"WILL THE REAL DIPLOMACY PLAYER PLEASE STAND UP?"
DIPLOMACY WORLD
Vol. 1, No. 4    Jul - Aug 1974

DIPLOMACY WORLD is a bimonthly magazine on Diplomacy(R)* which is edited by Walter W. Buchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824. It is sponsored by Games Research, Inc., and the International Diplomacy Association. Its purpose is to give a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, presenting the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor and listing game openings and zine news. In short, anything of a general interest to the Diplomacy community is fair game for DIPLOMACY WORLD. Subscriptions sell for $3.00 a year ($1 discount to IDA members if it's specifically requested). All back issues are available for 75¢ each. (Indiana residents add 4% sales tax). Paid pre-publication circulation this issue: 310+.

*Diplomacy is a registered trademark for a game invented by Allan E. Calhamer and Copyright by Games Research Inc., 500 Harrison Street, Boston, Mass. 02119.

FORWARD
DIFCON VII is over and we're back at Cow Pastures getting out a slightly delayed issue. Gordy Anderson is to be commended for hosting an enjoyable DIFCON with close to 100 Dippy fans in Chicago, most of them from the postal hobby. Carol will have a full biased report next issue!

We are actively soliciting articles for the next issue. The articles that went into the new IDA Handbook drained our morgue. We hope to get out the next issue early in October, so please send in your contributions ASAP. We also need artwork since Mike Lind is cutting back on his hobby activities. What we especially need are the 4" x 4-6" (before reduction) one-shots, Dark black lined drawings on white paper are OK. There's less humor in this issue than we'd hoped. Hilarious articles are always welcome. For that reason we retained some press in the HA demo game but we had to drastically edit it due to space limitations. If you want the unedited account, subs to HA are 26/$5 but we don't solicit them. By the way, the complete set of HAS covering the Lion's Game is available for only $5.

Our cover may look vaguely familiar to some of you old timers. We've decided to continue reprinting covers from old Dippy zines to sort of bring back the good old days of postal Diplomacy. The cover is reprinted from Dan Hraman's Wild 'n Wooly #50 of 16 April 1966.

In "News of the Realm" you'll note a change. It's been noted that the main problem with DIPLOMACY WORLD is that it only comes out bimonthly. There's no way to get around that due to time limitations, so the next best thing is to make the news as current as possible within this time frame. So we're borrowing a trick Rod Walker used in Pontevedria. We're listing separately all known game openings as of a certain date and then giving more detailed information on zines that you might find of interest. This way you can get a fairly current picture of the hobby.

Incidentally, we'd like to help acquaint novices with the hobby by providing them with a copy of DIPLOMACY WORLD for the price of postage, i.e., a 10¢ stamp. Thus, we'd appreciate it if all publishers would announce to their readers that upon request and a stamp, we'll send them a sample copy of DIPLOMACY WORLD.

And now the biggest news for last. Starting next year, GRI will assume ownership of DIPLOMACY WORLD in the tradition of Avalon Hill's GENERAL. The goal is to provide an information service for all the publishers and players in the hobby. For the immediate future, I will be retained as Editor. (Oh groan!! CA)

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

Table of Contents

Forward by Walt Buchanan ........................................ 2
Wrap Up
The Old and New Lions Game (1973B1) ......................... 4
Commentary From Constantinople by Allan E. Calhoun ......... 4
Commentary From Rome by Eric Verheiden ..................... 7
Commentary From Vienna by Arnold Vagts ..................... 7

Excuse No. 2 by Dennis Klein
Entry in The Great Lagerson Diplomatic Excuse Contest .... 9

The Pink Variant Rule by Howard Mahler
An article on a new Variant Rule .............................. 10

Variant Information by Lew Pulsipher
News about Diplomacy Variants ................................ 11

Terminal Shorthand by Len Lakofka
An article on Completed Game Statistics ....................... 12

King Dimitrios & The Dropout by Steve Hall
An article on Diplomacy Ethics ................................ 15

Variant Design by Lew Pulsipher
Earthsea Diplomacy .............................................. 16

So You Want To Be A Dippy Publisher by Dan Gorham
An article on Publishing ........................................ 19

The Brodies' Rating List
A Rating System by Jeff Power ................................ 20

Diplomatic Pouch
Letters to the Editor ............................................. 23

Hoosier Archives Demonstration Game - Spring 1902 to Spring 1903
The Prince William Invitational (1974CK) ..................... 24
The Royal Jesters' Tales--Press Releases ....................... 24
Analysis by Rod Walker ......................................... 27

News of the Realm
Game Openings and Zine News in Dippydom .................... 29

Staff

Editor ................................................ Walter W. Buchanan
Associate Editor ........................................ Carol Ann Buchanan
Art Director ............................................. Michael Lind
Demonstration Game Analyst ................................ Rodney Walker
Strategy Editor .......................................... Edi Birsan
Tactics Editor ........................................... Eric Verheiden
Press Release Editor ..................................... Rodney Walker
Ratings Editor ............................................ Douglas Beyerlein
Variants Editor .......................................... Lewis Pulsipher
British Correspondent ..................................... Hartley Patterson
Contest Coordinator ...................................... David Lagerson
DNA Correspondent ....................................... Carol Ann Buchanan
Big Help Department ...................................... Prince William
WRAP UP

THE OLD AND NEW LIONS GAME--1973!

The supply center chart below represents the skeletal record of one of the best-played games in postal Diplomacy history. Mike Roca-
mora's brillianf win can probably only be com-
pared to Brenton Ver Ploeg's winning of the Average Aces Game in 1973. Mike made masterful use of diplomacy, both though letters and the telephone, to win over an expert field. When his victory was obvious and the rest of the board united against him, he made use of flaw-
less tactics, too, to save the day.

<table>
<thead>
<tr>
<th>Year</th>
<th>Austria</th>
<th>England</th>
<th>France</th>
<th>Germany</th>
<th>Italy</th>
<th>Russia</th>
<th>Turkey</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>5</td>
<td>4</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>02</td>
<td>5*</td>
<td>4</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>03</td>
<td>6</td>
<td>3</td>
<td>8</td>
<td>7</td>
<td>4</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>04</td>
<td>6</td>
<td>1</td>
<td>9</td>
<td>9</td>
<td>5</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>05</td>
<td>3</td>
<td>9</td>
<td>10</td>
<td>9</td>
<td>5</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>06</td>
<td>4</td>
<td>8</td>
<td>14*</td>
<td>9</td>
<td>5</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>07</td>
<td>5</td>
<td>9</td>
<td>16*</td>
<td>9</td>
<td>5</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>08</td>
<td>6</td>
<td>9</td>
<td>17</td>
<td>10</td>
<td>5</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>09</td>
<td>5</td>
<td>10</td>
<td>18</td>
<td>10</td>
<td>5</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>10</td>
<td>6</td>
<td>9</td>
<td></td>
<td>10</td>
<td>5</td>
<td>3</td>
<td>5</td>
</tr>
</tbody>
</table>

1-Eric Verheiden from S02
2-Nick Brooks from S10

Note: An "*" denotes that for some reason a unit was not built although the necessary supply center for doing so had been acquired.

To show specifically how Mike won, we are happy to present very good commentaries from J of his chief opponents. We had hoped to get a commentary from Mike, too, but our pleas fell on deaf ears. However, I think you will agree that the J commentaries below pretty well tell the tale.

The correspondence which some of the players were kind enough to send me agrees with the following published reports. In summary, the key to Mike's victory appears to be this: He first made a long-term alliance with Randy Eytwerk to play for a 17-17 draw. This made it easy for them to knock out Edi Eirsan in the west while the east got bogged down in a 2-2 situation. Once Edi was eliminated in 1905, however, the east could have still forced a 6-
way draw (assuming Mike or Randy didn't throw the game to one or the other) with a plan worked out by Eric Verheiden.

Mike made use of his masterful diplomacy, however, to convince Allan Calhamer that he could do better by stabbing Verheiden and Vagts, and that he in return would stab Eytwerk, thus altering the status quo in both sectors. Mike then held off on his stab until Allan's stab had ruined the chances for an eastern stalemate. He then stabbed Eytwerk in 1907 at just the critical moment, thus assuring his victory in the west and in the whole game. Throughout the game he made masterful use of both diplomacy and tactics.

Now to the commentaries:

COMMENTARY FROM CONSTANTINOPLE

by Allan E. Calhamer

At the start of the game, I knew I had the disadvantage that I had not played postal Diplomacy in a few years; consequently, I did not know how each player played. Also, when players are in more than one game together, they can develop tacit multi-game alliances, which the player in a single game cannot do. The game was accepted subject to these difficulties, which, however, were never overcome.

I opened by offering a three-way alliance of Turkey, Austria and Russia. Austria would have been given some measure of security by a Turkish policy of building only fleets. The J would have expanded against Italy, Germany and England. France, which bordered all those three and none of the alliance, would have been in effect an ally by virtue of his position alone, so that if the three got together against us, they would still be outweighed 4-3-and they might never play together.

These three-way alliances are relatively easy to set up in person, where all three can participate in the same conversation. In a postal game, however, they are pretty hard to set up because of the number of different agreements that have to be made among the three separately located players.

Things never came to that, however, because both Russia and Austria turned the alliance down cold and each asked me to join him against the other.

Italy then opened with a Lepanto Opening, which put additional pressure on Turkey and ef-
fectively precluded any opportunities for Turkey until late in the game, if at all.

I had anticipated both the Lepanto Opening and an Austro-Italian "super-power," and consequently had asked France to open with an anti-
Italian variation, but he declined to do so.

In a short time, it appeared that the board had divided with France and Germany free to pull
England apart quietly in the northwest, while Italy and Austria slogged forward against Russia and Turkey in the southeast. Russia had been
crippled by skirmishes in the north. Also, Austria and Italy were cooperating more closely than Russia and Turkey, throwing all their stuff
at us while we were conservatively standing each other off in the Black Sea.

It seemed obvious to me that France and Germany would get much the better of this ar-
angement, winning a 2-1 war while the southeast tended to deadlock 2-2. Then, of course, they
could be expected to enter the southeast with superior force, threatening to win the game,
and, incidentally, taking out Austria and Italy first, since they would not arrive at Turkey.

Therefore, the 2-2 division of the southeast was bad for all four countries concerned.

Since Russia and I were both under siege, we were powerless to alter the situation by ac-
tion. All I could see to do was to suggest, as
many times and ways as I could, that Austria and Italy, who alone actually had flexibility in the
area, act against France and Germany. Of these, Italy had much the better chance of success and
great security in doing so. Consequently, most
of my correspondence throughout the game was
with Italy. By and large, it has to be termed a
total failure.

Both Italy and Austria took the line that
neither of them would violate any alliance, any-
where, any time, under any set of conditions.
For all I know, they may have actually adhered
to this policy as stated. Furthermore, Italy
had tied himself up for a preposteroously long
time (for this game) he had alliances running five
and six years ahead, which is to say, 10 or
12 moves. Bearing in mind that each move actu-
ally involves 34 pieces, in 10 to 12 moves there
may be 340 to 408 moves of separate pieces.
Throughout all of these moves, with all they
might imply by way of changes in the balance of
power, Italy was going to maintain to the let-
ter agreements by which he had given up all his
flexibility of policy!

Finally, because the actual expiration
dates of these agreements were secret, the par-
ties themselves would know exactly when to start
renegotiating them; consequently, they would be
likely to be further extended. Any outsider
wanting them to be left to lapse would be likely
to put in his arguments either too soon or too
late for maximum effect. Thus, Russia and I
huddled in our dugouts while Austria and Italy
battled at us and France and Germany grew and
grew.

I had never before played against anyone
who simply refused to play the balance of power.
Of course, they are entitled to play that way,
and it might work sometimes, although it failed
here just as I expected. If that is the way the
others are playing, that is the way you have to
accept them to work with them, I did the best I
could. Almost the only thing I could think of
to do was to try to change Italy's entire philo-
sophy of the game, so that is what I tried to
do.

It seems to me now that, in general, if
there are players in the game who refuse to play
the balance of power, they will tend to act so
as to favor any country which gets big early in
the game (because they will not turn against him
on that account, as other players will). There-
fore, if there are such players in the game, it
may be better to try to grab all you can as fast
as possible. Since you can leave your frontier
with one of them completely unguarded, you can
concentrate everything on another frontier, take
some gains without fear of retribution in the
rear, then come back with power to deal with the
permanent alliance type. This course is exactly
the one followed by Rocamora as France.

It also seems to me that a lot of the di-
plomacy is taken out of the game this way, and
that the early diplomacy gains enormous im-
portance. It seems to me, then, that the game is
not as interesting this way, but if it worked, I
imagine my complaint would be considered mere
sour grapes. However, France won the game, and
he did not keep all his alliances, and it was he
who won all the Italian supply centers.

Italy and Austria both also seem to have
applied different standards to France and Tur-
key. At a time when Turkey had only three
pieces, blocked off by Austria with SEVEN
pieces, Italy was still afraid to let up on Tur-
key in order to swing against France because he
was afraid that Russia and Turkey would sweep
through Austria and overwhelm him! He did not
seem to have any fear that France would sweep
through England and then overwhelm him, nor did
he seem to care, particularly. His last days
were spent wavering between fighting for his
centers and giving them undefended to France.

Early in the game, Austria rejected the
proposed three-way alliance because he was wor-
bried about what would happen after the initial
successes. Italy, his very close ally, however,
did not seem to show the same concern over what
would happen after France's initial successes
when he allied with France.

Of course, I believe that Italy and Aus-
tria, even after allying with each other, should
also make other alliances, and that these alli-
ances cannot be made in such a way as to guaran-
tee safety after the ally has had successes else-
where, or simply, "You gotta ally with some-
body." However, the same considerations applied
equally to Turkey and France, with Turkey the great threat to Austria and France the greater threat to Italy.

Italy tried to solve the problem of the 2-2 deadlock in the southeast by redoubling its efforts to knock Turkey out. This was a desperate attempt, considering the speed with which France and Germany were taking out England, but it was better than nothing.

In my own great play of the game, I talked Germany into letting Russia live so that Russia could give me the one frail support which enabled me to hold Italy off. Germany definitely played best in so doing, but he was very difficult to convince anyway. He had probably the best winning chances at the time, or perhaps only equal to France, but if Austria had knocked me out, he would have gained 3 units from my territories, plus the release of four units then doing duty against me, a total of seven additional units which could and probably would have been deployed against Germany.

This reasoning finally got through to Germany. He had good chances of descending on Austria successfully after England was knocked out, but those chances would have been completely out the window if Austria had increased his available forces on his northern flank by seven units.

