on Origins, the host convention, write (with SASE) to Origins 1983, c/o MDG, Box 656, Yandotte MI 48192. The convention will be 15-17 July at Cobo Hall in Detroit.

#### DipCon schedule:

15 July: Friday, 6:30pm--Variant Tournament, run by Ben Schilling. There will be 2 2-hour rounds of Gunboat Dip--first round random assignment, second round seeded.

16 July: Saturday, 10:00 am--A panel/round table discussion, organized & chaired by Kathy Byrne.

2:30pm--Signup for the tournament.

3:00-9:00pm--Round I.

9:30pm--DipCon Society Meeting (this will select the site for DipCon XVII and elect a new committee for 1983/84.

17 July: Sunday, 8:30am--Check-in for Round II.

9:00am-3:00pm--Round II (seeded from the results of Round I).

3:30pm--Awards Ceremony. This will include awards from the tournament and presentation of the Miller Memorial Award by Fred Davis. Host for the session will be Kathy Byrne.

Scoring system: The committee is presently considering 4 proposals and will determine on one of them by the end of June.

Diplomacy auction: Al Pearson is trying to organize an auction of Diplomacy-related materials for people who have some to sell. If you are interested in this, contact Al.

Host conventions in Regions II and III interested in hosting DipCon XVII in (summer) 1984 should contact Al or Ben for details on bidding. We understand that the 1984 Origins will be in TX--which, if selected as host, would be the first DipCon in Region III since the Oklahoma City DipCon (III) in 1970!

DipCon Charter Amendments. Some minor amendments to the Charter are being proposed and will be considered at the DipCon Society meeting Saturday night. Anyone wishing a copy of the Charter should be able to get one by sending SASE to Al Pearson or John Caruso...or by sending one to the Editor of DIPLOMACY WORLD. The proposed amendments:

(A) (Replace 1.2): The DipCon Society exists for the purpose of selecting a site for each successive DipCon, and for electing an Administrative Committee to manage the Society's affairs between DipCons as provided under Articles 2 and 3.

(B) (Add to 2.2): If a representative from a bidding site is unable to attend, a written brief may be submitted to the Society. This brief will be presented to the Society by the Chairman.

(C) (Replace 3.1): The Administrative Committee will consist of 3 members elected by the DipCon Society to manage the Society's affairs from the end of one DipCon to the start of the next.

of the next DipCon.

(D) (Add to 3.1): The Administrative Committee in office at the start of a DipCon remains responsible for all matters within its jurisdiction for the length of that DipCon. The outgoing Administrative Committee will retain responsibility for the distribution of any assets earned at that DipCon. The outgoing Chairman will advise the incoming Chairman of the exact distribution of said assets no later than 60 days prior to the next DipCon.

(E) (Replace 3.2): The DipCon Society will designate one of the Committee members to serve as Chairman.

(F) (Replace 3.3): The Committee has complete responsibility for making all preparations for the upcoming DipCon. The Committee will select one of its members to keep the hobby at large informed of the upcoming DipCon through a newsletter called DIPCON SOCIETY COLUMN. The Committee will coordinate with the host convention all necessary publicity, selection of a tournament director and scoring system, arrangements for place and time of the tournament, the DipCon Society meeting, and any other activities the Committee deems proper. The Chairman will prepare a report of the activities of the DipCon Society no later than 45 days after the DipCon has ended, and this will be published in the DIPCON SOCIETY COLUMN.

(G) (Change 3.5): Substitute "Boardman Number Custodian" for "Hobby Archivist" in sentences 2 and 3, and delete "and the ombudsman of the largest North American Hobby Organization".

John comments here: "The above are the proposed Charter amendments which will be voted on at this year's DipCon. They are listed individually by letter and will be voted on individually, not one lump. As one can see, most are bookkeeping revisions or just simple updates to coincide with today's forum. Amendment F is the only thing that reflects any major change. So if you will be attending DipCon this year, read these over carefully and become familiar with them.

((Frankly, Amendment F seems to me to be a very minor change. Aside from the (very welcome) innovation of the COLUMN, this amendment describes exactly what the DipCon Administrative Committee does now and has been doing since its inception. All of these revisions are needful and good...they update the Charter without really changing it.

## THE ALIENS

(Continued from p. 29.)

another player if all participants agree. The unit must begin its move in the space containing the sending transmitter (T/S) and end its move in the space containing the receiving transmitter (T/R). Neither T may move in the season of transmission. The move is written as any other; e.g., A Kie-Gre, with the additional notation for the transmitters: T Kie (S) Gre, T Gre (R) Kie. A unit cannot be transmitted against its will; i.e., all orders must agree with one another.

9. Support cannot be given via transmitter, nor may a unit retreat via transmitter. The move of a unit being transmitted may be supported, however.

10. Switzerland is passable. Mountains don't bother the aliens' equipment much.

11. The first move season, the move after the spaceships arrive, is Spring 2051.

12. The number of spaceships a player begins with depends on the number of players. If 2 players, each begins with 3 ships. If 3-5, each begins with 2 ships. If 6 or more play, each begins with 1 ship and with an additional army which may arrive via transmitter in Spring or Fall.

13. A player wins when he owns 19 supply centers.

Example: A player's ship list is Par, Bre, Spa, Pic, Gas.... He is bumped from Par and Bre and so lands in Spa. Spring 2051: A Spa-Mar, A Home-Spa, T Spa (R) Home. (There are at least 6 playing, so the player has just 1 spaceship and the extra army.) Fall 2051: A Mar H, A Spa-Por, T Spa H. Owns Mar, Por--he does not own Spa since none of his armies occupy it in Fall. Winter 2051: T Spa (R) F Spa(sc). The player is entitled to 1 more army or fleet and 1 more transmitter, which can arrive in the following seasons.

Second example: ALPHA: F Edi-Gre, T Edi (S) Gre, T Gre (R) Edi, A Alb S F Edi-Gre. BETA: A Bul-Gre, A Ser S A Bul-Gre. This is a standoff in Greece: moves underlined fail.

Optional rule: A unit may move to a space containing a transmitter and transmit to another transmitter in the same move.



