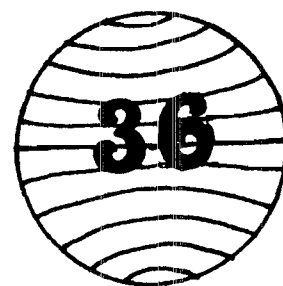


DIPLOMACY WORLD

founded 1974

\$250



WINTER 1984



Larry...I've got this terrific idea for the next DIPLOMACY WORLD cover! We'll have this real picture of us at an actual D.W. planning session....

Oh, yes, and charming, witty,...
...intelligent, soft-spoken...
...great diplomats...
...pure-thinking, clean-living...

No, Rod, that won't work. Nobody will believe that we're this good-looking...

...suave, debonnaire...
...generous to a fault...
...modest, too...
...pass the absinthe.

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 #818

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**Well, we're in there trying to find somebody. We have some talk-talk going...tune in nextish and see what's what.

WHEN DO YOU EXPIRE?

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

BACK ISSUES

Copies of D.W. 3, 4, 10, and 14-19 are \$1.25 each from Walt Buchanan, 3025 W. 250 N., Lebanon IN 46052. D.W. 21-24, 27, 29-35 are available from R. C. Walker (this address). Prices: 21-24, 27: \$1.50 each; 29-31: \$2.00 each; 32 (only 2 copies left): \$5.00; 33-35: \$2.50 each. U.S. funds only, please. These are sent by 1st class mail within North America; for overseas rates, please inquire.

BACK ISSUE CLEARANCE SALE

If you are ordering 3 or more back issues, these special rates will apply (plus postage): 21-24, 27: 75c; 29-31: \$1.00; 33-34: \$1.25. Add 75c per issue postage. Your order will be sent first class mail. Once the package is weighed and the actual postage computed, I will refund any overpayment. Orders will be filled as received. In addition, you may order issues 21-24, 27, 29-31, 33-34 for \$15.00 flat (10 issues). This offer is good only in North America and issues 32 & 35 are not involved. Please make checks payable to R. C. Walker, in U.S. funds only. For overseas rates, please inquire.

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DIPLOMACY WORLD is sent via pre-sort 3rd class mail. Although we "guarantee" both return and forwarding postage, we can't really guarantee the Postal Service will in fact forward your copy to you. The forwarding postage is billed to you as Postage Due, and is typically about \$.71...we "guarantee" it at this end so that your issue will not be sent to a dead-letter drop. Furthermore: if the USPS returns your copy because you moved, and you did not give us timely notice, I fear we must now charge the \$1 we are

charged back to your subscription account. (We'll absorb that if you moved after we mailed the issue.) The best way to avoid the extra costs and insure you get each issue is to make certain we have your correct address at all times...including apt. number and ZIP. We do not want to miss or inconvenience you, so please, please help us to keep our address files current.

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DEADLINES

Because our mailing method takes 2-4 weeks for delivery, DIPLOMACY WORLD may reach you close to the submission deadline for the next issue. That is always the 15th of the month preceding the month of publication:

- for #37...15 Feb 84
- for #38...15 May 84, and so on.

A copy of our writer's guidelines may be obtained for SASE...AND WE ARE GOING TO PRINT A NEW EDITION THIS MONTH. (OK, so we missed in October; sorry.) Announcements of conventions and other events should reach us by the 25th of the months named above, and should be regarding events which will take place at least 7 weeks after that.

Subscriptions: Normal subs in the U.S. begin with the NEXT scheduled issue after your check reaches us. Cut-off date is the 10th of the month of issue (Jun/Sep/Dec/Mar). U.S. first class, Canadian, and overseas subs begin with the current in-print issue.

#####

ARTWORK

Oy...still no Art Director for DW. Well, meanwhile we limp along. This issue's cover is redrawn from (what else?) an old sTab cover. Our interior cartoons are adapted from Gahan Wilson's wonderful collection, ...And Then We'll Get Him! (Marek, 1978). It's amazing how so much of his more morbid stuff seems to fit exactly with Diplomacy.... We could probably keep up this sort of ~~plagiarism~~ recycling indefinitely, but it is a drag, you know? We are sincerely hoping that some very talented ~~xxx/xxxxxx~~ and generous individual would like to undertake the regular Art Directorship. Remember, DW goes to exactly no art critics, so there is no danger this would be noticed and held against you professionally. And the pay is abysmal, too, so you really can't lose!

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EDITORIAL

A short time ago Larry Peery proposed an idea he called "DipTax". The problem he seeks to solve is the increasing cost of fundamental hobby services--game numbers & reporting, orphan game placement, game opening lists, an annual census, and so on. Custodians are no longer able to meet these expenses out-of-pocket, and (as our recent experience with the Michigan DipCon seems to show) traditional funding methods are not always reliable or effective. Furthermore, such funding as does exist has, in some cases been made the subject of strings and conditions..."you get the money if you do so-and-so"...in essence no longer a support, but a bribe.

Larry, therefore, proposed that GMs starting new games would collect a surcharge ("DipTax") to be used to support basic services. Money would be forwarded to a central hobby agency for distribution on either a pro-rata or "need" basis.

Reaction in the hobby to this proposal has been almost uniformly negative. That's not surprising, considering some potential problems with it (see below). What is upsetting is the vehemence, the ugliness, of the negative reactions. There's no call for that sort of thing. Why do so many editors feel they can't say, "that is not a good idea" without getting downright nasty about it? A proposal

which is made in good faith ought to be responded to in good faith, even if the response is a rejection. In this case we got (in many cases) hysteria, character assassination, unsupported accusation, and all sorts of hyperventilating about tar, feathers, and crucifixion's too good for the bloke.

Really, guys (and gals), can't we be more adult about this?

The fact, however, is that "DipTax" is not a good idea. In theory it is fine; in fact, it's commendable to have basic services funded in part by those who benefit most. Even so, in practice a "DipTax" could yield a crop of "poisons in the mud" (Claudius the God). People being what they are--especially in this hobby--the process of distributing the money (and selecting the people to do it) would likely become highly politicized... with all the bitterness, feuds, bottlenecks, and bad feelings that would entail (look at all the political verbiage that surfaced just at the suggestion we do this).

Right now, the hobby (as such) has no money, and that's a problem. But having money could prove a bigger problem. We need a way to insulate ourselves against things like feuds, bribes, and threats. Larry's plan does not (yet) do that. So let's not adopt it (yet)...but let's not scream and yell at each other over it, either, OK?

ORPHANS!

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John Daly

I've recently completed a three-year run as a director of the U.S. Orphan Service and Rod seems to think my reminiscences would make interesting reading. Maybe so, but I believe our beloved editor is just trying to pry an article out of me. Anyway, I'll give it a try....

The U.S.O.S. was created to help place postal games with new gamemasters when their old GMs retired or disappeared. The theory was simple: through the USOS, games in search of GMs could find GMs in search of games. Nothing to it, eh? Well, part of the job was easy: a lot of new GMs wanted an orphan or two to start their 'zines and some kind-hearted veteran GMs were willing to pick up orphans if needed. But that was only half the battle. The difficulty came in trying to move the games away from their old GMs!

It probably has something to do with ego, but many GMs have a tough time quitting their publishing careers. Instead of neatly folding their 'zines and turning their games over to others, too many GMs choose to die slow deaths. Their 'zines become later and later, their deadlines become longer and longer, and eventually they fail to send out the next issue at all.

When the USOS contacted such a publisher, we would be given a variety of excuses for the problems. Usually we were told a temporary increase in workload at school or job was distracting the GM from his publishing duties. But a GM once told us he had lost his address list and another said he had the whole issue stolen out of his car on the way to the post office. In all cases we were promised that things would get better. Sometimes we were told an issue would be in the mail the next day. Usually the GM would never be heard from again.

While the publisher was in the process of dying, his players would be yelling at the USOS to move their games. But the GM would refuse to give the games up and, technically, a game wasn't an orphan so long as the GM held a claim to it. Yet we could

see that a fold was imminent and we wanted to take some action before the players' interest faded. In a couple of cases, after trying everything we could think of to convince the GM to give up his games, we informed him that he had 6 weeks to produce an issue or we would consider his games orphaned. Our deadline didn't help the GM get rolling again, but it did set an official date for his fold.

When a GM refuses to give up his games, or if he simply disappears, the USOS is left with the job of moving the games without the GM's help. This is no easy task. First, no one but the GM bothers to keep the game records needed by the Boardman Number Custodian, and few players save back issues from which to draw them. A second problem, especially with a slow-dying GM, is getting current addresses for the players. Thirdly, there are usually a few players who'll drop out of a game when it's moved. Okay; so far no insurmountable problems: back issues of almost every 'zine can be found in some archives somewhere; the Hobby Census provides recent player addresses; and standbys can take over for dropouts. So, although moving a game requires a lot of work, it's not impossible. Unless the players (who have been at war for years) can't agree (for some odd reason) where to move it, or whether to move it at all, it normally can be done. But if the players themselves throw up obstacles, things usually become hopeless.

The lesson here is that it's up to the GM to insure that his or her games carry on smoothly after a fold. All it takes is a letter to the USOS and some very dedicated people will act quickly to help a GM transfer her or his games. With the USOS around, folding with dignity is almost as easy as disappearing in disgrace.

((Ahhhh, one more successful pry job. The USOS is a neat service, and one of the most vital in the hobby... if not the most vital. Scott Hanson & Dick Martin have taken over this job ...see the Hobby Services page. ...RW))

GUEST EDITORIALS

((DIPLOMACY WORLD welcomes guest editorials on hobby issues (as opposed to feuds & such) by responsible and knowledgeable persons. We also welcome responses and counter-editorials on an equal-space basis from similar people. A Guest Editorial should be brief (whatever that means, in keeping with the subject) and, to be accepted, needs to take a position which our editorial staff feels is reasonable and positive.))

#1--COMMON SENSE AND RULE VII.4

Kathy Byrne, Boardman Number Custodian

Recently, in the PBM hobby, there has been much discussion about whether the following is considered a double order: A Bel S A Hol, A Hol H, A Hol S A Bel, A Bel H.

I know that many PBmers must be saying, "Oh, no; we don't need this carried into DIPLOMACY WORLD now, too!" But I believe it is necessary. Why? Because this problem, regarding that harmless-looking set of orders, affects all of us, PBM and FTF alike. I never thought I'd be writing a rules discussion for DW. I'd rather not discuss rules, as I find them boring. But when a problem such as this comes up, I feel I should put my 3¢ worth into the fray. I know some of you want to turn the page and go on to the next boring article, but hear me out. If I can write about a topic I do not care a great deal to write about, you can take the time to read the result, no? This will be brief.

There have been arguments about orders such as those above, as to whether the GM must interpret the player's intent or be "strict". Technically, the units are listed twice and thus this constitutes a double order...but is it really a double order? I'm going to skip all that and just quote a Rule out of the Rulebook. All GMs (and all players for that matter) please note--the Rulebook was written for FTF play. Bear this in mind when reading Rule VII.4: "A badly written order, which nevertheless can have only one meaning, must be followed."

Take note of the words only one meaning. The above order is poorly

written; yet there is only one meaning to the entire set: that is that each piece is attempting to support the other in holding.

A similar case would be if a player wrote A Bel-Hol, A Hol-Ruh, A Bel-Hol. In this case, A Bel is ordered twice, each time to do the same thing. Technically, again, this is a double order; yet isn't the meaning of the player's orders crystal clear, even though he may have listed the same piece twice? Rule VII.4 was written to prevent players from ordering their units from doing 2 contradictory things, or from doing something that is impossible or unclear (ambiguous).

In order for any piece to support, it must first not move...which means it must hold in place. The units in question were not ordered to move; thus the entire order reads properly, in conjunction with the rest of the orders (all being read simultaneously), and is thus a valid set of orders.

((Very succinct, Kathy. Rule VII.4 is definitely the key to this problem. Some GMs I've corresponded with on this point to Rule VII.1 (2nd paragraph) as controlling. This Rule specifies that "a unit may be ordered to do only one thing on each move" (and then specifies those: move, hold, support, or convoy). However, this Rule says nothing about what happens if a unit is, nonetheless, given more than one order. You have to turn to VII.4 in that instance, as you point out.

((The result you get will depend on what the two orders are, of course. If a unit is ordered to move and support, for instance, that would be illegal (Rule IX.1). Orders to support and convoy obviously "admits of two meanings". But a "pair of orders", to hold and support, is really a single badly-written order, as you point out. The support should be allowed. ...RW))

#2--THE MANDATORY SUB: TIME FOR A CHANGE

Mark L. Berch, Editor of DIP. DIGEST

With only a handful of exceptions, all Diplomacy gamezines use a gamefee-plus-subfee system. This means that you pay one fee to get the 'zine, and a separate fee to play a game (though

the latter fee may be \$0 in a few cases). This makes a lot of sense because a player is receiving 2 separate services, the 'zine and the game results.

Virtually all these 'zines, however, make another requirement: you must sub to the 'zine in order to play. Along with not deceiving the GM, it is one of the two most common HRs in the hobby. Indeed, writing in DW #34, John Caruso notes failure to keep up a sub is the only grounds for removal of a player from his gamezine.

I believe, however, that GMs should seriously reconsider such a requirement. If a player does not wish to receive the 'zine itself, he should not be required to get it. Such a change would, I believe, profit both the player and the editor.

The vast majority of 'zines are published at a loss; I doubt there are more than a few North American 'zines run at a clear profit. For most 'zines, there is little fixed cost. Thus the marginal cost of an issue (the cost of putting out 1 more copy of an issue, or the money saved by not putting out 1 more copy) is very close to the average cost. The one exception to this is offset or litho, and there are very few North American gamezines printed this way. This means, as a practical matter, that the editor loses more money with every additional sub. Publishers are willing to accept this loss to permit those who want the 'zine to get it.

But if someone doesn't want the 'zine, the entire process makes no sense. The subber is shelling out money for a product he doesn't want to get and is probably not even reading. The publisher is incurring an additional loss to send him the undesired 'zine. He is spending time collating, stapling, and addressing a product that someone is not interested in. In an ordinary job, we can expect to put time and effort in an undertaking that the recipient is not interested in, but why do it in a hobby? Why should a publisher subsidize, and recipient pay for, a product that the latter does not want? The solution is simply not to require a sub. This way, the only people who sub are those who really want the 'zine. I should note that publishers accept the principle that there is no point in forcing people to continue a sub if they no

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longer want it. About a year ago, I polled publishers asking, inter alia, if they would refund the balance of a sub if, half way through, a subber decided he no longer wanted the 'zine, no reasons given. About 90% said yes. But players seem to be locked in, unless they are willing to drop out of the game.

Failing to keep up a sub presents a practical problem: how will the player get his game results? There are two ways of handling this. The first is simply to leave the player to her or his own devices; i.e., to have him rely on getting the results indirectly from another subber. This may not be a problem. If the player is puppeting to someone else, that someone may be dictating his or her orders anyhow. Many players are within local phone calls of people from whom they could get the results. Alternatively, the GM could provide just the game sheet, for a price...e.g., 30-40¢. In most cases, a rate could be set such that the GM would actually be making a profit on the deal, and the player would still be paying substantially less than he would be for a sub. This may or may not mean extra work for the GM; but then again, he's avoiding the extra work of collating a full issue.

Starting in the mid-'70s or so, for an increasing number of 'zines, the bulk of the 'zine is non-game material --and people must pay for it. If they are really only interested in the GMing services, why charge them for stuff they don't want? And if you are taking a loss on your 'zine, why should that loss include a subsidy for people who aren't interested in the 'zine per se? Permitting players to avoid a mandatory sub seems to me a sensible suggestion, and I hope GMs will consider it seriously.

((Yes. Well, there is always the aspect of forcing 'em to read our wonderful words on the grounds that since they laid out good money for this stuff, they might as well.... However, as the highly-educated pimp says, you can lead a whore to culture, but you can't make her think. Or something like that. Still, this is an interesting idea. There was a time when the "mandatory sub" was an untried innovation and everyone was on the flat-game-fee sytem. That changed; perhaps we'll change again. ...RW))

8 A DIPLOMACY CHRONOLOGY

Fred C. Davis, Jr.

Part II

Part II of this Chronology consists of a series of appendices listing certain hobby Custodians, results of polls, and so on.

Appendix 1--Boardman Number Custodians

Oct 63-Aug 67 John Boardman
 Aug 67-Mar 68 Charles Wells
 Mar 68-Oct 69 John Koning
 Oct 69-Oct 72 Rod Walker
 Oct 72-Oct 74 Conrad von Metzke*
 Oct 74-Oct 77 Doug Beyerlein
 Oct 77-Oct 78 Cal White
 Oct 78-Feb 80 Dennis & Bernadette Agosta
 Feb 80-May 81 Lee Kendter, Sr.
 May 81-May 83 Don Ditter
 May 83- Kathy Byrne

Appendix 2--Miller Number Custodians

Jan 65-Dec 71 Don Miller
 Dec 71-Jul 73 Lewis Pulsipher
 Jul 73-Aug 73 Conrad von Metzke*
 Aug 73-Oct 74 Burt Labelle
 Oct 74-Dec 77 Robert Sacks
 Dec 77-Jun 79 Michael Smolin
 Jun 79-Jun 81 Greg Costikyan
 Jun 81-Aug 81 Rod Walker
 Aug 81-Dec 82 John Leeder
 Dec 82- Lee Kendter, Sr.

(*Note: It was mentioned last issue that Lee Kendter and Rod Walker had been both BNC and MNC. A third individual, Conrad von Metzke, not only held both posts, but held them simultaneously.)

Appendix 3--Presidents of the I.D.A.

1972--Larry Peery (acting)
 1973--Edi Birsan (2-year term)
 1975--Edi Birsan (resigned, Jun 76)
 1976--Len Lakofka (V.P.-assumed ofc.)
 1977--Len Lakofka*
 1978--Bob Hartwig
 1979--Bob Hartwig (resigned, May 79)
 1979--Fred Davis (V.P.-assumed ofc.)
 1980--Robert Sacks (IDA dissolved about Aug 80)

(*The 1976 Constitution provided 1-year terms.)

Appendix 4--Beyerlein Player Polls

(Selected polls; top 3 players & total scores.)

#3, 1972

1. 221 John Smythe
2. 174 Brenton Ver Ploeg
3. 170 Eugene Prosnitz

#6, 1973

1. 437 Brenton Ver Ploeg
2. 429 Edi Birsan
3. 367 Doug Beyerlein

#7, 1974

1. 395 Mike Rocamora
2. 360 Walt Buchanan
3. 350 Doug Beyerlein

#8, 1975

1. 548 Walt Buchanan
2. 496 Mike Rocamora
3. 373 Edi Birsan

#9, 1982

1. 340 Kathy Byrne
2. 263 Jack Masters
3. 186 Randolph Smyth

Appendix 4--Diplomacy Players' Poll

(John Caruso, WHITESTONIA; point totals available only for 1982)

#1, 1981

<u>Regular</u>	<u>Variant</u>
Kathy Byrne	Fred Hyatt
Ron (CA) Brown	John Caruso
Jack Masters	Dave Grabar

#2, 1982

143 Kathy Byrne	20 Bob Olson
36 Al Pearson	15 Mark Lew
34 Ron (CA) Brown	12 Steve Heinowski
	12 Debbie Osborne

Appendix 5--Postal Diplomacy Censuses

Columns: Year & Compiler; USA, Canada, North America total, United Kingdom, rest of world, grant total.
 Y/C USA Can NAT UK RW GT

1972						
Walt Buchanan	289	29	318			
1973						
Ray Bowers	750	107	857	89	73	1019
1974-IDA						
Paul Boymel	650	95	745	345	36	1126
1978-IDA						
Cook/Davis	681	129	810			
1982						
Dick Martin	846	57	903			
1983						
Dick Martin	Figures not yet available					

Appendix 6--Best Gamesmaster Polls (first three places)

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A. Rogue's Gallery Poll, Len Lakofka, LIAISONS DANGEREUSES (1-10 scale) (1976)

1. 9.4 Len Lakofka 2. 9.2 John Leeder 3. 8.4 John Boyer & Bruce Schlickbernd (tie)

B. North American GM Poll, John Leeder, RUNESTONE (1983 to Randolph Smyth) (1-10)

1978 1. 10.0 Steve McLendon 2. 9.50 Fred Davis 3. 9.33 Don Horton & John Michalski (tie)

1979 1. 9.18 John Michalski 2. 8.89 Lee Kendter Sr. 3. 8.88 Jim Bumpas

1980 1. 9.67 Don Ditter --tie-- 9.67 Eric Verheiden 3. 9.33 Doug Beyerlein

1981 1. 9.15 John Daly 2. 8.90 Ron CAL Brown 3. 8.86 Gary Coughlan

1982 1. 9.80 Doug Beyerlein 2. 9.58 John Daly 3. 9.09 Steve Heinowski

1983 1. 9.60 Doug Beyerlein 2. 9.55 John Daly 3. 9.42 Bob Osuch

C. Marco Poll, Mark Larzelere, APPALLING GREED (total points)

1982 1. 60 Gary Coughlan 2. 56 Andy Lischett 3. 49 Mark Larzelere

Appendix 7--Best 'Zine Polls (first four places)

A. Diplomacy Magazine Survey, Len Lakofka, LIAISONS DANGEREUSES (1-10 scale)

1975 8.1 DIP.WORLD 8.0 IMPASSABLE --tie-- PAROXYSM 7.8 RUNESTONE

W.Buchanan J.Boyer R.Correll J.Leeder

1976 9.1 DIP.WORLD 8.7 IMPASSABLE 8.4 BUSHWACKER 8.3 EREHWON

W.Buchanan J.Boyer F.Davis R.Walker

B. North American 'Zine Poll, John Leeder, RUNESTONE (1983 to Randolph Smyth)

1977 8.54 RUNESTONE 8.50 BROUHAHA 8.00 DIMAN 7.95 CLAW & FANG

J.Leeder B.Beardsley B.Hessel D.Horton

1978 9.07 BRUT.BULLTN. 8.95 L.D.N.S. 8.81 DIP.DIGEST 8.56 FOL SI FIE

J.Michalski J.Jones M.Berch R.Smyth

1979 8.40 GRAUSTARK 8.34 DRAGON/LAMB 8.14 WHY ME? 8.09 CLAW & FANG

J.Boardman S.McLendon L.Kendter D.Horton

1980 8.00 FOL SI FIE 7.86 VOLKERWDRNG. 7.66 DIP.WORLD 7.50 EMHAIN MACHA &

R. Smyth R.Arnett C.vonMetzke POLITICIAN tie

1981 8.15 BLACK FROG 8.04 DOT HAPPY 7.95 BRUT.BULLTN. 7.87 MURD.MINISTERS

J.Masters A.Wells J.Michalski R.CAL.Brown

1982 8.54 EUROPA XPRS. 8.15 PAR.MNTHLY. 8.09 JST.AMNG.FR. 7.76 APP.GREED

G.Coughlan J.Fleming A.Pearson M.Larzelere

1983 8.13 EUROPA XPRS. 8.12 DIP./MOONLT. 7.79 SNAFU! 7.76 JST.AMNG.FRND.