Italy finally gave up battering Turkey and turned to face the French threat. He devised a complicated but accurate stalemate line employing the pieces of Italy, Austria, Russia, and Turkey. I agreed, and he and Austria began moving away from me to take up the necessary positions. Since certain moves were also required of myself, I had to decide right away whether to cooperate or to attack these two countries in the rear. The choice was between a probable six-way draw, or a fight with a possible three-way draw in the offing, with remote winning chances.

The point was that after the stab, Turkey would be surrounded by broken countries—Russia, Austria, and Italy—which could be absorbed in time. The major difficulty was that France and Germany were already quite big and there was no guarantee that I could get them to fight. I believed I could; Italy, I knew, did not expect it.

In deciding whether to try for the probable six-way draw or fight for a three-way draw, the caliber of the Italian correspondence was a factor militating in favor of the fight. The double standard applied to France and Turkey, the unwillingness to check France in time, and the inflexibility of the Italians have been noted.

In addition, we received such undiplomatic messages as, "I am prepared to keep up the pressure as long as it takes to persuade either you or Rosamilla to stab the other or, failing that, for Vagts and myself to take you to pieces ourselves." "I'm really afraid that you're out of luck." "I have to admire your persistence, but let's face it... Turkey has yet to even survive an HA game to date," "England is going under already, to be followed—if not preceded—by Russia and then immediately thereafter by you," "there would be at least a chance that you might be able to change my mind and thereby be able to survive the game to a minimum, but I doubt it," "Hope you're having better luck in your Big Brother game" (which I won), and "Your inane (That's the only word for it) stab—the Austrian letters."

You can imagine how six years of that stuff sounded in the Turkish dugouts. Rosamilla felt the same way about Vagts, inasmuch as Vagts sent me a letter in which he referred to Rosamilla as "a slimy bastard," apparently, from context, Vagtsian for anyone who stabs Vagts. Of course, at the right time I xeroxed the letter and sent it on to Peter. Then as the stalemate line began to form, I advised Peter that the day we had been waiting for was drawing near.

Of course, a stab should have been against Vagts only. It is a rare game in which you can stab two countries at once, successfully. Italy should have been kept whole to stand in the path of France; he certainly was no longer any threat to me. I sent in a set of moves in which I stabbed Austria only. Then Rocamora made a phone call in which he urged me to stab Italy too. He said he would not attack Germany unless I stabbed Italy.

I supposed I should have bluffed him down and hoped he would attack Germany anyway. Instead, I sent in new orders attacking both countries, in order to get the Franco-German war. I suppose Rocamora simply beat me in this diplomatic exchange and put his win on ice right there. You have to admit he deserved the win, because he was doing everything right.

I knew that France had an agreement to divide the board 17-17 with Germany. During the negotiation over the future of Italy, I thereupon arranged a 17-17 division of the board with France myself. Better a conflicting agreement than no agreement at all—after all, he might keep an agreement he has, but he won't keep one he doesn't have.

Over the telephone, I hinted broadly to Germany that he was not the only party who had divided the board with France, and I urged him to be prepared against the French attack. After all, I had to have them fight, but I did not want either to win. Eytwerk, however, seriously trusted Rocamora to the end, and did not seem to feel particularly competitive about the whole matter until after I lampooned that attitude in a cartoon published in Hoosier Archives.

By that time, it was so late that there was little we could do. We prepared, however, to make a common battle against France. Russia was geographically impossible to keep around because he had no section of front against France, so we took him out quickly. We tried to do the same.
thing to Austria, but miscalculated, and he proved too tough to get rid of. Thus, we wasted time, and were forced to negotiate three ways and communicate with California in order to fight the last battle. We had 18 units to Rocamora's 16, yet our division was poor. Too late, we realized we needed armies just a move or so further north to hold Berlin and free the new Berlin fleet for Scandinavian service.

The result impressed me with the power of the single country to defeat allies, even when the allies are cooperating closely, although Germany's lack of fleets was probably not normal for that type of position.

A tough, interesting game, with several dramatic moments. The philosophical dialogue with Italy, while falling in its immediate purpose, was thought-provoking and worthwhile in a larger sense.

**Commentary from Rome**

by Eric Verheiden

As those who have been following the game may know, there was a time when the game seemed almost certain to end in a six-way draw. Needless to say, it didn't; Calhamer and his puppet ally Rosamilla launched a stab against Vagts and myself in Fall 1906 which effectively ended all chances for a draw and led inevitably to Franco-German dominance of the game, and, as it turned out, a French victory.

After the stab, Vagts and I acted predictably; we became puppet allies of Germany and France respectively and set out to destroy the players who had ruined our chances. As it turned out, Calhamer's tactical play left two of the centers he had taken virtually indefensible. One was retaken immediately by Vagts, the other was retaken later by Rocamora. This left a net gain of two centers, in return for which Calhamer and Rosamilla lost two allies, all realistic chances for a draw of any sort and eventually the game. As the foregoing was fairly predictable, the question arises: why on earth did Calhamer do it?

There are at least two possible explanations. First of all, Eytwirk and Rocamora were circulating a threat at around that time to have one of them throw the game to the other should the stalemate be established. At no time did Eytwirk or Rocamora go so far as to carry out their threat and the subsequent action of Rocamora strongly suggests (as indeed I have been told) that the whole thing was a bluff. Theory one would have it then that Calhamer was thoroughly taken in by this rather obvious ploy, to the extent that he couldn't even wait to see if the threat was more than so much hot air before launching his stab.

The second explanation is more simply and perhaps closer to the truth. The prospect of a six-way draw could have left Calhamer unimpressed, figuring that he could take advantage of Vagts and myself further and negotiate his way out of the path of the Franco-German juggernaut bearing down on him. This opinion has some confirmation in the fact that shortly after the fall moves, I received a letter from him suggesting that he take over tactical control of the "alliance" (which previously I had more or less exercised). The very transparency of his ploy was astounding; it is difficult to believe that two powers are still committed to a draw when they have just stabbed you to prevent it!

In any event, from that point on, I was determined to stop Calhamer at all costs. I knew a stalemate in the situation Calhamer faced was impossible without the Italian centers. Hence, I determined that if anyone would get them, I would see to it that Rocamora did. This eventually proved to be the case. As for the much-vaunted war Calhamer was so anxious to promote between France and Germany, it occurred, as I suspected it would, when one side or the other saw a winning advantage, one which no eastern power would be in much of a position to interfere with.

**Commentary from Vienna**

by Arnold Vagts

Since this causes me to break a cardinal rule (as compared to a sparrow rule), namely that all correspondence go by postcard (2¢), please credit my account for 2¢ (and I hope you get your 2¢ worth).

The last few moves have been academic (Allan and I agree on that, only our methods of dealing with it differ)--Germany was not able to stop France in the north even though Allan did so in the south. When Allan resigned, I decided to go ahead and take Rumania in an attempt to get second, but Rocamora was so happy with his German pawn he let him have it, Nuts.

In the beginning (well, if it's good enough for God and other fairy tales, it's good enough for me), I tried allying with Turkey or Russia against the other while getting non-aggression from Italy. Turkey kept trying to suck me into a triple alliance (Russia-Turkey-Austria) and attack Italy, I do not like this alliance structure for strategic reasons: Austria gets eaten very fast in the middle game (remember, Austria is eliminated more than any other coun-
try); also I had a good working relation with Lakofka by this time (had he been hostile, I'd had no choice but to join the triple alliance I suppose and I assume Allan tried unsuccessfully to promote this).

Turkey never would agree to attack Russia (he fooled me here into thinking he was honest, loyal, obedient, etc. which set me up for stabs later), but Russia finally did agree to attack Turkey (after much effort on my part). I was to support him into Bulgaria and naturally he stabbed me. It was a stupid stab since I had risked nothing; he gained nothing from it except my undying hostility. What I think happened was that he really was going to attack Calhamer but that evil Svengali influenced him after my spell wore off. I never considered him worth negotiating with after that (I couldn't ever be sure that someone else would write him just after I did). Perhaps this is cruelly harsh for one wavering move but he gave up a suba supply center (Bulgaria), "won" my animosity, and made no gains (or even potential gains), so I don't understand any possible reasons except the one I proposed.

In his defense, Calhamer also persuaded lytwere that they could eliminate me and still get a 3-way draw much later in the game, which was also crazy (to anyone capable of tactical analysis). Anyway, England ate it and Lafka's dropped.

Well, things did not look good for me with my only ally dropping, the western alliance very strong, and Austria vs Turkey and Russia. Verheiden took over Italy and through extensive negotiations, we formed a strong alliance to stop the Eastern powers from wiping Austria out (he had no illusions over where he stood after Austria was gone despite anything Calhamer might have said). I told Italy we could stop Russia and Turkey indefinitely (in fact, we actually made gains and would have taken them without outside interference), but warned him he had better make sure he was strongly allied with France since either he or Germany was next on France's list.

Unfortunately, Italy was next. France tried many times to get me to attack Italy, all unsuccessful; we were good allies to the end, I tried to persuade France to attack Germany which was about as successful as his attempts to persuade me. I had written Germany about the delights of ripping off Russian territory while I was keeping him busy in the south and he did so for whatever reasons. He stabbed me (one of two) in F04 by supporting Sevastopol, thus preventing me from taking it. This forced an extra player into a possible eastern stalemate, Smart.

Verheiden had an excellent stalemate worked out (Italy, Russia, Turkey and Austria) in F06 to which I agreed and Calhamer also agreed. This sounds like a big stalemate and it is, but given that Austria and Italy wouldn't break up and neither would Turkey and Russia, it was all that was left to stop France and Germany. Turkey's "excuse" for his F06 stab of Italy and Austria was humorous (the usual PhD doubletalk). I affirmed my allegiance to Italy and suggested we had no choice but to revert to our old anti-Turkish-Russian strategy, let the loss to France and Germany be on Calhamer's head. Even funnier is Allan's next letter which attempts to persuade me that my poor position (F06) is not due to his stab but to my gullibility in letting "hysterical" Verheiden talk me into it. There is much humor there.

Given that I would not attack Italy and join the Turkish-Russian alliance, I did about the best that could be expected; they were never able to grow and this was directly attributable to Austria. My failures were mostly strategic; I was not able to get Turkey or Russia to join me against the other and I was unable to persuade France to attack Germany rather than Italy (France made the correct choice). The strategic success was with Italy and to some extent Germany. Turkey finally did stab Russia (F07) and eliminate his but this was more on his own than anything due to me; perhaps he was dissappointed with Rosamilla's tactics or just saw an easy elimination.

I sent a detailed letter to Calhamer and lytwere in W07 pointing out that we had to immediately ally to prevent France from winning and that my assistance in such an endeavor was essential. They both agreed to my plan and AGAIN stabbed me. Boy, Calhamer was right, I am gullible. In my own defense, I might point out that the stab was not well founded since what I had said was true and the stab only threw the game to France.

Apparently Calhamer the magician persuaded Randy that they could eliminate me and still stop France, Dreamer. They immediately acknowledged their error and asked me to join them to stop France. Naturally I was somewhat sceptical. Allan again rationalized his stab and has some interesting comments regarding Verheiden. My opinion at this point (F06) was that France had a tactical win due to Germany pausing to attack me. However, after taking Bulgaria (F06), I went along with their attempt to stop France. This was unsuccessful, I think, because it came just a little too late.

Calhamer and I continually frustrated each other, Germany was too trusting of France, Birsan and Verheiden were victims of circumstances directly (Italy) and indirectly (England) due to the strategic conflict between Turkey and Austria. Rosamilla made all the right moves at the right time and certainly deserved to win. I don't know how I could have replayed it—I still wouldn't go for a three-way alliance with Turkey and Russia (at least not as Austria) and my stalemate analyses (and Eric's) were correct, I think. I enjoyed the game and learned a little about the players.
EXCUSE NO. 2
by DENNIS KLEIN

Sitting here at my desk staring at my calendar filled with deadlines for PEM Diplomacy games, and after thumbing through the first two copies of DIPLOMACY WORLD, I decided to give The Great Lageroson Diplomatic Excuse Contest a whirl.

To set a few things straight, I have never come home late from a face-to-face game, so I was never pressed to have an excuse for my tardiness. But knowing my little (size nine shoes) woman as I do, I can unequivocally state that it is not the excuse that keeps the bandages on the shelf and the iodine in the bottle. It is the buttering up you do before you embark on a face-to-face game which counts.

The best way to soft soap the light of your life is not with a dozen flowers or some other outlandish item or event, but by just relieving some of the tension and pressure of her daily routine. Before going off to work, you get up earlier and make breakfast. If you happen to get off early or you have a day off, get down on your hands and knees and scrub the kitchen floor--then make dinner for you and your love. (Or maybe those last two should be reversed.) When your little doll asks you to finish the lawn or do other yard work, don't sleep in your hammock--do it! Then when you're done, take a bath before muzzling up to her. As a topper, start and finish all those projects you've been saving for a free day. Patch the fence, oil the screen door, and wallpaper the basement. Remember, it is all for your benefit as well as hers.

All these suggestions and more you can do to help you partner in life be a little more thankful for your presence. And if that fateful night should occur, and when you try to sneak in at 3 AM, and she's sitting there with an expression on her face like Attila--a cupboard of dishes at hand--remind her of all the nice things you've done. You just may save yourself a hospital visit. But if all else fails, and she has a pot in her hand she's ready to make a pitch that would make Sandy Kofax look like a little leaguer, before it's too late, get down on your knees, clasp your hands together, and resort to that age-old, never-fail (you hope!) standby--

Aw, c'mon, Mom, I'm not that late!

WANTED TO BUY OR BORROW

The following zines are still needed in at least xerox form for the archives. I would prefer to acquire originals but will be happy to xerox your original if you keep it. With your help in acquiring the zines below, the archives will be complete.

Adanack 8; Aerilon 1, 3; Alternate Reality 8; Amaric 6; Amtad 1-4; Attention 1, 46-47; Barad-dur 1, 5, 46-47; Early Elue 2; Elack Spot 1-4; Eolwerk 1, 3, 5; Eock of Stat 1-5; Bulletin 2; Calcutta Chronicle 1-2; Carmilla 1, 6, 12; Comet 1-2; Corsair 7, 15; Crush 41; Dolchstoss 1-2, 4; Domination 10; En Fassant 44; Evening's Empire 1; Flash 1; Fredonia 24-25; The Gaming Record "I", "II", "III", 1, 3-5; If I, 2; I'm God 2; Johnus 1, 9; Little Orfian Annie 11; Marxism 13; Meskin Memos 7-12; Mini Rigot 1; Miskatonic U. 1, 39; Mushi 8; Norstrilla Notes 25, 27, 29; Novgorod 1-2; P. J. 6, 10; Our 'Eny 11; Pen & Sword 1-4; Pendulum 1, 6; Phredrick the Great 7; Platypus Ple 29; Polaris 3; Polaska 1, 5, 8; Rohan 1-2; Ruritania 8, 33; Spald Jr. 1, 2; Stoned 1, 3; Tales From the Black Forest 1-5, 7; Thulcandra 24; The Torrey Triennial Terrapin/Turtle/Tortoise 9; Ummquama 2 on; Voice of the North 26; War Bulletin 2; Wild 'n Wooly 4; Windsor Weekly Wrag VI, 2-6; VII, 6; World War III, 1; Your Albert 1.
THE FINK VARIANT RULE

by HOWARD MAHLER

By adding this rule to regular Diplomacy, one gets an interesting and unusual variant. As for those curious cats out there, the name Fink Rule refers to an abandoned variant on the Mob in New York City in which the idea was that a criminal could turn State's evidence. So now, brought back singlehandedly from deepest, darkest Brooklyn, we present for your amusement and perusement, the Fink Rule.