# WINNERS

## EVERYTHING 55 & 56

Well, what should come wandering into our mailbox whilst we were typing this mess, but EVERYTHING 56 (we already had 55), so this is really recent information for a change. The big news is that Don Ditter is retiring as BNC and turning the job over to a very capable successor, Kathy Byrne (160-02 43rd Ave., Flushing NY 11358). Game information and subs for EVERYTHING should now be sent to her. Kathy is the first woman to hold the BNC as a sole position (Marie Beyerlein was Associate BNC and Bernie Agosta was de facto BNC). Don has every confidence that she can continue the outstanding work of the previous two BNCs, and so do we.

In the last two EVERYTHINGS, 76 games are reported, of which 38\* ended in victory (\*one of these is dubious; see below). The number of wins per Power were: AUS, 3; ENG, 3; FRA, 6; GER, 8\*; ITA, 5; RUS, 7; TUR, 6 (\*including the dubious win). Draws were: 2-way, 20; 3-way, 7; 4-way, 7; 5-way, 2; 6-way, 2.

DIPLOMACY WORLD would like to congratulate the winners of the following postal Diplomacy games (\* indicates replacement players; \*\* indicates the dubious win and the note following):

1977AH (FRA, Andy Lischett), 1977AI (ENG, \*Gregg Fritz), 1977AR (AUS, Blair Cusack), 1977HQ (GER, Dave Grabar), 1977HS (ITA, Tom Ripper), 1977HX (ITA, Stan Johnson), 1978L (RUS, \*John Lipscomb), 1979K (FRA, Blair Cusack), 1979AC (TUR, \*Dave Carter), 1979AT (FRA, Peter Fuchs), 1979HA (FRA, \*Tom Swider), 1979KB (GER, \*Doug Beyerlein), 1980AK (ENG, Tom Graessle), 1980HJ (ITA, Bill Gosvenor), 1980HP (FRA, \*Dave Carter), 1980HZ (GER, Ron -Cal- Brown), 1980IA (GER, Tom Williams), 1980IP (RUS, Al Dudderar), 1980IW (GER, \*Kevin Tighe), 1980KI (TUR, Kathy Byrne), 1980KX (RUS, John Horn), 1980KZ (TUR, Jack Masters), 1980LB (FRA, Dennis Sustare), 1980LQ (GER, Tim Haffey), 1981A (RUS, Dan Stafford), 1981B (GER, George Cunningham), 1981S (AUS, Tom Thorsen), 1981AK (AUS, Jim Grosch), 1981AZ (TUR, Greg Haskew), 1981CY (RUS, Tom Ripper), 1981CZ (RUS, Jim Meinel), 1981HI (TUR, Russ Rusnak), 1981HM (RUS, Hector Roybal), 1981HV (ENG, Tim Burton), 1981ID (ITA, Greg Haskew), 1981IK\*\* (GER, Terry Tallman), 1982M (TUR, Steve Langley), 1982AC (ITA, Russ Rusnak).

(\*Note: This win was voted as a concession to a power with only 5 centers, with another power on the board with 8 and two with 7. This does not appear to meet the Rulebook criterion that if the game is curtailed, the winner is the largest power on the board. Despite the concession vote, this game seems to be more on the order of a draw.

WHO'S ON FIRST? An article of that name appeared in DIPLOMACY WORLD #29. It added to and updated the Great Power ratings first published for 803 games in the Gamer's Guide to Diplomacy. It added 628 games, those finished through EVERYTHING #50, to that total. Now, through EVERYTHING #56, an additional 255 games have finished and been reported. This seems like a good time to update

that listing. In addition we're going to use the point scale published for the player ratings in DW 31. Below are tables in which the results are summarized. Table I gives results for the most recent 255 completed postal games. Table II adds these to the totals for the 1431 previously tallied games. Table III will remind you how many points are assigned to each sort of finish. Table IV will then summarize these admittedly dreary figures into points and totals for draws, survivals, and eliminations. Table V lists the 255 games on which the Table I calculations were based.

TABLE I

(Games Reported in EVERYTHING 51-56)

COUNTRY	WINS	DRAWS (Nway)						SURVIVALS (place)							ELIMINATIONS (place)						
		2w	3w	4w	5w	6w	7w	2nd	3rd	4th	5th	6th	7th	2nd	3rd	4th	5th	6th	7th		
AUSTRIA	16	9	14	9	7	2	-	13	14	15	6	3	-	-	2	12	22	49	62		
ENGLAND	23	14	22	18	6	3	-	32	26	19	10	1	-	1	2	2	23	30	23		
FRANCE	19	15	20	11	8	3	-	21	40	24	7	3	-	-	1	14	28	20	14		
GERMANY	15	7	22	7	7	3	-	14	23	25	13	3	-	-	-	16	29	44	27		
ITALY	15	9	19	12	7	3	-	25	24	28	15	1	-	-	2	13	27	38	14		
RUSSIA	28	11	20	11	4	2	-	14	17	25	7	3	-	-	-	12	30	38	29		
TURKEY	25	11	21	13	6	2	-	27	25	16	6	1	-	-	4	10	19	37	32		

TABLE II

(All Known Completed Postal Games)

AUSTRIA	152	52	68	63	29	6	3	120	113	117	40	9	1	-	10	84	148	241	433
ENGLAND	155	87	104	95	34	10	3	223	204	127	61	6	1	1	19	60	143	215	139
FRANCE	151	72	109	74	37	10	3	189	262	160	61	7	-	-	22	78	167	153	123
GERMANY	142	67	88	56	36	10	3	134	146	150	55	11	-	-	16	87	201	275	209
ITALY	108	44	67	58	38	10	3	154	194	187	67	9	1	-	19	105	264	245	112
RUSSIA	228	64	71	46	29	8	3	129	130	144	56	13	-	-	11	80	206	227	226
TURKEY	152	66	103	66	34	9	3	203	228	114	24	10	-	-	29	65	148	214	221

TABLE III

(Points Assigned)

20	15	10	8	6	4	2	10	8	6	5	4	2	4	3	2	1	0	-1
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TABLE IV

(Summaries)