G.Coughlan E.Ozog R.CAN.Brown A.Pearson

(Note: House organs, subzines, fakes, & one-shots excluded for all years.)

C. Marco Poll, Mark Larzelere, APPALLING GREED (total points)

1981 60 BRUT.BULLETN. 40 VOICE OF DOOM 36 EUROPA EXPRSS. --tie-- LONE STR.DIPMT.

J.Michalski B.Linsey G.Coughlan M.Connor

1982 173 EUROPA EXPRSS. 86 JUST AMNG.FR. 84 VOICE OF DOOM 82 WHITESTONIA

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Appendix 8 -- Calhamer Awards (IDA)

<u>Best 'Zine</u>	<u>Best New 'Zine</u>	<u>Best Variant 'Zine</u>	<u>Meritorious Service</u>
1972 HOOSIER ARCHIVES Walt Buchanan	IMPASSABLE John Boyer	BUSHWACKER Fred Davis	--
1973 HOOSIER ARCHIVES Walt Buchanan	--	TANGELO EXPRESS Richard Hull	Conrad von Metzke
1974 DOLCHSTOSS Richard Sharp (UK)	DIPLOMACY WORLD Walt Buchanan	HANNIBAL Andrew Herd (UK)	Richard Walkerdine (UK)
1975 RUNESTONE John Boyer	U.S.--STAB (Charles Spiegel) U.K.--CHIMERA (Clive Booth) Can.--PAROXYSM (Robert Correll)		John Boardman

	<u>U.S.</u>	<u>U.K.</u>	<u>Canada</u>
Outstanding Player:	Mike Rocamora	Tony Ball	Blair Cusack
Best New Variant:	"Excommunication" Greg Costikyan	"Atlantica" Fred Davis	"Napoleon's Europe" Greg Drews

(Note: The 1975 IDA awards were determined in some categories by separate voting in the U.S., the U.K., and Canada. No award for Variant 'Zine.)

A New Look at Rating Systems

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"Ratings are the worst thing that's happened in this hobby."

...Walter Blank, 1981

Introduction

Rating systems are controversial. They are misused, little understood, and at times hotly debated. Strangely enough, it's also widely assumed that any discussion of rating systems is bound to be boring. Apparently, many people in the hobby have given up entirely on any attempt to reach a consensus.

In this article, I will attempt to clarify the issues involved in designing, selecting, and applying a rating system. I will begin by discussing the context for rating systems, then examine what I claim are the principles involved. Next, I will discuss the key relationship of any rating system, then the adjustments for centers and survivals. Toward the end, I will develop three examples and derive the handicaps for each. Finally, I will give an evaluation of the 3 examples, then try to give a critical appraisal of another person's rating system.

Context of Rating Systems

When the 7 players play a regular game of Diplomacy, they compete with each other for position in the outcome of the game. The official rules mention only winning, but draws and survivals have long been recognized as part of the game. It is fairly easy for a player to compare his/her status in the game with the other players in the same game. Difficulty arises when several games are part of a tournament. How does one rank the combined outcome of 2 4-way draws and a win with the combined outcome of a loss, a 2-way draw, and a win? Only by devising a rating system can we answer this and related questions.

Playing Diplomacy is, of course, a real world event; however, just as importantly, playing the game is a matter of playing a role. Few of us, I hope, are the heartless, power-hungry, calculating SOBs that we should be when we play the game. The ways of

men and women during a free-for-all power struggle show some of the darker sides of human nature. In real life, individuals, society, and civilization all attempt to moderate the lust for power. In the game, by definition, these restraints are loosened. Assuming the existence of a power struggle, let's try to tell the "story" of the game.

Before the game begins, there are 7 great countries. Each has a powerful industry and a strong military. All have more or less equal military and industrial establishments. There are also 12 minor countries. Each has a lesser amount of industry and no significant military force. All 19 countries live peacefully in the established hegemony of the Great Powers.

The game starts when a terrible war breaks out. The Great Powers use their military power to capture the minor countries and then use these newly acquired production facilities to field more military force. The great countries form alliances to attack each other. The confusion and treachery are great.

Finally, when the game ends, peace is obtained and a new political order is established. The country that wins and those that draw define the new order. They enjoy hegemony. They retain the military and industrial complexes. A others that may survive, yet failed to participate in the political order, will be reduced more or less to the status of the minor countries before the war began. Their military forces become insignificant, and although they are allowed to enjoy the fruits of their industries, such enjoyment is contingent on their willingness to follow the rules of trade, and so on, laid down by those countries which have a say in the new status quo.

As I tell it, the story of the game is a circle. It starts when peace is destroyed and ends when it is re-established; however, during the course of this circle, the status of the Great Powers is fluid. The nature of the struggle draws a very great distinction between winning or drawing

and mere survival. Those who merely survived failed to retain or increase their shares of the political power; however, they did manage to come out with some or perhaps more industry. Survival provides consolation, but it hardly gives occasion for celebration. In contrast, elimination is complete defeat.

Principles of Designing, Selecting, and Applying a Rating System

Given the context discussed above, let's examine quickly the principles that, in my opinion, should guide the design, selection, and application of a rating system.

I. A RATING SYSTEM SHOULD BE LIMITED IN APPLICATION. Since the motivation for designing a rating system is for multi-game competitive events, it is a mistake to try to apply it far beyond this context. For example, rating systems have been used to evaluate career standings. It is detrimental to the hobby to see one's participation as a big competitive event. Such misconceptions have encouraged at least 1 good player to quit while he was ahead. Granted, most of us try to excel and, being human, we all want to know who was the "greatest". Such judgements are always controversial. In a hobby rife with disputes, let's try to avoid this controversy. The hobby would be better off to publish exhaustive statistics in the fashion of baseball than to try to determine officially who was, or is, the greatest player.

II. A RATING SYSTEM TO BE USED IN A COMPETITIVE EVENT SHOULD BE EXPLAINED TO ALL PLAYERS WELL IN ADVANCE OF THE EVENT. This is a simple requirement for fairness. Because people playing in tournaments try to win the tournament, they have a right and a need to understand how they will be judged.

III. A RATING SYSTEM SHOULD BE ADJUSTED BY HANDICAPS TO MAKE ALL COUNTRIES OF EQUAL VALUE. This is often overlooked. Most tournaments have only 2-4 rounds. There is no possible way to equalize the distribution of countries without the use of handicaps.

IV. A RATING SYSTEM SHOULD ATTEMPT TO DECREASE THE CHANCE OF A TIE, ALL OTHER THINGS BEING EQUAL. Since the basic purpose of ratings is to determine standings, avoiding ties is

desireable where possible.

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V. A RATING SYSTEM SHOULD RATE THE STATUS AT THE END OF THE GAME, NOT THE PROGRESS THROUGHOUT THE GAME. A rating system measures how well the players perform in the game. A player's performance is relative to the goal of faring well in the power struggle. If a player fails to obtain a share of power, it makes little difference whether she/he lost in the beginning, middle, or end of the struggle. Of course, it may make a difference to the player's pride whether he/she was the first or the last to go out of the fighting. Still, a rating system should measure degrees of success at the end of the game.

VI. A RATING SYSTEM SHOULD NOT RATE THE ORDER OF ELIMINATION. The order of elimination has nothing to do with the end of the game (see above). Sometimes, it is argued that eliminations have to be rated to reduce the odds of a tie; however, if handicaps are used, the chances of a tie will be low.

VII. A RATING SYSTEM SHOULD RATE SURVIVALS, DRAWS, AND WINS IN ASCENDING ORDER, WITH AMPLE INCENTIVE FOR MOVING UP THE SCALE. There are great differences between survivals, draws, and wins. The rating system should reflect these differences.

VIII. A RATING SYSTEM SHOULD MAKE IT VIRTUALLY IMPOSSIBLE FOR A WIN TO BE RATED LESS THAN ANY OTHER OUTCOME. There's nothing like winning. Besides, the rules of the game place official emphasis on winning.

IX. A RATING SYSTEM SHOULD ADJUST FOR THE NUMBER OF SUPPLY CENTERS A COUNTRY POSSESSES AT THE END. Supply centers represent industrial power. Obtaining them for keeps represents a measurable achievement.

X. A RATING SYSTEM SHOULD RATE DROPS, RESIGNATIONS, AND FORCED RESIGNATIONS. These outcomes are realities of the game, especially when played by mail. Drops are the bane of the postal game, and they should be heavily penalized.

The Key Relationship of any Rating System

The key to any rating system is how the draws and wins are related to each other. Since a win can be viewed as a 1-way draw, it is reasonable to see the 7 cases as having an underlying



arbitrary constants. The first example can be represented when $A=1$ and $B=2$, reducing to $y=2^{**}(x-1)$. The second example is represented when $A=2$ and $B=1.5$, reducing to $y=2((1.5)^{**}(x-1))$.

3. Hyperbolic Function.

This has the general form $y=C/x$, where y and x are as before and C is an arbitrary constant. The sequence 1-1/2-1/3-1/4-1/5-1/6 is based on $y=1/x$; 12-6-4-3 is based on $y=12/x$.

4. All other 1 to 1 mappings to distinct ratings form a limited number of cases. It is my belief that the underlying relationship of any

relationship. Many functions can assign 7 distinct ratings to the 7 cases. For this analysis, I'll break the possible functions into 4 classes.

1. Arithmetic Progression.

An arithmetic progression is a sequence of numbers, each of which is (after the 1st) the sum of the preceding number plus a constant: 1-2-3-4-5-6 or 3-5-7-9-11-13. The constant for the 1st sequence is 1; that for the 2nd is 2.

Arithmetic progressions can be represented by the general form of the linear equation, $y=Ax+C$ (where x is the independent, and y the dependent, variable). A and C are arbitrary constants. The value of x represents the x th position in the progression; while y represents the value of the x th position. Thus the first example can be represented when $A=1$ and $C=0$, reducing to $y=x$. The 2nd can be represented when $A=2$ and $C=1$, reducing to $y=2x+1$.

2. Geometric Progression.

This is a sequence of number, each of which (after the 1st) is a constant multiple of the preceding number. Thus 1-2-4-8-16-32-64 or 3-4.5-6.75-10.125-15.1875 are both geometric progressions. In the first, the constant multiplier is 2; in the second, it is 1.5.

Geometric progressions can be represented by an exponential equation, $y=A(B^{**}(x-1))$, where ** means that the term following is the exponent of the term preceding. Again, x represents the x th position and y the value at the x th position. A and B are

of the other possible mappings will be more complex mathematically and most likely less intuitively appealing than any of the cases we've examined so far

Three Examples

Let's now start to design 3 related rating systems, based on the 3 progressions discussed above. Let's decide in advance that we want a win to be 100 points, and an elimination zero points. Thus our scale for draws and wins will lie between 0 and 100. Let's also decide that except for penalty points (drops), we want all ratings to be positive. That implies that we must allow some room below or around a 7-way draw for points for survivals. Let's consider the arithmetic progression in Table 1.

Table 1: Arithmetic Key Relationship

Case	Description	Points
7	Win	100
6	2-way draw	86
5	3-way draw	71
4	4-way draw	57
3	5-way draw	43
2	6-way draw	29
1	7-way draw	14

The linear formula is $y=100x/7$. The numbers have been rounded to the nearest whole number.

With the same considerations in mind, let's consider the geometric scale in Table 2.

Table 2: Geometric Key Relationship

Case	Description	Points
7	Win	100
6	2-way draw	71

5	3-way draw	50
4	4-way draw	35
3	5-way draw	25
2	6-way draw	18
1	7-way draw	12

Table 2 is based on the equation $y = 12.5(\sqrt{2}^{*(x-1)})$.

The hyperbolic sequence is presented in Table 3.

Table 3: Hyperbolic Key Relationship

Case	Description	Points
7	Win	100
6	2-way draw	50
5	3-way draw	33
4	4-way draw	25
3	5-way draw	20
2	6-way draw	17
1	7-way draw	14

Table 3 is based on the equation $y = 100/x$.

The 3 different relationships are summarized in Table 4.

Table 4: 3 Scales from Tables 1, 2, & 3

Description	A-Scale	G-Scale	H-Scale
Win	100	100	100
2-way draw	86	71	50
3-way draw	71	50	33
4-way draw	57	35	25
5-way draw	43	25	20
6-way draw	29	18	17
7-way draw	14	12	14

We should keep in mind, looking at Table 4, that drops will be given negative ratings (punishment) and adjustments will be made for centers.

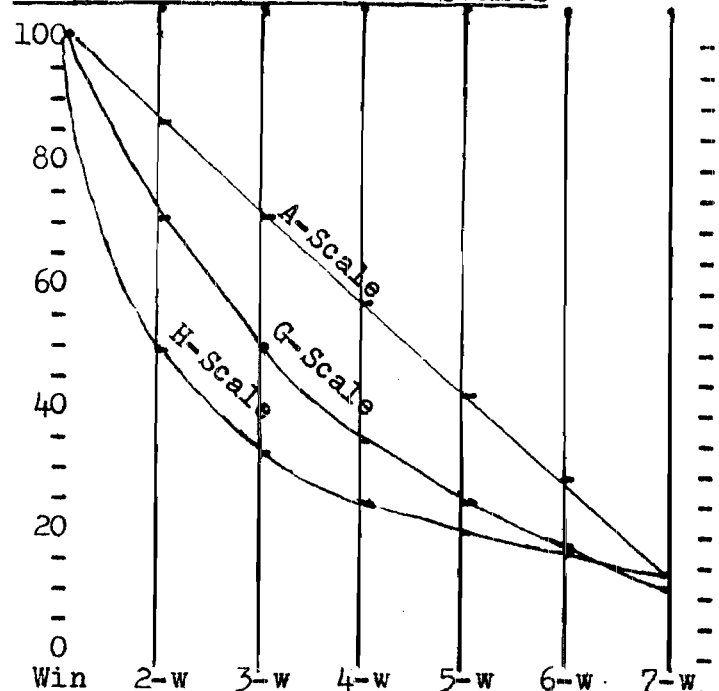
Each of the scales is subject to the same constraints: wins are rated at 100, 7-way draws, at approximately 13. Each has one underlying relationship that determines the values between wins and 7-way draws. By keeping the constraints on these scales the same, we can now see the real difference between the various key relationships for a rating system. The shape of the slope varies for each relationship as Graph 1 demonstrates.

The slope of the arithmetic scale is straight and fairly gradual; the other two slopes are curved. The geometric scale is steep at the high end and flattens out at the low end. The hyperbolic scale drops off even faster at the high end and becomes more nearly flat toward the low end. It is important to note that the shape and incline of any of the functions cannot be changed without also changing the high and low points of the related

scales.

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Graph 1: Slopes of the Scales



Adjustments for Centers and Survivals

There is an obvious difference between a 4-way draw with only 1 center and a 4-way draw with 12 centers. Although both outcomes represent equal shares of political power, they do not represent equal amounts of industrial power. Since political power is more important than industrial, this can be represented as adjustments to the scale chosen to rate political power. Since we would normally expect a player who participates in a 2-way draw to have more centers than one who participates in a 6-way draw, adjustments for centers should be relative to some norm. My proposed normative scale is Table 5.

Table 5: Normative # of Centers

Outcome	Norm
Win	18
2-way draw	17
3-way draw	11
4-way draw	8
5-way draw	7
6-way draw	6
7-way draw	5

Here the total number of centers (34) is divided by the number of participants. The norm for a win is 18 centers. For a basic scale of 0-100, an adjustment of 1 point for each center deviation from the norm would be, in my opinion, about right. Since survival is the bare retention of industrial

power with no concurrent political power, I favor granting 1 point for each center in the surviving player's control. Thus a player in a 4-way draw with only 1 center would receive on the arithmetic scale 57-7=50 points. A 23-center win would be worth 105 points on all 3 scales.

Handicaps

To derive handicaps for all countries, I will use information provided in DIPLOMACY WORLD 34 (p.32f). Unfortunately, these data do not contain information on the distribution of centers. Thus we'll ignore adjustments for centers and survivals when computing handicaps for our examples. This practice should be eschewed where possible. Table 6 identifies the distribution of wins and draws for 1686 completed postal games.

Table 6: Wins and Draws for 1686 Games

	WIN	2-W	3-W	4-W	5-W	6-W	7-W
AUS	152	52	68	63	29	6	3
ENG	155	87	104	95	34	10	3
FRA	151	72	109	74	37	10	3
GER	142	67	88	56	36	10	3
ITA	108	44	67	58	38	10	3
RUS	228	64	71	46	29	8	3
TUR	152	66	104	65	34	9	3

Using tables 4 & 6, we can derive totals for each country under our 3 scales, tabulated in Table 7.

Table 7: Total Points for Each Country

	A-Scale	G-Scale	H-Scale
AUSTRIA	29,554	25,366	22,343
ENGLAND	37,575	31,268	26,549
FRANCE	35,172	29,393	25,099
GERMANY	31,282	26,433	22,786
ITALY	24,714	20,470	17,633
RUSSIA	37,488	33,409	30,251
TURKEY	33,715	28,394	24,424

From Table 7 we can derive the average score for each scale per game per country.

Table 8: Average Score Per Country

	A-Scale	G-Scale	H-Scale
RUSSIA	22.23	19.82	17.94
ENGLAND	22.29	18.55	15.75
FRANCE	20.85	17.43	14.89
TURKEY	20.00	16.84	14.49
GERMANY	18.55	15.68	13.51
AUSTRIA	17.53	15.05	13.25
ITALY	14.66	12.14	10.46

Notice how low the average is! An average player for Russia can expect around a 6-way draw. Since these aren't common, the average player loses most

of the time.

Table 9 shows the average strength of each country as a percentage of the strongest. Although on each successive scale the countries are spread further apart, there is still quite a bit of agreement as to how to rank them.

Table 9: Percentage Average Strengths

	A-Scale	G-Scale	H-Scale
RUSSIA	99.8	100.0	100.0
ENGLAND	100.0	93.6	87.8
FRANCE	93.6	88.0	83.0
TURKEY	89.7	85.0	80.7
GERMANY	83.2	79.1	75.3
AUSTRIA	78.6	75.9	73.9
ITALY	65.8	61.3	58.3

Using Table 8 (or more ideally with the figures obtainable if we had data on centers), we can derive the handicaps in a simple manner. Table 10 gives handicaps to bring all countries in line with the strongest. In a tournament, a player should receive the handicap in addition to any score she/he makes; this is a consolation for playing a weaker country.

Table 10: Handicaps

	A-Scale	G-Scale	H-Scale
RUSSIA	.06	-	-
ENGLAND	-	1.27	2.19
FRANCE	1.44	2.39	3.05
TURKEY	2.29	2.98	3.45
GERMANY	3.74	4.14	4.43
AUSTRIA	4.76	4.77	4.69
ITALY	7.63	7.68	7.48

Evaluation of the Three Examples

The 3 examples are intentionally similar. The scales range 0-100 (one of 0-1 would have been just as reasonable). I suggested a single choice of adjusting by a value of 1 per center; $\frac{1}{2}$ or 2 would have been as good.

Granting the similarities, there are interesting differences. The arithmetic scale offers fewer rewards as a player moves up the scale. How could this be when the increments are equal? Look at the progression: going from a 7-way draw to a 6-way improves one's rating on the A-scale by 100%; but going from a 2-way draw to a win improves it only by 16.25%. That hardly offers much incentive to betray a 2-way draw partner for a win.