Each spring the Fink may send in an order such as "I fink on Ionian Sea," but only one such order per spring. If after the spring moves, excluding retreats, a unit of the "right victim country" (the victim country is chosen when you become a Fink) is in the correct space, then that unit is dislodged. The Fink, rather than the owner of the unit, may now choose among the legal retreats, other than off the board. If the unit has no legal retreats, then it is eliminated.

Please notice that when I refer to the correct "space" I mean "each province or body of water" as defined in the 1971 Rule Book. Thus, one could fink on Spain without specifying North or South Coast. If a unit was forced to retreat by a military action that spring, then it may not be successfully finked on. A Fink may not repeat a finking order which was successful (caused a unit to be dislodged) for him at any time in the past. Naturally, if a Fink should be eliminated (owns no more supply centers), then he loses his right to fink. Optional Rule: Even after losing all his supply centers, a Fink continues in the game with full finking powers. In other words, a "phantom Fink" can come back from the grave to haunt you.

Being a Fink is like being the President's friend—they each have their disadvantages. First and foremost, the Fink may never build any units. This includes the winter he becomes a Fink. However, since he may try to become a Fink and fail, he may send in build orders that winter. These will only be executed if he fails to become a Fink. (See below on how to become a Fink.) Secondly, the Fink's units may not successfully receive support from another player's units. However, since the Gamesmaster is supposed to try to keep the Fink's identity a secret, he will only reveal that such a support was unsuccessful (for example, by /gft/ = no good fink) if said support affects the adjudication.

How does one achieve the honor of being shunned and reviled by your fellow rulers? During any winter season, a player may give the order, "I want to turn Fink against __" where the blank is filled in with the name of the country. The Fink will only be allowed to fink on this country's units. If there's no Fink at that time and the player is the only one to ask to become the Fink, then he does so. If the former Fink is eliminated one winter, then a player can become the new Fink that same winter. If, by some outbreak of mass insanity, more than one player wants to become a Fink, the one with the fewest supply centers gets the honor. Ties are broken by a random method.

When someone becomes a Fink, the GM will not reveal who the Fink is but will only announce that there is a new Fink. Naturally, he'll inform the new Fink of his new status. The Gamesmaster will only reveal a finking order when it's successful, and this is the first you'll know about which country has been turned fink against. The GM will also announce when a Fink is eliminated during the winter. He will not say who the Fink was, so if more than one player is eliminated in the same winter, you may never know. So in general, you can't be certain of the identity of the Fink, unless he's eliminated or a military situation is affected by the Fink's inability to successfully receive support from another player's units, if you abandon the secrecy concerning the Fink's identity, the finking rule can be used without a Gamesmaster.

Just as it's the rich and the poor who pay no income taxes, so they are the ones who may want to turn Fink. First, there's the player whose country is so shrunken in size that all the player wants is survival and/or revenge. Secondly, there's the powerful player, for example, with 13 or more units and driving for a win, who is strong enough to foresake the privilege of building units. He may turn Fink either to prevent others from doing so at a later date or for the tactical advantage the finking order brings.

To say the least, the finking order can be pretty useful in breaking a stalemate line. By the way, there's nothing to stop a Fink from winning since the object is to control 18 supply centers and not to have any fixed number of units.

In the modern world, smaller countries are constrained by the big powers, who in turn are constrained by the threat of nuclear war. Thus, we get the modern concept of limited wars. Similarly, with the Fink Rule, there may be consequences of trying to eliminate a country or of otherwise going too far. Since a player can threaten to become a Fink against a certain country, the finking order adds a new weapon and thus a new dimension to the diplomatic negotiations. Finally, the Fink Rule heightens the chance of enjoying the sweet taste of revenge. In other words, it's fun and after all, that's the whole point of playing the game.

Comments are appreciated. Howard Mahler, % Math Dept., Princeton U., Princeton, NJ 08540
The following five variants are available for 25¢ each or all for $1.50 ($1.00 for IDA members) in the anniversary issue of The Pouch, which includes many other Diplomacy articles, from Nick Ulanov, 60 E., 8th St., New York, NY 10003.

DIPLOMYPIA, by Colin Heming, is a variation of KRIEISPIEL DIPLOMACY. The basic idea, limited intelligence so that players generally "see" only their own units, has been conceived of independently by many players. The two-page mimeo rules basically clarify points about the "visibility" of opponents' convoys, supports, etc.

THE DOWNFALL OF THE LORD OF THE RINGS AND THE RETURN OF THE KING, by Hartley Patterson is the latest of the unbalanced Tolkien variants, and perhaps the best from the standpoint of realism. The players include Elves, Dwarves, Gondor, Rohan, Sauron, Saruman, Umbar and Gondafen. Multiple armies and special powers for some pieces (such as the Nazgul) are included. The rules are not complex (2 pages long), and fairly clear. The game illustrates once again that one cannot design a game faithful to the situation in The Lord of the Rings and still come up with a balanced multi-player game. The situation is basically for two "players," the good and the bad, and no amount of fudging can really change that without doing violence to "realism."

WARDS OF THE ROSES, by Roger Sandell, is a fairly conservative variant. There are five English players plus Scots and French players coming partially from off the board. There are just over 40 centers on the two-page board. I'm not familiar with what the British think of the game.

EXCALIEUR, by Kenneth Clark, recreates the Germanic invasions of Britain beginning in 450 A.D. Players are Britons, Picts, Scots, Saxons, Angles, Jutes, Frisians. The latter four begin off the board. This makes it difficult to balance the game, but I cannot say how well the designer has done without playing myself. The number of centers and spaces is about the same as in regular Diplomacy, and there are few rule changes.

THE 30 YEARS WAR VARIANT, or 1600, by Paul Neumann, is not the same as the TYW played in Europe. There are 9 major powers: Austria, Denmark, England, France, Ottomans, Poland, Russia, Spain and Sweden; and six minor powers: Bavaria, Brandenburg, Palatinate, Saxony, United Provinces and Venice. The game can be played with major powers only. The designer is more interested in a realistic game than in a balanced game, with consequent differences in strength and position, and a uniform victory criterion for major and minor powers. There are some special build centers, and some powers have home centers spread around as in ANARCHY, but the game is largely conservative. There are 83 supply centers. Map rules for this and all the above are reasonably done mimeo. Map for this variant is four pages, 8 x 11.

RANDOM PARALYSIS DIPLOMACY, by Dave Kadlec, is in Impossible #38, 25¢ from John Boyer, 117 Garland Dr., Carlisle, PA 17013. Just as provinces are randomly eliminated in BLACK HOLE, orders are paralyzed or neutralized in this game. This is not completely random, since players may negotiate to determine good numbers to assign to their units. Each unit-order is assigned a number, from one to ten, and units with the most often used numbers are neutralized (unordered) for that turn.

SIDEOVIA is not a new variant, but since it is a perpetual game (even new rules and board changes are being added), it's worth mentioning here. This is an old variant which began as a face-to-face game but was transferred to postal play about 2 years ago. The essence of SIDEOVIA is press, not conquest. In fact, it's virtually impossible to conquer even a majority of the centers, let alone the board, because each player must assign sub-rulers for half of his provinces, and commanders for many of his military units, who may revolt at will. Players may build railroads, an interesting rule which

THE WONDERFUL BROAD WORLD OF DIPLOMACY

"Man, don't ever play DIPLOMACY
with a member of the DWA!"
night (minus the possibilities for revolution) be applied with good results to other games. Most of the rules are unique, and the flavor of the game is itself unrelated to any game I know of. For rules, write to Charles Sharp, 506 W. College Ave., #3, State College, PA 16801. Currently there are at least 15 players, but more are needed.

SPECFICATION is a rewrite of ELITZKRIEG DIPLOMACY. Players give orders for all seasons of a game-year at one time, though orders are adjudicated in the usual manner. Rules are in Obsession #6, Larry Zehnder, PO Box 24872, Los Angeles, CA 90024.

SWEITZERLAND DIPLOMACY, by Peter Shamray, is in Obsession #9. "Switzerland," including a center in North Africa and two in Switzerland, is added to the regular board, along with a few map changes. The rules and map of my copy, and apparently of others', are very difficult to read.

HYBORIAN AGE DIPLOMACY I, by Gary Gygax, is a reprint of an old variant. This depicts the world of the famous sword and sorcery character Conan. Players are Aquilonia, Turan, Stygia, Nemedia, and Cthulhu-Corinthia. Fleets and Knights move two spaces per turn, and Knights are double strength. This game also uses Army/Fleets rather than convoys. There are 40 centers. The map is 28 x 14 inch pages. Available for 20c from Lewis Fulsipher, Rm 114B, Graduate Center, Duke U., Durham, NC 27706.

SER OPTIONS I, by Scott Rich, introduces "paper" units and variable size units to standard Diplomacy. The former are units without strength which may nevertheless act as decoys and even take centers. The latter rules provide for multiple armies and fleets, from a strength of one up to as large as you can make it (which could be about 100 if you used every space on the board). Available in Blood and Iron #31 for 20c from Lewis Fulsipher.

ALBEMOYON DIPLOMACY, by Thomas Galloway, includes a GM-designed map which players must explore as they expand. As a player enters a new space he receives information about it and about routes out of it from the GM. This is another unique game. Rules 20c from Thomas Galloway, 237A Regulus, VA, Beach, VA 23454 (photo-offset) or in Blood and Iron #31.

ANINS-SAXOPACT, by Lewis Fulsipher, is an old variant which I just got around to publishing. It is based on the "Heptarchy" of powers which dominated Britain in the early Middle Ages. Seven players, 37 centers, standard rules. Printed in Blood and Iron #32, 20c from Lewis Fulsipher.

Diplomacy: A Worldwide Hobby
I.D.A. - Join Today!

TERMINAL
SHORTHAND
by LEN LAKOFKA

The material presented in Terminal is required for any rating system more complex than the Calhoun Point Count Rating List. Terminal Shorthand can be used for country evaluations and histories and the simple rating list above. The uses of Terminal Short Country Evaluations must be thoroughly understood by the player before he begins to make use of the data.

To begin we must realize that just about any firm alliance can work if the people in it do not stab one another. Therefore, just because a certain pattern of eliminations, survivals and survivals in strength has occurred in the past with more frequency, less frequency or has not occurred at all does not mean that the particular game in which you are playing will conform to the majority opinion or that is will blaze a new direction in the play of the country that eventually wins. Each game is unique, few players, missed moves, players who will take survival, players who are of the "strong second" school, etc., all affect the final result as seen in the individual game records or in the overall summations.

The data in Terminal Shorthand, therefore, must be looked at with an eye to what "opening" was in vogue for the winning country? Why did a pattern work in the past? What pattern could produce the result you want? If a particular country is eliminated with high consistency (or survives in strength) what causes that result? Is there something new that could produce a different result?

On the other side of the coin, by looking at Terminal Shorthand you can see which patterns have worked. If you can see why they have worked, then you can move your diplomacy in the direction that produces a favorable result for your country. More and more you will realize that the key to winning a game is not what your country and immediate ally(s) will do in 1961-1904, but also what the other alliances are doing in 1903-1904. You are not playing your country in a vacuum! If a result that is unfavorable to you in middle or end game is occurring, then you must move tactically and diplomatically to see that it does not continue or that its effect can be stemmed or reversed.

In the 25 wins of Italy that are listed in Terminal Shorthand, we see Austria eliminated 24 times, surviving with 1 center once and surviving in strength the other 3 times. Germany has never been eliminated before 1906 and Turkey is almost always the last victim. France either is
eliminated, survives with 1-6 centers or survives in strength. For the 28 wins, therefore, a pattern is clear. But that does not mean that some other pattern(s) does not exist. It means that no one has found a pattern other than: (1) eliminate Austria or Turkey early on, (2) pick up the winning centers from France most often, (3) ally with France or Austria can be workable with reservation, (4) Germany should be allowed to survive into middle game to provide a north-south balance so that Italy can accomplish his goals in the south.

Why does that pattern occur? Other countries do the same thing in different ways. The idea is to balance the portion of the board opposite or adjacent to you with another strong player. Turkey and England use each other or an adjacent country (Russia for Turkey, France or Germany for England), France and Russia use each other and Italy uses Germany which is opposite him north to south. Austria and France are his adjacent power allies. Austria can use England for his opposite and Italy, Turkey or Germany for his adjacent (Russia too). Because of Italy's position (and that of Switzerland) Italy needs a balance country for opening game more than any other country. If Germany goes quickly, some other power comes sweeping into Italy's sphere of influence too soon, before Italy is ready to thwart the attack. That has been the pattern in the past and we can see why it has been so. That doesn't mean that Italy might not Munich in 1901 and eventually win. Italy could do it given the right diplomatic atmosphere. The creation of the atmosphere is up to you, the player!

THE LEPANTO OPENING

The Lepanto (as introduced by Ed Birnsom some 2 years ago) has begun to find favor with more and more Italians. The advantages and disadvantages of that opening are also coming to light. The basic Lepanto is this: Ita--F Nap-Ion, A Rom-Apu, A Ven H; Aus--F Tri-Alt, A Bud-Ser, A Vje-Bud (or Gal); then Ita--F Ion C A Apu-Tun, A Ven H, build F Nap, Aus--A Ser S F Alb-Gre. In S02 Ita--F Gre-Aeg, A Ser-Gre, A Tri S A Bud-Ser (or some continuation to prevent the fall of Greece and Serbia while getting F Gre-Aeg, coupled with F Ion-Eas, F Nap-Ion. In F02, F Ion and F Eas C A Tun-Syr while F Gre (Aeg) spars with Turkey.

The point of the attack is to get behind Turkey and attack him in Syria with repeated supported attacks. The convoy might try for Smyrna or F Eas might try for Smyrna. F Eas-Say, F Ion-Eas is not as good a continuation unless Austria built to be able to secure the Aegean or in case Turkey has his fleets split. The idea is for Italy and Austria to cooperate versus Turkey while Russia is neutral or hos-
Turkish steamroller will, likely as not, just keep going. If Italy gets a Russian ally against Turkey, he must take steps to see that Russia is checked. This can be done by a strong England, France or Germany. Thus a point will develop where Italy will be dominant in the south, Russia in the east and someone in the west. The dregs of Turkey and a western power will still exist. Italy must promote war between east and west while staying as friendly to both (or getting something from both). If Italy chose Austria first, he can then Lepanto into Turkey when Austria is dead!