COUNTRY	POINTS BASED ON:		TOTAL DRAWS		TOTAL SURVIVALS		TOTAL ELIMINATIONS	
	Table I	Table II	Table I	Table II	Table I	Table II	Table I	Table II
ENGLAND	1791	11,871	64	334	88	622	81	577
FRANCE	1739	11,804	57	315	95	679	84	550
TURKEY	1641	11,106	53	280	75	577	102	677
RUSSIA	1540	10,447	48	221	70	476	109	761
GERMANY	1320	9376	46	260	78	496	116	788
ITALY	1515	9291	50	218	93	318	97	748
AUSTRIA	1205	9031	41	218	51	400	147	916

TABLE V

Games Used in Computing Table I

1976BT-BU, CR, CX, IC, IM; 1977AG-AI, AR, AU, AV, HQ, HS, HX, KA, LO; 1978F-H, K-M, O-P, AB, AE, AG, AV, CJ, CU, FJ, HG, HV, IC, IE, IK-IL, KF-KH, KR, KT; 1979B, K, S, AC, AF, AL, AP, AR-AT, CA-CB, CE, CI-CJ, CM, CS, CU, HA-HC, HF-HG, HI, HK, HP, HS-HT, HV, HX, IA, IE, IH, IN, IP-IQ, IT-IU, KA-KB, KG, KI, KK, KN, KP-KQ, KU-KW, KY; 1980A-B, E, G, J-P, R, T-Z, AB, AD-AG, AJ-AK, AN-AP, AS-AT, AV-AZ, CE-CO, CS-CU, CW-CZ, HA-HG, HJ, HL, HP-HS, HV-HW, HZ, IA-ID, IH-IL, IN-IP, IR, IT-IZ, KA-KD, KH-KI, KL, KR, KV, KX, KZ, LB, LE, LL-LQ; 1981A-B, E, H-K, P, R-T, V, X, Z, AA-AD, AF, AJ-AK, AM, AO-AP, AS, AU, AX, AZ, CF, CK, CM-CN, CV, CY-CZ, HA, HI, HM, HP-HQ, HV, HX-HY, ID, IG-IH, IK, IM-IN; 1982C, M, AC, CI.

The reader may wish to observe that England has reversed France's narrow lead over her in the overall ratings. Also, in the most recent run of games, Italy is actually considerably ahead of Germany and narrowly behind Russia. In terms of total wins, however, Russia and Turkey are considerably ahead of England and France over the last 255 games...and overall Russia is way ahead of everybody with Austria, England, France, and Turkey bunched in the middle.

# the bloated mailbox

//DIPLOMACY WORLD welcomes your letters of comment; a lively LoC column is a big asset to any 'zine. However, the Editor reserves the right to edit LoCs, just as he does articles. Please be sure your LoCs are clearly labeled as such and distinguished from personal letters, bomb threats, proposals of marriage, and the other things we usually get around here. The Editor does not guarantee to print every LoC he gets, but does print parts of letters not so labeled if he feels the comments will be of general interest. Letters labeled as not for print will not be printed, and any doubt will be resolved in favor of not printing. Although bylined, LoCs are not paid for as articles are. The Editor's decision to print any letter, or parts of any letter, final (but, we hope, fair and reasonable). The Editor's comments appear after the letter and are set off by double slashes. Thus://

Dear Rod,

Loved the Shep Rose piece, a most thought-provoking article, although I don't think I would have the guts to screw with the GM and house rules to that extent. I always love to read end game statements. This game //1980AY, the just-ended Demo Game//in particular since I did follow it quite faithfully. As a general game buff, I hope to see more game reviews. Perhaps I will have the opportunity to contribute a review of my own some day.....

.....Rob Landeros.....  
 //The Shep Rose piece sparked more comment than anything in the recent past in this 'zine. Some of it was critical, but unfortunately all in DNQ letters. The criticism was in the nature of "the piece was dull", an opinion I don't find particularly just in this case. ... If you followed the last game closely, I suggest you really keep an eye on 1983X. I believe we have something here that will make the Texas Chainsaw Massacre seem like a Hardy Boys movie by comparison. ... The game reviews will, I hope, be a regular feature, as Greg Costikyan has contracted to do quite a few for us. I received a couple of comments...DNQ, of course...suggesting we stick strictly with Diplomacy, but in fact Greg always slants his reviews toward the Diplomaniac and this is a feature I believe most of our readers will enjoy.//

Rod,

I should commend Bill Becker for his patience in putting together such a creative puzzle //the DipCube//. However, I say with no personal disrespect that I piss on your method of breaking ties. When you consider the reputation of our Postal "Service", I have great difficulty in understanding how the earliest post mark is fair to easterners.... One final comment. With such pictures like the one that "graced" the Spring issue of DIP WORLD, it's easy to see why it comes concealed in a large envelope. (Just kidding, Mark, in case you read this. ....Roland Morris.....

//Uh-huh, sure you are. Mark says he has something else, uh, nice to send you in the mail.

//Bill's DipCube drew many, many complimentary notes and we were proud to run it. You're right about the "postmark" business, and earlier this issue you found it was corrected. We sure won't try that again.//

Dear Mark,

I thought I'd drop you a line to congratulate you on a fantastic article in DW, "The Sleasiest Player of All Time--Shep Rose". It was well written, as most of your articles are; typed by someone else, which all of your articles should be; and very entertaining and clever.....  
 .....Porter Wightman.....

Dear Rod,

I thought that DIPLOMACY WORLD #33 was the best issue of DW I've ever seen. I congratulate you on a fine effort. Please keep up the quality. In particular I enjoyed Mark Berch's article on "Shep Rose". Mark is a very entertaining writer. I felt that everything Shep did was within the rules and therefore acceptable. Sleazy, perhaps, but I've never seen it written that a player may not employ sleazy tactics.....  
 .....Brux Linsey.....