The hyperbolic scale offers a resounding solution to the problem of offering sufficient incentive for a

win. The greatest rewards lie at the high end of the H-scale. Going from a 7-way draw to a 6-way improves one's rating by only 23.5%; going from a 2-way to a win increases it by 100%. The H-scale is a strong inducement for those who love the knife to salivate with anticipation.

I rather like that simple rationalization. Political power in the game is considered a pie, divisible but not increasing with division. The other scales offer a greater sum of points to players in a draw (except a 7-way). The Hyperbolic scale (without adjustments, drops, &c.) awards 100 points regardless of how the game ends. This simplicity is appealing. However, this scale may drop off too quickly for tournament play, allowing a few lucky wins to figure too heavily in the results.

The G-scale, on the other hand, has the elegant feature that every step up the scale represents an equal percentage improvement over the one below it. This is about 40%, allowing for distortion in rounding. Thus a player's incentive to improve is about equal over the scale. I find this subtle symmetry very appealing.

Choosing between these scales is a matter of taste. Others will have different preferences. Based on our discussion of principles of rating systems, let's now turn to a critical appraisal of another system.

The Lifetime Rating System

In DW 31 & 32, Rod Walker introduced the Lifetime Rating System. Its essentials are presented in the 1st & 2nd columns of Table 11; in the 3rd column, values are multiplied by 5 to expand the 0-20 scale to 1-100 for comparison. In Table 11, n-ELIM means nth place at the time of elimination; n-RES means nth place at the time of resignation. In looking at this rating system, I'll try to make clear the distinction between matters of taste and questions of principle.

Table 11: Lifetime Rating System.

Outcome	Pts.	x5	Outcome	Pts.	x5
Win	20	100	7-way	2	10
2-way	15	75	2-SUR	10	50
3-way	10	50	3-SUR	8	40
4-way	8	40	4-SUR	6	30
5-way	6	30	5-SUR	5	25
6-way	4	20	6-SUR	4	20

7-SUR	2	10	2-RES	6	30
3-ELIM	3	15	3-RES	4	20
4-ELIM	2	10	4-RES	2	10
5-ELIM	1	5	5-RES	0	0
6-ELIM	0	0	6-RES	-2	-10
7-ELIM	-1	-5	7-RES	-4	-20
1-RES	8	40	DROP	-8	-40

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The effort to cover every possible outcome is commendable. Only 2 ~~seem~~ not covered: forced resignation and 2-ELIM. Admittedly, both are rare.

The scale from win to 7-way draw unfortunately is not based on any discernable underlying relationship; however, it does lie between our A- and G-scales. Rating of eliminations should be omitted as a matter of principle. They are the exact opposite of the goal of the game. At most, I would agree to a very small rating equal for everyone who tried and failed.

I applaud giving drops a resounding penalty; however, the rewards for resignation seem to me to be much too favorable. It's laudable to encourage resignations over drops, but we should be careful as a matter of principle to avoid making resignation appear preferable to staying around for the fight. The system does not have handicaps, but these could easily be calculated.

I take the greatest exception to the scale for survivals. Why should 2nd place be equivalent to a 3-way draw? Such rewards are pernicious. If a player can do as well or better by helping another win than he/she can do by looking out for her/his own best interests, then the game is corrupted. It's a matter of principle that ratings should nearly always encourage a draw over survival. I'll grant exceptions at the low end...a rare choice between a 6-way and 2nd place. But the choice between a 4-way and 2nd place is a live option in many games. For those players who thought they were heading for a 2-way draw or a win, then ended up in 2nd place, I say, Tough luck! You blew it!

Finally, I object to the overall purpose of the Lifetime Rating System as indicated by its name. A player's career is not a competitive event, and if it were, then he/she has the right to know in advance how she/he is to be judged.

//See nextish for Rod's response; obviously he does not agree at all.//

IRREGULAR

...STIGMA?

...Kathy Byrne

"Irregular" seems to be the "Scarlet Word" of postal Diplomacy. In my opinion, it's a totally overrated word. No single term should cause as much consternation as "irregular" does when attached to a game. It's really just a word which means that a particular game is different from the usual postal Diplomacy game. Nothing more, nothing less.

Irregularity is not a disease, it is not contagious, and it is certainly not lethal. Yet many see the word as the end of the world; but it is only a signal for ratingsmasters to note that a game may not be rateable under the traditional standards by which we rate other postal games.

Many fail to realize that the determining factors on a game's regularity were set back in the "Ice Age" of postal Diplomacy. Twenty years ago, computers were not the "in thing", and electronic mail was unheard of. The rules were made before these modern inventions had shown what they were capable of. Tradition (which plays a large part in this hobby) has been the underlying factor in the earmarking of many games as "irregular". A BNC will often rely on past precedent, rather than break with tradition; this is the easy way to be sure you're right and not get into any hassles.

Well, at least that used to be true. Then along came the electronic revolution...which didn't see fit to start in 1980, or wait until 1986, but came instead while I am BNC. So much for "play it safe", relying on past precedents. The electronic mail players feel that their games should be as "regular" as any other normal postal game, and there is nothing in hobby tradition to resolve that issue.

I guess I should have waited until 1986 to volunteer to be BNC...then this entire matter would be on someone else's head and I wouldn't have to buy so much Excedrin. Seriously... I do agree that some traditions might need updating. Some "irregular" criteria I do not agree with myself; but

some games are so blatantly irregular that I can't think of a better term.

Don Ditter started putting notes under games which warned ratingsmasters that there might be a reason why the game was unrateable (e.g., local, computer, irregular standby policy, etc.). Don had hoped to get away from using the term "irregular", and to leave more of the work to the ratingsmasters and their judgement as to whether to rate the game in question. This did not work, as evidenced by the last two rating systems which I've seen. Both said they would follow the BNC recommendation on all games.

The only solution I see is to review some of the circumstances which cause a game to be unrateable and, if appropriate, modernize the rules which govern "irregular" status. A committee has been formed which will take a look at anything submitted on computer and electronic mail games, and maybe other "iffy" areas as well. The committee consists of myself, Don Ditter, Lee Kendter, and Doug Beyerlein. It is the job of those who want to change the rules to educate us and convince us that certain games should be rated. (Please note that this committee will work in general areas, not individual games.)

"Irregularity" won't exactly be a thing of the past, but maybe more games can fall under the heading of rateable.

((Well put, Kathy; and of course anything like this should be approached carefully. However, electronic "bypass" of normal postal channels is likely to increase very rapidly as "village North America" forms in the last two decades of this century. I have predicted that within a decade 1/2 of all postal games on this continent will be by electronic mail (and most of them will have at least some negotiation by that medium). I'm glad you're taking steps to get at this problem now rather than sluff it off as some less courageous individuals might be tempted to do! ...RW))

BORDERLANDS

Game Review by Greg Costikyan

(BORDERLANDS is from Eon Products, Inc., RFD 2, Barre MA 01055; \$20; 8pp. rules, 20"x24" 3-color map; 253 counters of varying sizes and shapes, die, 8 small plastic bags, boxed.)

BORDERLANDS is a game for 2-4 (or, with the expansion sets, up to 6) players. Although it is set in a fantasy world, there are no rules for magic; emphasis is on economics and military conflict.

At the beginning of the game, the players distribute tokens which represent gold, iron, coal, timber, & horse production sites more or less at random about the board. Thereafter, each player chooses 1 province in turn, placing one of his "men" in the province to indicate his ownership. Players continue choosing provinces until all are chosen. At the beginning of each turn, the resource production sites produce (small gold, iron, etc. counters are included to show where resources are currently located). If a player has moved the right resources into a given province, he can produce weapons, cities, or riverboats. After production, players may ship resources between provinces; after that, each player can attempt to conquer provinces from the others.

Unlike other games, the objective of BORDERLANDS is not to conquer the world, but instead to be the first to build 3 cities. However, building cities requires possession either of (a) coal, iron, timber, and gold, or (b) a LOT of gold. In a multi-player game, it is very rare for any single player to own one each of the resource production sites, so trade and diplomacy become very important. Indeed, since toward the end of the game players will be very chary about letting anyone acquire the necessary resources to build his 3rd city, military conquest is often required.

The military system will be familiar to DIPLOMACY players. Strictly speaking, BORDERLANDS is not a variant; it is played sequentially rather than simultaneously. Resolution of conflict is not dissimilar, however. When conflict occurs, one player declares that he is attacking a single

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enemy province. He then adds up the number of men he owns in provinces adjacent to it (there can only be 1 per province). The other player similarly adds together the number of men he has in the attacked province and those adjacent to it. Thus both players' units automatically "support" any attacked province if possible. If other players also own adjacent provinces, they may declare their support for either player (or remain neutral).

Weapons and horses are a complication. A province may contain 1 weapon and 1 horse in addition to 1 man. Horses, like men, have strengths of 1; weapons have strengths of 3...so a province could contain a total strength of 5. Riverboats are restricted to the river which runs through the center of the board, and are treated as provinces which themselves have a strength of 2. Thus when a player builds a boat, he may place 1 man, horse, & weapon (if he wishes) on it and produce a mobile province which can attack others with a total strength of 7. Cities have strengths of 3 and, when built in a province, help defend it.

The first few turns are used by players to consolidate their positions. The equivalents of stalemate lines are usually established--each player has a region which cannot successfully be attacked by any other using men alone. Each player then has a choice between building cities, or weapons and riverboats to help him conquer more territory. A player who concentrates on cities to the exclusion of weapons may find them conquered by another. In this stage, having a substantial number of resource production areas is extremely important; players who lose out on resources should ally to contain the stronger players.

BORDERLANDS plays quickly (typically not longer than 3 hours) and smoothly. Like DIPLOMACY, its rules are simple, but the tactical situations it produces are not. Also like DIPLOMACY, it requires a great deal of negotiation.

Two expansion sets are available: the first adds islands, ships, bridges, and a 5th player; the second adds religion, universities, airships, and a 6th player. With or without the expansions, BORDERLANDS is a good, simple game for an evening's gaming.

1983X

D. W. DEMO GAME

GAMESMASTER: Rod Walker

COMMENTATOR: Eric Verheiden.

((This, the tenth demonstration game in the HOOSIER ARCHIVES - DIPLOMACY WORLD series, began in D.W. 34. See that issue for the lineup of devious characters & information on the notation used.

((However, we are going to modify the latter beginning thish. We will now use a modified version of the Von Metzke Notation System, in which everything is typed in lower case. The exception to the VMNS will be one in current vogue; namely, that the position of each unit at the end of the season will be in all CAPS. (If a unit is dislodged, its order will be entirely in l.c.)

((In addition, the abbreviation for Tyrrhenian Sea is being changed from "Tyn" to "Thn", to avoid the all too common typo of "Tun".))

Spring 1903

VON TIRPITS BLOWN OUT OF THE WATERS NEAR JUTLAND! ... GEN. PEERIANO VICTORIOUS AT MARENGO, DRIVES BACK KENDTERPARTE'S USSARS. ... HER MAJESTY'S FROZEN NORTH COMPANY FAILS TO COMPLETE MURMANSK-PETROGRAD CANAL ON TIME AND FAR EASTERN EXPEDITIONARY FORCE GETS ZAPPED. ... SULTAN BERÇ RUN OUT OF NAXOS ON A RAIL BY MADAME BIRSANE. ... TSAR KONRADOV FIGHTS IMPERIAL HIGH SEAS FLEET TO STANDSTILL OFF THE DOGGER BANK. ... HUNS OUTGUESS FROGGO-BRITS ON THE RHEIN.

AUSTRIA (Edi Birsan): f tri-ADR, a alb-GRE, a TRL s ital a ven-pie, a gal-VIE, a BUL-con, f gre-AEG.

ENGLAND (Don Ditter): f EDI-nth, a lpl-YOR, f nth-SKA s by f NWY, f SWE-den, a BEL-ruh, f stp(nc)-stp(sc) /imp//r-BAR/.

FRANCE (Lee Kendter, Sr.): a MAR-pie, f SPA(SC)-wes, a ruh-KIE s by a HOL, f por-MID, a BUR-mun.

GERMANY (Paul Rauterberg): a kie h /r-BER/, a MUN-ruh, f ska-nwy /d/.

ITALY (Larry Peery): f ION s aus f gre-aeg, f TUN-wes, a ven-PIE, a BOH s ger a mun /otm/.

RUSSIA (Konrad Baumeister): a lvn-STP s by a MOS, a RUM-sev, f DEN-nth, f SEV-bla.

TURKEY (Mark Berch): f CON s f aeg, f aeg s ital f ion-gre /nso//r-SMY/, f ARM-bla.

Fall 1903

SEIGE OF CONSTANTINOPLE BEGINS IN EARNEST AS TURKEY SURROUNDED BY BIRSAURONITE, PEERISTALTIC, & ~~BUMSTZAD~~ BAUMEISTOVITCH FORCES ... PEERISITES CATCH IT IN SHORTS OUTSIDE PRAGUE, GIVE UP, GO HOME ... FIRST LORD, ADMIRALTY, ANNOUNCES GREAT VICTORY OVER TSARIST SLOOPS & FRIGATES NEAR COPENHAGEN ... WOPPO-FROG "COLD WAR" HEATS UP AS RIVAL FORCES SHELL GENOA & TOULON ... HUNS HANG IN THERE AS RAUTERBERGER DYNASTY BEGINS PACKING FAMILY CHINA & PHOTO ALBUMS ... MEANWHILE, SULTAN ABU-YASU BERÇLIM CAN HARDLY WAIT....

AUSTRIA: f adr-ION, a GRE-bul, a vie-BOH s by a TRL, a BUL-con s by f AEG. Owns: bud, tri, vie, gre, ser, bul (6). No change.

ENGLAND: f edi-NRG, a yor-EDI, f ska-DEN s by f SWE, f nwy-NTH, a bel-RUH, f BAR-stp(nc). Owns: edi, lpl, lon, bel, nwy, ~~stp~~, swe, den. No chng.

FRANCE: a MAR-pie, f spa(sc)-LYO, a HOL s a kie, f MID-wes, a BUR-mun s by a KIE. Owns: bre, mar, par, por, spa, hol, kie (7). b f BRE.

GERMANY: a BER & a MUN s rus f den-kie. Owns: ber, ~~kie~~, mun (2). No change (1 /d/, s03).

ITALY: f ion-EAS, f TUN-wes, a PIE-mar, a boh-mun /r-otb/. Owns: nap, rom, ven, tun (4). b f ROM (1 /d/ f03).

RUSSIA: a STP s eng f bar-nwy /nso/, a MOS s a stp, a RUM-sev, f den-kie /r-BAL/, f SEV-bla. Owns:

mos, stp, sev, war, ~~den~~, rum (5). No change.

TURKEY: f CON s rus a rum-bul /nso/, f SMY s f con, f ARM-bla. Owns: ank, con, smy (3). No change.

COMMENTARY:

Will wonders never cease? Will Birsan actually go for some sort of 5-way draw? In any event, he has confounded my predictions again and persuaded Peery to eat a second Austrian fleet.

To be fair, it does make some sense with Turkey not quite dead yet and France threatening. Nonetheless, Peery is now squarely between a rock and a hard place with very little wiggle room. This next year should see Turkey nearly eliminated with the probable fall of Con & Smy. The interesting part should therefore occur about 1905.

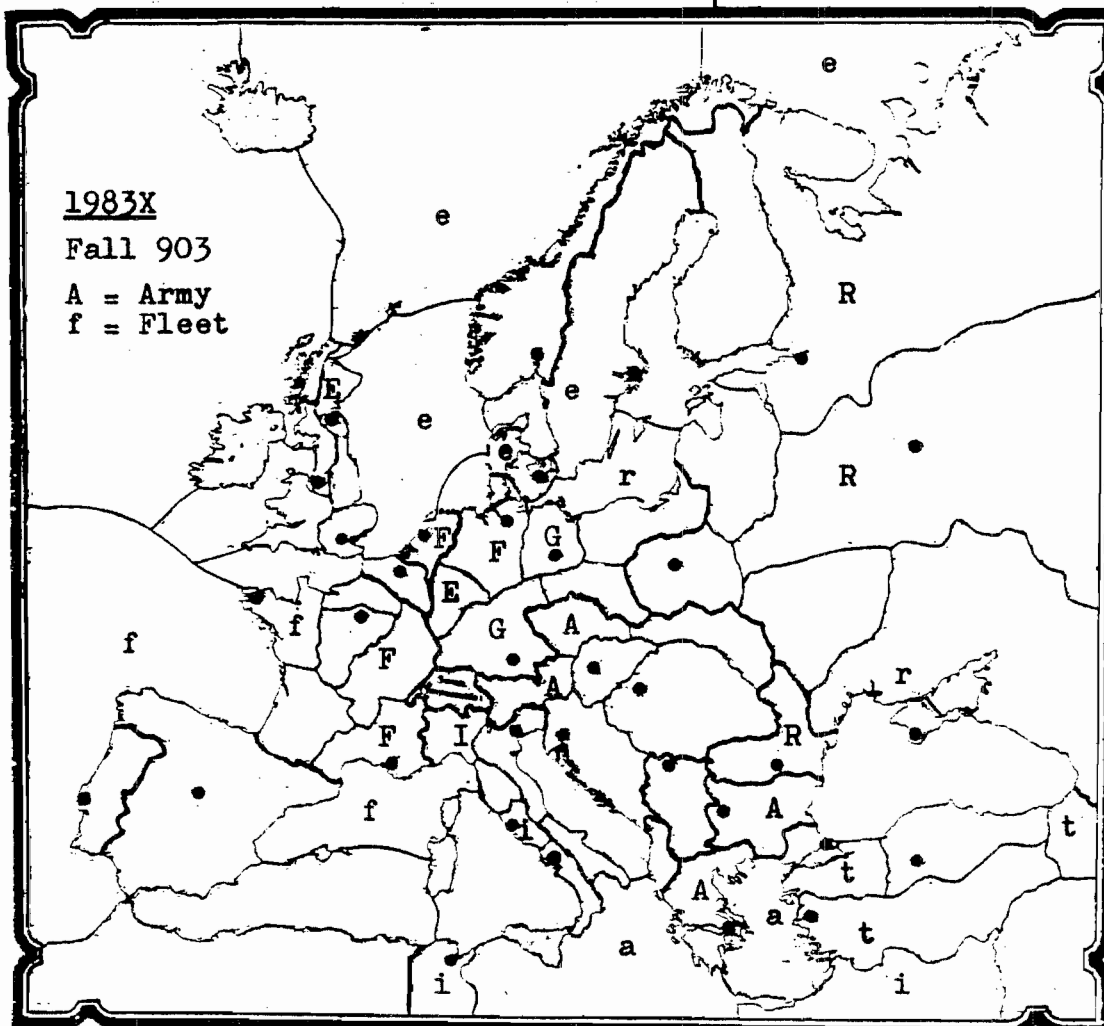
Russia also has some problems. Without F Bla, Russia stands to get no builds from Turkey again in 1904. In the north, unable to raise another

19
fleet, expansion prospects also look dim. In fact, St.Petersburg will eventually fall as things now stand. Finally, the central front is wide open, held mainly by Germany (temporarily) running interference and lately by Austrian intervention. Birsan is in the best position to gain Turkish builds, possibly via supported convoy into Smyrna (from Greece) and then by taking Constantinople. He is not out of the woods yet, though. Basically, his options are then two (maybe three): settle for a 5-way draw or break the western alliance diplomatically followed by a move against Russia or Ita-16. An outside shot is a unilateral stab of Russia in '05 if Austria gains 2 builds in '04. Russia is probably the most dispensible alliance partner since Austria can more easily claim (and hold) the lion's share of the spoils.

The western duo of Kendter and Ditter is beginning to run into road-blocks, due mainly to the eastern triple entente. With a new F Rome and Aus-

trian support, Italy, played properly, will be a very difficult mark. Russia will lose St.Petersburg eventually, but not instantly. Even Germany may be propped up enough by Austria to slow progress. Slow is not stop, mind you. Expect England to convoy to Denmark and then Berlin if Russia retreats F Bal-Bot when dislodged by F Den. Otherwise, an accelerated push on St.Petersburg can be expected, which is a good reason to retreat to Bot.

In summary, 1904 should be another year of more of the same. The fireworks, if there are any, will occur in '05



or '06 as the alliance structure is reordered. If there is no reordering, a 5-way draw is almost inevitable. The players are all tactically competent and unlikely to NMR. The stalemate lines are not difficult to set up by either side and will freeze roughly along the usual St. Petersburg-North Africa line.

* * *

A few comments may be in order concerning the commentary of "E. Blake". I will agree that perhaps the comments regarding Birsan were a bit redundant; however, personalities are important (the game is Diplomacy, after all) and particularly so in a demo game involving top players, most of whom are personally acquainted or have at least crossed swords postally before.

I can personally vouch for the fact that personalities have been very important in demo games I have participated in as a player and in some cases have caused endless squabbles for me as a demo game GM.

My "philosophy of analysis", if you will, also parts company somewhat regarding predictions and what to predict. Frankly, if you want a profound tactical game, you should play a conventional wargame rather than Diplomacy. In Diplomacy, the tactics are both relatively straightforward and relatively unimportant. If you want to learn tactics, study the conventional openings, the most frequently used stalemate lines, ... and for the rest set up the position, move the units around against various countermeasures for a while, and then submit coordinated orders with your allies. (Suggested references include Rod's Avalon Hill treatise and compendium issues of Mark Berch's DIPLOMACY DIGEST...such as stalemate lines.)