What if Italy chooses France first? This campaign is much more difficult. Austria and Turkey are Italy's major foes and they have to be at war with one another. An Austro-Russian alliance versus Turkey, while Germany and England take France might do well. Again you must look to middle and end game. A middle game with Italy, Austria, Russia, Germany and England will result. Two of those powers must be eliminated (or greatly reduced) as end game is entered. Going for England and Austria, or better, England and Russia, would give Italy the best end game prospects. If Germany and Austria are the targets, Italy can pit England versus Russia but the battle is a hard one. England's strong corner position will hurt you too much unless you play perfectly. Anything is possible but take the line of least resistance.

Please notice that a medium strength Germany is generally good for Italy. It keeps people off of Italy's back. It is the hardest country to play, and will stay so as long as Diplomacy is played by mail.

<table>
<thead>
<tr>
<th>Game #</th>
<th>Winner</th>
<th>Years</th>
<th>U.G.</th>
<th>A</th>
<th>E</th>
<th>F</th>
<th>G</th>
<th>I</th>
<th>R</th>
<th>T</th>
</tr>
</thead>
<tbody>
<tr>
<td>71DN</td>
<td>D. Beyerlein</td>
<td>10</td>
<td>.70</td>
<td>15</td>
<td>-9</td>
<td>-7</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>65H</td>
<td>J. Smythe</td>
<td>11</td>
<td>.78</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>65D</td>
<td>J. Fournelle</td>
<td>12</td>
<td>.73</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>72EU</td>
<td>M. Rosamora</td>
<td>09</td>
<td>.75</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>70EK</td>
<td>M. Buchanan</td>
<td>11</td>
<td>.76</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>69Y</td>
<td>R. Rosenfield</td>
<td>12</td>
<td>.77</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>670</td>
<td>J. Beshara</td>
<td>13</td>
<td>.78</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>69CH</td>
<td>S. Cairns</td>
<td>11</td>
<td>.79</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>68EA</td>
<td>E. Metane</td>
<td>11</td>
<td>.80</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>68CEW</td>
<td>T. Eller</td>
<td>14</td>
<td>.81</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>65F</td>
<td>H. Reinhardt</td>
<td>22</td>
<td>.82</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>71DQ</td>
<td>L. Lakofka</td>
<td>10</td>
<td>.83</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>87U</td>
<td>F. Clark</td>
<td>28</td>
<td>.84</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>67J</td>
<td>L. StGy</td>
<td>09</td>
<td>.85</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>69CA</td>
<td>J. Power</td>
<td>11</td>
<td>.86</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>65I</td>
<td>J. Smythe</td>
<td>10</td>
<td>.87</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>67AG</td>
<td>J. Munroe</td>
<td>05</td>
<td>.88</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>72ER</td>
<td>W. Buchanan</td>
<td>05</td>
<td>.89</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>72CL</td>
<td>J. Oliver</td>
<td>10</td>
<td>.90</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>71AC</td>
<td>L. Pulipher</td>
<td>13</td>
<td>.91</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>67W</td>
<td>G. Prossitz</td>
<td>10</td>
<td>.92</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>69EV</td>
<td>E. Labelle</td>
<td>10</td>
<td>.93</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>70E</td>
<td>J. Beshara</td>
<td>12</td>
<td>.94</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>70AO</td>
<td>F. Calabri</td>
<td>13</td>
<td>.95</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>67AE</td>
<td>C. Reinzel</td>
<td>09</td>
<td>.96</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>69KE</td>
<td>R. Tulp</td>
<td>05</td>
<td>.97</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>70W</td>
<td>N. Ward</td>
<td>10</td>
<td>.98</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
<tr>
<td>72EO</td>
<td>J. Boyer</td>
<td>08</td>
<td>.99</td>
<td>16</td>
<td>-6</td>
<td>-3</td>
<td>1</td>
<td>18</td>
<td>-6</td>
<td>-5</td>
</tr>
</tbody>
</table>

A sample entry might read:

77WM Prince William 03 -2 -3 -2 -7 18 -3 8

This would be the shorthand for the results of 77WM in which Austria is eliminated in 1902, England survives with 3 centers, France is eliminated in 1905, Germany is eliminated in 1907, Italy (as played by Prince William) wins with 18 centers in 1908, Russia is eliminated in 1903 and Turkey survives with 8 centers.

C. O.--the fraction of the game in which the player played as a substitute.

In this listing there are 28 Italians wins in which 22 (78.5%) occurred with one other major power surviving in strength, 2 (7.1%) occurred with two other major powers surviving in strength, and 4 (14.2%) occurred with no other major powers surviving in strength.

14
KING DIMITRIOS & THE DROP OUT by STEVE HALL

I do not quite know why I am sitting here writing this when I could be out having a good time, but I have a bone to pick. It is with those people who, when they find themselves without allies and losing centers, just throw in the towel, or less dramatically, crawl into the woodwork,

NMR! NMR! The sound of a surly crowd chanting, "Civil disorder!"

I relinquish the floor, briefly, to the old poet of the city (Alexandria) who said it so much better.

KING DIMITRIOS

Not like a king but an actor he put on a grey cloak instead of his royal one and secretly went away. --Plutarch, Life of Dimitrios.

When the Macedonians deserted him he showed they preferred Pyrros, noble King Dimitrios didn't behave --so it was said-- at all like a king, He took off his golden robes, discarded his purple buskins, and quickly dressing himself in simple clothes, he slipped out-- just like an actor who, the play over, changes his costume and goes away.

In the original Greek, it rhymes.

I believe we can find a successful analogy here to tournament bridge. It often occurs, in a two session match, that a bridge pair gets off to such a bad start they know it is useless to play the second half. Their best form cannot retrieve the losses from their early mistakes, Yet they do play--it is the rarest of exceptions to find a pair dropping out--and not just because they have already paid their money. They know that they owe their opponents good competition all the way through. They realize what an annoyance it is when a pair does not show up in the evening. And they know that on those occasions when they are doing well, they can expect and depend on their opponents to be present to the end and give them a fair and honest fight. It is not because of the fact that bridge is played face to face, With so many players, each pair is pretty much anonymous aside from the stars, and no one could point a finger at dropouts. I believe it is that the players have developed a respect for the game, and for the other players whom they have joined in competition. Sadly, there is no similar level of respect among players in Diplomacy. It does not matter that Diplomacy engenders suspicion and bitterness; there is a wealth of deception and foul play at the bridge table, too. (Anyone familiar with psyche kids will know what I mean.) The IDA and CMs have discussed this problem ad nauseum, with blacklists, lockouts, and all the other big brother tommyrot. Why can't we simply push for a higher level of respect and concern for fellow players among our diplomatic brethren?

And if moral suasion isn't enough, I will offer this. I am playing in a game now, as England, which is currently into Fall 1905. As the year ends, I find myself reduced to two units, I have not had an ally since the fall of 1902. And in my current position, I can guarantee surviving until the end of 1907. Meanwhile, Germany has just been eliminated and Turkey will die in 1906. (Turkey is in civil disorder. NMR, NMR!) I never had more than four units, and every move since 1902 I have been attacked by at least one enemy. It takes more than luck to last that long; I credit reasonable tactics and sagacious diplomacy for my survival. And let me tell you I learned enough about tactics to write my own book and have enough left over to teach my enemies a few things.

A further example. In another game, I am Russia. On the opening move, I am attacked by Turkey, Germany and England, while Austria asks me why the hell I am in Galicia. But then England walks all over Germany and I talk Turkey into switching and going against Austria. It is now 1905 and Austria is dead; I have seven units. But this is not the point of my example. When Germany was down to one unit I wrote him and said, "Look, I have nothing against you personally. I liked your letters. Why don't you join me as my mercenary in a three-way alliance with Turkey?"

So, for the last four moves, he has done everything I said, and more, he sends me lengthy tactical summaries every turn which dovetail nicely with my diplomatic efforts. He is having a ball with his one unit, and may well find himself part of a three-way draw! The lesson is clear. Don't go into the corner and pout when your neighbors turn against you. Hang on, fight for every province, and keep trying to play your enemies off against one another. But do it honorably. Somebody just might pick you up as a useful pawn, which is a lot better than being a dead king. As long as you stay alive, you have another season to try to bargain in. And who knows, maybe one of your enemies will miss a move, NMR, and you can pick up with his ally and wipe him out.

Even when there is no hope at all, have a little respect, no, a lot of respect for your enemies, your fellow players. You might need one of them in some other game. It is not so very hard to keep sending in moves for two or three units for a few more turns, and there is a great potential for education in even a losing position, If you fight me tooth and nail until I wipe you utterly from the map, you will sure as hell have gained my respect.
VARIANT DESIGN

by LEO PULSIPHER

In order to make room for other variant material, I am making only brief comments. This is a semi-reprint; it is currently available (for $20 from the designer at 237A Regulus Ave., Virginia Beach, Va. 23454) but it has not been distributed through any store. The designer's objectives, briefly stated, were to use the map for Earthsea, a world created by Ursula K. LeGuin in a well-known fantasy trilogy, and to increase the importance and uses of fleets. An interesting note is that rule #5 is superfluous, but the Diplomacy group that Thomas is a part of believed that an unsupported attack disrupted a convoy. Part of the impetus for designing the game may have come from a rule misinterpretation.

Submissions for this column should be sent to me at 423 N. Main St., Bellevue, Mich. 49021.

1. All of the rules of regular Diplomacy apply except as noted below.
2. For n supply centers owned, a player may have n armies and fleets. He may also have n/2 (rounded down) additional fleets (the total of fleets and armies may never exceed 3/2 n).
3. Fleets move in the same manner as they do in regular Diplomacy, except that they may never capture supply centers. Example: the presence of an enemy fleet in a home center only negates its ability to build; it doesn't capture...
LAND SPACES

AND Andrad
ARK Ark
ARR Arrins
AST Astowell
ATN Atmini
ATU Atuan
BRR Berezewk
COR Forth
CHE Chemish
DHR Derhemen
EA Ea
EOO Eoskik
EHM Eastern Hand *
ENL Enlad
FAL Falorn *
FRF Far Sorr
FSL Felkway
FRT Faltuel
GON Gont
GPF Gont Port
GOS Gosk
HGP Havnor Great Port
HIL Hille
HOG Hogen Land
HOR Hort Town
ROS Rosk
HUR Hur At-Hur
ING Ingat
IOE Isle of the Ear
JES Jesse
KAL Kaltuel
KAR Karago-At
KMY Kormay
KOM Korokone
NOP Kopplish
KOR Korp
LIL Lillen
LOB Lorbanery
MAN North Andrad Isle *
MAR Nervenduen
NEM Northern Eshmer *
NES Neshum
NHA Northern Havnor
NKA Near Faluel
NCG Northern Cskil *
NPA Northern Paim *
NWI North Whale Isle *
O 0
OEE Obb
OEB Obhol
ONT Ontuego
OFT O Port
ORR Ormin
PBL Pelimer
FEN Fendor
HEV Hevnia *
RCG Rogn
ROK Rock
ROL Rollamy
RGO Rood
SBL Selidor
SEM Senel
JEN Southern Eshmer *
LFA Southern Havnor *
SHE Sheleth
SHEL Simly
SNE Sneg
SOD Sodors
SOR Sort
SOS Southern Cskil *
SWI South Whale Isle *
TLD The Long Dune
TOO Toom
IZG Tozheven
UDR Udrain
VEN Venway
WAS Wasny
WAT Wahtort
WAY Way
WAL Wallogy
WHA Western Hand *
WYS Wyse

SEA SPACES

1 through 6 **
7 Sea of E
8 through 12 **
13 South Reach Ocean *
14 Great South Shoals
15 through 17 **
16 The Dragon's Run
19 **
20 The South Reach Sea *
21 through 22 **
23 The Closed Sea
24 **
25 The East Reach Sea *
26 through 30 **
31 The Allernts
32 through 36 **
37 The Torlignates
38 through 42 **
43 The Ninety Isles
44 The Inmost Sea
45 Felkway Bay
46 Jaymarsh
47 through 51 **
52 Gentish Sea
53 The Torlks
54 through 55 **
56 The Jaws
57 Cskil Sea
58 The Pearlsh Sea
59 Elavor Straits

the space.

4. A fleet or army may convert itself to the opposite type of unit by writing an order to move to one of its home centers with the word "change" appended to it. If the move succeeds, then the unit is immediately replaced by one of the opposite type. This is the only way a fleet may move to a land space and capture it (but then it's really an army).

5. A convoy operation is not interrupted unless a convoying fleet is dislodged.

6. When an army must retreat, and there are no land-connected spaces available, any friendly fleet (or string of fleets) may convoy that army to another island space (except that a fleet who is itself retreatting may not perform this maneuver). This string of fleets must be as short as possible (i.e., if a retreat route of one fleet exists, a player may not elect to retreat via two fleets). A fleet may convoy more than one retreating army. It does not matter what type of move the fleet(s) performed on the previous turn. Aside from his own fleets, other "friendly" fleets are those so designated by other players (verbally in FTF, written in the previous move for postal play). Specific orders to convoying fleets are not needed. The retreat order for the army is sufficient.

7. If a convoyed army hasn't enough strength to carry out its attack (not enough support) or if the convoy is disrupted (see #5), it is said to have "failed." As in regular Diplomacy, that army must return to its place of origin. or, if so specified in the move, it may land at an intermediate space (alternate debarkation point) accessible to one of the convoying fleets.