//Ah, yes, and Shep would (it seems) agree with you. Notwithstanding, I'd say Shep's values were warped and his conduct unsportsmanlike (but devilishly clever, what?). The common thread in all this was that somebody rather too willingly believed something Shep told him...and the Rules do say



of the game. I'd think that anyone who operates as Shep did would have such a reputation in the hobby that very soon he'd find himself being gang-stabbed in every game he joined. It's incredible that at the later stages of his career anyone would believe anything he said. But the delicious treachery Mark narrates, however fantastic, is a delight to read.//

//The following letter was sent to another publisher, with copy to us, regarding his 'zine. We have been asked to reprint the letter, omitting the relevant names.//

Dear \_\_\_\_\_:

(Your 'zine) arrived yesterday. I am glad you are interested in running a game of L'Imperialisme, but I am most surprised at the way you've gone about it. I notice that you've copyrighted (your 'zine), I suppose as a means of prohibiting others from (legally) reproducing it, since there's little point in a copyright otherwise. But in the same issue you reproduce, without permission, the copyrighted rules and map for L'Imperialisme! (Why, you've not even credited DIPLOMACY WORLD for original publication.) In the U.S.A. this is strictly illegal, and I believe the same is true in Canada, even of (U.S.) works, thanks to the reciprocal agreements between our countries.

But even if there were no legal aspect to this, don't you think a publisher is morally obligated to obtain permission from the author to reprint his work? I believe that an author's work is his own to use as he pleases, not something that anyone can use, and I believed this years before I became a professional writer/game designer. Moreover, there can be many practical ways in which an unauthorized reprint can cause frustration and difficulty for an author. For example, several years ago I (as DW variants editor) obtain permission to reprint a variant in DW, and the author agreed that he wouldn't give anyone else permission to reprint it until the DW edition was sold out. Shortly before the variant appeared in DW, I found it printed in a fairly well-established dipzine. You can imagine that I was annoyed; as it turned out, the publishers had printed the variant without permission, in part due to a misunderstanding between them and the author. In another case, while I lived in England, I found a variant I planned to use in a professional publication (Diplomacy

Games and Variants) had been printed in an English 'zine by someone I had had no previous contact with.

There's also a practical aspect from the publisher's point of view. In the present case, if you'd written to me first you would have learned that Fred Davis, Jr., has proposed some changes to L'Imperialisme which I may incorporate into it, and that Fred has designed a L'Imperialisme II of his own. As you can see, then, obtaining permission beforehand is likely to be worth the trouble, whatever one's views of the moral or legal aspects of the case may be.

For these three reasons, legal, moral, and practical, I hope you won't reprint material without permission in the future.....  
.....Lewis Pulsipher.....

//Well put. This is another aspect of a dispute which is "hot" in the hobby right now...namely, when a letter can/cannot be printed, reproduced, &c. There has been a lot of hairsplitting about DNQ, NFP, and whatnot. However, the fact is that a manuscript letter, under copyright law, may not be reprinted. Making a xerox copy to send to a 3rd party is reprinting it. The author of the letter may of course make copies of his own without restriction (in fact, I'm amazed to learn that there are people who don't make carbons of their letters!). However, any such copy, if sent to a 3rd party without copyright notice, voids the legal protection of the manuscript. However, as a strictly ethical matter, the best course is never to reprint/reproduce any letter or article without permission of the author. In an amateur hobby such as this one, there are obvious limits to such caution, but common sense and respect for the rights of others ought to show the way. As a practical matter, DIPLOMACY WORLD reassigns copyright to its respective authors, and we take a dim view of any reprinting while the article is still in print and/or without the permission of the author.//

To the Editor:

It is satisfying to see DW endorse the Canadian Diplomacy Organization code of ethics for GMs. And it is pleasing that you have reprinted the CDO code, to which I subscribe as a guest Canadian south of the border GM.



# What Do YOU Play?

During last Winter, Jim Williams of Altoona IA conducted a poll regarding what games were the most popular among the fen, both for FTF and PBM play. The poll was conducted in North America and Europe. Here are the results and Jim's introduction, both in part (we're going to list the top 10 in each category):

"As I had hoped the response was fairly evenly split between continents. I received 34 ballots from North America and 30 ballots from Europe, the bulk of those from West Germany. Response from the U.K. was disappointing until a barrage of ballots arrived from Alan Parr.

"If there is anything I wish to come out of this poll, it would be seeing Alan's United game made available for North American postal play. If nothing of the sort does occur; well, we at least have an idea of what our gaming brothers across the ocean like to do in their spare time.

"Here are the results. The key to the numbers is total points, number of ballots the game appeared on, and number of 1st place votes. Five points were given for every 1st place vote and so on down to one point for a 5th place vote."

## POSTAL GAMES

### European

1. United	86	22	9
2. Diplomacy	82	21	9
3. Railway Rivals	45	14	4
4. After the Holocaust	27	8	4
5. Diplomacy (variant)	21	6	2
6. En Garde	19	6	2
7. 1829	18	7	0
8. Sopwith	17	8	0
9. Wooden Ships/Iron Men	16	5	1
10. Executive Decision	14	5	0

1. Diplomacy	132	28	25
2. Machiavelli	21	7	0
3. Kingmaker	21	8	0
4. Wooden Ships/Iron Men	20	5	3
5. Chess	19	6	0
6. Star Web	18	5	1
7. Rail Baron	15	5	0
8. Diplomacy (variant)	14	6	0
9. Third Reich	14	3	2
10. Empires/Middle Ages	13	3	2

## FACE TO FACE GAMES

1. 1829	56	13	5
2. Acquire	29	6	5
3. Diplomacy	27	8	2
4. Wooden Ships/Iron Men	22	6	1
5. Chess	20	5	3
6. Dungeons & Dragons	19	6	2
7. Cards	18	5	1
8. Civilization	15	5	1
9. Railway Rivals	14	4	1
10. Cosmic Encounters	12	3	2

1. Diplomacy	87	21	12
2. Rail Baron	29	9	1
3. Chess	24	7	1
4. Dungeons & Dragons	20	5	3
5. Kingmaker	20	6	1
6. Cards	19	8	0
7. Third Reich	17	4	2
8. Midway	16	4	1
9. Civilization	15	5	0
10. Squad Leader	13	3	2

## more THE BLOATED MAILBOX

The sorry history of the code is in the publishing end. It has nothing whatever to do with the GMs and only locks them into unnecessary houserules of 'zines that go west in the night... like, for instance, INFIDEL, PASSCHEN-DAELE, etc.