Much more important--and difficult--is looking ahead at the long range implications of a position or alliance and performing the necessary diplomacy to turn the situation to advantage. In the context of a game analysis without inside information, analyzing the diplomacy is extremely difficult; however, some situational analysis can be performed. This is what I have attempted to do here.

Ultimately, the analysis of a

position leads to a prediction of consequences. Sometimes you are right, sometimes wrong (one hopes that predictions improve as information increases) however, the process must be attempted. Of the novice players I have dealt with I have found most reasonably competent tactically, but unable or unwilling to do proper long-range analysis. The usual result is a free-for-all in which a novice may win a battle only to lose the war to more experienced competition.

Picking on Paul Rauterberg for a minute, his 1901 orders may or may not indicate a Russian alliance (if so, the move to Denmark--threatening Sweden--is somewhat curious, to say the least); however, leaving the west wide open indicated an unbounded faith in France and probably England (as noted in the analysis). The faith was of course misplaced; however, even if there had been a triple alliance, the long-run implications are usually poor for Germany, caught in the middle between east and west.

For Germany to prosper, 3 1901 builds are almost a requirement, along with a battle between England and France. I won once as Germany by striking first at Russia (in 1902), then England, and then France.

Looking at 83X from a viewpoint of long-term analysis for the 5 major players, the east is clearly set up for Birsan's benefit. He gets most of the Turkish spoils, a 2nd fleet ultimately giving options vs. Italy, and Russia tied up holding off England in the north and Turkey in the south...thus leaving the center relatively undefended (an interesting retreat for Russia would have been F Den-otb with a rebuild in War--more useful in Germany & more daunting for an eventually ambitious Austria).

The west is currently more even; Kendter's problem is too much success--a break in the east leaves England in the dust unless Ditter uses his many spare fleets against a temporarily overextended France. The same configuration makes a French stab of England difficult, impossible unless Austria simultaneously hits Italy.

((Well, we're still trying to tune in E. Blake, but the crystal ball seems to have malfunctioned....))



THE GAME FROM IPANEMA

by Rod Walker...with a lot of help from Fred Davis...title by Larry Peery.

"As regras da Diplomacia são lógicas e quando interpretadas corretamente não são nunca ambíguas...."

Thus begin the rules for a game produced by GROW--Produtos para Recreação Ltda. of Brazil. The game box says the name of the game is "1914", but we would all recognize it as The Game, Diplomacy...and indeed, the ostensible name never appears in the published Portuguese rules, which invariably refer to it as "Diplomacia". Unfortunately, it must also be said that this otherwise laudable attempt to spread The Game is not licensed by the owner, Avalon Hill, and apparently no royalties are being paid (although GROW has the nerve to indicate "Marcas e Pat. Requeridas").

However, this game is more than a simple rip-off. It is also a variant. Two major changes are made to The Game. First, Italy begins with a Fleet, rather than an Army, in Rome. Second, a 35th supply center is added, in North Africa. The rules are otherwise basically a reorganized translation of the 1961 Rulebook, save that the victory criterion is set at 18 units (whereas prior to 1971 the Rules specified only "a majority of the units on the board"). This means that many of the ambiguities and other difficulties...such as the Coastal Crawl...which were cropping up before 1971 are embodied here. And there may be other problems...for instance, the rule against self-dislodgement is

"clarified" in such a way that it prohibits any supported order against one's own unit...apparently not even for the purpose of standing off an equally (or less) well supported attack by another Power.

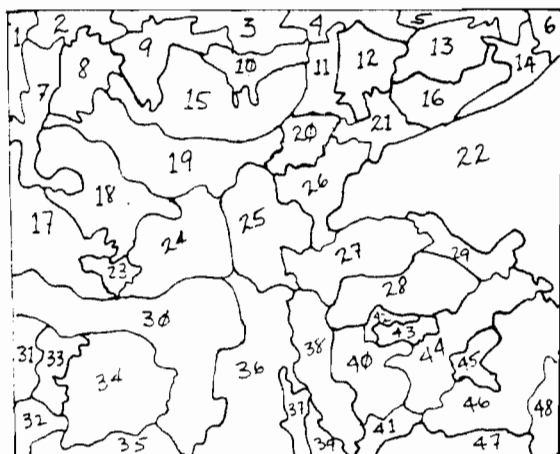
However, all these problems can be laid to defects in the original Rules, long since corrected; or to problems in getting the Rules from English to Portuguese; or to a faulty understanding of how the game is supposed to work.

On the other hand, the major alterations mentioned first were no accident. It seems to me that they make the game very different, but not unplayable. In fact, it is conceivable that some people may consider them an improvement over the original.

Italy is potentially much more powerful in the Brazilian version...with a real interest in challenging France at the straits (a new supply center) and the naval power with which to do it. Alternatively: while Italy's power to attack Austria by land initially is diminished, she can now pick up Tunis and challenge Austria for possession of Greece. All sorts of ramifications can be seen to ripple out to the very corners of the board, where even England and Turkey may have much to fear from a stronger Italy.

It might be interesting to see some sections of the variant (F Rom, supply center NAF, 18-unit victory criterion) played, using the 1983 rules. We would very much like to see the game reports from any such play. Discussion in our lettercol is also very welcome!

CONTESTS



DIPSHAPES

Last issue's DipShapes contest drew 19 entries...nice! Of these, 9 (47%) were 100% correct! I was really surprised at that, since some of the shapes (particularly #23) seemed to me to be quite difficult. The answers: 8. Ser; 12, Kie; 15, Edi; 16, Fin; 18, Hol; 20, Boh; 22, Mos; 23, Mar; 25, Livonia; 28, Alb; 30, Ven; 33, Tyrolia; 37, Apu; 38, Swe; 43, Por; 45, Rum; 47, North Africa.

The 9 100 percenters were: Doug Baker, Phill Cooper, Pete Gaughan, Ken Gestiehr, Bob Gosselin, Steve Knight, Dave Lincoln, Bruce Linsey, & a person who left his name off his entry (computer-printed, with reference to Dan Streetment's marvelous book on verb tenses for time travelers). Who be ye, brother? I then mixed up 8 names and an "X" on lots and drew the winner...ta-daaaaaa.... Doub Baker (who gets 4 free issues).

Also entered (many missing only 1 or 2) were: Bill Becker, Joe Clement, Tom Coveny, Fred Davis, Richard Edison, Ruth Glaspey, Wes Ives, Jim Makuc, Jeff Richmond, and another no-name (with a list of 5 shapes).

Thank you all, gentlemen & Ruth...I hope you enjoyed this one. And now on to:

TOURS

In Diplomacy & the Arts, we portrayed various military movements as movements on the board. We are now going to represent entire military campaigns as "tours" on the board. In each case you must identify (a) the name of the military leader (or in

some cases the campaign itself) and (b) the year of both the first move and of the last move. Where the campaign originates or continues off the board, you will see "otb" noted. Fleets and armies are not differentiated.

1. Spa(nc)-Mid-Eng-Nth-Nrg-Nat-Mid-Spa(nc).

2. Spa-Mar-Pie-Ven-Apu-Nap-Rom-Apu-Rom-Nap-Ion-Tun (note that movements attempted but failed are underlined).

3. Swe-Bal-Bot-Lvn-StP-Lvn-War-Gal-War-Pru-War-Gal-War-Sil-Sil-War-Lvn-Mos-Ukr.

4. otb-Tun-NAf-Spa-Gas-Par.

5. Mar-Bur-Bel-Pic-Bre-Gas-Bur-Par.

6. Bud-Ser-Bul-Ser-Gre-Ser-Bud-Vie-Trl-Mun-Bur-Par-Pic-Bel-Ruh-Mun-Trl-Ven-Tus-Rom-Pie-Ven-Tri-Bud.

7. Lon-Eng-Mid-Por-Mid-Wes-Lyo-Mar-Lyo-Thn-Nap-Ion-Aeg-Smy-Eas-otb.

8. Swe-Bal-Ber-Sil-Ber-Sil-Mun-Sil.

9. Pie-Lyo-Thn-Nap.

10. Mun-Sil-Ber-Pru-War-Pru.

11. Con-Aeg-Ion-Tun-Thn-Nap-Rom-Tus-Ven.

12. Ven-Rom-Apu-Adr-Alb-Gre-Aeg-Eas-otb.

13. Con-Bul-Ser-Tri-Ven-Rom-Nap.

14. otb-Mos-Sev-Ukr-War-Gal-Sil-Boh-Vie-Bud-Tri-Ser-Bul-Rum-Sev-otb.

15. otb-Arm-Ank-Con-Smy-Syr-otb.

16. Boh-Mun-Sil-Boh-Vie-Bud-Vie-Boh-Sil-Ber-Kie-Den.

17. Sil-Mun-Kie-Ruh-Bur-Par-Pic-Par.

18. Con-Bul-Ser-Alb-Gre-Ser-Tri-Ven-Rom-Rom-Nap.

19. Gre-Bul-Con-Smy-Ank-Smy-Syr-otb.

20. Smy-Syr-otb-Arm-Ank-Con.

Solutions to this contest are due at our editorial office by 15 Feb 84. Please sign your name. Again, the prize for a completely correct set of answers is a year's extension of your sub to DW (you must be an active subscriber as of #37 to be eligible to enter. In the event of a tie, the winner will be chosen by lot. If the winner has the most correct answers (but not all) the prize will range from 1-3 extra issues, depending on how many correct answers he/she has.

must a stab be FATAL?

23

Mark L. Berch

Dozens of strategy articles have been written in part or entirely on the subject of the stab. One of the most common pieces of advice given is that a good stab must be a devastating stab. For example, "Billy Ar-gon", writing in EUROPA EXPRESS #28, states: "Never stab unless you are sure that you'll cripple your ally." Robert Sergeant's famous essay re-printed in DIPLOMACY DIGEST #1 states, "I will not stab for a one center gain." A dozen similar quotations could be presented. This advice is, in a word, wrong. It does not represent the way the game is played by experts, whether at postal, tournament, or face-to-face play.

To be sure, the advice is often quite right. Many stabs rebound against the stabber precisely because the victim was not crippled. But the advice is too rigid. There are many circumstances which arise which call for a stab which does not cripple, and which may entail taking only one center. If the advice cited above causes you to overlook these opportunities, you're not going to grow as fast as you should. You may even be--horrors--stabbed yourself.

The first case is not at all rare. Here your ally is very dependent on you. Perhaps a piece or two of yours is supporting his push against another power. Or maybe your pieces are involved in a stalemate line. But there is a center of his that you want to take. Maybe you need the build, or maybe you can't afford to let him have the build. You may feel that the center is rightfully in your zone of control, or you may feel that you need to place a piece in a spot which just happens to be his supply center. Perhaps you just feel he owes you a center, or maybe you just want to show who's boss. But alas, your golden tongue has tarnished, and you can't talk him out of the center.

So you take it anyhow. Yes, just what your mother warned you against, a one center stab. You are taking a calculated risk here. You are gambling that your ally will not terminate

the alliance for just one center. How can you be sure of such a thing? Actually, you can't; but there should be plenty of clues, if you've done your homework and had plenty of contact with him. Does he seem to have a hair trigger? Require absolute fidelity? Seem to have a vengeful streak? These are all signs that you may not get away with this stab. On the other hand, does he seem to take a long term view? Has he done this sort of thing himself? Does he pride himself on being a pragmatist? These are all good signs. Even more compelling considerations may come from the gameboard. The more dependent he is on your help, and the further his units are from your exposed centers, the less tempted he'll be to retaliate.

Incidentally, don't assume that this won't work just because your ally is firm in rejecting the idea in advance. He may try strenuously to talk you out of it, but then accept it as a fait accompli once it has occurred. To be sure, this tactic is going to damage your alliance. However, you may decide that this damage is more than compensated for by the value of the center.

Finally, please note that the last thing you want to do in such a stab is "cripple" your ally. If you do that, he'll know he's doomed and will likely turn on you for vengeance.

A second circumstance is a ghoulish variation on the first. The setup appears to be the same, and you swipe your one center. Here, however, your intention is not just to settle accounts a bit and get on with the alliance. This time, you've decided to nibble him to death. One center this year--he can't do anything about it, and he needs your help, so he accepts it as not worth fighting over. Then another center in the following year. More grumbling from the twice-stabbed ally, but he may again be unwilling to give up the values of the alliance for a(nother) center lost. In the next year, a center or two more. This might be called a rolling stab, and by the time you're done, he's been

(Continued on p. 25.)

Dip-22

Joseph Heller

...He stepped through the door and stopped by the sentries. "You sent for me, sir?"

"Yes, Captain; I understand you know how to play Diplomacy."

"Well, I just play by mail, sir. I haven't been in a live game for some time."

"No matter. Have a seat, Tossarian," said the General. "You'll be France. It's Fall 1903, and you're already in trouble, especially from England and myself in Germany."

"So I see, sir." Yossarian sat down and looked around at the other players. Two privates had Austria and Turkey; neither was doing very well. Major Turkey played Italy ("He never plays Turkey," explained the General). Two civilians, Doc and Mr. Wong, played England and Russia respectively.

Yossarian managed well but after three moves it was obvious that everyone toadied to the General except himself and the privates.

"Can we send out for some sandwiches?" asked Doc. He was in the corner with a five iron, practicing his swing. "I'm famished."

"You know I don't allow food," said the General. "It speeds the game up if no one eats."

"That's right; I keep forgetting. Say," continued Doc, taking a swing, "what's a Turkish fleet doing in the Mid-Atlantic?"

"My God, you're right. It shouldn't be there."

"It's moving!" cried Major Turkey.

Yossarian laughed. "That's a banana slug."

"Banana slug?"

"You're wrong, Captain," said the Major.

"What?" asked Wong?

"Yes, that's a banana slug," said the Turkish private.

"He said 'wrong', Wong," explained the General.

"It doesn't look like a slug to me."

"Shut up, Doc," said the General. "Quit being such a turkey."

"Sir?"

"Nothing, Major! No take that

ugly snail off the board and let's get this Winter over with. How many centers, Doc?"

Doc followed through with his club. "Four."

Yossarian tried to organize some more resistance against the General, but the privates were too weak, and no one else was interested. As Wong kept saying, "It's his game."

At the end of '06, the Austrian private was wiped out by Major Turkey. "I'm sorry, son," he said as he took the private's last army off the board.

"That's OK," said the private. "This isn't the first time."

"Guards, escort him out," ordered the General.

The guards placed the private between them and marched him out the back door.

"I hate to see him go. I liked that kid."

"Well, Doc, invite him to your next game," said Yossarian.

"It's too late for that."

"Oh, why?"

Two shots rang out. Yossarian and the Turkish private jumped up and ran to the door. Yossarian opened it. The guards marched through, closed the door, and went back to their posts.

"Where's the Austrian private?"

"He's dead, Captain."

"General...you killed him?"

"No, the guards did. He was annihilated."

"So you had him shot?"

"Look, once a country is taken over the leaders always get shot, true? This is what I call a Real Live Variant."

"But it's a game."

"Life is a game, Captain."

"We didn't know our lives were on the line. It isn't fair. It's criminal!"

"Life is unjust, life is criminal. And no one ever really knows the time of his death. Besides, you're all soldiers; you should expect death."

"Over a stupid game?"

"He told you, Captain," said Major

Turkey dryly. "This is real life."

Yossarian sat down, dumbfounded. The Turkish private sat alone, quietly whimpering to himself. Yossarian spoke slowly, in a low voice. "General, what if you lost?"

"I don't lose."

"He doesn't lose," said Doc.

"Why?"

"It's my game."

"It's his game."

"And everyone always plays along with you."

"Well, these three always do.

And the others always get shot. Sure, some break down like that private crying over there, but it doesn't matter. Leaders get shot in civil disorders, too. Still, I prefer a man to go down fighting. These new recruits just aren't as good as the men of twenty years ago. Oh, we had some real fighters then...."

"To hell with this, General. I refuse to play along. You chose the wrong turkey for this game."

"What?" the Major said.

"Sir?"

"Will you two shut up. You can't get out of this situation, Captain. You have a strong position; you should be able to hold out for another five years, maybe more."

"And then get shot."

"Yes, or you can get shot now."

"There's no escape?"

"None."

"General, why did I come in as a standby? What happened to the original French player?"

"Oh, him. He had acute appendicitis. Doc hadn't seen a case that bad in years. So we sent him to the hospital. Doc, what was his name?"

Doc held the five iron at the upper apex of his swing and thought for a moment. Then he swung viciously at the invisible ball. "Orr."

MUST A STAB BE FATAL?

(Continued from p. 22.)

converted, almost imperceptably, into a puppet. You can keep him at that, or finish him off. There are several reasons to do this, to spread your stab out over several years. First, you may not be strong enough, or not have the needed access to his unguarded supply centers. There may, indeed, be only one center available at first.

Second, even if you are strong enough, and in the right position, to take 2 or 3 centers, this may not be advisable. Your rapid growth may shock the rest of the board, and draw too much attention to yourself. You may not want a full scale war with your ally, since that would require units deployed elsewhere, and would rather get those centers slowly without a wary. Third, he's likely fighting someone else. You don't want him to give up that fight to revenge himself against you, even if such revenge ultimately won't succeed. If he gives up the other fight, you may have to take it up yourself. Finally, since this lacks the naked brutality of an ordinary stab, you may be able to persuade others that it wasn't really a stab, that you're not really a stabber. This may be handy if you are planning a naked, brutal stab for later in the game. This, then, is a stab for a patient woman, a woman who wants her centers (or patient man, a man who wants his centers) without having to fight an all-out war to get them.

A third example might be called a strategic stab. Here you are stabbing a larger power with everything you've got--which is, alas, not much. A good example of this comes from 1976IF, in which I played Germany. WO4 found me in a war with France in which I had only a slight upper hand, and 6 centers. Russia, played by the formidable Steve McLendon, was at 10 centers and rulling. Austria and Turkey were vying for the right to puppet to Russia in the south. He had already gained Edinburgh. Even Italy seemed to think Russia had it in the bag. While I personally was not threatened, since I could see 18 Russian centers without any of mine being used, coming in 2nd did not appeal to me then. I patched up my war with France, and in SO5 stabbed Russia, and netted only 1 center that year. The stab changed the psychology of the game: Aus & Tur made anti-Russian moves in FO5. This kind of stab is a ploy to halt a potential winner's momentum and galvanize the rest of the board.

And there is one final circumstance in which a stab for one center is justified: when you already have 17....

A Diplomacy Variant, Copyright © 1983 by Lewis E. Pulsipher

Introduction: Often it is not possible to gather exactly 7 players for a FTF Diplomacy session. This variant is offered to those who don't normally play variants but who find themselves with only 4 players. Of course, anyone who likes a change of scene, or a quick tactical game, will find it worth trying.

Rules:

1. Player countries, home centers, and starting units are as follows:

CARTHAGE: F Carthage, F Mauretania, A Agrigentum, A New Carthage.

MACEDON: A Macedonia, A Thrace, F Greece, F Ionia.

PERSIA: A Armenia, A Babylonia, F Tyre, F Lower Egypt.

ROME: F Capua, A Etruria, A Rome, F Tarentum.

2. The game begins with Spring 300 B.C. Count years backwards.

3. For fleet movement, Thrace acts as Constantinople does in regular Diplomacy.

4. The symbol indicates that armies may move directly between Upper Egypt and Arabia without need of convoy. However, if a hostile fleet successfully occupies Red Sea, regard the move Arabia-Upper Egypt or Upper Egypt-Arabia as a disrupted convoy.

5. There are 14 sea spaces and 48 land spaces. There are 29 supply centers. A player wins when he has 13 units on the board. (Note that this is not the usual majority criterion.)

Designer's Note: It is extremely hard to balance a 4-player variant, but with the considerable help of Konrad Baumeister and his brothers in 1978, I believe I've come pretty close. I chose to use more centers per player than in standard Dip. to help compensate for the relative lack of negotiation. Although strategy is important, this is clearly a game of tactics. (When more units are involved it's easier to minimize play-balance problems, as well.)

The victory criterion is an experiment; the objective is to force all players to consider the entire board rather than just one side of it, so that the game will be less likely to degenerate into two 1-against-1 battles.

Historical Note: In order to find a decent historical scenario for a 4-player game, I have done some violence to the facts. Alexander the Great (Macedon) defeated the Persians at Granicus and liberated Ionia, but had not yet won the Battle of Issus, by the end of 334 B.C. This is the situation depicted on the eastern half of the map. In the west, the First Punic War between Carthage and Rome did not begin until 264 B.C., though they had been rivals for some time. The situation at about that time is depicted on the western half of the board (though, even then, Spain would not be important for another 40 years). The western and eastern Mediterranean were separate worlds, meeting rarely on such occasions as the Athenian expedition to Syracuse (ca. 413 B.C.) and in Alexander's intention to conquer West as well as East. The West counted for little in Alexander's time, but later the East occupied itself with petty wars of attrition while Rome and Carthage struggled for dominion of the ancient Mediterranean world. This game brings together the two great conflicts between empires, Hellenic and Persian, Carthaginian and Roman. Since the Diplomacy game system does not simulate the important factors in ancient warfare, I decided that few people would object to the coalescence of two separate worlds.