For each convoying army, a player may sup-
ply a list of spaces, one for (and accessible
by) each fleet in the convoy, which will be used
as alternate embarkation points should the move
"fail." There need not be a space listed for
every fleet in the convoy, but there is a maxi-
mum of one for each fleet.
If the move "fails" the army lands on the
first available alternate, starting at the
"failure" space and working back to the place of
origin (of the army). This is considered as
part of the normal move (not retrofitting), but
selection of the alternates takes place after
all other moves have been resolved. If more
than one convoying army tries to land at the
alternate, neither lands, and both continue in
their list of alternates. If all of the alternates
are taken and the place of origin is taken,
then the army executes a retreat from the place
of origin. (See #8 for special retreat for con-
voying armies.) When an army goes on a convo-
ying operation, it leaves the space it came from
open—even if the convoy operation fails. So a
single army may move into that spot (without
support, barring no other attempts on that
space) while the army is attempting the convoy
operation.
EXAMPLE: a. KOR - WEL (OPT, HOR, WAT, OBE)
b. 23 c (a)
c. 22 c (a)
d. 42 c (a)
e. 21 c (a)
f. 20 c (a)
The army at KOR is attempting to convoy (via
fleets at 23, 22, 42, 21 and 20) to WEL. Alternate
embarkation points (specified in the order
of the convoy) are OPT, HOR, WAT, none for
the fleet in 21, and OBE. Now, if the move fails
for lack of support, the army goes to the first
open space among OBE, WAT, HOR, OPT and KOR (the
order is important). If the move fails because
the fleet in 22 was dislodged, then the army
goes to the first open space among HOR, OPT and
KOR.
8. Special retreat for convoying armies.
If an army attempts a convoy operation and that
operation fails, all alternate embarkation
points are taken, and someone has moved into his
place of origin, then he must retreat. Since he
is considered to have left his place of origin,
the retreat takes place from a fleet. The
fleet it retreats from is the closest one to
the place of attack from which there is an un-
interrupted line of undisplaced fleets (of the
convoy) back to the place of origin. In
other words, as far as the convoy carried it. From
that point the army retreats in the same fash-
ion as mentioned in #6.
EXAMPLE: Consider the two failures in the
previous example. In the first one, the fleet
from which the army would retreat would be 22.
In the second it would be 22.
9. Units from the same home country may
execute a swap maneuver as long as both indi-
vidual moves would succeed. Swaps involving
different players are never allowed.
10. The game can accommodate a variable num-
ber of players. The players/gamesmaster should
decide upon the allocation of home centers to
suit the number of players and their desires as
to the type of game to be played. "Historical"
allocation of home centers tend to be very un-
balanced (not that it is undesirable—some like it
and some don’t), whereas the following arbi-
trary 5-6 man version is wide open and quite
balanced. Sample allocation: The North Reach
(HOG, BER and NW), Largad (KAR, ATT, and HUR),
The East Reach (BEL, HOL, and IRE), The South
Reach (FAR, WEL, and JES), The West Reach (SEL,\nDER, and NAR), and for a sixth position if need-
ede, Havmor (GSP, PAL, and REV).
11. Victory conditions: Have 34 units on
the board.
12. The game begins with the winter of 00
build. (Note that the players don’t have enough
supply centers to put the four units on the
board during the first build.)

Map Notes: Since many of the land areas
are too small to hold the three letter code,
their names were allowed to lie outside their
boundaries and, to avoid confusion, the sea
spaces were numbered. The three letter codes
will be inside the boundary of the space, if
possible; to the right and beneath otherwise.
The names of the land and sea spaces are listed
below. Most of the names are as they appear in
Ursula K. LeGuin’s Earthsea trilogy; some were
slightly modified to create multiple spaces and
are marked by "*" (i.e., Ensmar was split into
Northern Ensmar and Southern Ensmar), while
others were made up to create additional (sea)
spaces and are marked by "**".

THE WONDERFUL WIDE WORLD OF DIPLOMACY

why, of course I just took Sevastopol. You
were expecting maybe the French?
SO YOU WANT TO BE A DIPPY PUBLISHER!

by DAN GORHAM

When you start your own paper, remember that you are in excellent company, and much of the tradition both from the Dippy world and the regular publishing field that you may or may not follow was usually a reaction to the then current events rather than an evolution of reasonable applicability. In other words: run your zine as is best for you and your readers. Make your own tradition.

There are, however, certain good points to remember in publishing. Why some publications fail while others flourish has been studied in detail by publishers everywhere. Usually, five reasons cause failure:

1. too broad a subject (don't try to cover all the aspects of the field--hit one part of it, cover it well and stay with it);
2. too small an audience,
3. inadequate promotion,
4. improper pricing (usually too low), and
5. insufficient capital to keep going until subscriptions cover operating costs and provide a profit.

By knowing these danger areas and studying them carefully, you can improve your chances for successful publication to almost 90 percent. However, before you launch your zine, one last important factor should be considered. It's the cash you'll need to get your zine off the ground and flying for at least 12 months (part of #5 above). Though no formula exists, a safe bet is to determine your monthly typing, paper, printing, and mailing costs. Multiply by 12 and then add 50 percent for direct mail promotion. Divide this sum by 12 and you will arrive at your accurate monthly publication cost.

To keep costs down, you can start with one room in your house or apartment and fix it up with an old desk, typewriter, bookshelves, filing cabinets, and telephone. The room selected should be as far away from the kitchen as possible and have a thick door with an inside lock. When it comes time to put out your weekly or monthly zine, you need all the quiet you can get. Screaming kids and good copy--like oil and water--don't mix! Besides the obvious financial advantage of not renting office space, there are positive income tax benefits you immediately obtain as an "independent author" publishing a zine at home. Normally, the Internal Revenue Service permits you an income tax write-off of up to one-fifth your rent or mortgage (principal only--not taxes, interest, or insurance on your own home), plus an equal part of your electric, gas, water, and telephone bill each month. Right away this improves your chances for financial success.

To keep everything legal, however, you should check city and state ordinances to ensure you aren't violating existing laws. It is also necessary to obtain a business permit, plus a ledger to keep track of income and spending. If the Internal Revenue Service ever decides to look closely at your business, you'll have all the legal requirements necessary to insure that you are properly credited with legitimate income tax deductions resulting from your publishing.

Once you establish a business in your basement, garage, or bedroom and are ready to launch your zine, a number of basic technical questions must be examined--and answered. Reading the list of these is frequency of publication. This is important for four reasons:

1. the more frequently you publish, the more expensive becomes your production and mailing,
2. frequent publication requires a continuing, heavy volume of information from which you can prepare your zine,
3. publication frequency determines the amount of time you must spend publishing your zine, and
4. frequency can determine the receptiveness of your new publication to prospective subscribers. You should keep it brief, and mail it often--not less than once a month.

In the same way that frequency of publication can make your publishing venture, so can the number of printed pages in each issue. The costs of printing and mailing are prime reasons for keeping your zine brief. Another factor--today's lazy reader doesn't like reading.

In determining the number of pages, one standard rule applies: keep your zine to few enough pages so it can be mailed first class for 10 cents. Otherwise your monthly postage bill may get out of hand. Should you decide to publish as many pages as possible at least cost, there is one professional trick which permits a thick-looking zine weighing less than one ounce.

What is this trick? When you order 8 x 11½ inch paper for printing your zine, specify 14-pound weight. Eight sheets of this paper, plus a standard-sized envelope, will permit you to print 16 pages (eight sheets printed both sides) and remain under one ounce for first-class privileges. To insure you're under the one ounce limit, it's smart to have a printer punch out 3
holes on the left side of the light-weight paper -- reducing the total weight even more. This also permits subscribers to place your zine in a three-hole binder for future reference after reading.

Now, your next step is to design a zine which excites attention--and invites readership. I would suggest that the easiest way to make your zine readable is to avoid tricks and frills. Simply print it on colored paper, such as blue, green, orange or pink. For the front page, block out the top three inches of the sheet for the masthead information including the title, subtitle, address, telephone number, editor's name, volume and issue number, date, page number, yearly subscription and game fees. Then divide the remaining part of the page vertically into two sections. Here index the stories and games that appear. On the backside of this sheet, begin your first story full width from the left side of the page to the right hand side. Use typewriter face and capitalize the first full line across the page width to attract attention. The balance of the story should be in conventional capitals and lower case typewriter face, with names underlined for emphasis. After typing the last line of this first story, you should space two lines and then start the next story's first line in all capitals. Though this approach won't win any graphic design awards, it provides a suitable format for the majority of inexpensively produced zines.

You have four choices for printing your zine: mimeo or spirit duplicating process (typed on a stencil and produced on an inked drum or with fluid); letter press (setting type and printing from the inked type); multigraph; or offset printing (typing your zine on paper, making a photographic metal plate, and printing from this plate).

The choice is up to you, but if you choose offset or letter press, contact a number of printers and show them your proposed zine and obtain estimates, or better yet, advertise in your local paper and ask for bids. In selecting a printer, however, don't necessarily pick the lowest bidder. Quality printing is important, and spending a few dollars more here will often result in a much improved appearance in your publication. Also be sure to inquire about the cost of more copies than you plan to produce. With each zine printed, the printing cost per unit becomes less. As an example, if 1,000 copies of a four sheet (eight printed pages) zine cost you $120.00, another 1,000 copies might add only $50.00 to the bill. This fact is important in seeking wide exposure the first year your zine is published.

So now you have a broad overview of some of the basics of publishing a Dippity zine. I hope it has helped some of the old as well as the new editors and those who may be thinking about going into this crowded field!

BROBDINGNAG RATING LIST

BY JEFF POWER

The LHRB Rating List is maintained and edited by Jeff Power, Lee Point Road, P. O. #2, Box 347, Suttons Bay, Mich. 49682. Inquiries and complaints should be addressed there. The list is published by Walt Buchanan and can be obtained only from him.

For the benefit of the unfamiliar, the LHRB Rating List orders players by a percentage score determined from the expression \[ S = 50 + 50(G/N) \] where \( G \) is the number of completed regular postal Diplomacy games for which that player is the player of record, \( N \) is the cumulative score in points from those \( N \) games. In each game, a player receives one point from every player having done more poorly than he and gives away one point to every player having done better. Players performing equally will exchange no points.

Performances in games are ordered as follows: win, draw, survival according to the number of supply centers/units, elimination according to the season and year. Hence, the winner's score in a game is always +6, the third eliminated player's is -2, and so on. The term \( S/N \) then is a player's adjusted average score per game. The term \( (1 - 3/N) \) is a correction for the wide variances that occur in the average scores of players rated on the basis of a few games; it approaches one as \( N \) increases, dropping out entirely for this purpose when \( N \) exceeds eight. A typical entry in the list might read: 62, 5 2 +4 John Doe (W). From left to right are the percentage score, \( N \), \( S \), name, and the number of wins.

When a country is played by one or more replacement players, the player of record is determined as follows. Any score of -2 or less is credited to the original player; any score of +2 or greater is credited to the latest replacement player; a score of -1, 0 or +1 is given to a replacement player only when it improves his percentage score, otherwise it goes to the original player.

An attempt is made to include only, and all, active players in this list. It is impossible for any one person to know who is or is not active though. Any assistance in correcting this aspect of the list will be much appreciated. For the first time, this edition of the list is now limited to players in North American maga-
The Rest of Us:

<table>
<thead>
<tr>
<th>Player</th>
<th>Score</th>
<th>Bonus</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Andy Phillips</td>
<td>30</td>
<td>+110</td>
<td></td>
</tr>
<tr>
<td>John Eoyer</td>
<td>3</td>
<td>+12</td>
<td>+5</td>
</tr>
<tr>
<td>Mark Tommesen</td>
<td>5</td>
<td>+18</td>
<td>+5</td>
</tr>
<tr>
<td>Arnold Vagtis</td>
<td>23</td>
<td>+72</td>
<td>+20</td>
</tr>
<tr>
<td>Elliot Lipson</td>
<td>4</td>
<td>+13</td>
<td>+93</td>
</tr>
<tr>
<td>Dick Miller</td>
<td>4</td>
<td>+13</td>
<td>+18</td>
</tr>
</tbody>
</table>

The Top Board:

<table>
<thead>
<tr>
<th>Player</th>
<th>Score</th>
<th>Bonus</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walt Buchanan</td>
<td>6</td>
<td>+36</td>
<td></td>
</tr>
<tr>
<td>E. Ver Ploeg</td>
<td>11</td>
<td>+61</td>
<td></td>
</tr>
<tr>
<td>Mike Rocamora</td>
<td>9</td>
<td>+49</td>
<td>+6</td>
</tr>
<tr>
<td>Randy Eywert</td>
<td>12</td>
<td>+58</td>
<td>+5</td>
</tr>
<tr>
<td>John Beshara</td>
<td>13</td>
<td>+61</td>
<td></td>
</tr>
<tr>
<td>Tom Eller</td>
<td>10</td>
<td>+46</td>
<td>+6</td>
</tr>
<tr>
<td>Pete Weber</td>
<td>3</td>
<td>+15</td>
<td>+5</td>
</tr>
</tbody>
</table>

Country Lists:

<table>
<thead>
<tr>
<th>Country</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>England</td>
<td>57.9</td>
</tr>
<tr>
<td>Turkey</td>
<td>54.9</td>
</tr>
<tr>
<td>France</td>
<td>54.7</td>
</tr>
<tr>
<td>Russia</td>
<td>50.6</td>
</tr>
<tr>
<td>Italy</td>
<td>48.8</td>
</tr>
<tr>
<td>Germany</td>
<td>45.2</td>
</tr>
<tr>
<td>Austria</td>
<td>37.7</td>
</tr>
</tbody>
</table>

Second Board:

<table>
<thead>
<tr>
<th>Player</th>
<th>Score</th>
<th>Bonus</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bruce Kindig</td>
<td>6</td>
<td>+26</td>
<td></td>
</tr>
<tr>
<td>E. Ackerman</td>
<td>3</td>
<td>+14</td>
<td>+4</td>
</tr>
<tr>
<td>Fred Davis</td>
<td>2</td>
<td>+10</td>
<td>+6</td>
</tr>
<tr>
<td>F. Calabria</td>
<td>2</td>
<td>+10</td>
<td>+4</td>
</tr>
<tr>
<td>Paul Wood</td>
<td>2</td>
<td>+10</td>
<td>+5</td>
</tr>
<tr>
<td>Lew Pulsipher</td>
<td>14</td>
<td>+52</td>
<td>+6</td>
</tr>
<tr>
<td>Tim Tilson</td>
<td>5</td>
<td>+19</td>
<td>+2</td>
</tr>
</tbody>
</table>

The Top Board:

<table>
<thead>
<tr>
<th>Player</th>
<th>Score</th>
<th>Bonus</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gary Gehrke</td>
<td>70.8</td>
<td>1</td>
<td>+5</td>
</tr>
<tr>
<td>Jim Gingrich</td>
<td>70.8</td>
<td>1</td>
<td>+5</td>
</tr>
<tr>
<td>Jaques Lapointe</td>
<td>70.8</td>
<td>1</td>
<td>+5</td>
</tr>
<tr>
<td>Austin Redlick</td>
<td>70.8</td>
<td>1</td>
<td>+5</td>
</tr>
<tr>
<td>Paul Schwartz</td>
<td>70.8</td>
<td>1</td>
<td>+5</td>
</tr>
<tr>
<td>Max Stanton</td>
<td>70.8</td>
<td>8</td>
<td>+20</td>
</tr>
<tr>
<td>Pete Comber</td>
<td>69.4</td>
<td>3</td>
<td>+8</td>
</tr>
<tr>
<td>Bill Larson</td>
<td>69.4</td>
<td>40</td>
<td>+93</td>
</tr>
<tr>
<td>Hal Naus</td>
<td>69.4</td>
<td>18</td>
<td>+21</td>
</tr>
<tr>
<td>Allan Calhamer</td>
<td>68.8</td>
<td>2</td>
<td>+6</td>
</tr>
<tr>
<td>Don Erfon</td>
<td>68.8</td>
<td>2</td>
<td>+6</td>
</tr>
<tr>
<td>Bill Klitzke</td>
<td>68.8</td>
<td>2</td>
<td>+6</td>
</tr>
<tr>
<td>Robert Lamb</td>
<td>68.8</td>
<td>2</td>
<td>+6</td>
</tr>
<tr>
<td>Len Laskofka</td>
<td>68.8</td>
<td>2</td>
<td>+5</td>
</tr>
<tr>
<td>Ed Rack</td>
<td>67.6</td>
<td>4</td>
<td>+9</td>
</tr>
<tr>
<td>Sam Mienenberg</td>
<td>67.0</td>
<td>3</td>
<td>+9</td>
</tr>
<tr>
<td>Jim Abeler</td>
<td>66.7</td>
<td>1</td>
<td>+4</td>
</tr>
<tr>
<td>Don Alderson</td>
<td>66.7</td>
<td>1</td>
<td>+4</td>
</tr>
<tr>
<td>Craig Eeslinque</td>
<td>66.7</td>
<td>1</td>
<td>+4</td>
</tr>
<tr>
<td>Don Cochran</td>
<td>66.7</td>
<td>1</td>
<td>+4</td>
</tr>
<tr>
<td>Herb Galenziokski</td>
<td>66.7</td>
<td>1</td>
<td>+4</td>
</tr>
<tr>
<td>Aaron Grossbaums</td>
<td>66.7</td>
<td>1</td>
<td>+4</td>
</tr>
<tr>
<td>Ronald Hanson</td>
<td>65.7</td>
<td>1</td>
<td>+4</td>
</tr>
<tr>
<td>Stephen Hall</td>
<td>65.7</td>
<td>1</td>
<td>+4</td>
</tr>
<tr>
<td>Michael Horvath</td>
<td>65.7</td>
<td>10</td>
<td>+20</td>
</tr>
<tr>
<td>Bob Johnson</td>
<td>65.7</td>
<td>1</td>
<td>+4</td>
</tr>
<tr>
<td>David Kirk</td>
<td>65.7</td>
<td>1</td>
<td>+4</td>
</tr>
<tr>
<td>Oleg Kis</td>
<td>65.7</td>
<td>1</td>
<td>+4</td>
</tr>
</tbody>
</table>

The Rest of Us:

<table>
<thead>
<tr>
<th>Player</th>
<th>Score</th>
<th>Bonus</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Andy Eberle</td>
<td>58.6</td>
<td>6</td>
<td>+26</td>
</tr>
<tr>
<td>E. Ackerman</td>
<td>84.6</td>
<td>3</td>
<td>+14</td>
</tr>
<tr>
<td>Fred Davis</td>
<td>81.0</td>
<td>6</td>
<td>+10</td>
</tr>
<tr>
<td>F. Calabria</td>
<td>81.2</td>
<td>2</td>
<td>+10</td>
</tr>
<tr>
<td>Paul Wood</td>
<td>81.2</td>
<td>2</td>
<td>+10</td>
</tr>
<tr>
<td>Lew Pulsipher</td>
<td>80.9</td>
<td>14</td>
<td>+52</td>
</tr>
<tr>
<td>Tim Tilson</td>
<td>80.7</td>
<td>5</td>
<td>+19</td>
</tr>
<tr>
<td>Round</td>
<td>Player Name</td>
<td>Year</td>
<td>St.</td>
</tr>
<tr>
<td>-------</td>
<td>-------------</td>
<td>------</td>
<td>-----</td>
</tr>
<tr>
<td>59.7</td>
<td>Larry Blandin</td>
<td>3</td>
<td>+4</td>
</tr>
<tr>
<td>59.7</td>
<td>Harry Dryer</td>
<td>3</td>
<td>+4</td>
</tr>
<tr>
<td>59.7</td>
<td>Steven Langs</td>
<td>3</td>
<td>+4</td>
</tr>
<tr>
<td>59.7</td>
<td>W. Ossmann (W)</td>
<td>5</td>
<td>+6</td>
</tr>
<tr>
<td>59.7</td>
<td>Dave Scott</td>
<td>3</td>
<td>+4</td>
</tr>
<tr>
<td>59.7</td>
<td>Don Berman (W)</td>
<td>8</td>
<td>+9</td>
</tr>
<tr>
<td>59.7</td>
<td>John Smythe (W)</td>
<td>11</td>
<td>+12</td>
</tr>
<tr>
<td>59.7</td>
<td>John S. Hendry</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Stephen Baird</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Greg Baker</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Robert Easeneker</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Donald Devitt</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>David Fujimara</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Anita Hughes</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Tim Kelley</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>James Pyle</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Joel Klein</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Tom McMahon</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Howard Walter</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>John Ostapkovich</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Marc Richter</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Jim Ronson</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Robert Schmacker</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>David Staples</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Richard Tovson</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Steve Visiotesek</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>Robbie Wolter</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.7</td>
<td>T. M. Worthington</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.8</td>
<td>Jim Esher</td>
<td>2</td>
<td>+6</td>
</tr>
<tr>
<td>59.8</td>
<td>Arnold Proujansky</td>
<td>4</td>
<td>+4</td>
</tr>
<tr>
<td>59.8</td>
<td>Bob Strayer</td>
<td>4</td>
<td>+4</td>
</tr>
<tr>
<td>59.8</td>
<td>Ray Curr</td>
<td>4</td>
<td>+4</td>
</tr>
<tr>
<td>59.8</td>
<td>Lee Early</td>
<td>2</td>
<td>+2</td>
</tr>
<tr>
<td>59.8</td>
<td>Mike Monahan</td>
<td>2</td>
<td>+2</td>
</tr>
<tr>
<td>59.8</td>
<td>Despina White</td>
<td>8</td>
<td>+6</td>
</tr>
<tr>
<td>59.8</td>
<td>Nick Brooks (W)</td>
<td>4</td>
<td>+4</td>
</tr>
<tr>
<td>59.8</td>
<td>Tom Leahey</td>
<td>1</td>
<td>+2</td>
</tr>
<tr>
<td>59.8</td>
<td>Jeff Key (W)</td>
<td>8</td>
<td>+5</td>
</tr>
<tr>
<td>59.8</td>
<td>Jim Carr</td>
<td>1</td>
<td>+1</td>
</tr>
<tr>
<td>59.8</td>
<td>Wayne Lanham</td>
<td>1</td>
<td>+1</td>
</tr>
<tr>
<td>59.8</td>
<td>Jeff Stevens</td>
<td>1</td>
<td>+1</td>
</tr>
<tr>
<td>59.8</td>
<td>Thomas Williams</td>
<td>1</td>
<td>+1</td>
</tr>
<tr>
<td>59.8</td>
<td>Fred Winter (W)</td>
<td>9</td>
<td>+2</td>
</tr>
<tr>
<td>59.8</td>
<td>Herb Barents</td>
<td>7</td>
<td>+4</td>
</tr>
<tr>
<td>59.8</td>
<td>Dave Johnson (W)</td>
<td>1</td>
<td>+1</td>
</tr>
<tr>
<td>59.8</td>
<td>James Nash (W)</td>
<td>2</td>
<td>+1</td>
</tr>
<tr>
<td>59.8</td>
<td>Svend Ravn</td>
<td>1</td>
<td>+1</td>
</tr>
<tr>
<td>59.8</td>
<td>Richard Creemwell</td>
<td>3</td>
<td>+1</td>
</tr>
<tr>
<td>59.8</td>
<td>Joseph Antosia</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>59.8</td>
<td>Henry Daniszewski</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>59.8</td>
<td>Raymond Heuer</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>59.8</td>
<td>Mike Kraves</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>59.8</td>
<td>L. Pendergrass (2W)</td>
<td>3</td>
<td>+6</td>
</tr>
<tr>
<td>59.8</td>
<td>Erik Labelle</td>
<td>3</td>
<td>0</td>
</tr>
<tr>
<td>59.8</td>
<td>Emile Logue</td>
<td>1</td>
<td>+4</td>
</tr>
<tr>
<td>59.8</td>
<td>Roy Matheson</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>59.8</td>
<td>Roy Norton</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>59.8</td>
<td>Chris Ritchie</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>59.8</td>
<td>Winthrop Stites</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>
Dear Rod,

I have received an interesting letter on rules interpretation originally sent by Clive E. Each, B. F. M. S. S., University of Cambridge, 16 Mill Lane, Cambridge CB2 1SE, to Philmar Ltd. Each says in part:

"I observe that because of one rule which is in this booklet but not in the earlier, one can now produce a paradox. The rule is that if a fleet is dislodged, then any army it was conveying has no effect on the province to which it was being conveyed. Consider then the following set of orders:

- England F Lon S F Nth
- Russia F Nth C A Hol-Lon
- France F Eng-Nth
- Germany A Hol-Lon

If Germany's attack succeeds, then the French attack succeeds so the German attack can't succeed! Conversely, if Germany's attack does not get through, then the French attack fails so the German attack succeeds!

"Another very strange result of the new rules is demonstrated by the following orders:

- England F Eng-Nth
- France F Nth C A Hol-Lon

Germany can apparently prevent the army from getting from London to Belgium by writing:

- Germany F Nth C A Lon-Bel

thus preventing a supported attack with only one piece.

"I should however comment that these rules are on the whole a great improvement on the older set—although at least three ambiguities that we had found have been corrected—given time I hope we might find a few more in the new ones."

End quote. The first case refers to Rule XII.3. It seems to be an elegant variant of Pandin's Paradox, using fewer pieces and the interesting twist of an army attacking the fleet that is supporting its convoy. The problem is very closely allied to the problem solved by XII.5.

The second problem arises under XII.4, and is altogether new and clever, although a simpler version was debated years ago when ambiguous routes were of doubtful legality and an unwanted volunteer could render a route ambiguous by chipping in a convoy order.

Allan E. Calhamer, 501 N. Stone, La Grange Park, Ill. 60525.

Dear Walt,

Enclosed is a letter from Allan. I am publishing it. I have appended comments, which you may also wish to publish with Al's letter, as follows:

Allan goes no further in his comments, although I wish he had. Let me add a few of my own. Both of these situations, or at least similar ones, had long been thrashed about, and both could arise as easily under the old Rulebook.

Most (if not all) GMs have always ruled that a convoy attack had no effect on the province being attacked if the convoying fleet were dislodged. The old Rulebook said as much when it stated that such an attack "does not take place" (or some such words...I no longer own a copy). However, situations did not arise in which it was necessary to make a ruling on this point very often.

When the new Rulebook was being written, my original "compromise" draft had a provision relating to Pandin's Paradox. In the end, however, the philosophy of verbal economy won out; we could not take account of every esoteric possibility and still have a usable document. Unless there is a deliberate plot afoot, it seems to me unlikely that this sort of situation would ever arise.

As to the other situation: Dick Sharprin originally raised the "alternate convoy" idea which now bears his name. He argued that it was a legal alternative, although it could occur only in a few areas of the board. There was considerable debate, and it seems to me that most GMs ruled that it was not legal, but there was a lot of disagreement as to what should be done if such an order were written anyway.

The Rulebook attempted to solve only the major difficulty. Each's clever innovation and some related ones remain a knot for each individual GM. My own rules provide that a player may specify which fleet is to convoy his army, and that the convoy order, if given, is the only valid one. In this instance, if the orders were written as printed here, I would rule something like "home fleet has preference"—that is, if the English player had intended to be convoyed by the German fleet, he would not have ordered his own to do it. Therefore, I would rule the English attack successful.

I realize that such a ruling creates a possibility for deception at the next higher logical level. That's unfortunate, but how much absurdness can one pre-plan for?

Rod Walker, 4069 Jackdaw St., San Diego, California 92103
OL' EDI CONUNDS THEM ALL!
Spring 1902

AUSTRIA: A Eoh-Sil (R Tyr), A Ser-Tri
(Birsan)

ENGLAND: F Liv-Iri, F Nth-Eng, A Nwy-Swe, F Bar-Stp(nc)
(Lowry)

FRANCE: F Iri-Wal, F Ere-Eng, A Eel H, A Fer H, F Mar-Spa (sc)
(Power)

GERMANY: A Den H, F Kle-Hel, F Hol S F Kle-Hel, A Ser-Sil, A Mun-Ioh, A Vie S
(Lakofka)

A Mun-Ioh

ITALY: A Tri S RUSSIAN A Gal-Bud (nso), A Ven S A Tri, F Ion-Gre, F Nap-Ion
(Ward)

RUSSIA: F Swe-Nwy, A Mos-Stp, A Ukr-Rum, A Gal S A Ukr-Rum, F Sey-Ela
(Vagts)

TURKEY: A Bul-Gre, F Con-Aeg, F Ank-Ela, A Arm-Smy
(Calhamer)

BEIRIN (19 November 1901): A SEARCH FOR TREASURE: Chapter 4. Along the old road, into
the gray old forest, moves our unlikely quartet
of dwarf, Hobbits and a wizard. Along they
went to come to the Long Lake and there find
their fortunes. As they moved deeper into the
gloom of this awful place, the trees moved in on
them and sent trailers dangling into their faces
—against all, that is, except Lendore, who cast
a spell of enchantment about himself. Tree,
shrub and thorn moved aside with a gawp of fear
to return just in time to hit poor Conrad the
Dwarf who was bringing up the rear.

"What a horrid ghastly place," thought Con-
rud to himself. "Oh, to be in the tunnels of
Gwindor or the caves of Helispornta instead of
this nightmarish place of dead oak and dying
acorn."

But they pushed on until, on the fourth
night—or so it seemed to be for darkness
had been about them for hours—they spotted a
light before them. It twinkled gayly and the
soft singing of a beautiful voice entangled in
the branches of the trees, unneraling them and
making their leaves open happily for the first
time in an age.

The four pressed on until, in a small
clearing beside the road, they saw a ministral
sitting upon a tree stump playing a lute, and
before him danced a beautiful maiden who sang
of her love for this forest and all that dwell-
ed therein. It was Edyth de'Birsane, of course,
and I'm sure you all knew it before I told you.
But the hobbits did not know her and Conrad did
not want to. Besides her sat her husband Corale
de Tremble who of course you also knew at once.
But the hobbits did not know him and Conrad did
not want to.

"They are the guardians of the old forest,
my friends," said Lendore, who of course
(like us) knew who they were, "Edyth is a fairy
princess, an elf lady of high esteem, but years ago
a sickness fell upon her and she became rather
scatterbrained. Here she is, an elf lady of the
Golden Wood, in a forest she does not even rec-
ognize, but she loves it, in her own simple
way, and preserves some good in it," explained
Lendore as he broke cover and entered the light-
el clearing.