Dippywide your editorial correctly states, in my own experience, that we need no "elaborate organization or rigid structural framework". Bravo! All that is needed besides new pubbers, intelligent GMs, an ombudsman, the BNC, and willing new players and new stand-bies is the Orphan Game Custodian for Canada and for the USA. That's all you need for continuing postal games, cons and variants aside. Any single incre-

few years back, just not in any way like icing on the cake. Over-organization makes us like chess players and bridge players and fills the pages of your and other 'zines with ethical metaphysics that can only turn off new players and dedicated workers.

(Are these orders impossible?)

F Bla S F Bul(sc), F Bar S F StP(sc).

Rule IX.1, ORDERING SUPPORT. "A unit may give up its move in order to support another unit trying to hold or enter a space. This space must be one to which the supporting unit COULD HAVE MOVED IF NOT OPPOSED BY OTHER UNITS; that is, the space which is the destination of the action being supported must be adjacent to the

located.... A fleet may not give support into an inland province, nor into a coastal province not adjacent along the same coast, and an army may not give support into a body of water...."

I cite so much of the 1976 Rules for Dippy because I've just learned that an officer of our loose organization wrote in a 'zine discussion on supports that disallowing the support the support in a case of foreign coasts would make him consider the game irregular!

I'm calling them foreign coasts because Bar is not adjacent to Bot, nor Aeg to Bla. I do not cite the 'zine nor the officer because I don't have access to the printed matter on this discussion.

It is my belief that the simple support order is defined under Rule IX as essentially: A fleet may support a fleet in a province to which it could have moved.

Does 1976 Rule VII.3(b) say the opposite? In essence this section allows the support specifically of F Mar S F Spa(nc).

But Rule VII.3(b) disallows the converse. F Spa(nc) can nowise support a unit in or into Marseilles "because I cannot move to Marseilles." Frankly, this is a seeming paradox.....Victor Dupont.....

//When the CDO Code was first drafted, there were high hopes for it. But really it was only a series of platitudes --however worthy they may be (and in my opinion, they are plenty worthy). The fact is that if a GM wishes to be have grossly unethically (and there have been such GMs), there is nothing to stop him save the outcry of his peers and the flight (to new 'zines) of his players. That was as true in Canada with its Code as in the U.S., with none. But the CDO still serves as an edifying example of some good standards, minimal standards, which a GM can and should observe.

//It is also true that if a Code of this sort were equipped with an enforcement mechanism, what we'd wind up with would be a cure far, far worse than the disease. What we really need to have is a hobby climate in which GMs are willing to acknowledge that they ought to meet certain minimal standards of ethics and to meet those same standards in a positive manner. Players ought to question prospective GMs closely on this matter.

//As to the support matter: this has been cleared up and the issue was as you stated it. Once the problem was called to the GM's attention, he revised

his ruling to conform to the Rules. Otherwise the Boardman Number Custodian would no doubt have noted the game as "irregular" owing to a significant departure from the Rulebook.

//This question also arose before the 1971 Rules revision (of which the 1976 edition is a reprint for copy-right purposes only). It was resolved in the same way it is now, and I don't know of a single GM who has ever ruled that (e.g.) F Mar cannot support a fleet in, or moving to, Spa(nc).

//The rule is simple. If you can move to a space, you can support into it, coasts notwithstanding. The question of coasts arises only incidentally to determining whether you can move to the space. The seeming (but illusory) paradox arises if you don't note that key word, "space". Spain (as is also true of Bulgaria and St. Petersburg) is a single space. The fact that it has 2 coasts creates certain restrictions on the movement of fleets in and out of Spain, but does not affect in any way its status as one space. Thus F Mar can move to Spa. It can therefore give support into Spa. The fact that it can only move into the south coast, and what it's supporting is on the north coast is of no consequence. Conversely, however, a F Spa(nc) may not move to Mar. It therefore can't give support there. That example occurs in the Rulebook specifically because we could think of no way to explain this distinction clearly...but the example lays it out without any ambiguity.

//Anyway, it was surprising to see this misinterpretation of the Rules crop up in a 'zine at this late date. Gratifyingly, however, it was disposed of without fanfare and rancour...in fact, by the time I found out about it, it had already been resolved by the BNC and the GM. The latter was very happy the problem had been called to his attention.//

#### A MINI EDITORIAL

Generally, I dislike any negative sort of soapboxing in these pages... our founder, Walt Buchanan set that editorial policy in 1974. However, Walt recognized, as I do, that sometimes there are extreme situations that require a little comment.

I have always held that it is incumbent upon publishers to keep their readers informed on hobby affairs.

which is fine; an honest difference of opinion. However, once the decision to cover hobby events is made, the publisher ought to observe good standards of prudence and accuracy.

Unfortunately, the hobby is presently suffering from many, many instances of poor judgement and inaccuracy these days. This is causing bad feelings on the one hand and is a disservice to the readers on the other. It's time we cleaned up our acts a little bit.

Prudence requires some good judgement about what to print and what not to print. All too often we see publishers printing (or distributing in multiple copies, which is often as bad) letters which are sensitive or are marked DNQ ("do not quote") or DNP ("do not print") or some such...very often letters which ought never to have been written in the first place.

Or we see editors publishing letters they were asked to print but which really should not have seen the light of day: crude, insulting, backbiting... there is just no excuse for printing some of the ugly, assaultive material we've seen all too much of recently.

A lot of what passes for "news" seems best left unprinted, as well. Too many people, it seems, are really gossipy old ladies at heart. Who really cares (for instance) whether the wife of one player is now living with another, without benefit either of divorce or of clergy? Mature adults

would find such stuff inexcusably non-relevant to the hobby, and some might find offensive the fulsome discussion of a situation which lacks even the grubbiest sort of morality. A little taste and discretion on the parts of editors would be very welcome.

News should, as well, be accurate. It is not uncommon to see printed as "fact" statements which are distorted and false to varying degrees. Sometimes we see outright lies. The nadir of this sort of awful journalism is a recent statement declaring that the status of the new Boardman Number Custodian "has been challenged", that the present Miller Number Custodian has violated "traditions", that the DipCon Committee opposes its own proposed Charter amendments, and so on through a long and dreary litany of nontruth.