GENERAL VARIANT INFORMATION

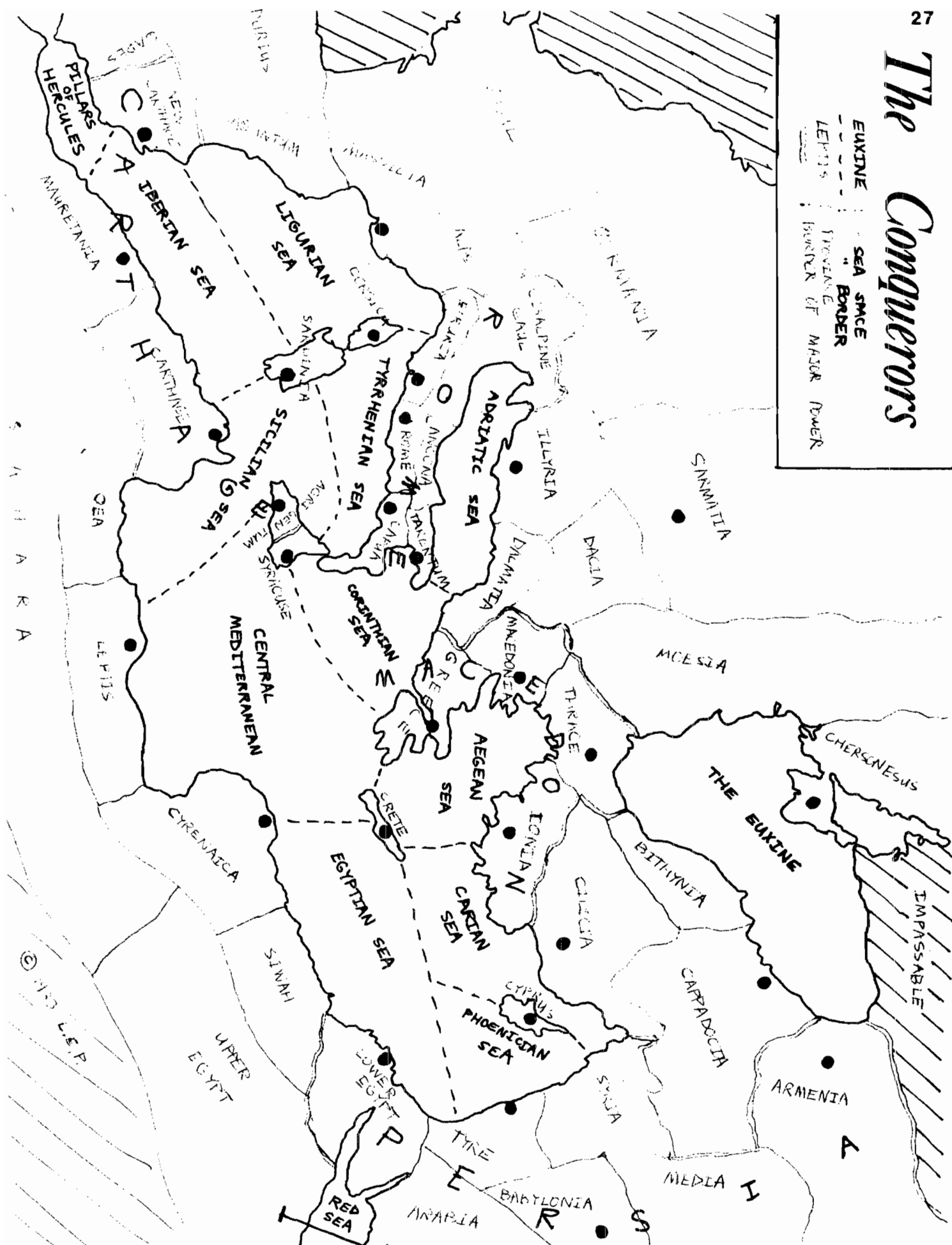
For more information on variants, see DIPLOMACY WORLDS 33 (p. 22) and 32 (p. 20). The only change to information contained there is that Dr. Pulsipher's address is now 5102 Catalpa Rd., Fayetteville NC 28304. Two excellent collections of variants are available from him (Science Fiction & Fantasy Variants...\$3; Diplomacy Games & Variants...\$5.50).

The Catalogue (over 500 items, by category of game) of the North American Variant Bank is available for \$1 from Rod Walker, 1273 Crest Dr., Encinitas CA 92024. Ask for ARDA 10.

Numerous variant postal game openings are available throughout the hobby. Write Rod (preferably with SASE) and ask for PONTEVEDRIA.

The Conquerors

EUXINE SEA SPACE
 LEPTIS STONEWALL BORDER
 BORDER OF MAJOR POWER





WINNERS

EVERYTHING 57

This fall saw the first publication of EVERYTHING under our new Boardman Number Custodian, Kathy Byrne. A total of 32 game finishes are reported, of which 15 ended in a sole victory. Of these, France and Germany won 3 each; Austria, England, Italy, and Turkey 2 each; and Russia 1. Draws were: 2-way, 5; 3-way, 6; 4-way, 5; 6-way, 1.

DIPLOMACY WORLD would like to congratulate the winners of the following postal Diplomacy games (* indicates a replacement player; # indicates a game noted as "irregular" by the BNC for reasons which, in our opinion, should affect its rateability).

#1978Y (ENG, *Terry Tallman), 1979R (AUS, John Horst), 1979HY (ENG, *Peter Ashley), 1979KE (FRA, *Dam Stafford), 1980CA (GER, Harley Jordan), 1980CD (ITA, Tom Rippper), 1981F (FRA, Dan Stafford), 1981L (RUS, *Dick Martin), 1981CC (GER, *Claude Gautron), 1981CO (GER, Peter Walker), 1981CU (TUR, Pat Hart), 1981HL (TUR, Tyler Hathaway), 1981IE (FRA, Randy Ellis), 1981IJ (AUS, Joe Tuharsky), 1982AW (ITA, Kevin Kozlowski).

THE CALHAMER POINT COUNT TWINS

Right (more or less) on the heels of EVERYTHING 57, we now have Tro ("Keith") Sherwood's Modern Calhamer Point Count and its clone, Tweedledee ("Bern")

Sampson's Sampson Totally Awesome Rating System (STARS). Both systems are computed in roughly the same way (Calhamer Points). MCPC goes back 4 years and STARS goes back 5. You can therefore expect great similarities in the results.

MCPC

#	Score	Name
1	8 4/6	Kathy Byrne
2	8 2/6	Lee Kendter, Sr.
3	7 3/6	Jack Masters
4	7 0/6	Dan Stafford
5	6 5/6	Don Ditter
6	5/6	Eric Verheiden
7	6 2/6	Dave Carter
8	6 1/6	Dick Martin
9	6 0/6	John Caruso
10	5 5/6	Blair Cusack
	5 5/6	Bill Hart
12	5 4/6	Bob Sergeant
13	5 2/6	Ron (CAL) Brown
14	5 1/6	Leland Harmon
	5 1/6	Ron Kelly
16	5 0/6	Dave Crockett
	5 0/6	John Michalski

STARS

#	Score	Name
1	8.78	Kathy Byrne
2	7.50	Jack Masters
3	6.37	Dave Carter
4	6.00	Dan Stafford
5	4.37	Dick Martin
6	3.92	Bob Osuch
7	3.75	Don Ditter
8	3.50	Greg Haskew
	3.50	Fred Townsend
10	3.33	Bill Becker
11	3.25	Tom Ripper
12	3.23	Keith Sherwood
13	3.17	Ron (CAL) Brown
14	3.16	Walter Blank
15	3.08	Lee Kendter, Sr.
16	2.92	Bill Hart
	2.92	John Horn

5 0/6 Tom Ripper
 19 4 5/6 Dave Ditter
 4 5/6 Rick Kassel
 21 4 3/6 Mark Berch

18 2.83 Kevin Kozlowski
 2.83 Al Pearson
 20 2.75 Arturo Guajardo
 2.75 Paul Rauterberg

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For the most part, the results are certainly different, aren't they? One of the reasons is that MCPC counts by issues of EVERYTHING (as each issue comes out, results of the oldest issue, 4 years before, are dropped), whereas STARS counts by Boardman Numbers (when the first 1984 game completes, all 1979 game results are dropped).

MCPC appears in YOU KNOW MY NAME, Keith Sherwood, 8866 Cliffridge Ave., La Jolla CA 92037; STARS appears in STARS, Bern Sampson, 5364 Red Lake, Columbia MD 21045. A sub to each 'zine is 4/\$2. Each publisher puts in far more complete results than we have here, plus commentary. Tro is more colorful, if commentary is your bag. But Tweedledee publishers cartoons. Ahhhh...get both.

THE WHITESTONIA POLL

John Caruso doesn't like me to call it that, but there it is. This is the 4th Annual Player & Writer Poll which John conducts. Respondents vote for 5 top choices. Results (partial) follow, showing rank, points, # of place votes (1-2-3-4-5), and name.

Players

1.120 12-9-5-3-3 Kathy Byrne
 2. 37 5-0-2-2-2 Dan Stafford
 3. 35 2-4-2-1-1 Eric Ozog
 4. 30 4-0-2-1-2 Mark Berch
 30 1-5-1-1-0 Randolph Smyth
 6. 28 2-2-0-4-2 Paul Rauterberg
 7. 22 3-1-1-0-0 Blair Cusack
 22 1-1-4-0-1 Mike Mazzer
 22 1-3-1-1-0 Jim Meinel
 10. 19 1-1-1-3-1 Lee Kendter, Sr.
 11. 15 2-0-1-0-2 Don Ditter
 12. 14 1-0-1-3-0 Steve Langley
 13. 13 0-2-1-1-0 Russ Rusnak
 14. 12 1-1-0-1-1 Dick Martin
 12 0-0-2-2-2 Bob Olsen
 12 2-0-0-1-0 Al Pearson

Writers

1. 73 8-4-4-2-1 Bob Olsen
 2. 61 3-6-2-7-2 Gary Coughlan
 3. 59 4-5-2-5-3 Rod Walker
 4. 56 3-5-4-4-1 Kathy Byrne
 5. 46 4-4-3-0-1 Mark Berch
 6. 45 4-2-5-1-0 John Michalski
 7. 35 2-3-3-1-2 Dick Martin
 8. 24 1-4-1-0-0 Scott Hanson
 9. 22 3-1-0-1-1 Ron (CAN) Brown
 22 2-0-3-0-3 Terry Tallman
 22 1-0-5-1-0 Ed Wrobel
 12. 18 2-1-1-0-1 Joan Extrom
 18 2-1-1-0-1 Paul Rauterberg
 14. 16 1-1-1-1-2 Cathy Cuning
 16 2-0-1-1-1 Don Del Grande
 16 2-0-1-1-1 Steve Hutton

John received 65 ballots from all over North America and thanks all those who took time to vote.

THE MARCO POLL

This is sponsored by Mark Larzelere of APPALLING GREED. Respondents vote for items in 3 categories. Ties are broken by (1) most mentions, (2) most 1st-place votes, (3) most 2nd-place votes, and so on. Top several listed here.

'Zines

1.169 EUROPA EXPRESS
 2. 94 VOICE OF DOOM
 3. 90 WHITESTONIA
 4. 71 DIPLOMACY WORLD
 5. 60 APPALLING GREED
 6. 50 SLEEPLESS KNIGHTS
 7. 48 SNAFU!
 8. 45 THIRTY MILES OF BAD ROAD
 9. 45 RETALIATION
 10. 44 MAGUS
 11. 43 COAT OF ARMS
 12. 42 DIPLOMACY DIGEST

Subzines

1. 96 MOS EISLEY SPACEPORT
 2. 54 KATHY'S KORNER
 3. 26 EXPLETIVE DELETED
 4. 15 HUMBOLDT
 5. 15 FIAT BELLUM
 6. 13 BENZENE
 7. 12 STRT. FRM. THE DIMMER'S MOUTH

Gamesmasters

1. 62 Gary Coughlan
 2. 60 Andy Lischett
 3. 54 Mark Larzelere
 4. 41 Jim Meinel
 5. 36 Bruce Linsey
 6. 34 Ron (CAL) Brown
 7. 32 John Daly
 8. 31 John Boardman
 9. 28 Doug Beyerlein
 10. 24 John Caruso
 11. 21 Mark Luedi
 12. 20 Paul Rauterberg
 13. 20 Scott Hanson

Mark received 73 ballots and also wishes to thank all those who voted.

MORE PBEM

Wes Ives & Rod Walker

((The following is based on letters from Wes, letters from me to him, discussions with other hobbyists (notably Lee Kendter & Kathy Byrne), and some distillation of same. The subject is a type of PBEM game which is played directly through the GM's computer, rather than through a linkage to an electronic mail service (see Russ Sipe's article lastish). ...RW))

First, some terms. I am writing this on my home computer, which is equipped for "word processing" as well as a number of other uses, about which more anon. If I were not using a printer which was specifically designed to take advantage of word processing features (such as the italics and differing type-fonts, for instance), though, then you would never know I was not using a manual typewriter. The medium is different: the act remains unchanged.

So, too, then, with "electronic mail" (or E-mail). If we were to pretend that this machine were a post-office box, and the phone lines were the Post Office, then you can see how E-mail would work: someone would write a letter on his/her computer, and then send it across the phone lines to my computer, where I would read it when I next sat down to it.

Now, if I might extend an already-rickety analogy just a little further: imagine that this electronic post-office box is not only a mail drop, but a mail drop with a full-time attendant. It is used by many people, now, and it is the job of the attendant to make sure that you get to read only your mail, and not anyone else's. He asks you for your ID, and if you prove you are who you say you are, then he opens the mailbox, rifles through the accumulated mail, & gives you the letters addressed to you. In addition, he keeps track of any mail that is sent simply to the mailbox, and not to any specific person: that "public" mail is posted on a bulletin board next to the mailbox, and can be read by anyone who wants to read it.

That's how my system works. My computer here is the post office, with

mailbox and bulletin board. There is a program running on it all the time which answers the telephone when anyone calls the Wordworks' number: it then asks you a couple of questions to see who you are, and then, depending on who you are, shows you the latest mail. If you want to write a message, then the program will take it and, if it's addressed to a specific person, store it away until she/he next calls--or the program will post the message publicly if you so specify.

In my game, players call in (using their computers much as I am using mine now, as glorified typewriters), and tell my machine who they are when it answers. I have told each Diplomacy player how to tell my computer that he/she is a particular "Head of State" (every different caller has a secret "password" that she/he has to give in order to prove identity), and usually, when a player has business to conduct, he/she "logs in" with her/his Head-of-State identity. Once ((let's accept "he" as a neutral pronoun at this point, OK?)) he is accepted by the system as, say, the Head-of-State called "Tsar Nicholas", he can read messages left by others for the Tsar, or he can write messages to the other players, or he can read any public messages left on the "bulletin board". He cannot, though, read messages written to, say, Sultan Ul-Hamid, since only the designated recipient can read his private mail. Negotiations are carried out by the players leaving private messages to one another while logged in as their Head-of-States (though they can, of course, communicate by more mundane methods--such as the telephone--if they exchange "true names"); likewise, when it comes time to submit orders, the various players leave private messages to me, stating what their orders will be. After adjudication, I post the results on the public "bulletin board" for all to read.

The overall effect is to allow a month's worth of negotiations every week. Since there is no mail delay, it often happens that two Heads-of-State will exchange 5 or 6 proposals and counter-proposals between moves

--yet the deadlines are never more than 2 weeks apart! Likewise, it's as though I were publishing a "continuous 'zine", wherein every new event was instantly sent out to the players: yet I don't have to keep up with addresses, nor mail the 'zines, nor run them off, nor (for the most part) even type them: if a player wants to rant and rave about a recent stab, or if someone wants to publish an anonymous attack on another country, or if a player has propaganda he wants printed, then all he has to do is call the system and leave his note on the "bulletin board". He doesn't even have to use his real name! (Several players have, in addition to their personae as Heads-of-State and their mundane names (or "true names"), several propaganda fronts--newspapers, radio stations, the Swiss Ambassador, and so on.

The Wordworks welcomes all callers --anyone who has access to a computer terminal with telecommunications capability (and they are more common, and cheaper...starting at around \$150 ...than you might think) is cordially invited to call in. All you have to do is dial (919) 723-5275 (since the number is active all the time, call when rates are low) and put your computer/terminal on the line. My communications specifications are 8 bits /word, 1 stop bit, no parity, and 300 Baud. Try 1200 Baud, since I'm upgrading soon, too.

((Wes's mundane address is 500 Lester Ln., Winston-Salem NC 27103 & other phone is (919) 723-3247, if you want a voice instead of a beep.

((Here we have another aspect of the ongoing problem of figuring out whether E-Mail games are (in all significant respects) equivalent to US Mail games. The only "reason" for regarding them as not equivalent which I have thus far heard, is the simplistic and irrelevant statement that E-mail isn't the same as the Post Office. The fact is that most so-called "postal" games involve many different sorts of communication, including phone and telegram, and also FTF negotiations if players happen to get together during a Con. So long as the secrecy and privacy of communications are preserved (and this is the hallmark of PBM Diplomacy as opposed to FTF), I would say that there

is no factor involved in E-mail games which would significantly affect play as opposed to normal PBM. At least, nobody has yet named such a factor, much less discussed it, that I am aware of. It's true that the first few E-mail games turned out to be more-or-less local in nature, which seems to have created an unreasoning prejudice in some minds (I have never understood what the problem with "local" postal games is, but a lot of people turn off when you flash that word at them).

((Your particular game(s) may pose a bigger problem because of the essential anonymity of the players. The secrecy & privacy of communications is preserved, so there's no problem there. I assume that it is programmed so that a player cannot send a communication which bears the Head-of-State name of another player. In any event, while I feel the game would be "OK" (assuming the BNC in fact knew who & where the players really were), it could be argued that this set-up imposes conditions on the game which make it different from regular mail or E-mail games. Maybe; we'll see. ...RW))



"Him? Oh, just some guy who stabbed me once in Diplomacy. Now, about our alliance...."

D.W.'s PUBLISHERS' SURVEY #14

This listing of hobby publishers last appeared in D.W. 19(!!). It was called the Archives Publishers' Survey when Walt Buchanan maintained it, and when he ceased to be active in the hobby, it disappeared from these pages. It is our intent here to bring the listing back, in a slightly augmented form.

The Publishers' Survey lists active hobby publishers, by date of first publication. Certain service and other custodial 'zines are excluded. The listing will give certain other basic information.

The format will be as follows: (1) date of first publication. For the 1963-1976 period, this includes year. A significant gap in publishing activity will be shown by *. (2) Basic coded information (see below), involving the pubber's main gamezine or genzine. (3) Name & address of the publisher. (4) Name of publisher's main gamezine (or genzine if none). (5) Cost of a sample copy (s, stamp; ss, 2 stamps; SASE, self-addressed stamped (business-size) envelope).

Basic coded information will take this form: ADFG*HLMNPS#T++. The codes mean: A, has articles; D, does not want subs; F, fannish material (personalities, cons, &c.); G, games in progress (*possible game openings); H, humor; L, letter column; M, kibbitzer maps; N, hobby news; P, coverage of politics, feuds, &c.; S, needs standby players (#has requirements other than a sub); T, non-Diplomacy material in lettercol but no feuds; ++, number of pages per average issue. Where a code is not true of the 'zine, it is replaced by a dash (-). Unknown items are indicated by ?. Positive items are regular parts.

1963-1976

- 12 May 63 A--G*-L--PS#-10 John Boardman, 234 E. 19th, Brooklyn NY 11226, GRAUSTARK, 37c.
- * 5 Jul 66 A-FG*HLMNPS-- 8 Rod Walker, 1273 Crest Dr., Encinitas CA 92024, EREHWON, 50c. /\$3.
- * 1 May 67 A-FG*HL-N-S-T99 Larry Peery, Box 8416, San Diego CA 92102, XENOGOGIC,
- * Nov 67 -D-G-----T 3 Doug Beyerlein, 640 College, Menlo Park CA 94025, EFGIART, --. /SASE.
- 17 Sep 71 A--G*---N-S-- 8 Herb Barents, 317 Chestnut, Batavia IL 60510, BOAST,
- *31 Jan 72 ?????????????? John Van de Graaf, (??address??), YGGDRASIL CHRONICLE
- Mar 72 A-FG*---NPS#- 8 Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore MD 21207, BUSHWACKER, 50c.
- 29 Jul 72 -?-G?-----?- 3 Jim Benes, 417 S. Stough St., Hinsdale IL 60521, DIPPY, free.
- * Oct 73 ?????????????? Peter Walker, (??address??), BALTIC SEA, ??.
- 31 Dec 73 ---G*HLM-PS-- 8 Jim Bumpas, 4405 Dillard Rd., Eugene OR 97405, LIBER-TERREAN, SASE.
- 27 Jul 74 A--G--L---S--11 Randolph Smyth, 212 Aberdeen St., SE, Medicine Hat, Alberta, CANADA T1A 0R1, s (Canadian).
- * Sep 74 A?-G-H--N---- 3 Dave Grabar, 1583 Truman, Chowchilla CA 93610, ITALIANO PRIBE, SASE.
- 7 Feb 76 A?-G-----?- 8 Bob Sergeant, 3242 Lupine Dr., Indianapolis IN 46224, ST. GEORGE & THE DRAGON, ??.