"Hail Queen Edyth and to thee, oh stern
Corale!" De Tremble jumped to his feet, tripping
and falling over his lute and knocking
Edyth full forward into a boggy hole. She re-
covered quickly, and casting a large nuzzle of
mud into husband's apologetic mouth, said, "Hail
—whichever you are--and whatever you are," cast-
ing her glance on Carol-Ann the tallish hobbit.

"I'll show you what we are..." cried
Carol-Ann as Lendore clapped his hand over her
mouth before she could raise her frying pan to
the attack.

"We come in peace, my simple maiden; just passing through to the lands beyond, I am Lendore the Blue, these are my companions. We mean no harm."

"Well, all right then," cried Edyth, spinning about and jumping off into a thicket.

"I'll help you, dear," shouted Corzale as he ran and fell after her.

"Reminds me of somo dummy I know," said Conrad—*as* Carol-Ann glared at him.

**ERLON (15 May 1902):** Chapter 5. In the old forest, the troop moved onward along the only path through the grayness of the forest. The days passed slowly and in the place of excitement dwelled fear and depression. For all of the company, that is, save for Lendore who was accomplished in the lore of woods and talked with the Ents, when he came upon them, as a friend protector. "Have you not noticed in the last days that the light becomes brighter at each noon? The end of the forest is at hand, and much the pity," sighed Lendore. Conrad, however, became as close to elated as a dwarf can become without being deep underground in a clear solid tunnel or one of the great caracks of the Misty Mountains. Douglas and Carol-Ann were vaguely uplifted but the depression sat heavily on them, and especially on Douglas who had to put up with Carol-Ann's nagging (and crying pan) daily. At last the trees did thin out so that even Douglas took heart. "Oh for our own little hobbit hole," thought Douglas—and not for the last time.

The Northern Desolation: "Whether they fly or float or walk, they are going to claim my brother Smaug's remains!" cried Rumble the Dullard to his dragon wife Edyth. Alan and Donnie cuddled up beside their stinking mommy and wailed bitterly. "But I can't fly," yelled Donnie; "And I'm not a good sneak," bemoaned Alan. "But you will go! Take this note to your Aunt Cleo, Alan—she will go along!" "Yes, your putridness," said Alan as he took the letter and flew off with it—right into the side of a mountain.

"That's your son, Edyth—a real twit!"

Alan finally arrived—a week and a 7-mile path of destruction later. "Hy, how brother Dullard's handwriting has changed," mumbled Cleo as she scanned the crayoned scrawl, "I lost Daddy's note, Aunt Cleo; I wrote this one myself," confessed Alan sheepishly. Cleo replied, "I guess, dear, that you're an example of the proverb, 'Postmen should deliver letters, not write them.'"

CLOCKWISE, MARCH!
Fall/Winter 1902

| AUSTRIA: (Ersan) | A Tyr-Vie, A Ser-Bud. Owns: Ser, 7fl (1). Removes A Ser. |
| FRANCE: (Poyer) | F Wal-Ion, F Ire-Eng, A Bel H, F Spa(sc)-Mid, A For-Spa. Owns: Ere, Mar, Far, Bel, For, Spa, Lon (?). Builds F Ire, F Mar. |

**ERLON (26 October 1902):** Northern Wastes/The Chartreuse Mountain. Aunt Cleo prepared to go South to claim the remains of her nephew Smaug whose downfall some years before had brought ill fortune and scandal to the Green and Golden dragons of Middle Earth. "Come along, Alan," screamed Cleo to her brother's oldest son. "Why do I have to take his mistakes with me," thought Cleo as she took to the air in a ballet of fine and gentle swoops and circles. She had long been the holder of the order of the aerobatics from the Dragon Guild of Middle Earth and she was not about to lose her title. From above she could see Alan take off and crash headlong into the waterfall beside her stinking den. "To think, that is related to me!" she moaned.

Northern Desolation/The Polish Mountain. Rumble the Dullard waited and waited for his sister to fly by on the way south to the Long Lake. Days past and no sign could be seen. "The old (e.d.) is cruising again, instead of getting to business. Poor Alan, I wonder..., Well, I must go myself, I suppose. Come on, Edyth, Donnie—we'll have to go ourselves!" "But what about Alan, dear?" winced Edyth the
Fugent. "He is too mixed up and confused any-
way, Edyth. He considers craft and subtrifuge
his best talents when he doesn't even know what
they are! If I told you how he added 4 and 4 to
get 8, you'd die laughing."

The Old Forest. All at once the trees be-
gan to give way before them. Small flowers and
tall grasses appeared here and there along the
road and the grayness of the forest was turning
to shades of green and gold. The edge of the
woods was at hand. As they came around a bend,
a shaft of white sunlight peeped around the
trees and fell upon the yellow roses growing
wild and free along the path. "Now beautiful!"
screamed Carol-Ann as she ran to them, "No,
don't," cried Lendore, but it was too late. One
tiny prick by the flower's thorn and Carol-Ann
fell fast asleep. Her snoring even matched the
sawing of the fabled Leonard the Avalanche Mouth.
"What has happened?" said Douglas the hobbit.
"Who cares?" thought Conrad the tiny dwarf.
"She's fallen under the spell of Queen Florin,
the Ward of the Eastern woods. We must find the
Queen and have her remove the spell." "Why
bother?" said Conrad. Everyone stared at one
another. It was a good question!

EDI'S DEFENSELESS SEREIA WITHSTANDS FIVE-ARMY ATTACK
ALTHOUGH LAST UNIT ANNIHILATED!
Spring 1903

AUSTRIA: A Tyr-Mun /a/
(Ansain)

ENGLAND: F Liv-Cly, F Ska-Swe, F Ear-Nw, A StF-Liv
(Lowry)

FRANCE: F Eng-Irl, F Lon-Wal, F Mid-Wes, F Ere-Mid, A Del-Eur, F Mar-Fie,
(Fower)
A Spa-Mar

GERMANY: A Den-Edi, F Nth G A Den-Edi, F Hel-Den, A Boh-Edi, A Mun S A Boh-
(Lakofka)
Tyr, A Vie S A Boh-Mun

ITALY: F Nap-Ion, F Tum S F Nap-Ion, A Tri-Ser, A Ven-Tri, A Apu-Ven
(Ward)

RUSSIA: F Swe-Nw, A War-Liv, A Mos S A War-Liv, A Bud-Ser, A Rum S
(Vagts)
A Bud-Ser, F Ser-Bla

TURKEY: A Gre-Ser, A Bul S A Gre-Ser, F Aeg-Gre, F Ank-Bla, F Smy-Eas
(Calhamer)

BERLIN (28 December 1902): A SEARCH FOR
TEASURE, Chapter 7. The coming of the Dullards
--The Polish Mountains. Rumble the Dullard,
Edyth the Fugent and Donnie Dullard took to the
air in their quest to plunder Smaug's remains.
Aunt Cleo and young Alan had yet to arrive and
Fumble could no longer wait. Off they flew,
over the Northern Desolation, and on to the Lonely
Mountain.
The Northern Mountains. Arnowar, the lord
of the peaks of the Northern Mountains, rose from
the soft grasses that made his nest, stretched
his wings to their full breadth and jumped into
the chill morning air. He glided effortlessly
through the air in swirling loops and circles.
His bodyguard flew beside him and to the eye
watching from below it was a ballet of grace and
wonder. Suddenly the dancing stopped, Arnowar
cought sight of three points of darkness on the
horizon and at once he soared on high, momentar-
ily leaving his stunned entourage behind. As
they closed the distance between them, Arnowar's
fears were borne out. "Three dragons are com-
ing," he cried and messengers carried the doom far and
wide.

Lake Town. Walter the Dwarf, King under
the Mountain, and Jeffery, Mayor of Lake Town
and second son of Iard the Archer, were at feast
when the news came. A raven, black as coal,
flew brazenly into the throng of merrymakers and
landed on Jeffery's shoulder. To all it was a
wonder (except for a few who had seen a similar
happening years before at the coming of Smaug
the Terrible). Jeffery's amanuensis turned to
fear, then wrath. "Dragons are comen! To arms,
to arms!" And thus when the Dullards came upon
Lake Town it was they who were surprised. Edyth
the Fugent swooped down upon the village to
pluck some tender mortal morsel and fell dead,
shot through her wicked heart by an arrow from
Jeffery's black bow. "What will teach you when
to come upon us when you should retreat!" cried
Jeffery to the dragons still on high. Fumble's
rage surpassed all measure but he would not chal-
lenge the Bow of Dale, not yet.

STANDBYS

AUSTRIA: Ronald Kelly
ENGLAND: Paul Eynnel
FRANCE: William McQuillan
GERMANY: Doug Horson
ITALY: Bruce Schlickverme
RUSSIA: Francis McIlvaine
TURKEY: Eric Verheiden
ANALYSIS

by ROD WALKER

Introduction: The one big difficulty in organizing a game with well-known players is that they all know each other and personalities play a big role in what follows. Of course, this is true in real history, too; it is hard to imagine the events leading up to World War I and its grisly course of development without knowing well the personalities of Wilhelm II, Nikolai II, and Franz-Josef, for instance. But in Diplomacy, what you get is not an "ideal game," nor even a demonstration game really, but a game which is really interesting because we know the people involved and because personalities warp and stress the game in often weird directions.

Postal game 1924CK is thus a real lulu! In a way it was predictable. Edi Ersan and Len Lakofka are such obvious permanent enemies, the German attack on Austria was inevitable. The Russo-Turkish war was predictable, too, it seems to me. Allan Calhamer is a follower of the "win only" philosophy, and so is Arn Vags. Each of them had therefore narrowed his diplomatic options to the point where they knew an alliance between them would not work very well. The war between them has, however, been singularly half-hearted, a reflection of the fact that they have troubles elsewhere. In the West, Don Lowry ac-
ually trusted Len Lakofka and Jeff Power, for- 
ed a 3-way alliance, and got his lunch before 
the first game-year was out.

Under the circumstances, a FEG (France-Eng- 
land-Germany) Alliance seemed very reasonable 
for this game. The East was obviously going to 
be hash, and under such circumstances, England 
hits Russia, France hits Italy, and Germany goes 
through the middle. It's devastating. The FEG 
arrangement is easily the most powerful 3-way 
alliance on the board. Why Jeff and Len failed 
to follow through with it is uncertain, but I 
suspect they knew Don Lowry pretty well, and his 
subsequent actions have made the gamble pay off 
for them.

Spring 1902: The handwriting is on the 
wall, and still the eastern powers dither. 
It is perhaps excusable for Italy, who will need 
units to hit the French with, and for Turkey, 
who is far away and can't do much about the 
Franco-Huns, anyway. But Russia's actions are 
short of idiotic. Perhaps he has tried to 
make it up with England and failed. Perhaps 
he has an arrangement with Germany. But I would 
have expected a player of Arn's ability and re-

putation to be doing something about the western 
powers. Of course, maybe he has unreasonably 
expected England would be doing something.

Well, what is England doing? When it comes 
to motivations, the urge to commit suicide in 
this game is always the hardest to explain. A 
continued attack on Russia is inexcusable for 
England at this point. Despite the attempted 
defense against France, England's actions in the 
north clearly indicate that for all practical 

purposes he has given up trying to fight the 
Franco-Huns. They will have little difficulty 
in mopping up.

In the east, Edi Eirsan is now a voice cry-
ing in the wilderness. He knows what threat 
looms in the west, but whether he can convince 
the others or not, he is going to be the sacri-
ficial lamb. Too bad for the East; using those 
Austrian armies now, to hit Germany immediately, 
might save the situation. Turkey displays some 
good tactical sense, getting his other army into 
the Balkans. He is of course only looking out 
for himself. What choice does he have?—If 
Italy and Russia are so hot to sacrifice those 
valuable Austrian armies, what kind of trust can 
Turkey have in them?

Fall/Winter 1902: What I said about Spring 
1902 goes double for this season. England makes 
unseemly haste to throw the game to Lakofka and 
Power. I am sure this serves some purpose for 
Don Lowry, but as an outside reviewer looking 
for a well-played game, it appears we are wit-

nessing a performance which even outdoes the 
gamesmanship of Gene Frosnit, Iermie Kling 
and Paul Harley. Perhaps my judgement is too harsh 
here, and I'd be happy to be enlightened other-
wise, but at the moment, England appears to rate 
a Fickle Finger award and membership in 
the "If I Can't Win, The Hell With It" Hall of 
Fame.

Italy and Russia continue to waste time... 
and Austrian units. They will be getting what 
they are asking for, come 1904.

Spring 1903: I hope the reader will refer 
to my 1901 analysis for this game, in DIPLOMACY 
WORLD #3. What I said would happen has hap-
penned. Austria is gone, England (even with units) 
is gone, and France and Germany need new ene-
emies. Need I point out that French units are 
now heading toward Italy? Germany has three 
units on the borders of the Balkans, three units 
which can readily pounce on Russia in 1904, plus 
at least one build coming (Army Berlin; bets?).

What we are seeing demonstrates the great 
power of a Franco-Germany alliance once England 
is gone—and it is the same as the FEG alliance. 
Their chief enemies are Italy-Russia (now that 
we are without Austria). And behind the lines 
is Turkey. Calhamea can go nowhere without at-
tacking Italy or Russia, and thus helping the 
Franks and the Huns. And Allan is not the type 
of player who can just sit there.

It is a shame England chose not to fight. 
It is a shame Italy and Russia could not con-
trol their greed or perhaps animosity for Edi 
Eirsan; who knows? The result is that the game 
is becoming dull and predictable. I doubt any-
thing could perk it up again without a stab in 
the west. That will be possible before the 
East-West battle lines firm up.

Conclusion: In my opinion, the future 
course of the game is now clear, subject only to 
whether and when a stab of France by Germany or 
of Germany by France might occur. The Franco-
Huns will attack Italy and Russia, who can hold 
a stalemate line only if Turkey cooperates. The 
game then ends in a 5-way draw.

If Turkey attacks Italy or Russia, or both, 
they will be ground between western hammer and 
eastern anvil. Turkey will not advance far 

even to set up a stalemate line, in all proba-
bility, and get stopped. France and Germany 
will then draw or one will attack the other and 
one will win.

If there is a stab, all bets are open. 
What are the chances?

In favor: The situation is such that it 
could work. Italy and Russia have Turkey to 
contend with, and can't intervene too much. Of 
course, Turkey will come after them with hammer 
and tongs (and fang and claw) if there is a 
Franco-German stab. So the stabber, if he can 
defeat the stabbee, stands a good chance of win-
ning the game.

Against: The Franco-Huns have everything 

their own way. Why mess up a good thing? The 
stab can always be delayed until there is much 
less potential opposition and intervention.

On balance: Don't bet on it.