This is a sad reflection on the standards of some people. In many cases these things result from carelessness or anger. Others are coldly deliberate. The hobby deserves better at the hands of its editors and publishers. DIPLOMACY WORLD calls on all editors: please, try to be more careful and responsible about what your print (and don't print). Hobby people can't make good decisions when you misinform them. And they can't enjoy their hobby when you are constantly hurting and harassing them. Let's all be more respectful of each other. Thank you.

### PEERIPOLL '83

Larry Peery, DW's co-editor and editor of XENOGOGIC, has recently completed a poll of his large readership on what 'zines they liked and why. The respondents were asked to rate each 'zine in 11 categories, on a scale of 0=failure to 5=excellent. Each 'zine's averages in the categories were then added together to produce a composite score (i.e., a total of 55 points was possible). The composite results:

Score	'Zine (*=has ceased publication)
44.08	EUROPA EXPRESS
43.84	MAGUS
41.60	*JUST AMONG FRIENDS
41.31	TACKY
41.10	*DIPLOMACY BY MOONLIGHT
40.81	SNAFU!
40.54	MURD'RING MINISTERS
40.16	APPALLING GREED
39.83	XENOGOGIC

39.60	BUSHWACKER
39.51	PERELANDRA
38.78	DIPLOMACY WORLD
38.30	ENVOY
38.15	DOGS OF WAR
37.95	DIPLOMACY DIGEST
37.91	WHITESTONIA
37.83	PARANOIAC'S MONTHLY
37.81	GIVE ME A WEAPON!
37.30	SLEEPLESS KNIGHTS
37.23	IRKSOME!
36.93	LONE STAR DIPLOMAT
36.80	GRAUSTARK
35.92	RETALIATION
35.20	CHEESECAKE
35.16	THE PRINCE
34.92	NORTH SEALTH, WEST GEORGE
34.75	ANDUIN
33.70	COAT OF ARMS

...and 8 others. For detailed results see XENOGOGIC XVI.2.

# LIFE, the UNIVERSE, and EVERYTHING

This is DIPLOMACY WORLD's section for general information, hobby news, 'zine reviews, announcements, trivia, and whatever fits. Well, let's see here...what have we got...?

**a** GAME OPENINGS: Since its inception in 1974, DIPLOMACY WORLD has run a column listing Gamesmasters who had game opening. This was traditionally compiled by DW's editor, but was briefly done by a separate Game Openings Editor. At the same time, we also printed a flyer with the same information, to be sent to the many individuals who inquire with us about where they can find play-by-mail games. Since I became editor in 1981, this flyer has been combined with PONTEVEDRIA, a publication I founded in 1970 for the same purpose. However, in recent issues, the Game Openings column has grown to nearly 2 pages, and even to squeeze it in there I have had to abbreviate the listings. Furthermore, it's become clear that this information is not of interest to a majority of our readers at any given time. I believe the space can be better used for other things. Therefore, the DW Game Openings column is being transferred entirely to PONTEVEDRIA. Anyone wishing a copy need only write me to request one...please enclose SASE (a self-addressed stamped envelope). PONT is updated on a continual basis via an update enclosure, and a new edition is published approximately every 2 months. This is a service to players which DW has always provided and will continue to provide. You will always find (based on past experience) 20-40 GMs listed in PONT. Listings include openings for regular and variant Diplomacy, as well as strategic Diplomacy-like games and others. We are anxious that our listings be as complete and accurate as possible, and GMs with game openings are encouraged to let us know about them. PONTEVEDRIA is distributed to dozens of "novice" players each month.

**B** XENOGOGIC is the quarterly publication of DW's co-editor, Larry Peery, P.O. Box 8416, San Diego CA 92102. For interesting (and strange) and informative (and peculiar) reading, I don't believe it can be beat in the

hobby today. It is \$2/issue or \$6/year (4 issues). Issue XVI.2 has the complete, detailed results of the Peeripoll, with some revised results in the just-out XVI.3. Effective this October, the cover price will go to \$3 and subs will rise to \$10. Now is a good time to subscribe to this 'zine. Warning: you have to like to read pages and pages and pages of peeriblah. Since its foundation in 1967, however, XENOGOGIC has been a unique voice in the hobby...and we recommend it to people who are interested in humor, constructive hobby ideas, foreign affairs, hot air balloons, mastodons (&c. &c.)...and who are tired of feuds, ugly letters, and hobby politics generally.

**C** PEERICON III. Speaking of Peery (speaking to Peery is only possible edgewise), Californians should not forget PeeriCon III, now becoming a major hobby blow-out. It will be held in San Diego 29-31 July 1983. Pre-registration is \$12. Registration after 14 July and at the door is \$15. This includes the tournament fee. If you register or pre-register 6 people at once, you will get a 7th registration free. Write/send \$ to Larry Peery at the address given in #c. Guest of Honor will be Hal Naus, hobby oldtimer and honorable retiree, former editor of ADAG and member of the hobby Hall of Fame. Also present will be your Editor and possibly some other surprises/horrors. Don't miss it!

**d** KALKON VI. Bill Becker's series of Kalkons in Michigan are a popular staple of MidWestern fandom. Kalkon VI will be held 15-16 October at Kalamazoo Valley College. The "official" Diplomacy tournament begins at 1pm Saturday. Says Bill: "All the fun will be had by those who come and stay over either Fri or Sat night at my place. Hit the big time with our last one as 10 out of staters didn't sleep here. Game forever at Bill Becker's,

810 Turwill, Kalamazoo MI 49007, (616) 349-6937.

**B** NEW PUBLISHERS' HANDBOOK! Mark Luedi is working on compiling a new handbook for hobby publishers. This should be handy for people already publishing, as well as those thinking about it or just getting started (see Mike Mills' article earlier this issue). The IDA, under Len Lakofka, published such a Handbook back in 1976; it was a valuable and interesting compilation, but has long been out of print. We are glad to see, finally, a new effort in this direction. Mark needs contributions on a wide variety of subjects from new, old, and retired publishers. Please contact him ASAP at 730 Atwater, #5, Bloomington IN 47401.