1977

- Jan A-FG*HLMNPS--24 Mark Matuschak, 549 W. 113th St., #4L, New York NY 10025, THE BUZZARD'S BREATH, 50c (no Diplomacy).
- * Jan ---G*-----S-- ? Dan Palter, 251 W. 30th St., 4FE, New York NY 10001, THE NEW PINK DRAGON, free.
- Apr ???G-??-????? ? Lee Kendter, Sr., 4347 Benner St., Philadelphia PA 19135, WHY ME? ??.
- May A--G*HL---S-- 8 Steve Heinowski, 12034 Pyle, Oberlin OH 44074, TER-RAN, /s.
- Jul A-F---L-N----12 Mark Berch, 492 Naylor Pl., Alexandria VA 22304, DIPLOMACY DIGEST, free.

1978

33

* Sep ?????????????? Francois Cuerrier, 12 Corkstown Rd., Apt. 206, Nepean, Ontario, CANADA K2H 2B2, PASSCHENDAELE, ?? (Reviving)
 Oct A-FG-HL-N-S-T12 Konrad Baumeister, Box 6039 Henle, Washington DC 20057, GI E ME A WEAPON, s.
 14 Nov ??FG??L-N????12 Ron Brown, 1528 El Sereno Pl., Bakersfield CA 93304, MURD'RING MINISTERS, 50c.

1979

6 Jan ADFG-HL-N---T24 John Caruso, 160-02 43rd Ave., Flushing NY 11358, WHITE-STONIA, ss.
 15 Jan A-FG*H--N-S-T40 Roy Henricks, 128 Deerfield Dr., Pittsburgh PA 15235, ENVOY, ss.
 Mar ???G???????????? Andy Lischett, 2402 S. Ridgeland Ave., Berwyn IL 60402, CHEESECAKE, ??.
 15 Jun A?FG*HL---S-T16 Dick Martin, 26 Orchard Way N, Rockville MD 20854, RETALIATION, ss.
 Aug A-FG-HL-N-S-T 8 John Daly, Rt. 2, Box 136-M5, Rockwell NC 28138, DOGS OF WAR, SASE.
 2 Oct A?FG-HL-N-S-T30 Bruce Linsey, 73 Ashuelot St., Apt. 3, Dalton MA 01226, VOICE OF DOOM, 50c.
 29 Oct A-FG*---N-S--22 Mike Mills, 26 Laurel Rd., Sloatsburg NY 10974, EMHAIN MACHA, 20c.

1980

1 Mar ---G*-----S--30 Mike Scott, 857 N. Greenpark Ave., Covina CA 91724, MIKE'S MAG, ss. (no Diplomacy)
 1 Apr ---G*HLMN---T 8 D.J. Carter, 118 Horsham Ave., Willowdale, Ontario, CANADA M2N 1Z9, free.
 Jun A--G*H----S--12 Don Del Grande, 142 Eliseo Dr., Greenbrae CA 94904, LIFE OF MCNTY, ss.
 7 Aug ---G*----- 1 Bern Sampson, 5364 Red Lake, Columbia MD 21045, TORPEDO-ETTE, 25c.
 Jul A--G-HL-N-S-T20 Ronald J. Brown, 1200 Summerville Ave., Ottawa, Ontario, CANADA K1Z 8G4, SNAFU!, \$1.
 19 Sep -D-G--LMN-S-- 4 Mike Conner, 2500 Steck Ave., #140, Austin TX 78758, LONE STAR DIPLOMAT, free.
 26 Oct -DFG--L---??-10 Mark Larzelere, 7607 Fontainebleau, #2352, New Carrollton MD 20784, APPALLING GREED, ??.
 10 Dec -D-G-----??- 3 Dave Marshall, Rt. 3, Box 361-A, Russellville KY 42276, DOWN 'N DIRTY, ??.

1981

29 Jan A?FG-HLMN-S/#T44 Gary L. Coughlan, 4614 Martha Cole Ln., Memphis TN 38118, EUROPA EXPRESS, ??.
 Apr A--G*--M--S--14 Lucias Henry, 6056 Waverly, Dearborn Heights MI 48127, TACKY, s. (map is not Diplomacy)
 25 May -?-G-??M????? ? Jack Fleming, 812 1/2 NW 52nd, Seattle WA 98107, PARANOI-ACS'MONTHLY, ?? (folding?) /US, 60c.
 ?May A-FG?HLMN????48 Steve Langley, 4112 Boone Ln., Sacramento CA 95821, MAG-25 Jul ---G*-----S-- 6 Earl E. Whiskeyman, Jr., 27 Mark St., Milford CT 06460, THE GAMER'S 'ZINE, SASE.
 Aug ADFG*H----S--12 Scott Hanson, 233 Oak Grove, #306, Minneapolis MN 55403, IRKSOME!, s. /SASE.
 15 Sep A-FG*HLMNPS-T32 Eric Kane, 109 Jicks Ln., Great Neck NY 11024, ANDUIN,
 Sep ??FG?HLMN?????? Tom Mainardi, 1403 Lawrence Rd., Havertown PA 19083, BERSAGLIERI, ??.
 Sep A?FG-HLMN-??T36 Steve Arnawoodian, 682 Hemlock Cir., Lansdale PA 19446, COAT OF ARMS, 70c.
 ?Sep ????????????????? Pete Doubleday, c/o TCC Ltd., 11341 Sunset Hills Blvd., Reston VA 22090, THE THING ON THE MAT?(UK, moved to US)
 9 Oct ???G???????????? Greg Fritz, 2920 Briarwood Rd., #C-1, Bonita CA 92002, DAMN THE TORPEDOES, ??.

7 Dec -D-G---M--S--12 Judy Winsome, 3902 Lakemead Way, Redwood City CA 94062, WINSOME LOSESOME, 40c.

1982

1 Jun A--G*-LMN-S-T12 P.J. Gaughan, 509 Sandpiper Dr., #130, Arlington TX 76013, PERELANDRA, s.
 Jun A?FG*HL--P??T30 Bill Highfield, 2012 E. Ridge Rd., Rochester NY 14622, THE MODERN PATRIOT, 65c.
 Aug A-FG*--MN-S--10 Mark S. Keller, 9536 Shumway Dr., Orangevale CA 95662, HAI! JIKAI!, s.
 Aug A-FG-HL--P---16 Steve Hutton, 704 Brant St., London, Ontario, CANADA N5Y 3N1, NO FIXED ADDRESS, 60c.
 Aug ADFG-HLMN?--?14 Terry Tallman, 820 W. Armour St., Seattle WA 98119, NORTH SEALTH, WEST GEORGE, 3s.
 Aug ----- 7 Keith Sherwood, 8866 Cliffridge Ave., La Jolla CA 92037, YOU KNOW MY NAME (LOOK UP THE NUMBER), 50c.
 26 Sep A--G----N-S-- 8 Jim Meinel, 7410 Nancy St., #1, Anchorage AK 99507, THE PRINCE, SASE.
 31 Oct A??G?HL-?????26 Glen Taylor, 13635 Grenoble Dr., Rockville MD 20853, DIJAGH, ?? (not seen since July).
 Nov A-FG*H-MN-S--16 Dave Kleiman, 3530 Hyannis Port Dr., Indianapolis IN 46224, THE DIPLOMAT, 40c.
 Nov A-FG*H---PS-T16 Mark Luedi, p.O. Box 2424, Bloomington IN 47402, THIRTY MILES OF BAD ROAD, s.
 Nov A-F-*HLMN-S-T10 Ed Wrobel, 3932 N. Forestdale Ave., Dale City VA 22193, POLITESSE, free. (Local DC-MD-no.VA.)

1983

24 Jan ---G*H--N-S-- 4 Claude Gautron, 150 Rue Masson, Winnipeg, Manitoba, CAN-ADA, R2H OH2, QUINIPIQUE, s(Can.) or 40c(US). IN FRENCH
 Feb A--G-H----- 4 Russell Sipe, P.O. Box 4566, Anaheim CA 92803-4566, THE ARMCHAIR DIPLOMAT, --. ELECTRONIC MAIL GAMES...see DW35
 Feb A--G*HL---??T12 Paul Rauterberg, 4922 W. Wisconsin Ave., Milwaukee WI 53208, MIDLIFE CRISIS, 45c(?).
 9 May ???G??L-????T10 James Woodson, P.O. Box 33032 NAS, Pensacola FL 32508, RAGING MAIN, s?./DESTINY, SASE.
 21 May A--G*HL-N-S-T10 Keith Sesler, P.O. Box 158, Fraser MI 48026, MANIFEST
 Jun A??G?H?-????? 8 Russ Rusnak, 8002 S. Nagle, Burbank IL 60459, WHO CARES?
 1 Aug ?-?G*HL-N?S-T 8 James M. Briggs, P.O. Box 6243, El Paso EX 79906, THE END JUSTIFIES THE MEANS, 37c.
 Aug A--G*?LMN-S-T10 Robert G. Albrecht, 1001-1239 SW 12th Ave., Calgary, Al-berta, CANADA T3C 3R8, free.
 ?? ???G???M??????? Bill Placek, 2157 Gilbride Rd., Martinsville NJ 08836, SIDNEG ARCHIVES, ??.
 ?? ???????????????? Cathy Cuning, 1603 NE 50th St., Seattle WA 98105, CA-THY'S RAMBLINGS, ??.
 ?????? ???????????????? Mike Cannon, 13801 Wisteria Dr., Germantown MD 20874, EMBASSY ROW, free. (Announced for Sep 83 but not seen.)

Note: In most cases, information on each 'zine is compiled by information sent by the publisher/editor. In some cases, it is compiled by DW's editor on the basis of going over several issues. In a few cases, however, virtually no information is available on the 'zine at the moment. Additions, corrections, and amplifications of information in this listing should be sent to D.W. by the editor concerned or by parties familiar with the 'zine in question. Considerably more detail on many of these 'zines, plus Dipzines throughout the rest of the world, can be found in the 'ZINE REGISTER (see the Hobby Services section under 'ZINE DIRECTORY, which was the old name of the publication...I'll have to get around to correcting that some day....). The Publishers' Survey should now be returning to its regular semi-annual appearance in these pages. Individuals interested in where DW places in the above list...we would be 11th, appearing first in January 1974. QUESTION: Does anyone have info on 'zines with the following names: Gd DIPLOMACY, SHATTO'S FOLLY, LEMURIA?

SHERLOCK HOLMES

35

in the Case of the Emperor's War

being a previously unpublished memoir of the late Dr. John H. Watson, of London, discovered and edited by John T. Schuler.

Ch. 1: Sherlock Holmes Finally Speaks

I had only recently returned to those familiar rooms at Baker St. when I found myself involved in one of the most intermixed and strange affairs that ever challenged the talents of my friend Sherlock Holmes. And though it all started out innocently enough, it was not long before I had every good reason to fear for the life of the greatest detective the world has ever known, and for my own as well.

It was a particularly dreary morning in March. The fog crept off the Thames and swirled thickly over the bricks below. I was idly watching the yellow soup make its sulphury way up the avenue, having exhausted the previous day's issue of the Standard, while Holmes silently engaged himself, in that brooding way he had, in some chemical analysis having to do with the side effects a derivative of the curare poison had on experimental female rats a month into their gestation period. I confess that I had little insight as to how this might benefit mankind, but with the respect born from years of acquaintance with my remarkable friend, I never for an instant considered interrupting his studies with idle queries.

Finally, boredom got the best of me, and tossing the paper aside in my frustration, I got up from my chair and began pacing the room restlessly. The London damp was causing my old wounds great discomfort; and I would have been only too glad to have taken a country holiday, but my bank balance could not have withstood this assault.

"You're wrong, Watson. They are mainly fools, I agree. But then whoever supposed a regular politician would act otherwise, save for he who voted for him? Still, these people sometimes have reasons for their doings, and this time, I assure you, their response was the only one possible under the circumstances."

At first I was shocked. Holmes' sharp voice had cut through the flesh

of my reverie like a knife to a sensitive bone. Since my return, my companion and I had hardly exchanged a dozen words. He was usually off by the time I arose in the morning, and he would return only at odd hours in the evening, and then only to refresh himself with a sandwich from the sideboard before going out once again in the miserable weather without so much as a word to me. Frankly, my friend's behavior had bothered me not a little, even accustomed as I was to his eccentricities; and had it not been for our long-standing friendship I would have packed up and left inside the first week.

So it was only the more unsettling to me for him to break in upon my thoughts so abruptly and without any prior warning in this fashion, and it took me several moments before I was able to regain my mental equilibrium. Then I realized he was merely playing his old tricks on me. However, after his long silence, I was glad to have the opportunity to engage in conversation with him, so I quickly reviewed my actions immediately past, and before long I was confident that I saw what the master had seen.

"You startled me for an instant, Holmes," I responded, somewhat smugly but in good humor. "But this time I'm on top of your methods. I believe you will find I am not so easily surprised as I once was. Of course you observed that I was reading the paper just now. You then surmised that I would not have put it down before reviewing the latest news coming out of France regarding the situation with Germany. No doubt you read the same story yesterday, while I have just gotten around to it this morning. Then you simply waited for me to finish the article, throw the paper away, and begin something before you saw your chance and brilliantly intruded upon my new distraction as though you were mystically endowed. You see, your methods are

quite simple to employ once one has the hang of it."

My friend glanced up from the table where he was working. It was strewn to the corners with a seemingly unrelated clutter of glass beakers, various lengths of tubing, and other chemical apparatus that were somehow pertinent to his needs. There were also several old reference books, one of which was a particularly rare volume on Biology that I recognized as being a gift from a grateful client. The man, whose identity even today must remain unrevealed, had bestowed it upon Holmes, along with a handsome fee, several years previously for helping his country's government retrieve some extremely sensitive documents that, had they fallen into the wrong hands, would have without a doubt compromised the name of one of the most respected royal families, and might even have caused an irreparable shift in the balance of continental power.

As I looked at my old friend, I noticed that Holmes' face still retained much of that bony, skeletal look that had always lent his appearance a quality of youth and raw energy that was unique within my experience. His eyes still danced in his excitement, and his mouth was turned slightly upwards at the corners in that bare gesture of wry amusement that I had come to know so well over the years.

"So, the student has nothing more to learn, is that it?" he chided me softly, though not without an edge in his voice.

I stuffed my hands deeply into my pocket linings, so that they should not betray me with a twitch. A person could never feel really secure around a genius as huge as my friend's, and with his mercurial shifts in mood I had always felt it best to move cautiously in his presence, especially when I knew him to be deeply involved in one of his cases. Still, I was not of a mind to have him run roughly over me, and so, with the resolve of a morning bather, I took the plunge.

"I said nothing of the sort, Holmes, and you know it. I merely meant that I see your line of thought in this case as clearly as yourself. I haven't been completely wasting my time with you over the years."

"Then you admit you were thinking how foolish the people in Whitehall have been acting with regard to the recent unpleasant events that have plagued our continental ally?"

"Certainly. It would be an anarchist who would gladly see his country throw away such an excellent opportunity to restore itself to a position of central influence with so many potential enemies hanging about, and at such a minimal cost. There will be a change in leadership before the summer is out, Holmes. It's as obvious as the fog outside our windows."

"You could be right, Watson. But don't be too quick to judge our leaders without knowing what their motive were."

"But what possible reason could they have to insult two reigning Emperors and a host of related nobility? Simply to maintain a relationship that has been half-dead for a quarter of a century? I say we've enough disorder at home without going abroad to involve ourselves in other peoples' squabbles," I added with as much emphasis as I could muster.

"And I tell you there are many who would prefer to see England on her knees who share that same opinion, and there are others still who would call them the anarchists."

"Holmes!" I cried heatedly. "Really, that's going too far."

"I know what I'm talking about, Watson. In the last few months I've devoted a good deal of my time to a few trifling details in the affair at the request of a foreign secretary, and I can tell you plainly that had our government acted differently, it would be less than a year before all Europe became hopelessly entangled in war."

I did not know how to respond further to this startling disclosure. There could be no question of arguing with Holmes when it came to factual matters of state. His contacts moved through the most exalted corridors, and he was routinely privy to information that held incalculable consequences for the world. I knew that he had been involved in some secret affair since I had decided to move in with him again, though he had declined to discuss the details of the business with me, other than to indicate


(Continued on p. 50.)

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DRAGONSTOOTH! returns. After a long absence from these pages, the DragonsTeeth Rating System (founded by Bob Sergeant & Steve McLendon) has been restarted by Stephen Wilcox. We're very glad to have our regular player rating system return to the fold. Take it away, Stephen:

DragonsTeeth is a rating system for players of Postal Diplomacy games. Consideration is given not only to wins and draws, but also how close a player comes to those results.

A description of how these ratings are computed is given below. You may note a slight difference from the original system. An additional factor has been included to affect the ratings of winners and survivors. The winner's rating will now vary slightly depending on the length of time, in game-years, that it took to accomplish the win. The quicker the win, the higher the point total for that game. Survivors' point totals will now continue to increase each game-year for successfully slowing down termination of the game. A listing of the guidelines used in not rating games and players is included as a statement of intention to

DRAGONSTOOTH!



STEPHEN WILCOX

all gamesmasters and players. Please note that I do not mean to control GM policy or the course of any postal game. The players can have any game conclusion or conduct they wish; however, for a game to be rated within this system it must conform to the criteria described below.

Computation of Points:

For a Win: 58 points - $\frac{1}{2}$ point/year (maximum 34 years).

For a Draw: 34 points \div # of players + 1 point/center.

For Survival: 1 point/center + $\frac{1}{2}$ point/year (maximum 34 years).

For Elimination: -8 points if 1st eliminated; -6 if 2nd; -4 if 3rd; -2 if 4th; 0 if 5th, 6th, or 7th.

Let me explain eliminations. I am speaking of player eliminations, not necessarily country eliminations. If a player drops his position, then he has in effect eliminated himself from the game. This, if a player drops his position at the end of 1901, his point total for that game will be -8 (if he is the first player out), regardless of his his country does thereafter.

A player who resigns his position (notifies the GM and sends in a final set of orders) is treated somewhat differently. I do recognize that a player might have a legitimate reason for resigning from a game, yet I do not wish to create a loophole by which a player can avoid a poor showing (and thus a bad point total for that game) by simply "tendering his resignation". If a player resigns simply to avoid a bad situation...well, he's going to get it anyway. This does require some judgement on my part, but I use two main criteria: (1)

The player resigns with 4 or less units (except in 1901) or (2) his country has lost centers in the year in which he resigned. What I am trying to do here is distinguish between resignations due to extenuating circumstances and resignations because the game is getting sour.

Another aspect of DTRS is that I do not rate stand-bys. The DTRS rates only starting players. It is my feeling that one cannot, with any accuracy, rate a stand-by player against a starting player. The game situation for the two is completely different. If anyone has any suggestions or ideas on a rating system for stand-by players, please drop me a line.

DTRS also does not rate inactive players. If you do not complete a game as a starting player within 2 years of your last update, your card goes into my inactive file, and your name disappears from the rating list. If you don't complete a game within 4 years, then I lose your card permanently. If I place your card in the inactive file and you subsequently finish a game, you will be put back into the active rating list.

Game and Player Rating Criteria: A game will not be rated if:

1. It uses a variant of the Diplomacy board, has any number of players other than 7, or has a gross violation of the Rulebook.
2. One or more full years are played FTF.
3. Some or all of the players are from the same locale.
4. The GM is also a player in that game.
5. One player has played more than 1 country at any time during the game (whether or not he played those countries during the same season).
6. It is concluded in any fashion other than a win or a draw (a win by concession will be rated).
7. There is a voted draw before the end of 1904.
8. There is a concession to a player with less than 11 centers.
9. The GM enlists substitutes for countries with 4 or less centers but lets another country with 4 or more centers go into civil disorder without calling for a stand-by.
10. A player vote gives a win to a player with fewer centers than any survivor.

I have just recently begun working with DTRS, and am starting from scratch computing the ratings due to the change in awarding points. I plan to include all game finish reports back to and including the first issue of EVERYTHING that appeared in 1980. Research beyond that point will be done only for the top rated players. Since I took on this task just weeks before a DW deadline, what appears below is just the tip of the iceberg. The following ratings are computed from EVERYTHING 57 (the most recent) back to #55. Only 99 rated games so far, so look for a lot of changes next time this appears in DW.

As a prelude to the player ratings, I applied DTRS to the Great Powers:

Rtng.	Country	W	2D	3D	4D	5D	6D	7D	Sur	El
11.44	France	8	7	7	9	2	3	0	34	29
10.19	Russia	8	6	6	6	2	1	0	35	35
9.43	England	4	8	6	7	0	3	0	39	32
9.00	Italy	7	6	5	4	2	3	0	36	36
8.71	Turkey	8	6	5	6	1	2	0	29	42
7.38	Germany	9	3	6	3	1	3	0	28	46
6.53	Austria	5	8	4	5	2	3	0	25	48

And now, the DTRS Player Listing. A player's rating is determined by the following equation:

$$R = \frac{P}{N} \times (1 - .7^N)$$

where R=player's rating; P=total number of points accumulated; N=total number of games finished.