OK, guys, now make a liar out of me and 
give us some excitement!
1. CALHAMEK AWARDS. The results of the annual Calhamer Awards sponsored by IDA were announced at DIPCON VII and the results are as follows:

Outstanding publication: DOLCITOSS
Outstanding gamemaster: Mick Bullock
Outstanding variant zine: ORION
Outstanding single press release: French Cricket Team in Trieste (R. Sharp), WAR BULLETIN #50
Outstanding press series: James Bond (Richard Sharp), 1973DI (1963 & ALL THAT)
Outstanding game of regular Diplomacy: 1973BEI, HOOSIER ARCHIVES, DIPLOMACY WORLD
Outstanding variant game: 1973/SV, (Third Age), GRAPEEY
Outstanding player: Andy Davidson
Outstanding McCallum Award for Meritorious Service: Richard Walker
Outstanding variant zine: Intimate Diplomacy
Outstanding new zine: DIPLOMACY WORLD

It is interesting to note that in every category in which the British had an entry, they won. What happened was confirmed at the DIPCON. They block-voted and put us complacent Yankees in our place! Rather than retaliate next year, however, I would recommend that from now on the Calhamer Awards be broken down into 2 regions, North American and European. Otherwise, we will tend to get voting along national lines without regard to the merits. Besides, not many North Americans see European zines and vice versa.

2. DIPLODOCUS AWARDS. The game's inventor, Allan E. Calhamer, has initiated these new awards and announces the following: the poetry award has been won by Evan Jones, who wrote parodies of English ballads, published in The Fouch and Graustark. The current strategy award was won by William McCullan, for a humorous article on the raising of soybeans in Puerto Rico. The art award was won by Walter Blank for covers drawn for several Diplomacy zines. There was no award for diplomatic history, due to lack of entry.

The awards consist of checks for $20 which will be mailed to the winners shortly. Also mailed to each winner will be a medal, manufactured by one of Chicago's leading companies, consisting of a ten-point bronze cross suspended from a ribbon bearing the colors of five of the Diplomacy Great Powers. The medal bears the word "Diplodocus."

3. NATIONAL DIPLOMACY TOURNAMENT. The 49-man tournament at DIPCON VII was a great success and the final standings as tabulated by Allan Calhamer are as follows (first 3 boards):

1. Mike Rocamora 19 11-12 Edi Lirasan 16
2. Dave Johnson 18½ 11-12 Zane Farkas 16
3. Tim Tilson 18 13 Chuck Joler 15½
4-5 Allan Calhamer 17½ 14-15 Lowell White 15
4-5 Len Lakofka 17½ 14-15 Richard Swales 15
6-10 Doug Heyerlein 17 16 Wayne Gildroy 14½
6-10 Marie Cockrell 17 17-18 Joel Klein 14
6-10 Mike Childers 17 17-16 Terry Knowles 14
6-10 Clay McCluskey 17 19-21 Douglas Dick 13½
6-10 Don Pitch 17 19-21 Walter Blank 13½
6-10 Warren Wyman 13½

Mike Rocamora is to be soundly congratulated for his victory. With it and his recent victory in the last Hoosier Archives Demonstration Game, he now has claim to being both the PEH and TSF champion. The tourney was 3 rounds and scoring was based on how a player did with a given country as compared to the same country on other boards during the same round, i.e., 7 points was maximum and so on down.

4. BOARDMAN NUMBER CUSTODIAN. Due to the increasing size of the hobby, this job has become more and more of a burden on the present Custodian, Conrad von Metzke. After a difficult interim period, things are now back on track and Conrad will continue as Custodian with Rod Walker as co-Custodian. To me this seems like the ideal solution. Since Rod was the Boardman Number Custodian before Conrad, no one could be more qualified, and since both Conrad and Rod live in San Diego, they can easily coordinate in dividing up the load. So if you are a GM and need a number for a new game, write Conrad at PO Box 4, San Diego, CA 92113 or Rod at 4069 Jackdaw St., San Diego, CA 92103. Incidentally, the next Everything should be out at the time you get this, so if you want to keep track of newly started and completed games, send Conrad $4.00 for an annual sub.

5. TERMINUS. As announced last issue, I have finally finished this project of compiling supply center charts of all completed games started before 1971. This plus a set of Everything will give you a complete record of completed games of the postal hobby. Doug Heyerlein (1502 Page Mill Rd., Palo Alto, CA 94304) has cheap xerox access and I have sent him the 90+ pages of originals. You can get a xeroxed set from him for $5.00 postpaid, i.e., at half
the price that I can provide it. Thanks, Doug.

6. 1974 IDA HANDBOOK. IDA’s editor, John Eoyer (117 Garland Dr., Carlisle, PA 17013) has
out done himself. At 84 printed pages, this is the largest “book” on Diplomacy ever written.
All aspects of the hobby are covered including articles on good play. Snap one up while they
last by sending John $3.00 (82.00 for IDA members). This is the best buy in the hobby today.

7. IDA NOVICE PACKET. Another of IDA’s service projects is to provide novices with a
packet of sample Diplomacy zines and a flyer explaining the hobby. Cooperation from publishers
is needed, however, to provide sample copies of your zine so that they may be distributed. So
if you are a publisher, please help out by sending Joel Klein (170-18 130th Ave., Jamaica, NY
11434) samples of your zine. This will help you too in getting new players and subers.

8. ANSCHLUSS. Joseph O. Antosik (422
East Ave., La Grange, IL 60525). In addition to
regular and variant Diplomacy games, ANSCHLUSS
features several other war and non-war conflict
games such as Air Empire (airline management
game), Origins of WWII, Sniperl, etc. Now in
its third year.

9. AMENA. Edi Eirsa (Apt 302, 35-55 75th
St., Jackson Hts, NY 11371). Totally exclu-
sive. Subscription and trades by invitation
only as CM must keep circulation below 50. No
game openings and lately more of a gamezine than a
genuine.

10. THE FIGHTER’S HOME. Dan Gorham (#3
Ravenna St., Asheville, NC 28803). Subscription
is $4.00 for 20 issues, gamefee $4.00 per game.
This is one of the largest zines in the hobby.
It is printed offset and uses photos of the
players and events in the Diplomacy world.

11. CLAW & PANG. Don Horton (16 Jordan Ct.,
Sacramento, CA 95826). Here is what the readers
say about CLAW & PANG: "Claw & Pang is indeed a
punctual and well-written publication." "There
is no doubt that you’re the best GM in the
business." "One reason I enjoy GMF is that you
write so well!" "I’d like to let others know of the
good thing you’ve got going." "...it is
really a pleasure to play in GMF." "GMF is
nice!" (Letters on file with the editor. Names
on request.) 12 issues for $2.00.

12. SIMPOLITIC ZHURNAL. Charles C. Sharp
(506 W. College Ave, #3, State College, PA
16801). SImpolitic Zhurnal is the zine which
describes the goings-on in the game of "Slobo-
via," a Dippy variant designed especially for
those who love press, invention, imagination and
lots of artwork. Subs are 15/page plus postage,
$1.50 player’s fee to join the game. There are
numerous openings for military, political or
even church positions!

13. WANTED. Fourteen average height, phy-
sically beautiful, mentally astute female typ-
ists for obscure publication. Working knowledge
of Polish curses helpful. Enquire box 7 (and
ask for Stanislob). (But I wouldn’t mention
this to Carol—wrobel—that is.)

14. GMF, Mike Karpinski (942 Stewart,
Lincoln Park, MI 48146). GMF is the news-
letter of Interest Group Highland Park and Metro
Detroit Gamers. General articles and bits on
boxing and area club news, limited postal play
facilities. For the interest of local gamers and
to encourage participation among them. 10¢/issue.

15. BEEKHOK. Andy Phillips (139 Olive
St., Daly City, CA 94014). Small, game-reports
only, zine of experimental Diplomacy variations,
Tri-weekly deadlines, over 4 years continuous
publication. Game openings (when available): $2
deposit plus subscription (7 issues/$1). Send 2
10¢ stamps for a sample copy and a list of po-
tential FTF opponents in your area (computerized
Gamerlia contains thousands of names).

16. BEEKHOK. Rod Walker (4069 Jackdaw St.,
San Diego, CA 92103). BEEKHOK is well known as
the most off-beat humor zine in the hobby and
the average reader may be put off by its con-
tent. Subs are not being encouraged at the mo-
moment, but a few are available for those who will
not be offended by the editor’s absolute irrever-
ence for everything.

17. PLUGS. The preceding plugs were sent in
by their respective editors and, in my opinion,
represent an accurate picture of the zines in
question. If you would like to make your zine is
plugged, please send me the copy for the
plug. All I ask is that I get your pubs on some
mutually acceptable basis.

18. FLYING BUFFALO COMPUTER CONFLICT SIMU-
LATION, INC. Richard Loomis (PO box 1467,
Scottsdale, AZ 85252) heads up this group of
professional postal GM’s. They are now branch-
ing out into Diplomacy GMing. Gamefee is $6.50
and for a professionally GMed game, this is
hard to beat. Also available are Diplomacy T-shirts.
I have one and it is neat. Diplomacy orders are
written on the front, and on the back—a knife,
naturally!

19. EL CONQUISTADOR. Viking Systems, #Gor-
don Anderson (Suite #823, 24 N. Wabash Ave.,
Chicago, IL 60602) is starting a new policy of
unlimited game openings. You may enter 2 games
of Diplomacy in El Con for $10 plus maintenance
of a sub (12/$5). Games will be played on a 3-
week deadline by carbon copy. As the game year
is completed, it will be printed in the next El
Con along with any press that has been sent in.

20. DIPPY. Jim Lenes (16 W 450 Honeysuckle
#112, Hinsdale, IL 60521) puts out one of the
most reliable gamezines in the business. I
speak from experience because I’m in one of his
games. Anyway, Jim has just opened up a new
game and if you hurry, you may be lucky enough
to get in it. Gamefee is $5 plus maintenance of
a 7/$1 sub. Highly recommended.

21. STAB. Jeff Key (6918 NW 78th Terrace,
Kansas City, MO 64152) has revised STAB in honor
of its founder, John Koning. It is dedicated to preserving the original humor of the old tab. To get in on the fun, why not send Jeff $1.00 for a 5 issue sub? Who knows, the legendary Great Orange Debate may be revived again?! I saw in the last issue where Bob Walker was making some ridiculous renewed sounds about the inferior California orange. Anyway, all this debate about oranges is ridiculous. Everyone knows that the Hoosier persimmon is a much nobler fruit anyway. I mean, whoever heard of orange pudding?!  

22. SPECULUM. This promising new zine is put out by Dave Kadlec (1447 Sierra Creek Way, San Jose, CA 95132). There are game openings in anything you want to play for the maintenance of a 10/$2 sub plus a gamefee of up to $3 plus a $1 deposit. The zine is done on some of the best ditto I’ve ever seen.

23. LIAISONS DANGEREUSES. Len Lakofka (644 Eriar Pl., Chicago, IL 60657) has finally gotten his missing mimeo parts from Germany (even if he does still have a screw loose) and the cream of Canard Press Uninc. is back in business. Len always has a very readable combination of information and humor. Len, you dolt, you didn’t list the sub feel! Gamefee for novices is $6.00.

24. ARRAKIS. John Leeder (Box 1606, Huntsville, Ont., Canada POA 1L0) puts out THE Dippy zine in Canada in which to follow what’s going on there. Each issue is humorous and informative. So why not send John a $1 sub deposit?

25. FUSHEBROOM. Ernie Melchoir (Box 5318, Sta. E, Nashville, TN 37235) sells this humorous new gamezine at 5 for $1.00. I recommend it in spite of Ernie’s outrageous, unfounded attacks on my press writing ability. What, me write? And besides, who ever heard of a cat named George?

26. THE POCKET ARMENIAN. Scott Rosenberg (182-31 Radnor Rd., Jamaica, NY 11432) is the culprit behind this new zine, and off to a good start it is, too. Subs are 10/$2 or the gamefee is $5 which includes your sub.

27. POICTESEM. Bruce Schlickernd (612 E. 6th St., Long Beach, CA 90814) has started these pretentious pages of pusillanimous pater and putrescence, it is available for a mere 6 issues/$1.00. Gamefee is $1.00 extra.

28. CALIFORNIA REPORTS. Doug Eyerlein (330 Curtner Ave., Apt. 8, Palo Alto, CA 94306) puts out THE zine to get on ratings. For a sub of $10/$2.00, you can’t go wrong. It’s a must for every serious Diplomacy player.

The following is believed to be a complete list of publishers who have game openings in regular Diplomacy in North America as of the end of August. If you are interested, I would recommend that you send any one of them a SSAE and ask for a sample copy of their gamezine. This way you can get an idea of the zine that you would like to play in.

2. Joseph Antoskak, 422 East Ave., La Grange, Illinois 60525
3. Jim Henes, 66 W 450 Honeysuckle #112, Hinsdale, Illinois 60521
4. Jim Sampas, 940 Loraine Ave., Los Altos, California 94022
5. Randy Christopher, 1570 Colobnet Ave., San Martin, California 95046
6. John Coleman, 277 Curry, Apt. #10, Windsor, Ontario, Canada N9E 2L4
7. Robert Correlle, 44 Rawlinson Ave., Toronto, Ontario, Canada M4P 2M9
8. Don Etron, 1823 Dacotah Dr., Windsor, Ontario, Canada N8Y 1B4
9. Dan Gorham, #6 Ravens St., Asheville, North Carolina 28803
10. Jeff Key, 5918 NW 76th Terrace, Kansas City, Missouri 64123
11. Dave Kadlec, 1447 Sierra Creek Way, San Jose, California 95132
12. Anthony Knitz, 3975 Havenhill, Detroit, Michigan 48224
13. Len Lakofka, 644 Eriar Pl., Chicago, Illinois 60657
14. Richard Loomis, PO Box 1467, Scottsdale, Arizona 85252
15. John Mirassou, Rt. 2, Box 623AC, Morgan Hill, California 95037
16. Hal Musa, 1011 Barrett Ave., Chula Vista, California 92011
17. Steve Nusik, 810 Melissa Dr., Oxford, Ohio 45056
18. Doug Ronson, 864 Ingersoll Ct., Mississauga, Ontario, Canada L5J 2S1
20. Bruce Schlickernd, 6194 E. 6th St., Long Beach, California 90803
21. Peter Shamray, PO Box 24892, Los Angeles, California 90024
22. Steve Soloson, 17240 Lake View Dr., Morgan Hill, California 95037
23. David Trunen, 2558 Bevan Ave., Sidney, B.C., Canada V6L 1W6
24. George Wallace, Jr., 9950 Reseda Blvd., #13, Northridge, California 91334
25. Mike Worthington, 2022 Price Ave., Knoxville, Tennessee 37920
A DIPLOMACY MAGAZINE CARRYING ALL KINDS OF INFORMATION ON THE POSTAL SCENE, INCLUDING RATINGS, NEW IDEAS ON GOOD PLAY AND MORE!