**f** OMBUDSMAN SERVICE. This isn't yet incorporated into our Hobby Services list on p. 43. So we'll not it here. An ombudsman, in hobby parlance, is a neutral individual who will, with mutual agreement of the parties, investigate a dispute and arrange a resolution of the problem and a reconciliation of the disputants. This is a much needed service. John Caruso, 160-02 43rd Ave. (2nd Flr), Flushing NY 11358, maintains a list of individuals who are willing to serve in this capacity and will refer anyone inquiring to one or more of them. About 90% of the ugliness and feuding going on the hobby right now exists because people have not availed themselves of this type of service. We encourage anyone who has an intra-hobby problem to contact John for help in finding an ombudsman. This includes GM-player, publisher-subscriber, and inter-personal disputes. Please, for all our sakes, don't let it all hang out and don't let it sit around and fester. Get an ombudsman and get it resolved. You'll be happier and so will the rest of us.

**G** WEISMARK DIP-PRESS, reviewed last-ish, has just announced that it is going out of business and refunding all game fees and subscriptions received. We're sorry to see this promising new Canadian 'zine disappear so quickly. But it was an honorable fold and we'd like to congratulate "Anwyl of Weismark" for that.

**h** QUINIPIQUE is a 'zine with a difference. It's in French. If you speak/write French, and would like to play Diplomacy in that language, then

QUINIPIQUE is for you! Publication is every 5-6 weeks, so there's plenty of time for cross-border play. Inquire as to game fees and subscription rates. Stand-bies are needed. Write Claude Gautron, 620 rue St-Jean-Baptiste, Winnipeg, Manitoba, CANADA R2H 2Y1.

**I** POLITESSE is the central focus for Diplomacy fen in the District of Columbia, Maryland, and northern Virginia. It carries all sorts of material: reports on FTF games, news on past and upcoming local cons, announcements of FTF get-togethers, and a good dollop of Ed Wrobel's wry humor. If you live in that area, don't miss this one! Write Ed Wrobel, 3932 N. Forestdale Ave., Dale City VA 22193. The subfee is an example of what you can expect from this useful but highly peculiar publication. Says Ed: "For a fully adjustable PoliSub, send any amount of money...(and) specify number of issues bought." Such a deal, no?

**J** RAGING MAIN is a new 'zine published by James S. Woodson, an expatriate San Diegan who is now at Naval Aviation Schools Command, Building 633; AI-32, NAS Pensacola FL 32508. At least 2 games are open: regular Diplomacy and regular Diplomacy for military personnel only. Subscriptions are 12/\$5. Issue #1 is very neatly done, in nice style...I get the same impression here that I get from COAT OF ARMS or BERSAGLIERI, so that this will probably be in something of that tradition. The editor does not intend to edit press (alas...) but does feel that the intrusion of hobby feuds and personality conflicts is unwelcome.

**K** THE MODERN PATRIOT, the only Dip-zine devoted to the worship of Ronald Reagan, is going to have a super blowout First Anniversary Issue in June...108pages! Cost of this special number is \$2. This may turn into a collector's item...although anyone who is politically to the left of Mussolini or Goldwater might take exception to parts of it. Anyway, regular subs are 10/\$6 and game fees are \$4 for regular Diplomacy and \$6 for "Destroyer Captain" (whazzat?) to: William S. Highfield, 2012 E. Ridge Rd., Rochester NY 14622. TMP (aside from the John Birch oratory) is often interesting, and is regular...and features Linda Wightman's "Dip City" cartoons. Do try. It, that



**1** APOLOGIA PRO GOOF-UPPAE SUAE. We have to make mistakes to prove we are human. James Gould would never believe it, otherwise. Anyway, we very much apologize for omitting Bernard Sampson's name from John Caruso's compilation of composite GM ratings in lastish. We hardly ever see Bern's 'zine and sort of...well...forgot. His letter to us rightly points out that he received a 1981 Leeder Poll ranking of 7.55 and 7.88 in 1982, for an average of 7.71...putting him in the top 20 active GMS. We're omitting the rest of your letter here, Bern...you know, the references to tar, hot oil, and Bob Sacks? Anyway, very sorry for the omission.

**m** APOLOGIA #2. Obviously super-human we are, maybe. Anyway, this one isn't strictly our fault...the rating for BUSHWACKER in the 1982 Leeder Poll was omitted lastish. John left it off the original compilation and, despite the fact that BUSH is one of our favorite 'zines, we didn't notice the omission. Fred has mailed us several strands of wet spaghetti wherewith to lash ourselves. Anyway, BUSHWACKER received 13 votes and was 36th in the final rankings, with a score of 6.46. We believe that's the last of the boo-boos for thish.

**N** THE D.W. SAMPLER for thish will contain pages 5-6, 11-12, 33-34, 39-40, and the cover. Anyone who'd like to see a Sampler of DW need only drop us a note or postcard to request one...no charge. Send SASE at the same time & we'll include PONTEVEDRIA. There are also a few samplers of DW 33 still lying around, also free. Anyone who is interested in subbing to DW first might wish to see our Sampler. Do let your readers know, please, that this is available.

**O** MANIFEST DESTINY is another new 'zine, this one put out by Keith Sesler, P.O. Box 158, Fraser MI 48026. The first issue just received a very favorable review in SNAFU! M.D. seems to be a potential home for book and movie reviews, good jokes, and other interesting materials. It offers regular Diplomacy plus the Blowup and Woolworth variants. Gamefee is \$1 plus a \$2 refundable NMR deposit, plus a sub @ 10/\$3.

**P** MILLER AWARDS. A week's (+) vacation plus some snags in my personal

information on the Don Miller Memorial Award will reach you too late for the ballot deadline (4 July)...alas. We would have preferred to make sure all our readers had an opportunity to vote in this. The Award has been established by Larry Peery in honor of the late Don Miller, longtime editor of DIPLOMANIA, DIPLOPHOBIA, and many other Dipzines. Nominated for the award were:

Mark Berch, editor of DIPLOMACY DIGEST, frequent DipCon tournament organizer, &c.