The factor $(1 - .7^N)$ is included to keep someone with 2 or 3 games finished from suddenly popping up to Top Board with all wins. The factor approaches 1 as N increases. It equals .51 when N=2, .83 when N=5, .94 when N=8, and .99 when N=12. When N=15 or more, the factor is ignored because, for all intents and purposes, you would be multiplying by 1. Only players who have completed 2 or more games are listed.

Rating	Player	W	D	S	E
TOP BOARD					
1. 32.68	Tom Ripper	3	1	0	0
2. 29.39	Dan Stafford	2	2	0	0
3. 25.56	Russ Rusnak	2	1	0	0
4. 23.65	Greg Haskew	2	0	0	1
5. 21.68	Kevin Kozlowski	1	1	0	0
6. 21.25	Blair Cusack	2	1	0	2
7. 20.27	Joe Tuharsky	1	0	1	0

SECOND BOARD

8.	18.44	Jim Grosch	1	1	0	0
9.	17.01	John Horn	1	1	0	1
10.	16.87	Jim Meinel	1	1	0	0
11.	16.83	Randy Ellis	1	0	2	0
12.	16.32	Tim Burton	1	0	1	0
	16.32	Tim Haffey	1	0	1	0
14.	15.77	Kathy Byrne	1	3	4	1

THIRD BOARD

15.	14.52	Stan Johnson	1	2	2	2
16.	13.54	Dave Grabar	1	2	0	3
17.	13.01	Jack Masters	1	0	0	1
18.	12.88	Tom Thornsens	1	0	0	1
19.	12.25	J. Ron Brown	1	1	2	2
20.	11.54	Jeff Albrecht	0	2	0	0
21.	10.87	Dave Carter	0	2	1	2

THE THUNDERING HERD

22.	10.49	Keith Sherwood
23.	10.40	Mark Larzelere
24.	8.91	Doug Landon
25.	8.63	Mike Drews
26.	8.58	Bill Hugh
27.	8.46	Dan MacLellan
28.	8.14	Bob Osuch
29.	7.33	Bob Olsen
30.	7.26	Jake Walters
31.	7.14	Claude Gautron
32.	6.89	Don Swartz
33.	6.43	Bill Hart
34.	6.42	Glenn Sherril
35.	5.95	Fred Townsend
36.	5.78	John Daly
37.	5.61	Ken Corbin
38.	5.36	Mark Murray
39.	5.23	Russ Blau
40.	4.93	Tim Winger
41.	4.38	Bryan Jurkowski
42.	4.34	Bill Quinn
43.	4.16	Jack Brawner
44.	4.07	Eric Kane
45.	3.96	Richard Belliveau
46.	3.95	Debbie Osborne
47.	3.89	Bob Acheson
48.	3.70	Terry Suitor
49.	3.65	Ken Iverson
50.	3.52	Mike Mazzer
51.	3.49	Mike Mills
52.	3.48	Dick Martin
53.	3.23	Larry McCloud
54.	3.19	Michael Quirk
	3.19	Don Sigwalt
	3.19	Fred Winter
57.	2.93	Al Pearson
58.	2.75	Phill Cooper
59.	2.68	Steve Berrigan
60.	2.55	Norman Schwartz
61.	2.52	Charles Kaplan
62.	2.30	Hugh Polley
63.	2.17	Ernest Hakey
64.	1.91	Steve Heinowski
65.	1.79	Chris Edwards

66.	1.54	Guy Hail
67.	1.53	David Agee
68.	1.40	Dan Wilson
69.	1.28	Jim Greenwood
70.	.99	Paul Milewski
71.	.77	Steve Colombo
72.	.76	Mike Carroll
73.	.66	Paul Goodrich
74.	.51	Art Schlienkofer
75.	.38	Roy Henricks
76.	.13	Eric Ozog
77.	.00	François Cuerrier
	.00	Dan Mathias
	.00	Victor Melucci

If anyone has any suggestions, comments, information, or ideas involving ratings, please send them to me: Stephen Wilcox, 5300 W. Gulf Bank #103, Houston TX 77088. If you will enclose 2 stamps, I'll send you my list of all players with a positive rating along with more specific information that I have on any players that you request.



DIPLOMACY WORLD INDEX

This index covers all articles which have been published in DW thru #35. Features (other than the Demo Game), lists, editorials, and such-like are omitted. The listing is by category, of which there are 16. The listing will show, first xx.yy.zz, where xx is the issue #, yy is the page #, and zz the number of pages involved. (Prior to #16, DW was numbered by volumes. Equivalencies are as follow: #1-6, Vol. I; 7-10, II.1-4; 11-14, III.1-4; 15, IV.1.) If an issue is out of print, and you wish a copy of an article, we'll xerox it for you @ \$.10/page (minimum order, 4 pages)...that's in North America; overseas, inquire. Categories below are lettered, as follow:

A--Fiction & Poetry (see also H)
 B--Rulebook & Rulings (s.a. G)
 C--Computers & Diplomacy
 D--Demo Games
 E--Other Games: Reviews
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"Drew Italy again, eh, Hargraves?"



"Well, if you
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29.06.03 _____; John A. McCallum: Pro-
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18.26.02 _____; Life After the Board-
man Numbers
06.11.02 _____ & Marie; Talleyrand
Writes Again -2- Talleyrand Tamed
30.18.02 _____; Walter A. Buchanan: A
Profile of the Past
10.05.01 Eirssen, Ed; Puzzle Time
19.04.02 Buchanan, Walt; Chronology of
Diplomacy Publishers
32.12.02 Byrne, Kathy; The Man Behind
DIPLOMACY WORLD
02.14.01 Calhamer, Allan B.; Condensed
Notation (game reporting)
31.08.02 Darrow, Elkin C. O'G.; Please
Stand By (s/b players)
31.12.03 Davis, Fred; Stars & Anchors
or Wooden Blocks (game pieces)
14.13.01 Fox, Russell; Postal Diploma-
cy Statistics (game records)
12.04.05 Raas, Walter Luc; Diplomacy i
Continental Europe
22.34.03 Jones, Jerry (ed.); The Best
Country to Play Is... (symposium)
26.04.01 _____; A Fond Farewell (re:
Don Horton)
27.36.01 _____; Longevity
35.16.01 Kraft, Mark & Rod Walker;
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18.06.03 Mills, Douglas; Breaking the
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17.26.02 Peery, Larry; The Strategy &
Tactics of Postal Diplomacy: re-
view by Arnold E. Vagts
17.27.02 _____; " : review by Dou,
Beyerlein
27.04.02 Sergeant, Bob; How to Write
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- 22.27.05 Sharp, Richard; The Game of Diplomacy; review by Mark Berch
 23.16.01 _____; " review by Lew Pulsipher
 12.12.01 Stone, Bill; Pilgrimage
 23.33.03 Tretick Bernard A.; A Reply from Bernie Oaklyn
 18.08.03 von Metzke, Conrad; The Novice Corner: How to Find a Postal Diplomacy Game
 19.04.02 _____; " (various)
 20.06.04 _____; " "
 01.08.03 Walker, Rod; The Alternate World Approach (press)
 03.04.02 _____; Bull, John! (press)
 34.25.02 _____; Diplomacy & the Arts (puzzle)
 35.16.02 _____; " (solution)
 20.23.03 _____; The Gamer's Guide to Diplomacy: review by C.F.vonMetzke
 21.32.01 _____; " review by Doug Beyerlein
 14.17.01 Watson, Tony; Diplomacy Puzzle (word search)
 34.36.01 Williams, Jim; What Do You Play? (game popularity)

O--Openings

- 30.08.05 Berch, Mark; The Bohas Opening
 26.08.02 _____; The Lapland Lurch: F StP(sc)-Fin
 26.10.01 _____; The Livonian Lunacy: F StP(sc)-Lvn
 08.04.02 Birsan, Edi; The Italian Shuffle
 01.07.01 _____; Rebuttal to the Illyrian Opening
 33.06.04 Bragdon, Bob; The Sev-Con Shuffle
 35.14.02 Brawner, Jack; The End-Around Option
 35.12.01 _____; The G.O.M.B.O. Gambit
 10.10.03 Calhamer, Allan; FTF Diplomacy--Circa 1961
 14.14.01 Gibson, Curt; Italy-s P-V Opening
 13.04.02 Lakofka, Len; Goals of the Opening Game
 04.12.03 _____; Terminal Shorthand: The Lepanto Opening
 28.14.02 Lew, Mark; The Anatolian Alternative: A Con-Anywhere But Bul
 25.06.02 McLendon, Steve; The McKenJo Opening
 09.09.02 Torrey, John; The Pastiche Opening
 02.15.01 Warden, Greg; The Gruyere Opening
 11.14.02 Weidmark, Mark; Your Opponents' Plans
 34.06.04 Wells, Allen; Fast Resolution

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- of the Western Triple: 3 Openings
 29.11.03 _____; The Russian Frolic

P--Playing Style & Negotiation

- 09.36.01 Behnen, Gary; Diplomacy, the Main Ingredient
 11.06.02 _____; What's Diplomacy Coming to?
 23.13.02 Berch, Mark; Beware of English Bearing Gifts (reply to Harmon)
 03.16.01 Beyerlein, Doug; The Theory of Demilitarization
 03.10.02 Birsan, Edi; An Alliance in Perspective
 06.13.02 Buchanan, Walt; The Two-Way Game-Long Alliance
 17.05.03 Calhamer, Allan B.; The Karma League
 14.30.02 _____; Postal Diplomacy By Phone
 30.14.03 Duncan, Dennis; The Telephone Call of the Wily
 26.27.02 "El-Marhani"; On Fraud
 29.22.03 Ezzio, David; On Following Protocol
 04.15.01 Hall, Steve; King Dimitrios & the Dropout
 22.09.04 Harmon, Leland; The Best Choice
 23.14.02 _____; A Plea for Parity
 25.33.01 Jones, Jerry; Postal Tips
 11.09.03 Lakofka, Len; The Good Ally
 12.17.01 _____ (as "N Akofka"); The Good Ally--Revisited
 16.14.03 Leeder, (John) Albert; Cross-Game Alliances
 21.29.01 Meier, Andy; Delivering the Mail Twice
 14.06.01 _____; Funny Animals
 17.08.04 Palmer, Nicky; Are You a Master Diplomatist?
 05.04.02 Pulsipher, Lew; A Myth Defended
 26.33.02 Sergeant, Bob; What Do I Do Now?
 26.17.01 "The Trickster"; The Reverse Con
 16.05.02 Ulanov, Nicholas; The Cult of Personalities
 24.06.02 White, Dave; Are You a Master Stab Artist?
 21.09.02 _____; How to Lie Diplomatically

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- 10.25.01 Berggren, Peter; Everest
 03.25.01 Beyerlein, Doug; The ODD Rating System (+ 4pp. results)
 13.10.03 Calhamer, Allan B.; How'm I Doing?
 08.11.01 Labelle, Burt; Won Diplomacy
 24.17.01 LaFosse, Bill; LaFosse Rating System
 02.25.03 Lakofka, Len; Rogues' Gallery
 12.26.02 Leeder, John; ODDMOD

- 24.18.01 Linsey, Bruce; Brux Rating System
 24.18.01 Martin, Dick; Simple Rating System
 08.07.01 McIlvaine, Francis; Latest Trends
 22.24.02 McLendon, Steve & Bob Sergeant; DragonsTeeth Rating System
 04.20.01 Power, Jeff; BROBDINGNAG Rating List (+ 2pp. results)
 01.19.01 Pulsipher, Lew; The Success-Failure Rating System
 07.30.02 Walker, Rod; Averaged CPCRL
 09.24.01 _____; Ratings Game
 07.29.02 _____; The Standard Rating Base
 05.06.02 _____; Stars & Bars Rating System (+ 2 pp. results)
 29.32.02 _____; Who's On First?

S--Strategy

- 16.13.02 Berch, Mark; Austrian Game Performance: Growing Too Fast
 18.13.02 _____; French Game Performance
 31.16.05 _____; The Italian Wins
 19.29.02 _____; The Play of Italy
 15.07.01 _____; A Reply to "The Dancing Sword"
 21.11.09 _____; Talking Turkey
 34.12.03 _____; The Unbalanced Defense
 02.06.03 Beyerlein, Doug; How to Win With Germany
 01.04.01 Birsan, Edi; The Odd Theory
 33.17.01 Brown, Ronald J. (CAN); So! It's Spring 1901...
 31.30.02 Fleming, Jack; A Metternich, A Metternich, My Kingdom for a Metternich
 14.05.03 Gruen, Adam; The Dancing Sword (England)
 16.07.04 _____; Germany "Über Alles"
 13.07.03 _____; How to Win as Austria
 18.29.03 _____; Italy: I Came, I Saw...
 15.10.04 _____; The Sleeper (France)
 19.07.01 Nash, Richard; Sooper Austria
 18.24.02 _____; Sooper England
 17.15.01 _____; Sooper France
 21.06.01 _____; Sooper Germany
 20.38.01 Sacks, Robert; Some Thoughts on Italy & Austria
 16.24.02 Smyth, Randolph; The Austrian Navy: Viable Alternative
 11.13.01 Verheiden, Eric; Breaking Stalemate Lines

T--Tactics

- 13.06.01 Behnen, Gary; The Significance of Tactical Competence
 01.10.02 Brooks, Steve; When Is a Stand-off Not a Stand-off?

- 24.04.02 Harmon, Leland; The Biggest Stab
 01.05.03 Hubbard, Tom; A Fight to the Finnish
 25.07.02 Townsend, Frederic; Paris in the Fall
 03.08.03 Verheiden, Eric; Tactics in Diplomacy--Stalemate Lines

V--Variants

- 11.19.01 Aronson, Peter; Fluid Dip.
 14.23.02 Baillie, Trevor; DND Dip.
 34.26.03 Berch, Mark; The Origin of Double Dippy
 27.25.02 _____; Succedaneum
 05.20.02 Brooks, Rick; Tri-State Variant
 23.25.04 Clark, Kenneth; Excalibur
 17.19.04 Cline, Robert B.; Cline 9-Man Variant
 25.24.01 Cooper, Roger J.; When You Don't Have Seven
 27.17.08 Davis, Fred; A Brief History of Variants
 09.26.04 _____; Economic Dip. IV
 23.29.03 _____; A Pocket Full of Variants
 16.19.04 _____; Swiss Variant II
 19.20.02 Dittmar, Jad; Nuclear Dip. I
 02.18.02 Galloway, Thomas; Lunatic Dip.
 31.11.02 Janta-Polczynski, Martin; Air Dip. II
 31.11.01 _____; Diplomatic Dip.
 31.10.01 _____; Erratic Dip.
 12.18.08 _____; Gibraltar Dip. II
 29.29.03 _____; PIG Dip.
 31.10.01 _____; Treachery
 21.20.03 Lipscomb, John; Ancient Empires II
 23.22.01 _____; " (corrections)
 04.10.01 Mahler, Howard; The Fink Variant Rule
 02.17.02 _____; Westphalia VI
 22.18.06 McLendon, Steve; Holocaust
 03.12.03 Melcior, Ernie; Cat Dip.
 35.37.01 Menders, Ed; Tugboat Dip.
 30.20.03 Overby, Glenn; Woolworth Dip. I
 20.26.01 Palmer, Nicky; Pacifist Dip.
 20.26.01 _____; Shadow Worlds
 15.20.04 Peters, Jim; Hyborean Dip.
 34.28.03 Pulsipher, Lew; The Aliens
 14.25.01 _____; Alternate Victories
 11.18.02 _____; Baseball Dip.
 06.15.04 _____; Between Galaxies II
 14.25.01 _____; Bizarro Dip.
 05.20.01 _____; Black Angels
 25.19.03 _____; Conquest of the New World
 21.07.02 _____; Diplomacy Games & Variants--review by Der Garvey
 16.23.01 _____; Diplomacy Variants & Play Balance

04.16.03 _____; Earthsea Dip.
 07.19.03 _____; Global Variant
 32.20.02 _____; L'Imperialisme
 01.12.03 _____; Middle-Earth V
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 21.22.01 _____; Variant Maps
 08.17.02 _____; A Variant Rating System
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 33.21.04 _____; War of the Great Jewels
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 10.18.02 _____; " :Addenda
 10.20.02 _____; 1938
 19.21.03 _____ & Ken St.Andre; A Dialogue About Variant Design
 13.19.04 Rich, Scott; Conquest of the Land
 09.29.03 _____; Sword & Sorcery Dip.
 08.20.03 Sacks, Robert; Baltic Dip.
 18.11.02 St.Andre, Ken; Designing Variants--Why?
 16.12.01 _____; Unsolicited Editorial
 14.19.05 Vedder, Dick; Diadochi V/Imperator/Triumvirate
 07.17.03 _____; Variant Design Observations
 10.20.01 Walker, Rod; Treaty Dip.

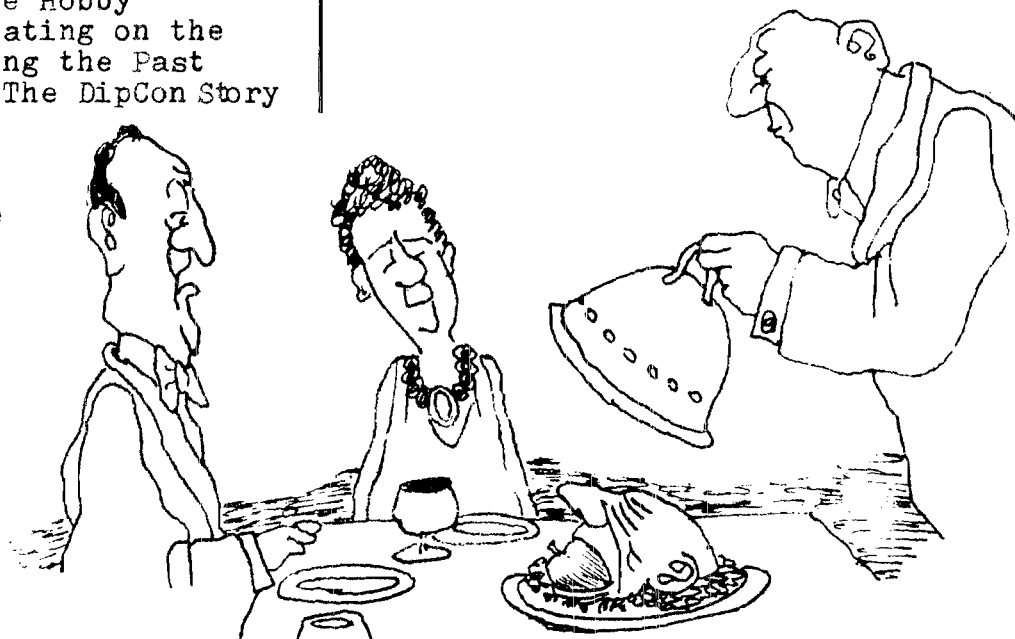
X--General Hobby Articles

35.18.02 Berch, Mark; Allan Calhamer Ruminates on the Game of Diplomacy (various)
 31.06.03 _____; Before You Lower the Boom (feuds)
 35.32.01 _____; 'Zine Sample Service
 15.08.03 Beyerlein, Doug; Another Year in the Life of the Hobby
 11.04.03 _____; Speculating on the Future by Observing the Past
 07.22.03 Birsan, Edi; The DipCon Story

35.06.03 Calhamer, Allan B. (w/Rod Walker); After 25 Years ⁴⁵
 05.16.02 _____; The Year of Diplomacy
 35.23.08 Davis, Fred; A Diplomacy Chronology
 15.04.02 Doyle, Ferkin & Charlie Spiegel; Diplomacy and Chess
 25.05.01 Jones, Jerry; Diplomacy Players' Association
 30.05.03 Meinel, James; Hobby Stability
 29.08.03 Peery, Larry; The International Diplomacy Hall of Fame
 06.04.08 Pulsipher, Lew; North American Players Survey
 08.31.06 _____; N.A.D.P.S. No. 2, Pt. 1
 09.12.06 _____; " Pt. 2
 15.15.01 _____; A Novice Handbook
 08.12.02 _____; Projects (general hobby items)
 10.26.03 _____ (w/ Walt Buchanan & Allan B. Calhamer); The Future of Postal Diplomacy
 25.11.03 Walker, Rod; Charter of the DipCon Society
 12.10.01 _____; The Hobby & Its Organizations
 25.09.02 _____; North American Diplomacy Federation

This completes our survey of the articles published in the first 35 issues of DIPLOMACY WORLD...which, in a few months, will have completed 10 years of publication. We hope that this index will not only give you an idea of the huge range of material we have presented, but will help in ordering back issues for those who want them (or copies of out-of-print items).

"Well! I suppose this means that he's in civil disorder."



the bloated mailbox

//We like letters. We particularly like letters we can print. Needless to say, we are interested in letters only about Diplomacy and preferably about material previously appearing in these pages. Editorial responses are set off by couple slashes.//

Dear Rod,

Enclosed is a check...to cover a year's subscription to DW first class --I'm sick of the slow boat method.

I really enjoyed DW 35 more than the past ones. The reason I liked it so much is because the articles were shorter and you seem to be getting more humor. My favorite was "Post War Tips"...Becker and you did a bang up job.

Now for my complaints---yup, that is plural as I have 2! First complaint, and this is very serious, is on p.41. You placed me 2nd on the 1st board even though I tied with Uncle Berch at 46 votes. Now obviously you couldn't have used alphabetical order as K comes before M. So on what basis did you place me in the 2nd slot--I know you like Mark better than me!

The 2nd complaint is that I believe Mark Berch wasn't listening too carefully to Mr. Calhamer's ruling on the hold & support orders. Allan said the player's intent was definitely clear: the order was poorly written but he would accept it.

I want to thank you for telling people to write me about PBEM games. It seems they somehow got the impression I was holding a national vote! I have no idea what I would do with all my spare time if I didn't have all these extra letters to answer. Thank you for the help in getting this lonely old lady tons of new pen pals!

.....Kathy Byrne.....

//Any time, Kathy dear. "Post War Tips" was mostly Bill's work; I just did some cosmetic surgery.

//Your placement on the list was inevitable, actually. Berch must come before Byrne. The tree must be there before you can set fire to it. Beyond that, however, there was the matter of your insufficiently large bribe....

//I suppose it would be much

better if we had Allan's opinion in writing. A couple of other people have told me they thought they heard something different from Allan also. But, as you know, our memories do not always serve us with complete accuracy. ...RW//

Rod,

As a relatively new player, about 6 games, I'd like to comment on Mr. Blake's thoughts on doing analysis. When he suggests an analysis of strategic and tactical options that each player must choose from, he speaks for me. I'm not interested in a commentator's guesses and speculations. I am hungry for good demo games that are well played, well analyzed, and well presented. I want to learn something and improve my skill in Diplomacy, not just be entertained. I would like to see some discussion of how each player might go about accomplishing various options in some detail.

It is obviously very difficult to accomplish that without affecting the play of the game itself. Such analysis also lacks the vital ingredient of player personalities and diplomatic skills. Nevertheless, I would find this kind of objective analysis of the board most informative.

What I would really like to see is a game in which the players submitted their own positional analysis on a game-year basis, complete with the diplomatic factors influencing their decisions. Such a game could not be published while in progress, of course, but could be made available either in booklet or serial form. After the game is completed, guest analysts could be solicited as well. Such a game could be GMed by letter with short deadlines to avoid excessive delays to publication. The creative possibilities are very broad. Samples of actual correspondence between players could be included. To my mind, that would reveal the real essence of diplomacy in its entirety.

(I don't mean to imply that one type of analysis is necessarily better than another. Each commentator should play to his own audience and there is plenty of room for everyone.

Following the moves of a game in which you are not playing is like watching the surface of a pond. You see the ripples and the tides, but you don't see what the sharks are really doing down deep. I'd learn more if I could see to the bottom.

If I've struck any chords of common interest out there, drop me a line at 25 Sun Valley Dr., Cumberland RI 02864 and we'll get something going.....Dave Lincoln.....

//Obtaining player comments during games has been attempted...the games reported in the TGFGNT and OS-GILIATH one shots (see DW 35, p. 50, item K) have brief in-process comments from the players. Mark Berch did interviews and even recorded some of the negotiations during one top-board DipCon game. One problem, however, is that players might not tell the truth about what they are doing--after all, they have future games to think about.... One way to learn how people play is to be a GM. Players sometimes very openly discuss the game with their GMs. Things like that are mostly confidential even after the game is over, but I must say I've always learned a lot from GMing....RW//

Dear Rod,

I must take some exception to your comments in response to Bill Highfield in DW 35. I think you must make the distinction between Bill's politics and the "colorfulness" he uses to express them. I'm sure there is material offensive to some readers but you could say that about a lot of other 'zines around as well. Will you warn DW's readers that because MES appears in a certain 'zine more frequently they should avoid that 'zine? (I'm sure that some readers find MES offensive at times.) And what of a particularly liberal 'zine?

Care should be taken not to pass judgements on 'zines, unless you're going to say that this one's irregular, or weird, or over-priced, or dumb, or unreadable, etc. You have to remember that Dip publishers are a pretty diverse lot ("that's what makes us so interesting..."), and that diversity is reflected in the 'zines published. This is something that should be emphasized to the potential hobbyist--ask for as many samples as possible. The readers and hobbyists are

going to be the ones to judge each 47 'zine; you shouldn't be doing it for them as your response implies.....
.....Mark Luedi.....

//I don't see it as judgemental to point out a 'zine's most common and obvious characteristics. To state a fact is not to criticize it. I chose to use a more colorful mode of expression, but if I were to review a 'zine which goes out of its way to cram liberal politics down its readers' throats, I would find some equally apt way of expressing it....e.g., noting that GRAUTARK lies somewhere to the left of Leon Trotsky without any of his charm or logical precision. As for MES, the home of hard-hat fascism, it pops up everywhere, and I'm not aware that one 'zine has it more than others. And so on... there are a few 'zines which get into political things with some frequency, and my own reviving 'zine, EREHWON, is likely to be one of them.

//However, it is also true that this particular subject has been blown up out of all proportion, not least by Highfield himself. There has been some pretty heavy condemnation of him in some quarters of the hobby...and I am not sure it is altogether justified. The original comment in DW was a bit of tongue-in-cheek hyperbole. Bill could have simply have pointed out that some people might have taken it more seriously than I intended. Instead, he chose to respond with statements which, if printed (and he insisted that they be), would require a more specific set of responses. In any event, of all the 'zines which have commented on TMP, DW has been the least critical, and that's about right for us, I think. ...RW//

Rod:

Every issue of DW is better than the preceding one. Keep up the good work. However, the personal picture you paint of me is--shall I say--inaccurate? I do not play Family Feud that much. Only $\frac{1}{2}$ the time. The other half I play Richard Dawson. I'm sure you noticed the resemblance--witty humor, sexy aura, authoritative father image, etc.

Your review of TMP was accurate, maybe too accurate and overly nice. It is right wing...do you realize he is

so far right that he makes Michalski look like a Pinko?

Gee--thanks for the plug. I mean "tomfoolery", "black hole" (wrong 'zine...that's VOD), "gossipy silliness", "the whole thing falls apart". I put a staple through the center of this one just for you. Was it better? What I don't do to satisfy my customers.... John Caruso.....

//Um...right through the center of the cover wasn't what I had in mind for that staple, John. Well, not to worry; I own a center stapler and I sometimes put one into W to keep the pages in order (but only on those rare occasions where it makes a difference).

//Poor Michalski...if he's been outclassed by Highfield (something which had not occurred to me), then he'll have to try harder.

//But perhaps he won't. I keep hearing that Bill has decided to change much of the emphasis in TMP, and drop much of the political thrust which has been the subject of so much intra-hobby comment. The last issue I've seen (#16, October) has certainly gone some in that direction. It has quite an extensive letter column, now, a recap of a Falklands War game Bill played, and some good reading in the Wightmans' (Porter and Linda) end of the 'zine. We seem to be getting into Navy- (as opposed to Reagan-) worship, but I've always said that a person should like his/her work. Of course, as usual, Bill goes overboard (oops...figuratively, of course, not literally).

//If there is anything in TMP 16 to criticize, it's the literary quality of some parts. Bill has taken to reprinting old patriotic poems...nice enough if one considers content only, I suppose, but the technique is awful. I don't understand why poetry on patriotic themes has to be gushy, simplistic, and show no particular pride of workmanship. Shakespeare did better (see Richard II)...why can't our patriotic poets? The other problem in this area is a series Bill is doing called "The Patriots". As a hobby satire it could be quite funny. Instead it's duller and more labored than the "Doc Savage" novels. I mean, sleepsville, man!

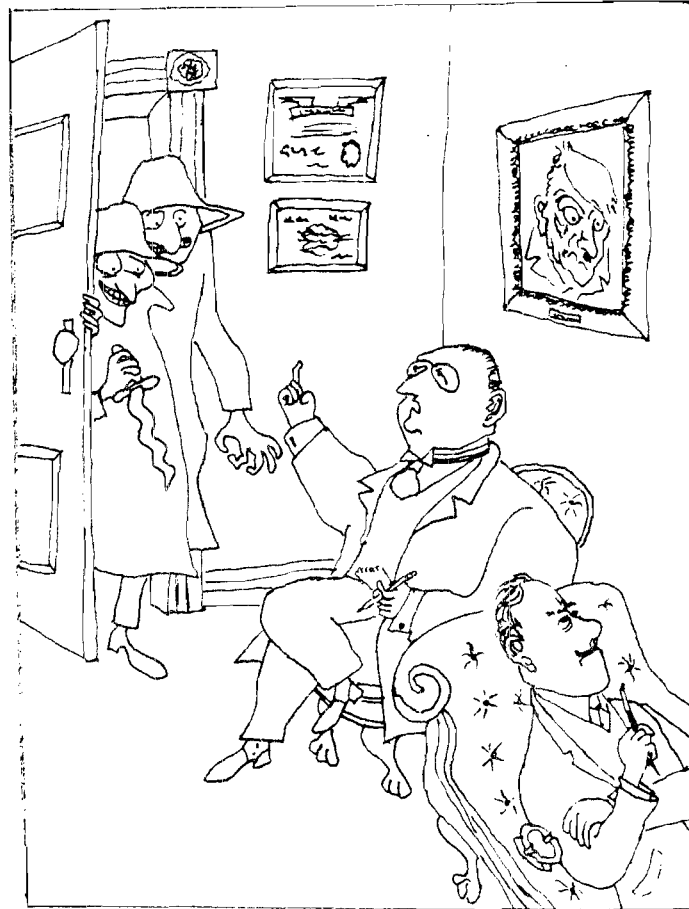
//Oh well, at least things are changing in TMP. ...RW//

Rod,

The Fall issue of DW was another good one. Since receiving it I've been working on Mark Kraft's and your puzzle. Enclosed is my version of the answers. I still don't know whether my answers are correct because the puzzle was rather difficult. I'm sure glad you made it "easier".

Between working on the contest & breaking pencil leads in frustration I looked through the other things in DW. The Fall issue seemed to have something for everyone. This edition, in my opinion, was the "best thus far" In fact each issue is better than the last. Please keep up the good work!... John Narciso.....

//Ah, the light dawns! John was the "no-name" who had a perfect score mentioned in the "Contests" section. I took his cover letter out to publish it here. Sorry, John. Anyway, you did get 100%! And thanks for your kind words. ...RW//



"Well, if you feel so paranoid about being stabbed in your Diplomacy games, perhaps the best solution is to find some way to get out of the hobby."

LIFE, the UNIVERSE, and EVERYTHING ⁴⁹

LU&E is DW's general column for announcements and all sorts of stuff like that there. We always type it last, and see how much we can fit in. Not much, from the looks of things....

a THANKS THANKS THANKS to all those who have thus far responded to our appeal, lastish, for donations to help support PONTEVEDRIA, the little fanzine with the big outreach, listing game openings and sent to newcomers & active fans looking for games. We want very much to thank Doug Beyerlein (\$10) and (in alpha order) anonymous, Jim Burgess, Mark Luedi, Bill Placek, and Porter Wightman (\$5 each) for their help.

b FOURTH ANNUAL FRESHMAN POLL. Scott Hanson, 233 Oak Grove #306, Minneapolis MN 55403, is again running the Freshman Poll this year. This is a voted rating of all new 'zines...any 'zine which began in 1983 or began in 1982 but published no more than 2 issues that year is eligible to be voted for. Vote for each new 'zine you've seen on a scale of 0 (yech) to 10 (wonderful). Scott lists as eligible CATHY'S RAMBLINGS, MIDLIFE CRISIS, POLITESSE, RAGING MAIN, 30 MILES OF BAD ROAD, HAI JIKAI, DIJAGH, BATTLE STATIONS, END JUSTIFIES THE MEANS, WHO CARES, MANIFEST DESTINY, FESTUNGS HOF, BERSAGLIERI, OUINIPIQUE, EMBASSY ROW, THE DIPLOMAT. He also lists WEISMARK DIP-PRESS, but this has ceased publication. Deadline for votes is 14 Feb 84. Results direct to you for SASE.

c OLD HOME WEEK. Many names from earlier in the hobby have popped up recently. I've had fairly recent inquiries from John Mirassou, Peter Berggren, and Brian Bailey, to name a few. Also back in the hobby is Gordon Anderson of Viking Press. Gordon dropped out of the hobby, apparently under press of some severe personal problems, leaving quite a few unfulfilled obligations. I'm not aware of what arrangements, if any, he has now made to take care of those. Anyone to whom Gordon owes something may wish to contact him at 4940 N. Spaulding, Chicago IL 60625. Try a friendly letter of inquiry first. I know that

there were some bad feelings at the time of Anderson's fold; however, expressions of hostility aren't appropriate at this point, and please bear in mind that the real world does not always allow us to make neat and tidy tie-ups in a hobby.

d GMs with 1983 games: Stephen Wilcox of 5300 W. Gulf Bank #103, Houston TX 77088, would like your help. He is beginning to compile data on game openings. He would very much appreciate it if you could send him the SOL orders and the 1901 supply center holdings for each game you have which has a 1983 Boardman Number. Results of his compilation will be made available to all inquirers at cost.

e Walt Buchanan is looking for old out-of-print issues of THE DRAGON. He is interested in ##(approx.) 26-76. He would like to trade other wargaming 'zines for these. If you have issues of THE DRAGON in that range, contact Walt (his address is on p. 3).

f TEXAS DIPLOMACY PARTY, 13-14 Jan 84. Contact Peter J. Gaughan, publisher of PERELANDRA, for details. His address: 509 Sandpiper Dr., #130, Arlington TX 76013. RSVP required. Also BYOSB (Bring Your Own Sleeping Bag). Pete's phone: (817) 460-3253.

g HOBBY CENSUS. Dick Martin has announced that the 1983 Census is about ready for printing. It will be sent to those who sent in mailing lists. Others can purchase copies at \$2 for the full-sized list or \$1 for a reduced-print copy. Send to Dick Martin, 26 N. Orchard Way, Rockville MD 20854. Dick notes a total North American population in the hobby in the 800s.

h SIDNEG ARCHIVES. This 'zine started up in '82 but seems to have escaped notice until Kathy Byrne said nice things about it in WHITE-STONIA. Bill runs regular games, has openings, and may start up a variant. Needs stand-by players. Subs are 13/\$4, sample is SASE. Games run on 3-week deadlines and have maps. S.A. is presently up to issue 15.

50. YOUR MOTHER SHOULD KNOW is a new
1 gamezine by Keith ("Tro") Sher-
wood, 8866 Cliffridge Ave., La Jolla
CA 92037. It will be running a vari-
ant (well, more of a deviant), in
which you can see only those units
which are next to your units or your
spaces...a type of Kriegspiel or Dip-
lomyopia. Fees are \$1 per 5 turns.
Send Keith SASE for a copy of YMSK 1.

1 C. F. MACHIAVELLI is primarily a
1 'zine running games of (or have
you guessed?) Machiavelli. There will
also be a "token" game of The Game.
No game fee, only subs @ cost (send \$5
US or Cdn. to start). Sample copy is
US32c or Cdn37c. Published by Wm. C.
S. Affleck Asch Lowe (really!), P.O.
Box 460, Trail, B.C., Canada V1R 4L7

SHERLOCK HOLMES

(Continued from p. 36.)

brusquely that it was of some moment.

But it hurt my feelings to think
he could mention my name in the same
breath as anarchists. I had served
my country honorably and was proud of
my scars. Reluctantly I turned away
from him, lest I should say something
that both of us might later regret.

"There, Watson, don't take it so.
If I am hasty in my words it is only
because I have been under enormous
pressure these last few days." Holmes
stood up and advanced toward my re-
treating back. A note of kindness
had crept into his voice, and it did
not fail to warm me deeply. "In fact,
I was going to ask you for your ad-
vice in this matter, only hesitating
because of the risk this would entail
for you. I'm afraid the fellows I'm
dealing with would stop at nothing to
eliminate me from the picture, and
should you be with me it would go no
better for you."

I immediately swung around and
clasped my friend by his arm. "You
know me better than to believe I'd a-
bandon you when your need was great-
est," I said with some emotion. "I'm
your man, Holmes, and I'll not step
aside should the going get thick."

With those words he looked me
straight in the eye, and said sincere-
ly, "Thank you. I knew I'd be able to
count on you. Come, let me show you
how the puzzle is shaping up."

NEXT: "A Letter From the Frenchman"

1 k THING ON THE MAT is a British
'zine which has moved to the U.S.
No details yet, other than its U.K.
reputation for utter weirdness. Con-
tact Pete Doubleday, c/o TCC Ltd.,
11341 Sunset Hills Blvd., Reston VA
22090. I've written Pete, but no reply
yet.

1 JACK MASTERS' ALL PURPOSE DIPLO-
MACY LETTER. Well, here it is--
we've had it in our files for months &
now we show you a copy. If you would
like a full-sized copy, suitable for
further reproducing, framing, or what-
ever, send us a request with SASE.

all purpose Diplomacy letter

Game: 19_____

Zine: _____

Date: _____

TO: A E F G I R T (circle one)

FROM: A E F G I R T (circle one)

Dear King Emperor Czar Kaiser Pope Sul-
tan President Ally Friend Neighbor En-
emy Nurd Puppet (circle one).

Welcome to the new ()game ()season. I am your
()northern ()southern ()eastern ()western neighbor.

I would like to propose that we

- () ally with
- () declare a truce with
- () sign a nonaggression pact with
- () fight with
- () help
- () lie to
- () cooperate with
- () cheat
- () love
- () screw
- () stab
- () _____

each other.

Please ()write ()call ()drop dead ()NMR ()tell
me your plans ()move to _____ ()support _____
()convoy _____.

Pardon my style. I will try to be less personal next
time.

()Sincerely ()Respectfully ()Hardly ()Up
Yours

Signed _____

Hobby Services

Many services exist to help Diplomacy players and we feel our readers should be informed about them. Hence this regular feature in D.W., which lists many of those available. If you need a service not found in these pages, drop us a line and inquire (a SASE would be nice) and we'll see what information we can find for you.

OMBUDSMAN SERVICES. If you have a dispute you'd like resolved, and need help, contact the Ombudsman Service System, c/o John Caruso, 160-02 43rd Ave., Flushing NY 11358 (212-353-9695). John will help you find a neutral party to attempt to resolve your problem.

UNITED STATES ORPHAN SERVICE. If your postal game has been abandoned by your GM, or is being mishandled in such a way that it might as well be abandoned, contact the USOS, c/o Scott Hanson, 233 Oak Grove, #306, Minneapolis MN 55403. Players in Canadian games should contact the CDO Orphan Service, Andy Lischett, 3025 N. Davlin Ct., Chicago IL 60618. Scott or Andy will help you find a new home for your game.

BOARDMAN NUMBER CUSTODIAN. Kathy Byrne, 160-02 43rd Ave., Flushing NY 11358. The BNC assigns Boardman Numbers to new postal sections of regular Diplomacy in North America. Statistics on new and completed games are reported in the quarterly BNCzine EVERYTHING. (Subs are \$5 for X issues at cost.) The BNC also determines whether a postal game includes irregularities which render it potentially unrateable in various rating systems. Inquiries or allegations regarding a game which may be "irregular" should be sent to the BNC.

MILLER NUMBER CUSTODIAN. Lee Kendter, Sr., 4347 Benner St., Philadelphia PA 19135. Assigns Miller Numbers to new variant postal games and reports statistics on new & completed games in ALPHA & OMEGA. (Subs are \$5

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for X issues at cost.) The question of "irregularity" does not arise with variants, but if a neutral opinion regarding a game problem is desired, refer it to Lee.

'ZINE DIRECTORY. This is a listing of postal Diplomacy 'zines and services throughout the world. It (the 1983 edition) is \$2 from Roy Henricks, 128 Deerfield Dr., Pittsburgh PA 15235. If your 'zine is not listed in ZD, be sure to contact Roy to make sure it's in the 1984 Edition.

NOVICE SERVICE. If you're new to postal Diplomacy (or even if you are not but would like to know more about it), get a copy of SUPERNOVA. This is a generous collection of articles about the game and the hobby. It is \$1 from Bruce ("Brux") Linsey, 24A Quarry Dr., Albany NY 12205.

HOBBY REPRINT SERVICE. The published literature of Diplomacy is vast. Most of it is out of print. Mark Berch, 492 Naylor Pl., Alexandria VA 22304, publishes DIPLOMACY DIGEST, which specializes in reprinting the older, but still valuable (or interesting or amusing) material and making it available to everyone. Many back issues, including the invaluable "Lexicon" (\$1.25) are available. Subs to DD are \$4 for 10 issues.

GAME OPENINGS. These are contained, in detail, in PONTEVEDRIA, a bimonthly publication which is also continuously updated between issues. For a copy any time, just send SASE (self-addressed stamped envelope) to Rod Walker, 1273 Crest Dr., Encinitas CA 92024. We typically list 2-3 dozen GMs with openings, so you'll have plenty to choose from.

OTHERS. Hobby services are done on a volunteer basis by independent workers. If you'd like to do some particular thing, or anything, contact us and we'll refer you to the right person or give you helpful info. The hobby can always use help.

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