Kathy Byrne, former co-Custodian of the U.S. Orphan Service, newly-named Boardman Number Custodian, &c.

Don Ditter, outgoing BNC, winner of the last-but-one DW Demo Game, &c.

Lee Kendter, Sr., former BNC, present Miller Number Custodian, editor of WHY ME?, &c.

Rod Walker, former BNC, founder of the Orphan Games Project, present editor of DIPLOMACY WORLD, &c.

The Award is based on hobby services and will be presented at DipCon XVI by Fred Davis. Certainly all the nominees are deserving. We'll publish the winner's name in nextish, after everyone else in the hobby probably knows it already. Ah, the problems of being a quarterly....

**q** THE SECOND ANNUAL EMINENT AWARDS. Well, we're in time for this one. Mike Mills of EMHAIN MACHA sponsors the Eminent Awards. Send your votes to Mike at 26 Laurel Rd., Sloatsburg NY 10974 by 5 August 1983. Vote for one name in each of these categories:

1. Best 'Zine.
  2. Best New 'Zine
  3. Most Improved 'Zine
  4. Best Letter Column
  5. Best Looking 'Zine
  6. Best for Hobby News
  7. Best 'Zine for Diplomacy
  8. Best 'Zine for Games other than Diplomacy.
  9. Distinguished Service.
  10. Best Gamesmaster.
- Sign and date your ballot and mail it to Mike ASAP. Thanks.

**r** READER RESPONSE FORM. We have not done one of these since I've been Editor, so we will have one now. When Conrad von Metzke was DW Editor, he and I devised this idea to see how our readers felt about the 'zine and other subjects. Believe me, we take your comments and suggestions

seriously. We will try to do whatever we can to implement suggestions which a lot of our readers favor. This is your chance to speak your mind (although, as you know, we love LoCs), so please give us the benefit of your thinking. While we're at it, we're going to ask your opinions on various hobby things as well. We'd like to know, for instance, what other 'zines our readers particularly like. So please, please don't forget to fill out and mail the form. It's already pre-addressed. Just fold it in 3 (three), put a stamp on it, and send it in. Fed free to enclose any additional pages, comments, letters, or whatever you deem needful. We'll love hearing from you. And the results will be covered nextish. Deadline for receipt is 1 August 1983, please.

**S** DOT HAPPY AWARD. Another really neat hobby award has been established by Larry Peery for publishers who wind down their 'zines in an honorable fashion. There is a perpetual trophy for this: a tea tray with a big yellow Dot on it, on which are engraved the names of the recipients. Each recipient also receives a Dot of his own. We got to see this at MastondonCon I & it looks great. The first two recipients have been Allen Wells of DOT HAPPY (for whose 'zine the award was named) and Eric Ozog of DIPLOMACY BY MOONLIGHT. An honorable winddown includes refunding all sub fees and getting your games placed with new GMs. Congratulations to Allen and Eric for doing right by the hobby.

**I** BLACK AND BLUE BOOK. The 1983 edition of the Black and Blue Book is now available from Larry Peery, P. O. Box 8416, San Diego CA 92102. Price is \$2. The BBB lists all known Diplomacy people in California...over 300 names with addresses and phone. The listings are cross-indexed by Area and Zip Codes. This is an indispensable reference for all Dippers in and near California.

**U** BERSAGLIERI. This 'zine has long been part of the COAT OF ARMS conglomerate, but has not struck out on its own. The first independent issue, #26, looks nice, and is still the same as it was within COA. Games have kibitzers' maps, there is a lot of chatty material, cartoons, a Bourse, and so on. One of the best parts of the 'zine is the page on which the editor portrays pictures of real celebrities identified as Diplomacy celebrities (with appropriate "nasty"

comments...good fun). Subscriptions are 10/\$6 and very nice it is too. There are no game openings, but it appears that stand-bies are needed. Tom Mainardi, 1403 Lawrence Rd., Havertown PA 19083.

**V** A VARIANT DEMO?? Well, we're thinking about it. Tentatively we've selected the revised edition (still in process) of Tom Swider's very nice global variant, Final Conflict. Tom is interested in a little further FTF playtesting of the game, with comments on problems to him by 30 July 1983 if possible. For a copy of the current draft revision, send a quarter to Tom at 1183 Robinson Hill Rd., Endwell NY 13760, and ask for GERRYMANDERING #3. Tom is also looking for good, reliable, active players for the possible DW Demo of the game. He will GM and there will (we hope) be commentary by a variant expert. We're excited about this possibility...the game has a good board for kibbitzing and is considered quite playable. We're working with Tom on details of this and should have the arrangements finalize by nextish and, if things work out as we hope, the game underway by #36. Watch this space for a variant demonstration game...the Final Conflict!!

**W** COMPUTER DIPLOMACY. If you have a home computer and have access to The Source (or some other such service), you may be interested in PBM Dippy via your computer. If so, be sure to contact Russell Sipe, TCL920...or c/o COMPUTER GAMING WORLD P.O. Box 4566, Anaheim CA 92803-4566. Russell conducts computer by-mail games in THE ARMCHAIR DIPLOMAT and is also interested in seeing other such games organized. We're hoping for an article by Russ nextish on how this sort of thing works, but in the meantime, if you're tired of postal bills and have a home computer, be sure to write to Russ. From what I've seen, this is an exciting, fast-paced, and rewarding way to play PBM Diplomacy. Russell has also advised me that the Gateway Con will be held 3-5 September in Anaheim, that there is a Diplomacy seminar at 9am (oy!) Saturday and that I'm on the program to share my "abundant ~~BAIIEN~~ knowledge of Dip." I think my subject will be, "How to Play Austria and Italy; or, Losing Gracefully." We'll see....



# 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.

(Late news: New BNC is Kathy Byrne.  
See p. 32.)

**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.

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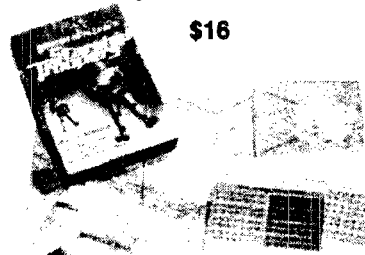
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